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| **First to the Fight:** Score 1 Glory Point each time every unit in your army (that is eligible) advances or charges (non-eligible units must move their full distance allowed). If the game ends before the 5th turn, and you achieved this each round, turn score 5 points. | **Sedentary**: Score 1 Glory Point for each turn that ends with your General in your deployment zone. If the game ends before the 5th turn, and you achieved this each round, turn score 5 points. | **Parade Formation**: Score 1 Glory Point for each turn in which your whole army is within at least 18" of your general AND moved at least 4". If the game ends before the 5th turn, and you achieved this each round, turn score 5 points. | **Glory Hungry**: Score 1 Glory Point for each standard captured or challenge issued (Max of 5) |
| **Lead from the Front:** Score 1 Glory point for each turn your general (or his unit) is the furthest unit from your deployment zone. If the game ends before the 5th turn, and you achieved this each round, turn score 5 points. | **Battlemage**: Score 5 Glory Points at the end of the battle if you successfully cast more spells than any other member of the team. If the combined wizard levels of all units in your army is below 5 you may discard this card and draw a different one. | **Monster Hunter**: Score 5 points at the end of the game if you kill more Monster or Monstrous Infantry units than any other player on your team. | **Looter**: Score 1 Glory Point each time you defeat a unit (Infantry, Cavalry or Character) with a majority combined armor save of 3+ in combat (the enemy unit must be wiped out or must flee, and if not a character unit, must contain at least 3 models) (Max of 5) |
| **Camping**: Score 5 Glory Points at the end of the battle if your units are occupying more buildings than any other player on either team | **Goal-Oriented**: Each time a round ends with one of your units controlling an objective score 1 Glory Point, score an additional point for each objective held by your units at the end of the game. (Max: 5) | **Head Taker**: Score 5 Glory Points if you have killed the model with the greatest point value on your team. | **It's the thought that counts**: Score 1 Glory point for each turn in which you lose the greatest number of models of any player on your team.  If the game ends before the 5th turn, and you achieved this each round, turn score 5 points. |
| **Too many Chiefs**: If you end the battle (having started with a minimum of 4 Hero or Lord characters) with only your general and 1 or fewer Hero characters left alive , score 5 Glory Points. Or, if you end the battle with your general and less than half your total number of Hero and Lord units alive score 3 Glory Points. | **Best of the Rest**: If you end the game with the unit with the highest WS left alive on your team score 5 Glory Points. If you are tied with another player score 3 Glory Points. | **The walls have ears:** Keep this card a secret. At the end of the game, before the Glory Point cards are scored, correctly identify the names of the Glory Cards of other players on either team (Max: 5) | **We're here for the food:** Score 1 Glory point for each turn in which your army lost the fewest number of models on your team. |
| **See How I Glitter**: Score 2.5 Glory Points for each of the following criteria  1. Have the unit with the greatest number of magic items left alive on your team  2. Have the unit with the greatest points value of magic items left alive on your team | **Guerilla**: Score 5 Glory Points if you have more units in the enemy's deployment zones than any other player on your team. | **Courage in the face of adversity**: Score 5 Glory Points if you pass more psychology, Leadership or morale tests than any other player on your team. Note: the test must be attempted to count (for you and your team) | **No Man's Land**: Score 1 point for each round that ends with you having no units in either your own or the enemy's deployment zones. (Max: 5) If the game ends before the 5th turn, and you achieved this each round, turn score 5 points. |
| **YOU!!:** Before deployment, randomly select 1 enemy player, if you kill their general score 5 Glory Points. OR pick two enemy generals, score 2.5 Glory Points for each one that is dead or off the board at the end of the game. |  |  |  |

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| Name | Temple | Name | City A |
| **Offerings to an Unknown God**: *Power will be granted, but for a price.* | Every unit within 6" may sacrifice D6 models (or wounds) from this unit to gain WS equal to the result | **Paymaster's Hoard**: *Looks like someone was a little careless with the after-battle pay* | Every unit within 12" must take a Stupidity test at the start of their turn (even if they would normally be exempt). Units from City B suffer a -2 modifier to this roll. |
| **Unearthly Hunger**: *Spilling blood by unknown temples is not a recommended strategy.* | Roll 2D6+2 for every unit within 18" of the temple and compare it to the unit's leadership. For each point it is beaten by the unit takes a wound with no armor saves allowed. Add +2 to the roll if the unit is within 12" and or add +3 to the roll if the unit is within 6". | **Vital point**: *Your warriors know their pay depends on who holds this point at this moment.* | The unit controlling this objective gains+1 A |
| **Dark Invigoration**: *The blood-soaked ground has become saturated with fell power. This can be channeled into a weak healing effect if one is careful.* | Unit controlling this objective gets the Regeneration 6+ rule. | **The Paymaster is Watching**: *Better hoof it now.* | The unit controlling the objective gets +2 M |
