

Heroic Leader.



A Tactical Opportunity Arises

Add a senior command character (general, colonel or such) to the force. Your original character becomes commanded by it. Draw a 2nd mission (discard and redraw if it needs figures which are not already in play). You'll prove your potential by exploiting this opportunity! Your team can now win by doing either mission (but you can't tell your team what the second mission is).

7

Personal enmity.



Kill the enemy officer whose name you have.

Through the smoke you recognise the commander of one of the enemy units as being a long-standing foe — the enemy officer whose name you have. You win a personal victory if they get killed. Tell them you'll try and kill them if you want.

4

Instructions

- 1) Each player starts out taking a section. That leader/officer is their player char.
- 2) Each player draws a personal plot card. These may change a player's character.
- 3) Each player then draws an allied player number and an enemy player number card. Plot cards may refer to these. Keep unused ones.
- 4) Teams draw a mission card. Based on plot cards, extra missions may be drawn. Teams may take zero to two extra mis-direction cards.
- 5) Figures for the team missions should be taken or given to the opponent force; do not tell them exactly why (Some of these may be dummies). Terrain for team missions should be added to the table.

Scoring

- 1) If a team achieved the major victory conditions on their cards and there are no conditions (either in personal goals or on the mission card) which prevent it being won, they have a major victory.
- 2) If not, but they have scored any eligible minor victory, they have minor victory.
- 3) If more than 1/2 of surviving chars have achieved personal victory (or they achieved one & it states survival is not needed) then a minor may be upgraded to a major victory even if conditions in §1 prevented winning one directly.
- 4) If two sides are equal, number of survivors with completed personal victories is tie-breaker.

1

Gazetted.



Make Amends for Recent Dishonour.

Your family has recently suffered a dishonour. You're going to make amends by getting gazetted for bravery. You win a personal victory if you kill at least two opponents in hand-to-hand combat, each in LOS of a friendly officer. You (and for simplicity, they) do not have to survive the battle for this to count.

8

Spymaster.



You have a spy in the enemy camp.

If you choose, you can view your opponents' mission. If you do so, however, your named enemy character is your spy. Keep this secret from everyone. If that figure dies during the game, then any major victory won is considered only minor (although it may be then upgraded by personal victories).

5

Daring officer.



Get stuck in!

You win a personal victory if you and your unit kill at least three opponent figures in hand-to-hand combat.

2

Cautious Leader.



Men From Your Home Town

Your unit is made up of fellows from your home town; you're not out to get any of them killed. You win a personal victory if all of them survive the battle (no in-game kills — regardless of any narrative immortality).

9

Spy-catcher.



You've found and turned an enemy spy.

Choose a mission for which suitable figures/models are available, and use or hand those resources over to the other player as if it were part of the victory for your team's mission (So the enemy players now don't know, for example, which figures to protect.) You should note which mission & targets are real. You can only score the real mission; the extra mission is just misdirection.

6

Personal enmity.



You've got a grudge against the allied officer whose name you have.

You win a personal victory if they get killed. Tell them you'll try and kill them if you want.

3

Lucky in Looting.



You Feel Lucky This Battle.

If you make it into a civilian house or church (even if previously searched) you discover a cache of 30 silver dollars in a small chest. If wounded, you can't carry it and have to drop it. If you still have the money at the end of the game, this is your personal victory.

16

Gunnery Instruction.



Your Extra Musketry Training Will Be Vindicated!

Your men have been intensively drilled and supervised, their weapons are scrupulously cleaned and loaded prior to the battle. First shots fired from a long-arm will gain a bonus (the bonus will depend on your rules system). You win a personal victory if they kill at least five opponent figures by gunfire.

13

Eager for First Blood.



Your unit is untried; it's time they tasted proper battle.

You win a personal victory if they kill at least two opponent characters. Draw a second mission card, but ignore it. It's just for misdirection.

10

Squiffy.



You've arrived at the battle still somewhat hung-over from last night..

