8"

8"
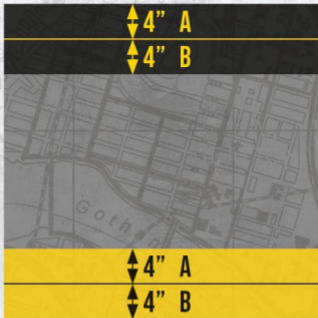
The first group to be deployed must only contain models with the Leader, Sidekick and/or Free Agent rank.

This is the only way it could end.

SHOWDOWN

4" A
4" B

Gothic

4" A
4" B

CHANCE ENCOUNTER

The first group must be deployed into the A zone, and the second group must be deployed into the B zone (special Traits that modify Deployment still apply).

🦇

There could be no compromises.

Deploy one friendly model up to 4"
outside the Deployment Zone.

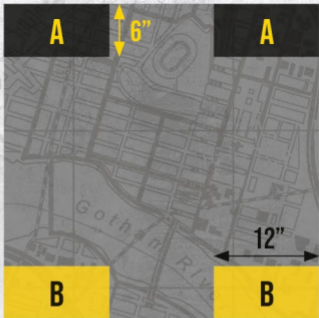VANGUARD

8"

8"

SECURE THE AREA

Choose one friendly Henchman model. That model is not deployed normally. Instead, before rolling for Initiative in any Round, you may place the model in contact with a friendly Suspect marker, and then remove the marker.

They won't see me coming.

Before deploying models, but after choosing Deployment Zones, each player must place two Suspect markers at least 8" away from their Deployment Zones, and at least 8" away from each other.

PLUNDER

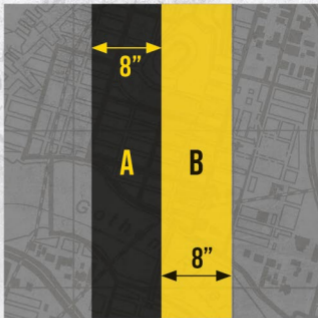*Everybody wants something...*

BTG060

Place an Event marker on the map as shown. Models with the Free Agent rank must be deployed completely within 4" of that marker. Only the models with the Free Agent rank can move within 4" of that marker.

DUEL
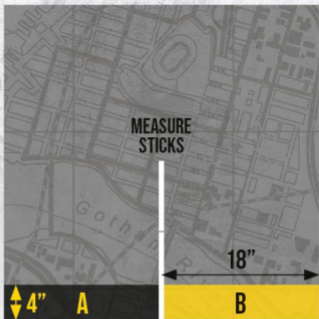
The town isn't big enough for two homicidal maniacs.

During the first Round, models cannot perform attacks or use Traits that inflict Damage.

STAND-OFF

One false move, and it's game over.

BTG062

MEASURE
STICKS

18"

↕4"   A   B

Place the 10" and the 8" measure sticks as shown in the map. For the rest of the game, those measure sticks are an impassable element. No model may move or trace Line of Sight through it.

This is different. They crossed the line.