



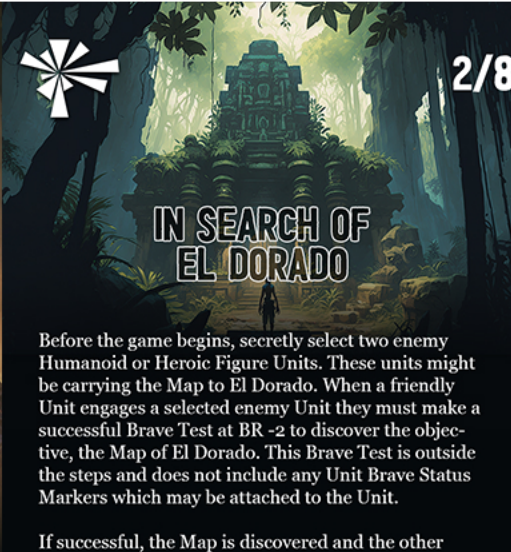
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CANNIBALISM FOR THE DEVOURER KING

If an enemy Unit is destroyed in battle, place a Death Token in base contact with the Unit before removing it from play.

A friendly Humanoid Unit within 10" of any enemy Death Token can declare a ritual to consume the enemy dead and honor the Devourer King. The friendly Unit takes a Capture/Claim Action to replace the Death Token with a Ritual Objective Token.

At the end of the turn, score 1 VP if the Ritual Objective Token is in play. At the end of the game, score 1 VP if two or more Ritual Objective Tokens are in play



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IN SEARCH OF EL DORADO

Before the game begins, secretly select two enemy Humanoid or Heroic Figure Units. These units might be carrying the Map to El Dorado. When a friendly Unit engages a selected enemy Unit they must make a successful Brave Test at BR -2 to discover the objective, the Map of El Dorado. This Brave Test is outside the steps and does not include any Unit Brave Status Markers which may be attached to the Unit.

If successful, the Map is discovered and the other identified Unit is no longer eligible for searching. If not successful, the Map is not in this selected Unit but instead must be in the other selected Unit which no longer needs to be searched.

If the enemy Unit with the Objective is then defeated in melee, the friendly, winning Unit scores 1 VP and now controls the Objective Marker.

Any Unit that defeats the Unit carrying the Objective Marker takes control of the Objective Marker. If a friendly unit controls the Objective Marker at the end of the game, score 1 VP



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HEAD OF THE SNAKE

Score 1 VP when a Humanoid or heroic Figure Unit wounds the enemy General Mini. Score 1 VP If the enemy General is killed or is Fleeing at the end of the game.



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HEROISM PERSONIFIED

Score 1 VP when a friendly Heroic Figure Unit engages an enemy Unit in Hand-to-Hand Fight on the opponent's table half.

Score 1 VP when a friendly Heroic Figure takes a Capture/Claim Action to place an Objective Marker in the enemy's Deployment Zone.



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CALL THE STORM

A single friendly Unit with one or more Magic Levels that is within the enemy's table half may be given a Capture/Claim Action to invoke the power of the eldritch storm.

Score 1 VP and cast one of this unit's eligible spells. At the end of the game, score 1 VP if the friendly Unit that invoked the eldritch storm is still alive



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THROUGH THE ENEMY LINES

Score 1 VP at end of any Turn if a friendly Objective Token is in the enemy Deployment Zone and no enemy Unit is within 3" of the token.

Score 1 VP at the end of the Game if two or more friendly Objective Tokens are in the enemy Deployment Zone.



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CHALLENGE

If a Humanoid Unit engages an enemy Heroic Figure Unit in a Hand-to-Hand Fight, it may choose to not attack and instead gains +2 Save (SV) for that round of combat to score 1 VP as that Unit taunts and challenges the enemy.

If a friendly General challenges the enemy General as above, score 1 VP.

TROPHY HUNTERS

Each time a Humanoid Unit kills an enemy Monster, Behemoth, or Heroic Figure Unit, place a Trophy Token in base contact with the destroyed Unit before removing it.

The first time a Trophy Token is placed, announce this Devotion Card and gain 1 VP. If the opponent has no Monster or Behemoth Unit, the "leader" model of all Humanoid Units is designated as potential trophies. At the end of the Game, if at least one, Non-Fleeing, Humanoid Unit is within 6" of a Trophy Token, gain 1 VP.