| **Malignant Geist**: *The spectral form a wizened hag has appeared. She demands that you pay her for trespassing. She isn't particularly picky though.* | During each team's turn the Temple automatically casts "Leach life" at its base value, targeting the nearest enemy character, if none are within range then it targets the nearest enemy unit. This may be dispelled as normal. | **Vital point***: Your enemies know their pay depends on who holds this point at this moment.* | All enemy units within 12" of this objective gain +1A |
| **Benevolent Sprite**: *A local spirit has been collecting the souls of the slain. It is willing to give them up for a small price.* | The controlling player may sacrifice 1 power dice to return D6 slain infantry models to the controlling unit. | **Matter of Pride**: *It is one thing to be slain in defense of an objective, it is anther to be shown as craven.* | All friendly units within 12" of this objective re-roll failed Ld tests |
| **Gateway to Morr's Realm**: *You realize that you can pull the ethereal energies of Morr's realm as a cloak for your troops. However, the spirits are not always so willing to return.* | The controlling player may select one unit within 6" of the controlling unit, to gain the "Ethereal" and "Unstable" special rules until the start of their next turn. However, when this wears off, the unit must take a Leadership test at a -3 modifier. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind are allowed against these wounds. | **Team effort**: *The townsfolk have brought out all their charms, baubles and icons in an effort to aid the fight.* | The controlling player gains +1 to the casting value of any spells cast by units within 6" of the objective. |
| **Spectral Blades**: *The temple is having a strange effect on your warriors’ blades. Mundane weapons crackle with power and enchanted blades glow with fresh power*. | The controlling unit gains the "Magical Attacks" special rule. If it already had this rule it may re-roll failed to-hit rolls. | **Passing hedge wizard**: *You manage to convince a local hedge wizard to help you dispel the enemy's magic. I am sure his own proximity to the danger is coincidental in this arrangement.* | The controlling player gains +1 to the dispel roll of any dispel attempts by units within 6" of the objective. |

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| **My Begonias!!!** *The local lord is not a brave man but he still has some limits. A man seeing his flowerbeds trampled can only endure so much.* | All units within 12" of any part of the Manor are immediately redeployed 9" away from their current position and more than 1" away from any enemy units. Players alternate moving their units starting with the one who drew this card. | **Special Brew***: Is that a Bugman's?? Even if it's a knock off it must be special!* | The player that drew this card must immediately garrison the Tavern with the unit that controls the objective, or (if not possible) must be placed in base-to-base contact with the tavern. If the unit was in combat, the enemy unit may choose to pursue and remain in combat or stay put. The garrisoned, or touching, unit now has the Unbreakable and Frenzy special rules. However, this unit must take a leadership test at a -2 modifier at the start of each turn or suffer from the Stupidity rule (even if it would normally be exempt). Furthermore, this unit's leadership is permanently decreased by 2 each time it passes this test. The unit may not leave the tavern until it fails one of these tests. Once a test is failed the unit may act normally but must end its turn closer to the closest enemy unit. Furthermore, the unit loses the Frenzy and Unbreakable rules but gains the Hatred special rule. If the unit already has Hatred, it gains Eternal Hatred. If there are any characters in this unit when this card is drawn the owning player may choose to have them stay with the affected unit or may redeploy them 6" in another friendly unit (normal rules still apply). |
| **Loose Whetstones**: *Your troops "explore" the lord's armory find some excellent tools to improve their weapons* | Unit controlling this objective gains the Armor Piercing special rule | **A pint of the bitter:** *A good ale is always good to take your mind off of things* | Unit controlling this location gets +D3 to its leadership |
| **A little too close**: *Looks like your men are trampling on the Lord's flowerbeds…and he just noticed.* | The controlling unit must immediately move backwards by 5". The unit must stop moving if it contacts another unit (friend or foe) and cannot change its facing. | **Moonshine**: *While the swill is mostly undrinkable, it can still be useful.* | Unit controlling this location gets the "Flaming Attacks" special rule |
| **Hey! He's a little too close!** *Looks like your men managed to tip off the lord that a nearby enemy unit is trampling on the Lord's flowerbeds…and he just noticed.* | The controlling player may move a single enemy unit 5" forward or backwards. The unit must stop moving if it contacts another unit (friend or foe) and cannot change its facing. | **Doused**! *A large vat of moonshine has been tipped over in the chaos and now covers your troops and they scurry to dry themselves off*. | All units within 6" of the Tavern get the Flammable special rule. |
