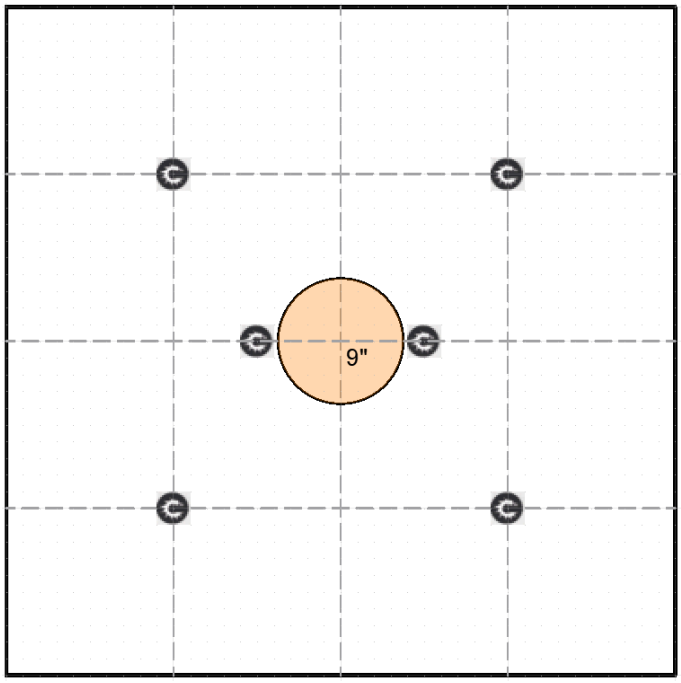
ROUND 3

Graveyard Smash



While seizing an artefact, Warriors gain the following action

Smash to Rubble - Unique clash action

Target enemy warrior suffers hits equal to 1 + half of your size rounded up. If an enemy warrior is slain this way, your artefact breaks and is removed from the Battlefield

While within the critical site, warriors may not test resolve against hits from the Smash to Rubble action.

At the start of the victory phase, each warrior within the Critical site suffers hits equal to the number of artefacts that have been destroyed. Warriors may not test resolve against these hits. Roll the hits for each warrior separately.

VICTORY PHASE

Gain 1 VP if you are seizing the critical site

Gain 2 vp for each artefact you have destroyed this round

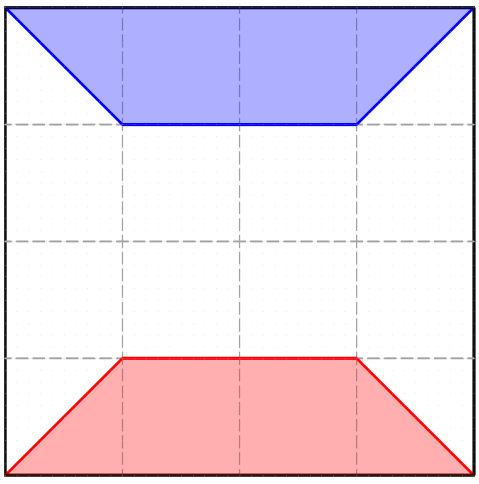
Gain an additional 1 vp for each artefact that you destroyed within the critical site

END OF BATTLE

Gain 1 vp for each artefact seized.

Tactic - Sanctuary: Friendly warriors do not suffer hits from being within the Critical site.

Hallowed Ground



Tactic: Empowered: The first time a friendly non-monster command card is slain, place it face up wholly within your deployment zone. At the start of the next command phase, return half of the starting warriors (rounding up) from that command card to the battlefield wholly within 3” of the command card, then remove that command card from the battlefield

Mortal Combat

During each command phase every warrior may use a free Duel command ability as if they were a character. This duel may target any warrior within command range, following normal target restrictions. Each warrior may not use the Duel command ability more than once per command phase.

During the Victory phase - Score 1 VP for each enemy warrior slain during a duel this turn.

Tactic - Stand your Ground: Friendly warriors do not become broken when declining a duel