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 undead.

53a

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.

46a

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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

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

If the opposing side doesn't have any suitable significant characters (generals, notable fig-

ures 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

killed.)

Setup

Minor Victory

the decision).

Replacement Cards

These cards replace their equiva-

lent versions in the original deck.

Mission: Deny!!

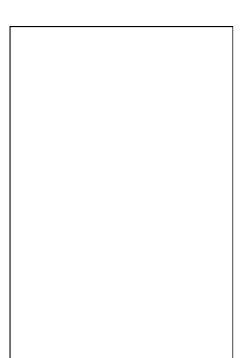
You must stop the oppositions plans at all costs.

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.

56a



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 Spymas-ter 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 undead

54a

Mission: Murder!!

50a

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 fig-ures etc), then either you may ask them to take a non-fighting figure to protect, or nom-inate to try and kill half their unit leaders instead (decide before the game and record the decign) the decision).

60a