

# A Line in the Sand

*You're tired of your opponent's crew in your turf, so you're going to draw a line in the sand... with dynamite.*

**Setup**  
Place five 30mm Dynamite Markers along the centerline of the table, at least 6" apart.

**Special**  
A model may make a **(1) Interact** Action while in base contact with a Dynamite Marker to arm it. One of your opponent's models may make a **(2) Interact** Action with a Dynamite Marker you have armed to disarm it. A model cannot take either of these Actions if they are Insignificant or engaged with an enemy model.

**Victory**  
**Score 4 VP:** If all five Dynamite Markers are armed at the end of the Encounter.  
**Score 2 VP:** If at least three Dynamite Markers are armed at the end of the Encounter.

Strategy

# Claim Jump

*Time to stake your claim in someone else's territory!*

**Setup**  
Place a 30mm Claim Marker at least 8" away from the center of the table and at least 12" from your Deployment Zone.

**Special**  
Insignificant models do not count toward the Victory condition.

**Victory**  
**Score 4 VP:** If you have twice as many or more models completely within 3" of the Claim Marker than your opponent at the end of the Encounter.  
**Score 2 VP:** If you have more models completely within 3" of the Claim Marker than your opponent at the end of the Encounter.

Strategy

# Contain Power

*You have been assigned to contain the expansion of your opponent's power.*

**Victory**  
**Score 4 VP:** If your opponent has no Masters, Henchmen and Totems in play at the end of the Encounter.  
**Score 2 VP:** If you have killed at least one of your opponent's Masters or Henchmen.

Strategy

# Deliver a Message

*I'm just the messenger!!*

**Special**  
A model in your crew may make a **(2) Interact** Action while within 2" of one of your opponents' Masters, or Henchmen to Deliver a Message. Insignificant models cannot take this Action.

**Victory**  
**Score 4 VP:** If one of your models delivered the message in the first 4 turns.  
**Score 2 VP:** If one of your models delivered the message during the Encounter.

Strategy

# Essential Play Chart

Jokers	
Player Choice	
1-2	Treasure Hunt
3-5	Destroy the Evidence
6-8	Reconnoiter
9-11	Claim Jump
12-13	Slaughter

Strategy Chart

# Extended Strategy Chart

*Start on the side bar table. Then use the table below for Individual Strategy flips, for shared use the same table but flip once for both players and used the shared version.*

Jokers	
Players's Choice	
1	Story/Individual
2-8	Individual
9-12	Shared
13	Story/Shared

**Individual Strategy Chart**  
Black Joker — Opponent's Choice  
1 — A Line in the Sand  
2 — Claim Jumper  
3 — Contain Power  
4 — Deliver a Message  
5 — Destroy Evidence  
6 — Distract  
7 — Escape and Survive  
8 — Plant Evidence  
9 — Reconnoiter  
10 — Slaughter  
11 — Supply Wagon  
12 — Treasure Hunt  
13 — Turf War  
Red Joker — Player's Choice

*You may re-flip your Strategy once by reducing Soulstones for crew hire by 1.*

Strategy Chart



## Destroy the Evidence



*The other player has set up on some key evidence left behind from a previous Encounter, and you need it destroyed!*

### Setup

Place one 30mm objective Marker completely inside your opponent's Deployment Zone and two 30mm objective Markers completely within 10" of your opponent's deployment zone. Markers cannot be placed within 8" of each other.

### Special

A model in your Crew in base contact with any one of these objective Markers may make a **(1) Interact** Action to remove the Marker from play. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

### Victory

**Score 4 VP:** If all three of the objective Markers have been destroyed at the end of the Encounter.

**Score 2 VP:** If two of the objective Markers have been destroyed at the end of the Encounter.

Strategy

## Distract



*You need to get the watchful eye of your opponent off your plans.*

### Special

Insignificant models do not count toward the Victory condition.

### Victory

**Score 4 VP:** If your opponent does not have a Master, Henchman or Totem on your half of the table at the end of the Encounter.

**Score 2 VP:** If your opponent does not have a Master completely on your half of the table at the end of the Encounter.

Strategy

## Plant Evidence



*You've decided to try and turn public opinion against your opponent by framing them, but to do this you need to plant the evidence.*

### Special

A model in your Crew may make a **(1) Interact** Action to Plant Evidence when in base contact with a terrain feature. You may not plant evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

### Victory

**Score 4 VP:** If you Plant Evidence on at least four terrain features on your opponent's half of the table, or on at least two terrain features in their Deployment Zone during the Encounter.

**Score 2 VP:** If you Planted Evidence on at least two terrain features on your opponent's half of the table during the Encounter.

Strategy

## Reconnoiter



*Investigate the surrounding area.*

### Setup

Divide the table into equal quarters.

### Special

Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. A model counts as occupying a table quarter if more than half of its base is in that quarter.

### Victory

**Score 4 VP:** If, at the end of the encounter you have as many or more models than your opponent completely within at least three of the table quarters.

