





Hollow Moon

<p>Treasure 1 If you hold Treasure 1 at the end of this Round, +1 VP.</p> 	<p>Treasure 2 If you hold Treasure 2 at the end of this Round, +1 VP.</p> 	<p>Treasure 3 If you hold Treasure 3 at the end of this Round, +1 VP.</p> 
<p>Treasure 4 If you hold Treasure 4 at the end of this Round, +1 VP.</p> 	<p>Lock Down If one of your characters has held a Treasure for two consecutive Rounds, +1 VP.</p> 	<p>Early Treasure If you hold Treasure 1 and 2 at the end of this Round, +2 VP.</p> 
<p>Late Treasure If you hold Treasure 3 and Treasure 4 at the end of this Round, +2 VP.</p> 	<p>Ringfenced If no enemies are adjacent to your characters, +1 VP.</p> 	<p>Slaughter If you eliminated two enemy characters in this Round, +1 VP.</p> 
<p>Foreign Claim If you hold all three Treasures on the enemy's side of the board, +3 VP.</p> 		<p>Perfect Victory If you end the game without having lost any characters, +2 VP.</p> 

Rusted Sun

<p>Treasure 1 If you hold Treasure 1 at the end of this Round, +1 VP.</p> 	<p>Treasure 2 If you hold Treasure 2 at the end of this Round, +1 VP.</p> 	<p>Treasure 3 If you hold Treasure 3 at the end of this Round, +1 VP.</p> 
<p>Treasure 4 If you hold Treasure 4 at the end of this Round, +1 VP.</p> 	<p>Eager If three or more of your characters Charged this Round, +1 VP.</p> 	<p>Early Treasure If you hold Treasure 1 and 2 at the end of this Round, +2 VP.</p> 
<p>Late Treasure If you hold Treasure 3 and Treasure 4 at the end of this Round, +2 VP.</p> 	<p>Safehouse If no enemy characters are on your side of the board at the end of the game, +3 VP.</p> 	<p>Smash and Grab If you eliminate a character via a Charge, +1 VP.</p> 
<p>Woundless If no characters took Wounds this Round, +1 VP.</p> 		<p>Advance If all your characters are on the enemy's side of the board at the end of the game, +2 VP.</p> 