You can't hit a thing while shooting but public school's training means you fight just fine... You're immune to all morale tests, but you also can't get to add your modifiers to your unit's tests. Personal victory is to enter a house, spend a turn searching & roll a 5+ on D6 to discover a stocked wine cellar. From then on act as normal.

17

Dastardly Officer.



Your personal victory is simply to stay alive.

If a shot would kill you, and you have another figure within 5 cm and no friendly officer has LOS to you, you can use them as shield. They take the hit and you're saved. Also, figures under your command can fire into melee with a randomised chance of hitting each combatant.

14

Control the Enlisted Men.



You have been accused of being soft on the men.

You win a personal victory if none of them flee from the table. You may shoot at or fight fleeing figures. (For the purposes of this game, routing/fleeing figures will have to be represented on the table until they leave even if they are ordinarily are not.)

11

Blighty One.



You really would like to go home...

but honour demands staying in the war. Your personal victory would be to be wounded so you can finagle it into an honourable way home... but not killed, of course. Hit doesn't count, only wounded.

18

Relatives.



With a weary sigh..

you recognise your randomly chosen enemy officer as being your wife's cousin's husband. You win a personal victory (and avoid catching hell later) if he's still alive at the end of the battle. You may (if you choose) take the player aside and attempt to explain this. *Remove this card if fighting undead.*

15

Penniless.



Gambling debts are becoming a problem.

You may, as an action, search any figures killed by (or in!) your unit and collect D6 dollars from enlisted figures and 2D6 from officers. You may also search houses (one search only per house) for D6 dollars. If you collect a total of more than 20, you win a personal victory.

12

Crave the Ending.



You wish this damnation would end.

But your release can only come if you fulfill your Dark Master's desires. Your personal victory is to die in battle having killed at least one opponent.

25

Nice Body...



...I'll take it!!

Your named enemy player looks in great condition. You'll have him as pride of place in your zombies. You win a personal victory if he dies on the field.

22

Find One to Flog!



They Need to Know Who's In Charge Around Here!

You're determined to set an example to the men. You win a personal victory if at least one of your figures flees the field and survives so that you can flog them for indiscipline.

19

Watch The Living Suffer.



You are fascinated by the agonies of the living.

You win a personal victory if your unit leaves more figures heavily wounded than living or dead combined.

26

Personal Eternal Grudge.



You've got a grudge against the allied officer whose name you have.

You win a personal victory if they get killed. Tell them you'll try and kill them if you want.

23

Conspiring.



You and Myself.. And Him..

If both you and your named allied player are not the force commander then you should conspire — your personal goal is achieved if your force commander is wounded in the battle (not killed). He'll be sent home and you're going to get brevetted — you both win a personal victory for this.

20

Re-animated Memories.



One of the recently animated undead remembers his mission.

You may look at one of the enemy side's mission cards. Your personal victory is if the enemy fails to achieve a major victory. You may *tell* your allies about the mission card, but not show it to them.

27

Debt of Timeless Honour.



You owe your named allied player.

Your personal victory is that they remain alive (or at least undead) at the end of the game — you do NOT have to be alive (undead) to score this personal victory.

24

Conspiring II.



You, Me, Him, & Them..

The enemy player whose name you're holding is your co-conspirator against the friendly player whose name you have. If the allied character dies in the game, you've won a personal victory. And so has the enemy player... unless he's dead as well to keep the secret (a 2nd personal victory for you!). He can get a third personal victory by you being dead to keep the secret... *Remove this card if fighting undead.*

21

Enemy

Your target Enemy player is...

2

Two

34

Personal Agenda.



You're ambitious and want to prove yourself.

Your target is the unit commanded by your named enemy. Destroy it! Win a personal victory if, at the end of the game, it has less than 1/5 survivors —the rest killed or routed.

31

Reluctant Minion.



You sympathise somewhat with the living.

Your personal victory is for your side to achieve only a minor victory in the battle. Of course, if you winning this upgrades it to a major, that's OK.

