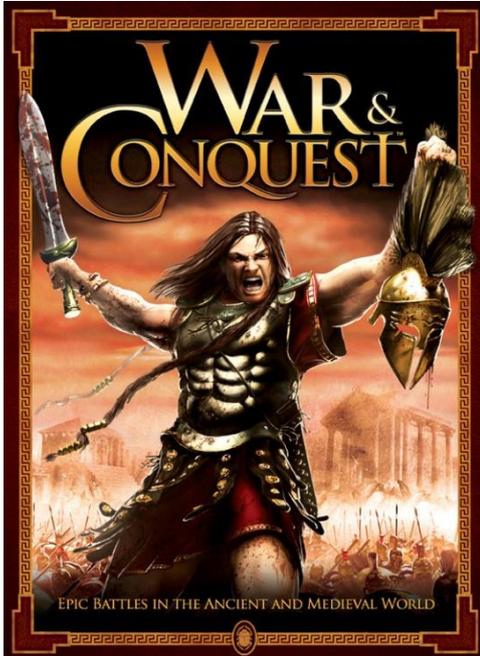


### 1. Breakthrough

To break through, punch through the enemy deployment zone and move units off the table edge.

To achieve this before the game ends you must move 25% of your formations off the table within 6" of any fixed enemy Rally point.

At least one formation must be a battle formation. They do not need to move off all at the same time, but once you do start moving off your opponent will do their best to stop you



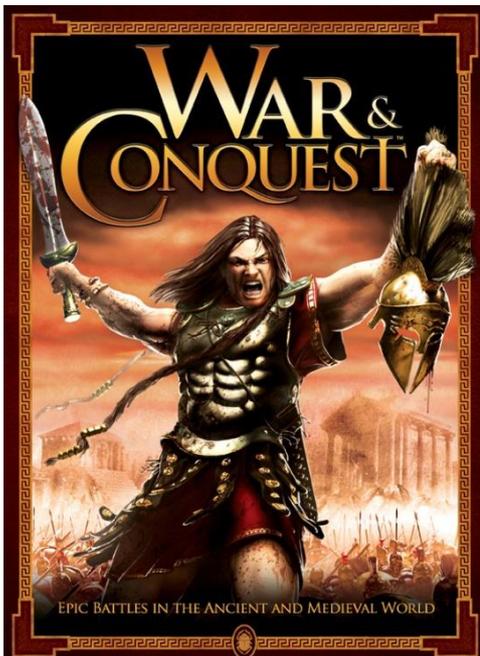
### 2. Search and Destroy

Eliminating the enemy's finest warriors will impact on the long term efficiency of their army.

You must attempt to identify and destroy the 2 most valuable, by either wiping them out or driving them from the field.

Once you think you have achieved this, you should tell your opponent. If you are correct victory is yours! If not, you must continue.

Normally 'most valuable' will equate to the points value of the formation, but you may of course determine value in different ways, if both players agree. Characters could be selected instead of formations.



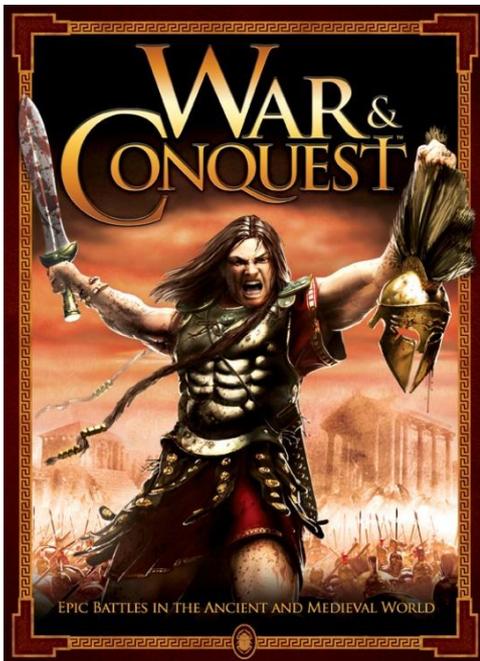
### 3. Raid

You must move a unit onto any fixed Rally point. It must remain there for its following Round of Play, while they loot the camp.

In subsequent Rounds of Play they may then move away, attempting to return with their spoils of war!

Using a suitable token to show the unit has the loot, they must return to your deployment zone and exit the table through one of your fixed Rally points.

Should the unit be destroyed in combat or flee, the marker will be dropped at the point where they flee or their destruction occurs. It may then be collected by either side, simply by moving across it.

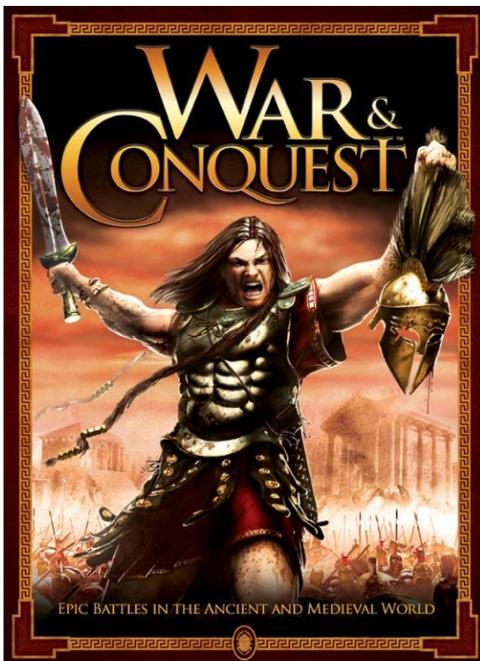


#### 4. Take and Hold

The centre point of the table is strategically important to your plans for war & conquest!

You must move a battle formation onto the centre point (or as near as possible if terrain precludes this) and keep an area 12" around this point clear of all enemy troops.

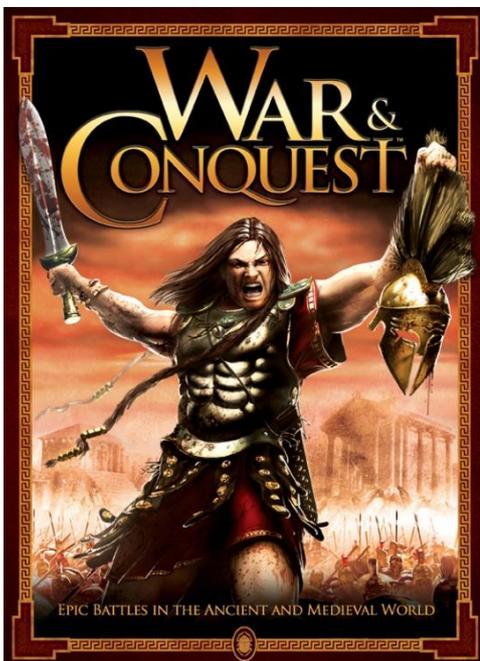
At the end of any game turn when this is achieved, announce to your opponent you are ready to conquer. If the conditions are still met at the end of the following turn, you have won.



#### 5. Pitched Battle

The objective of a pitched battle is simple, destroy the enemy and chase them from the field!

To achieve your objective, at least 75% of the enemy formations must be destroyed or have fled the field of battle.



#### 6. Test of Strength

You wish to test the enemy without compromising your own position.

At the end of the game, you must have at least one non fleeing battle formation in the enemy deployment area and no enemy battle formations in your own.