



PRIMARY MISSION · TAKE AND HOLD MATCHUP

BATTLEFIELD DOMINANCE

FIRST & SECOND BATTLE ROUND

When: End of your turn
You control more objectives than your opponent.

2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
For each objective you control.

3 VP

+ CUMULATIVE

For each of those objectives (excluding your home objective) if you control your home objective.

+2 VP



PRIMARY MISSION · PURGE THE FOE MATCHUP

IMMOVABLE OBJECT

ANY BATTLE ROUND

When: End of your turn
You control one or more central objectives.

3 VP

SECOND TO FOURTH BATTLE ROUND

When: End of your Command phase
For each objective you control (excluding your home objective).

5 VP

FIFTH BATTLE ROUND

When: End of your turn
For each objective you control (excluding your home objective).

5 VP



PRIMARY MISSION · DISRUPTION MATCHUP

DETERMINED ACQUISITION

ANY BATTLE ROUND

When: End of your turn

For each objective you control that you did not control at the start of the turn (excluding your home objective).

2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

For each objective you control.

3 VP

+ CUMULATIVE

For each of those objectives that is within your opponent's territory.

+3 VP



PRIMARY MISSION · RECONNAISSANCE MATCHUP

PURGE AND SECURE

ANY BATTLE ROUND

When: End of your turn

One or more enemy units were destroyed this turn by a friendly unit that was within range of one or more objectives.

3 VP

OR

One or more enemy units that started the turn within range of one or more objectives were destroyed this turn.

3 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

For each objective you control (excluding your home objective).

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn

You control one or more objectives you did not control at the start of the turn (excluding your home objective).

3 VP



PRIMARY MISSION · PRIORITY ASSETS MATCHUP

INESCAPABLE DOMINION

ANY BATTLE ROUND

When: End of your turn
You control three or more objectives.

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control two or more objectives.

5 VP

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control more objectives than your opponent.

4 VP

END OF BATTLE

You control your opponent's home objective.

5 VP



PRIMARY MISSION · TAKE AND HOLD MATCHUP

UNSTOPPABLE FORCE

ANY BATTLE ROUND

When: End of your turn
One or more enemy units were destroyed this turn.

3 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
For each objective you control (excluding your home objective).

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn
You control one or more objectives you did not control at the start of the turn (excluding your home objective).

3 VP

END OF BATTLE

You control one or more central objectives.

5 VP



PRIMARY MISSION · PURGE THE FOE MATCHUP

MEATGRINDER

ANY BATTLE ROUND

When: End of your turn
One or more enemy units were destroyed this turn.

3 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control one or more objectives (excluding your home objective).

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn
More enemy units were destroyed this turn than friendly units were destroyed in the previous turn.

5 VP

When: End of your turn
You control your opponent's home objective.

5 VP



PRIMARY MISSION · DISRUPTION MATCHUP

PUNISHMENT

Special Rule: START OF YOUR TURN: Select one to three enemy units that are on the battlefield and within range of objectives and/or that destroyed one or more friendly units in the previous turn. If you cannot, select one enemy unit that is on the battlefield. Until the start of your next turn, those units are condemned.

ANY BATTLE ROUND

When: End of a turn
One or more condemned enemy units left the battlefield this turn.

5 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control one or more objectives (excluding your home objective).

4 VP

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control more objectives than your opponent.

5 VP

END OF BATTLE

You control your opponent's home objective.

8 VP



PRIMARY MISSION · RECONNAISSANCE MATCHUP

CONSECRATE

Special Rule: Each time a friendly unit destroys a unit, that friendly unit becomes a consecration unit. At the end of your turn, for each of your consecration units, you can select one objective it is within range of (excluding your home objective) that has not been consecrated. If you do, place one of your operation markers within range of that objective - that objective is consecrated and that unit is no longer a consecration unit.

ANY BATTLE ROUND

When: End of your turn

One or two objectives are consecrated.

3 VP

OR

Three or more objectives are consecrated.

6 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control more objectives than your opponent.

4 VP

END OF BATTLE

Your opponent's home objective is consecrated.

5 VP



PRIMARY MISSION · PRIORITY ASSETS MATCHUP

DESTROYER'S WRATH

ANY BATTLE ROUND

When: End of your turn

One or more enemy units were destroyed this turn.

3 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control more objectives than your opponent.

6 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn

More enemy units were destroyed this turn than friendly units were destroyed in the previous turn.