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ENDOCANNIBALISM RITUAL IN HONOR OF GAIA

If a friendly Unit is destroyed in battle, place a Death token at the site where the unit was destroyed. A friendly Humanoid-sized unit within 10" of any friendly Death token can declare a ritual to honor the dead and consume them.

The friendly Unit takes a Capture/Claim Action to replace the Death token with a Ritual Objective token. At the end of the turn, score 1 VP if the Ritual Objective token is in play. At the end of the game, score 1 VP if two or more Ritual Objective tokens are in play



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IN SEARCH OF THE FOUNTAIN OF YOUTH

Before the game begins, secretly select two pieces of Landscape wholly within your opponent's table half. These Landscape pieces might hold the lost Fountain of Youth.

When a friendly Unit is partially or wholly within the selected Landscape feature they must make a successful Brave Test at -2 BR to discover the objective, the Fountain of Youth. This Brave Test is outside the standard Unit Activation steps and does not ever receive negative modifiers for Unit Brave Status markers the Unit may have attached to it.

If successful, the Fountain is discovered and the other identified terrain piece is no longer eligible for discovery. If not successful, the Fountain is not in this selected Landscape area but instead must be in the other selected terrain piece which then no longer needs to be tested for. Any friendly Unit partially or fully within the objective terrain can take a Capture/Claim Action to drink from the Fountain of Youth. Upon declaring the Capture/Claim Action, a friendly unit scores 1 VP and places an Objective Token wholly within that terrain piece. This Objective Token cannot be removed by opposing units.



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DIVIDE & CONQUER!

Before the game begins, secretly choose an enemy Humanoid-sized, Monster or Behemoth Unit.

Score 1 VP at the end of a Game Turn if you have a friendly Unit within 2" of the secretly chosen Unit and there are no enemy Minis within 4" of the secretly chosen Unit.

This objective can be completed multiple times. Max 2 VP



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CONTROL JUNGLE TERRITORY

Score 1 VP if you control a table quarter on the opponent's side of the battlefield.

To control a table quarter, you must have more Units than your opponent wholly within the table quarter at the end of a game Turn.

At the end of the game score 1 VP if you control more table quarters than your opponent.



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AGAINST ALL ODDS

If a friendly Unit is the first to engage an enemy Unit in Hand-to-Hand Fight and that enemy Unit has a greater starting point value than the friendly Unit, score 1 VP.

At the end of the game if the same friendly Unit is still alive and the same enemy Unit has been Destroyed or is Fleeing, score 1 VP.



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A WORTHY SACRIFICE

At the beginning of the game, secretly choose one enemy Humanoid or Heroic Figure Unit. If the secretly chosen unit is killed, announce this Devotion Card, place a Sacrifice Token in base contact with the Unit before removing that Unit, and claim 1 VP.

Any Unit (friend or enemy) may pick up the Sacrifice Token by moving into base contact with it, or by moving through it. If the unit carrying the Sacrifice Token is killed in melee the winning unit may immediately claim the Sacrifice Token. If the Unit carrying the Sacrifice Token Loses a melee and Flees, it immediately drops the Sacrifice Token (place in base contact with the Unit before it moves away from the melee).

At the end of the game, if the Sacrifice Token is within 6" of the friendly deployment zone, gain 1 VP.



CONSECRATED GROUND

At the beginning of the game, secretly choose one piece of Landscape, no bigger than 8" in diameter, in the enemy Deployment Zone.

A friendly Humanoid or Heroic Figure Unit touching or within the secretly chosen Landscape may perform a ritual to consecrate the ground. When a friendly Humanoid or Heroic Figure Unit is tasked with a Capture/Claim Action to perform the ritual, you gain 1 VP. At the end of the game, gain 1 VP if there is no enemy Unit within 6" of the Consecrated Landscape Area



PUT THE SPIRITS TO REST

A Humanoid or Heroic Figure Unit may take a Capture/Claim Action to bury their dead. Announce this Devotion Card and place a Corpse Token in base contact with the unit. The first time that a Corpse Token is placed within 6" of the enemy Deployment Zone, gain 1 VP.

At the end of the game, if there are two or more Corpse Tokens within 6" of the enemy deployment zone, gain 1 VP.