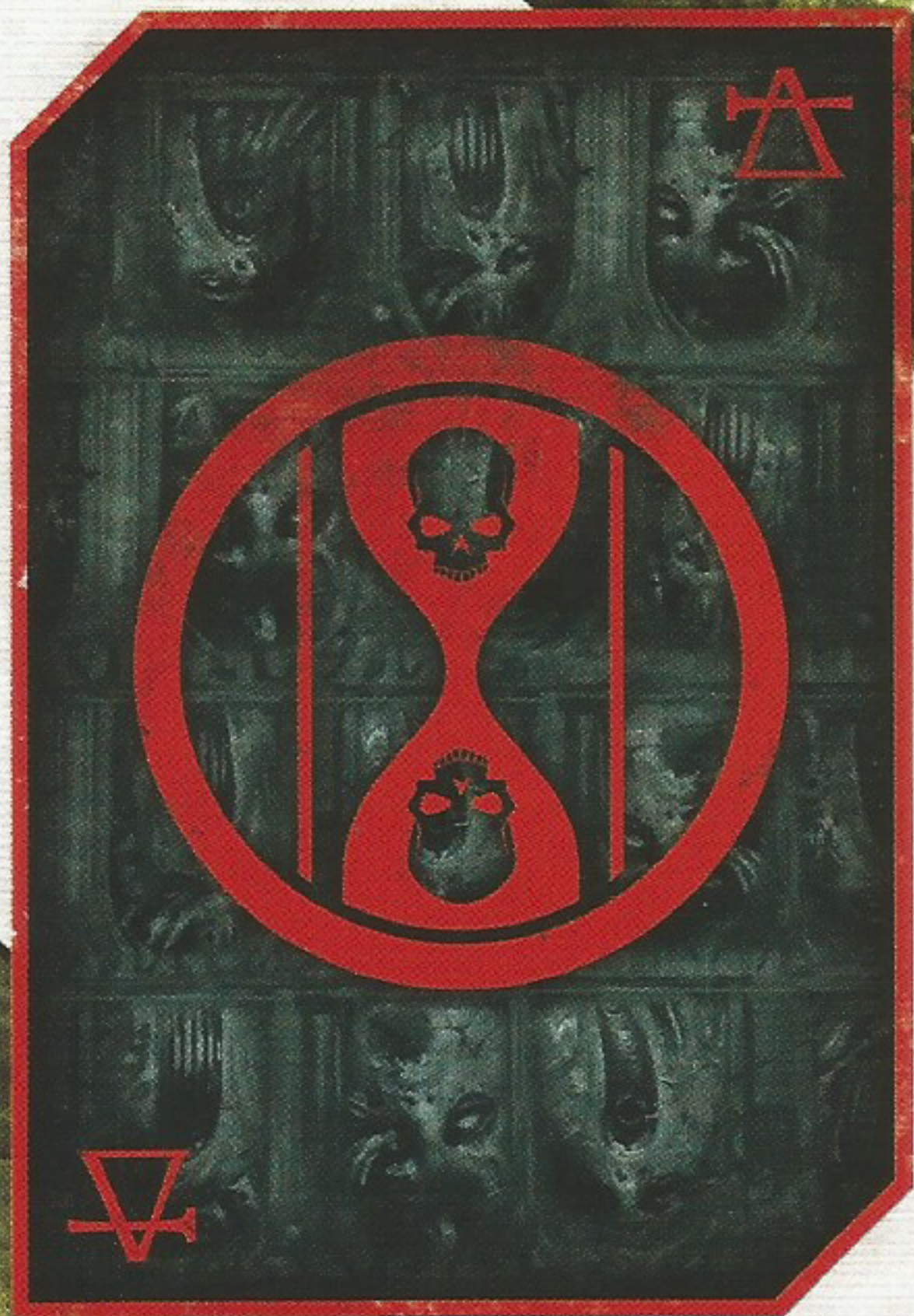




SUDDEN DEATH

BLUNT

Dealing significant damage to a complacent foe could be enough to stall their offense before it begins.

If the total, in Power Ratings or points values, of enemy units destroyed is half or more of the enemy's starting total, the battle ends immediately and you are the winner.

SUDDEN DEATH

ENDURE

Just one surviving warrior could be considered a victory in the face of seemingly certain death.

If you have at least one model on the battlefield at the end of the battle, you are the winner.

SUDDEN DEATH

HOLD THE LINE

If your forces can hold the line against superior numbers, the battle will be won.

If there are no enemy units (excluding **AIRCRAFT**) wholly within your deployment zone at the end of the battle, you are the winner.

SUDDEN DEATH

KILL ORDER

Bringing down a key asset is enough to win the day.

At the start of the first battle round, secretly note down which model in your opponent's army has the highest Wounds characteristic. This must be a **CHARACTER**, **VEHICLE** or **MONSTER** model. If more than one model is tied for the highest Wounds characteristic choose which of those models to note down. If that model is destroyed, the battle ends immediately and you are the winner. If your opponent does not have a **CHARACTER**, **VEHICLE** or **MONSTER** model, draw another Sudden Death card.

SUDDEN DEATH

VENDETTA

Slaying a bitter rival and powerful warlord will strike a crucial blow upon enemy morale.

If the enemy **WARLORD** is destroyed as a result of an attack made by your **WARLORD**, the battle ends immediately and you are the winner.

SUDDEN DEATH

VITAL GROUND

Your warriors must do all to defend a key objective from the approaching masses.

At the end of your opponent's third or subsequent turn, if there are no enemy models within 9" of the centre of the battlefield, the battle ends immediately and you are the winner.