4 VP



PRIMARY MISSION · TAKE AND HOLD MATCHUP

DEATH TRAP

BOOBY TRAP · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within range of one objective (excluding your home objective) or within one terrain area that is not within your deployment zone, that you have not yet trapped (see below).

Use Limit: Unlimited. Each unit that starts this action this phase must be within a different terrain area.

Completes: Immediately.

Effect: That terrain area is trapped: place one of your operation markers within that terrain area.

ANY BATTLE ROUND

When: End of your turn

For each terrain area trapped this turn.

2 VP

+ CUMULATIVE

For each of those terrain areas that is an objective.

+3 VP

ANY BATTLE ROUND

When: End of your turn

One or more enemy units that started the turn within a terrain area were destroyed, if that terrain area is trapped.

3 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP



PRIMARY MISSION · PURGE THE FOE MATCHUP

DELAYING ACTION

ANY BATTLE ROUND

When: End of your turn

For each enemy unit destroyed this turn.

2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding home objectives).

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn

You control one or more central objectives and one or more expansion objectives.

3 VP



PRIMARY MISSION · DISRUPTION MATCHUP

OUTMANOEUVRE

ANY BATTLE ROUND

When: End of your turn
You control your opponent's home objective.

10 VP

FIRST BATTLE ROUND

When: End of your turn
For each objective you control (excluding your home objective).

4 VP

SECOND & THIRD BATTLE ROUND

When: End of your Command phase
For each objective you control (excluding your home objective).

5 VP

FOURTH BATTLE ROUND ONWARDS

When: End of your turn
For each objective you control (excluding your home objective).

6 VP



PRIMARY MISSION · RECONNAISSANCE MATCHUP

SMOKE AND MIRRORS

DECOY · OBJECTIVE ACTION

Starts: Your Shooting phase.
Units: One friendly unit within range of one objective (excluding your home objective) that is not decoyed (see below).
Use Limit: Unlimited. Each unit that starts this action this phase must be within range of a different objective.
Completes: End of your turn, if your unit controls that objective.
Effect: That objective is decoyed: place one of your operation markers within range of that objective.

ANY BATTLE ROUND

When: End of your turn
For each objective that is decoyed (see reverse).

2 VP

+ CUMULATIVE

For each of those objectives that is within your opponent's territory.

+2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control one or more objectives (excluding your home objective).

4 VP

END OF BATTLE

Four or more objectives are decoyed.

10 VP



PRIMARY MISSION · PRIORITY ASSETS MATCHUP

LOCATE AND DENY

Special Rule: START OF THE BATTLE: Select five terrain areas not within your deployment zone; for each one, place one of your operation markers within it. If you cannot, do so for each terrain area that is not within your deployment zone.

SENSOR SWEEP · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within range of one central objective.

Use Limit: Once per turn.

Completes: End of your turn, if your unit controls that objective.

Effect: Your unit performs a sensor sweep: remove one operation marker from the battlefield.

Restriction: A unit cannot start this action if there is only one operation marker on the battlefield.

ANY BATTLE ROUND

When: End of your turn

One or more enemy units that started the turn within range of one or more objectives are destroyed.

4 VP

When: End of your turn

Only one of your operation markers is on the battlefield, if one or more of your units are within the same terrain area as that marker, and no enemy units are within that terrain area.

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

END OF BATTLE

Only one of your operation markers is on the battlefield, if one or more of your units are within the same terrain area as that marker, and no enemy units are within that terrain area.

5 VP



PRIMARY MISSION · TAKE AND HOLD MATCHUP

RECONNAISSANCE SWEEP

ANY BATTLE ROUND

When: End of your turn

Three or more friendly units are wholly within three different table quarters and not within 6" of the centre of the battlefield.

3 VP

OR

Four or more friendly units are wholly within four different table quarters and not within 6" of the centre of the battlefield.

6 VP

ANY BATTLE ROUND

When: End of your turn

For each enemy unit destroyed this turn.

1 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

3 VP



PRIMARY MISSION · PURGE THE FOE MATCHUP

TRIANGULATION

TRIANGULATE · OBJECTIVE ACTION

Starts: Your Shooting phase, from the second battle round onwards.

Units: One friendly unit within range of one objective (excluding your home objective).

Use Limit: Once per turn.

Completes: End of your turn, if your unit controls that objective.

Effect: That objective is triangulated: place one of your operation markers within range of that objective.

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control one or more objectives (excluding your home objective).

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn
One objective is triangulated (see reverse).

3 VP

OR

Two objectives are triangulated.

6 VP

OR

Three or more objectives are triangulated.