| **Five crowns on the little one:** *The local lord wants to see some more individual heroics, and he's willing to bend the rules to get it.* | Both teams may enter a new Hero character (within 18" of the manor) into the Challenge Ring | **A timely draft**. *Hey alcohol does have some medicinal value.* | The controlling player may select one friendly unit within 12". That unit regains D3 wounds but cannot regenerate slain models. |
| **Now Kith***: While there may be some losses to his garden, the local lord is quite enjoying the show. He wants to see what would happen if these two noble combatants fought. No…that's not a request.* | Randomly select two heroes (one from each side) and place them into base-to-base contact. They are now considered to be fighting in a challenge which cannot be joined by any other units. After the challenge is won return redeploy both nits within 18" of the manor. They may rejoin friendly units but must follow the normal rules. | **A little buzzed**: *You warriors decided to enjoy themselves a bit too much.* | Both teams may select one enemy unit within 12” of the tavern and not in combat, roll a scatter die for each unit and change it’s facing in the direction rolled (use the arrow indicated on a “Hit” result. |
| **He won't miss it**: *Looks like there are some perfectly good weapons in the lord's armory, I am sure he won't miss them.* | The controlling unit's champion may immediately gain one of the following weapons: Flail, Great Weapon, Halberd, Lance, Spear, Crossbow, or Pistol. If there is no champion in the unit, you must promote one and give them one of the mentioned weapons. | **Hey you! Easy on the furniture!:** *This is the only ale house around and, if you want a drink after the battle, you better tread lightly*. | Each team selects one unit with 6" of the tavern. Until the end of the controlling player's next turn this unit must reduce the number of attacks for each model in this unit by 1 to a minimum of 1. If the unit has the Stomp, Thunderstomp or Impact Hits rules they lose those rules for the duration of this effect. |

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| Desc | | Wizards Hut | Desc | Graveyard |
| **What does this do?** | | Immediately cast one random spell from a random lore (from the 8 book lores) at the closest eligible target. If there is none the spell fails. The spell is cast at its minimum value. | **This looks important!** *Your men have found a local relic, this may be very useful for the wider cause…. or to just hold onto.* | Gain 1 "Saint Token" At any point you may use this token to discard an event card for any player on your team and draw a new one (the token is then discarded). If you end the game with this token get +1 glory point. Until used, the token can be lost if the unit is wiped out or if it loses a round of combat. The winning unit then picks up the token. |
| **Ooh what's thi…...:** *You really really shouldn't have done that.* | | The controlling unit takes an artillarly dice worth of S4 hits with the "Magical Attacks" rule. If a crit is rolled center the small blast template pn the unit and scatter it D6 inches and then inflict that many hits as described. | **Oi! Put that back!** *The locals have seen you rummaging around and demand you return the site to its former state*. | The controlling unit may not move, or reform or pursue on the controlling players turn. |
| **Hey everyone! Look what Steve's doing!:** *Apparently he's got a talent for magic.* | | Select one, non-wizard model in the controlling unit (unit champions must be selected first, then Heroes, then Lords). That model is now a level 1 wizard who knows the signature spell for one randomly chosen lore. | **Curio**: *Your soldiers have found some useful fetish that they attach to their standard* | If the unit has a standard it gets +1 LD. If not, the unit now counts as having a standard. |
| **Hey boss check out this cool book: Oh wait*,….*** *yup...it's a daemon.* | | The controlling unit immediately takes D6 S4 hits with the "Magical Attacks" rule | **Grim Spectacle**: *Your soldiers do not speak of what they saw, but their faces tell a horrible tale.* | Lower the unit's leadership characteristic by 1 for the remainder of the battle. |
| **Potent Artifact**: *There are many useful trinkets in a wizard's hut.* | | Select one model within 18" that unit may increase its wizard level by 1, but may not generate any new spells. If there are no wizards around select one model within 18" that model may add +1 to its dispell attempts. | **Lootable**: *Holding a graveyard in a battle is never fun but you can find some neat stuff, if you can carry on unnoticed that is.* | The unit no longer benefits from your Generals leadership unless he/it is a part of the unit. |
| **I'll bet this is valuable! If only I knew something about magic items.** | When drawn the controlling player then secretly rolls a dice and records it on this card. The card is then flipped upside and placed next to the unit so as to keep the value written secret. The card can only be lost if the unit is wiped out or if it loses a round of combat. The winning unit then picks up the card and may read it. At the end of the game the following happens based on the recorded number:  1. the unit and any characters that are attached at the end of the game count as slain. 2-3 the bearer of this card loses 1 glory point 4- Nothing happens 5. The bearer of this card gains +1 glory point 6. The bearer of this card gains +2 glory point | | **Standing like a stone wall.** *In spite of their grim task your soldiers are resolute, inspiring those around them.* | As long as this unit holds the objective you may re-roll Ld tests for other units within 12". |