**Score 2 VP:** If, at the end of the encounter you have as many or more models than your opponent completely within at least two of the table quarters.

Strategy

## Escape and Survive



*You simply cannot afford any more losses right now.*

### Setup

At the start of the Encounter note what models your Crew hired.

### Special

Insignificant models do count toward the Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when summoning the model.

### Victory

**Score 4 VP:** If you have at least 75% of the number of models you started the Encounter with in play at least 8" from your Deployment Zone at the end of the Encounter.

**Score 2 VP:** If you have at least 50% of the number of models you started the Encounter with in play at least 8" from your Deployment Zone at the end of the Encounter.

Strategy

## Slaughter



*They've gone to far, time to try to wipe them out.*

### Special

Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (Multiple model Masters such as *The Dreamer* and *Viktoria* are worth 6 Soulstones per model).

### Victory

**Score 4 VP:** If the total Soulstone Cost of enemy models you have killed or sacrificed is 1.5 times greater than the total soulstone Cost of your models your opponent has killed or sacrificed.

**Score 2 VP:** If the total Soulstone Cost of enemy models you have killed or sacrificed is greater than the Soulstone Cost of your models your opponent has killed or sacrificed.

Strategy



Supply Wagon

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## Shared Deliver a Message

*I'm just the messenger!!*

### Special

A model in your crew may make a **(2) Interact** Action while within 2" of one of your opponents' Masters, or Henchmen to Deliver a Message. Insignificant models cannot take this Action.

### Victory

**Score 3 VP:** If you are the first player to deliver the message, which must happen in the first 4 turns.

**Score 1 VP:** If you deliver the message.

**Score +1 VP:** If your opponent does not deliver the message during the Encounter.

Shared Strategy

## Shared Destroy the Evidence

*Everyone's hands are dirty, just make sure that yours appear less dirty than your opponents.*

### Setup

Place a Neutral 30mm objective Marker in the center of the board. Each player places one 30mm objective Marker completely inside your opponent's Deployment Zone and two objective Markers completely within 8" of your opponent's Deployment Zone. No objective markers can be placed within 8" of each other.

### Special

A friendly model in base contact with an objective Marker that you placed may use a **(1) Interact** action to destroy the objective Marker and remove it from the board. This may not be done while within melee range of an opponent's model. No model may Interact with the Neutral Objective Marker until all markers are removed from their opponents side of the board first.

### Victory

**Score +1 VP:** For each objective Marker you placed that you removed from play during the Encounter.

**Score +2 VP:** If you removed the neutral objective Marker from play during the Encounter.

Shared Strategy

## Shared Distract

*You need to get the watchful eye of your opponent off what you're up to.*

### Special

Insignificant models do not count toward the Victory condition.

### Victory

**Score 4 VP:** If your opponent does not have a Master, Henchman or Totem completely on your half of the table and you have a Master completely on their half of the table at the end of the Encounter.

**Score 2 VP:** If your opponent does not have a Master, Henchman or Totem completely on your half of the table at the end of the Encounter.

Shared Strategy

## Shared Plant Evidence

*You've decided to try and turn public opinion against your opponent by framing them, but to do this you need to plant the evidence.*

### Special

A model may take a **(1) Interact** Action to Plant Evidence when in base contact with a terrain feature. You may not plant evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

### Victory

**Score +1 VP:** For each piece of evidence you plant on your opponent's half of the table.

Shared Strategy

## Shared Reconnoiter

*Each of you have decided to investigate the surrounding area and learn more than your opponent.*

### Setup

Divide the table into equal quarters.

### Special

Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. A model counts as occupying a table quarter if more than half of its base is in that quarter.

### Victory

**Score +1 VP:** For each quarter with more of your models than opponent's models at the end of the Encounter.

Shared Strategy

## Shared Escape and Survive

*Neither of you can afford any more losses right now.*

### Setup

At the start of the Encounter note what models your Crew hired.

### Special

Insignificant models do count toward the Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when summoning the model.

### Victory

**Score 2 VP:** If you have lost fewer models than your opponent.

**Score +1 VP:** If you have at least 50% of the number of models you started the Encounter with in play at least 6" from your Deployment Zone at the end of the Encounter.

**Score +1 VP:** If you have at least 75% of the number of models you started the Encounter with in play at least 6" from your Deployment Zone at the end of the Encounter.

Shared Strategy



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## Setup

## Special

## Victory

**Score +1 VP:** If your Wagon Marker is undamaged at the end of the Encounter.

## Shared Strategy

Special

**Score +1 VP:** If your opponent's remaining models are worth less than half the Soulstone value at the start of the game.

## Shared Strategy

## Setup

## Special

**Score 2 VP:** If the treasure is in your Deployment Zone but not carried by a model, or carried by an insignificant model.

## Shared Strategy

Special

**Score +1 VP:** if you have a model in your opponent's Deployment Zone at the end of the Encounter.

## Shared Strategy