

Early Game

4. Magical Dominance: You complete this battle tactic at the end of your turn if a friendly **WIZARD** unit successfully cast 1 or more **spells** and none of the spells cast by any units in your army were unbound.

8. Surround and Destroy: Pick 3 different friendly units on the battlefield. You complete this battle tactic at the end of your turn if each of those units is wholly within 6" of a different battlefield edge and 2 or more of those units are wholly outside your territory.

Time to Get Stuck In!: You can pick this battle tactic only in your first or second turn. You complete this tactic if the model picked to be your general and all of the models in your army that are on the battlefield are within 12" of an enemy unit at the end of this turn.

Mid Game Onwards

1. Intimidate the Invaders: You complete this battle tactic at the end of your turn if there are more friendly units wholly outside your territory than there are friendly units within your territory.

6. Bait and Trap: You complete this battle tactic if 2 or more friendly units retreated this turn and 2 or more different friendly units made a charge move this turn.

5. Magical Mayhem: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed by a **spell** or the **abilities** of an **endless spell**.

7. Led into the Maelstrom: You complete this battle tactic if all of the following are true:

- At least 2 friendly units charged this turn.
- At least 1 friendly Battleline unit charged this turn.
- At least 1 friendly **HERO** charged this turn.
- At least 1 friendly Battleline or **HERO** unit that charged this turn is within 3" of an enemy unit at the end of the turn.

Situational

Kill Da Big 'Un!: You can pick this battle tactic only if the model picked to be your general has the BONESPLITTERZ keyword. Pick 1 enemy **MONSTER**. You complete this tactic if that **MONSTER** was slain by attacks made by a friendly **BONESPLITTERZ** unit during this turn.

2. Reprisal: You complete this battle tactic if an enemy unit that destroyed a friendly general earlier in the battle is destroyed in this turn.

3. Endless Expropriation: Pick 1 enemy unit that summoned an endless spell that is on the battlefield or that is bonded to an INCARNATE. You complete this battle tactic at the end of your turn if either of the following are true:

- That enemy unit has been destroyed.
- That **INCARNATE** is **wild**.