

## 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 any player who has unopposed figures within 4" of them. *Remove this card if fighting un-dead.*

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## Mission: *Deny!!*

*You must stop the oppositions plans 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**

If both sides turn out to have drawn "Deny", gain a minor victory if you inflict more losses than you take. Personal victories become a tiebreaker.

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## Replacement Cards

These cards replace their equivalent versions in the original deck.

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## Mission: *Deny!!*

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### **Setup**

If both sides turn out to have drawn "Deny", gain a minor victory if you inflict more losses than you take. Personal victories become a tiebreaker.

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## 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 narratively 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).

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## 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 all the innocents are under your command — you'll work out which is the spy later and the rest are saved. Any opposition Spymaster personal victories are nullified.

### **Minor Victory**

All of the innocents are *either* dead or under your control; while you may 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 — Any opposition Spymaster personal victories are nullified.

### **Setup**

The opposing side is given the innocents to escort. The innocent figures are controlled by any player who has unopposed figures within 4" of them. *Remove this card if fighting un-dead.*

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## 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 narratively significant figures who can't be killed.)

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### **Setup**

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