28

Enemy

Your target Enemy player is...

3

Three

35

The Bats Have Ears.



You sent out bats (or other appropriate spy animals...

You may look at the personal victory card of your named enemy figure. Your personal victory condition is that they do not achieve theirs..

32

This Magic is Expensive.



Your unit are valuable resources and you suspect you will need them later.

Your personal victory is to not lose any of the unit's members. Wounded is fine, routed is fine; they can just be collected up later.

29

Enemy

Your target Enemy player is...

I

One

36

Enemy

Your target Enemy player is...

I

One

33

Re-animated Memories.



One of the recently re-animated undead dimly remembers his orders.

You may look at a randomly chosen mission card from your opponents. Your personal victory is if they fail to achieve a major victory.

30

Allied

Your target Allied player is...



Two

43

Allied

Your target Allied player is...



Two

40

Enemy

Your target Enemy player is...



Two

37

Allied

Your target Allied player is...



Three

44

Allied

Your target Allied player is...



Three

41

Enemy

Your target Enemy player is...



Three

38

Mission: *Withdraw!!*

A disaster has befallen your army and it is withdrawing to a place of safety.

Major Victory

3/4 (numerically) of your force evacuates the table via the opposite edge/corner.

Minor Victory

1/2 (numerically) of your force evacuates the table via the opposite edge/corner.

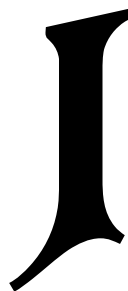
Setup

If all allied players agree, one unit (<1/4 of the force) may be designated as the rear-guard and not counted for victory determination. You should record the unit.

45

Allied

Your target Allied player is...



One

42

Allied

Your target Allied player is...



One

39

Mission: *Seize Terrain!!*

Your force must occupy a significant terrain feature near the centre of the battlefield. Significant features could be; fortifications, an obvious building, a bridge, a hill.

Major Victory

Your forces occupy the area in and around the feature — no enemy is within 12" of it.

Minor Victory

Your forces are in the terrain feature.

Setup

If there is no suitable terrain feature, add one.

52

Mission: *Eliminate!!*

A randomly chosen opposing fighting unit (not an individual) is of strategic significance in an upcoming battle. You should destroy it as thoroughly as possible.

Major Victory

The targeted unit is destroyed. (All the members are dead or fleeing).

Minor Victory

The target unit's leader and at least 2/5 of its strength is dead.

Setup

No special setup, but note down the target unit.

49

Mission: *Deny!!*

You've learned the oppositions plans. You must stop them at all costs.

Major Victory

The enemy does not score even a minor victory.

Minor Victory

The enemy scores at best a minor victory.

Setup

You may look at the opposition's mission card. If they've got 'Deny' as well, then both of you should draw again.

46

Mission: *Innocents!!*

Several innocents (monks, nuns, women etc) are being accompanied by the enemy.

Major Victory

You control the table or the innocents are under your command and all are alive.

Minor Victory

You command the innocent figures but some are dead. If so, the opponent who was originally escorting them may at best achieve only minor victory due to the loss of honour.

Setup

The opposing side is given the innocents to escort. The innocent figures are controlled by whichever player has most figures within 4" of them. Remove this card if fighting undead.

53

Mission: *Murder!!*

Nothing matters but the death of the most significant character(s) on the opposing side.

Major Victory

The figure is dead. (The in-game kill counts for narrative significant figures who can't be killed.)

Minor Victory

It's all or nothing. You can't get a minor victory for this one.

Setup

If the opposing side doesn't have any suitable significant characters (generals, notable figures etc), then either you may ask them to take a non-fighting figure to protect, or nominate to try and kill half their unit leaders instead (decide before the game and record the decision).

50

Mission: *Destroy!!*

Your force is tasked with the destruction of a significant terrain feature; bridge, church tower, a building. (It may be one of several possibilities, selected randomly and not known by your opponent).

Major Victory

The target is destroyed.

