

Headhunter – kill enemy leader, 2 points (2)

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Flank Raid – control one mid point flank hex 1 point

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Encirclement – control both midpoint flank hexes 2 points

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Mark territory – Have 2 markers down enemy table half not within 4 hexes of each other. 1 points

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Deep raid – kill a unit in enemy deployment area 1 point

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Last Gasp – kill an enemy unit by last Gasp Fight back combat – 1 point

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Forwards – have more units in the enemy table half than they have in yours – 1 point

Forwards – have more units in the enemy table half than they have in yours – 1 point

Kill most points – kill more points than opponent this turn 1 points

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Kill more – kill more units than enemy this turn 1 point

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Assassinate – kill an enemy hero. 1 point if up to 25 points, 2 points if over 25 Vp

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Bounty – kill an an enemy beast. 1 point if up to 25 points, 2 points if over 25 Vp

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Hold the centre – control centre hex 1 point

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Kill 2 enemy units this turn 1 point

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