Minor Victory

You control the table at the end of the game and your demolition unit survives.

Setup

You may take an extra unit which has the resources to undertake the demolition if you do not already have one. If there is no suitable terrain feature, add one.

47

Mission: *Innocents??*

Several apparently innocents (monks, nuns, women etc) are being accompanied by the enemy. One of them is, in reality a spy.

Major Victory

You control the table or the innocents are under your command — you'll work out which is the spy later and the rest are saved.

Minor Victory

All of the innocents are either dead or under your control; while you might not find out what the spy had revealed, you know they won't reveal more. If so, the opponent who was originally escorting them may at best achieve only minor victory due to the loss of honour. And also their spy.

Setup

The opposing side is given the innocents to escort. The innocent figures are controlled by whichever player has most figures within 4" of them. Remove this card if fighting undead.

54

Mission: *Occupy Ground!!*

Your force must occupy the area.

Major Victory

You occupy the entire table, with no significant opposition forces (Fleeing figures don't count, units under 1/2 strength don't count and individual characters don't count.)

Minor Victory

You occupy at least half the table (with the same conditions).

Setup

No special setup.

51

Mission: *Attack the Convoy!!*

Your opponent has a valuable (mobile) resource. Supplies or guns. You must destroy them.

Major Victory

The convoy unit is destroyed.

Minor Victory

You control the table at the end of the game and the convoy unit is still present.

Setup

Your opponent will be given suitable unarmed models to represent the target.

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Minor Victory

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Setup

You may look at the opposition's mission card. If they've got 'Deny' as well, then both of you should draw again.

56

Allied

Your target Allied player is...

4

Four

63

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Major Victory

The figure is dead. (The in-game kill counts for narrative significant figures who can't be killed.)

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Major Victory

The target is destroyed.

Minor Victory

You control the table at the end of the game and your demolition unit survives.

Setup

You may take an extra unit which has the resources to undertake the demolition if you do not already have one. If there is no suitable terrain feature, add one.

57

Indiscretion.



People have been overheard...

You can look at your named enemy and allied players' personal victory cards (but not their player number cards). You may choose whether to tell other allied players about them. You win a personal victory if no allied player's death satisfies either of their personal goals...

70

Mission: *No Retreat!!*

Hold your side of the table at any cost.

Major Victory

No enemy units have crossed the table mid-line.

Minor Victory

It's all or nothing. You can't get a minor victory for this one.

Setup

You can deploy up to the table mid-line. You can deploy in defensive positions. You can prepare positions (barricades, entrenchments and other suitable defences.)

67

Allied

Your target Allied player is...

4
Four

64

Scapegoat.



You're going to be carpeted for failure...

...unless someone else fares worse. You win a personal victory if your named allied player's unit has a lower survival rate than yours. If your unit causes any of the casualties, your figures must not be observed at the time by any other allied player character.

71

Mission: *No Retreat!!*

Hold your side of the table at any cost.

Major Victory

No enemy units have crossed the table mid-line.

Minor Victory

It's all or nothing. You can't get a minor victory for this one.

Setup

You can deploy up to the table mid-line. You can deploy in defensive positions. You can prepare positions (barricades, entrenchments and other suitable defences.)

68

Enemy

Your target Enemy player is...

4
Four

65

I'll Have My Revenge!



Your named enemy player humiliated you previously.

It's not enough for him to die, he needs the humiliation returned. You personal mission is to have him survive the battle but his unit be reduced to 25% or less in strength.

72

School Chums.



The allied player whose card you have went to the same public school.

You win a personal victory if they survive the battle. Otherwise you'll have to go to another boring memorial.

69

Enemy

Your target Enemy player is...

4
Four

66

You are player ...

3

Three

79

You are player ...

4

Four

76

You are player ...

1

One

73

You are player ...

4

Four

80

You are player ...

1

One

77

You are player ...

2

Two

74

You are player ...

2

Two

78

You are player ...

3

Three

75