10 VP

END OF BATTLE

You control four or more objectives.

10 VP



PRIMARY MISSION · DISRUPTION MATCHUP

SURVEIL THE FOE

Special Rule: Each time a friendly unit ends a move within range of one objective that has any of your opponent's operation markers within range of it, remove those operation markers from the battlefield.

SURVEIL THE FOE · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit.

Use Limit: Unlimited.

Completes: Immediately.

Effect: Select one enemy unit within 18" of and visible to your unit that has not been surveilled this turn: until the end of the turn, that enemy unit is surveilled.

ANY BATTLE ROUND

When: End of your turn
One or more enemy units were surveilled this turn (see reverse), unless each of those units is within range of one or more objectives that have one or more operation markers within range of them.

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control one or more objectives (excluding your home objective).

4 VP

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control more objectives than your opponent.

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn
None of your opponent's operation markers are on the battlefield.

5 VP



PRIMARY MISSION · RECONNAISSANCE MATCHUP

GATHER INTEL

EXTRACT INTELLIGENCE · OBJECTIVE ACTION

Starts: Your Shooting phase, from the second battle round onwards.

Units: One unit within range of one objective (excluding your home objective) that does not have any of your operation markers within range of it.

Use Limit: Unlimited. Each unit that starts this action this phase must be within range of a different objective.

Completes: End of your turn, if your unit controls that objective.

Effect: Place one of your operation markers within range of that objective.

FIRST BATTLE ROUND

When: End of your turn
You control one or more central objectives.

6 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
You control one or more objectives (excluding your home objective).

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your turn
For each friendly unit that completed the Extract Intelligence action this turn.

7 VP

END OF BATTLE

Three or more of your operation markers are on the battlefield.

5 VP

One of your operation markers is within range of your opponent's home objective.

5 VP



PRIMARY MISSION · PRIORITY ASSETS MATCHUP

SEARCH AND SCOUR

ANY BATTLE ROUND

When: End of your turn
You control one or more central objectives.

3 VP

When: End of your turn
One or more enemy units that started the turn within a terrain area are destroyed.

2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)
For each objective you control (excluding your home objective).

4 VP

END OF BATTLE

No enemy units are wholly within your territory.

5 VP



PRIMARY MISSION · TAKE AND HOLD MATCHUP

SECURE ASSET

SECURE ASSET · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within range of one objective (excluding your home objective).

Use Limit: Once per turn.

Completes: End of your turn, if your unit controls that objective.

Effect: Your unit secures the asset.

ANY BATTLE ROUND

When: End of your turn

A friendly unit secured the asset this turn (see reverse).

4 VP

When: End of your turn

One or more enemy units that started the turn within range of one or more central objectives are destroyed.

2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control three or more objectives.

4 VP



PRIMARY MISSION · PURGE THE FOE MATCHUP

VITAL LINK

MAINTAIN CONTROL · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within range of one central objective.

Use Limit: Once per turn.

Completes: End of your turn, if your unit controls that objective.

Effect: Place one of your operation markers within range of that objective.

ANY BATTLE ROUND

When: End of your turn

You control one or more central objectives.

2 VP

+ CUMULATIVE

For each of your operation markers within range of one of those objectives (see reverse).

+1 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

+ CUMULATIVE

One or more of those objectives is a central objective.

+4 VP

END OF BATTLE

You control your opponent's home objective.

10 VP



PRIMARY MISSION · DISRUPTION MATCHUP

EXTRACT RELIC

SENSOR SWEEP · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within range of one central objective.

Use Limit: Once per turn.

Completes: End of your turn, if your unit controls that objective.

Effect: Your unit performs a sensor sweep: remove one operation marker from the battlefield.

Restriction: A unit cannot start this action if there is only one operation marker on the battlefield.

ANY BATTLE ROUND

When: End of your turn

A friendly unit performed a sensor sweep this turn.

4 VP

When: End of your turn

One or more enemy units that started the turn within range of one or more objectives are destroyed.

3 VP

When: End of your turn

Only one of your opponent's operation markers is on the battlefield, if one or more of your units are within the same terrain area as that operation marker, and no enemy units are within that terrain area.

4 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

END OF BATTLE

Only one of your opponent's operation markers is on the battlefield, if one or more of your units are within the same terrain area as that operation marker, and no enemy units are within that terrain area.

5 VP



PRIMARY MISSION · RECONNAISSANCE MATCHUP

VANGUARD OPERATION

VANGUARD OPERATION · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within one terrain area that is within your opponent's territory.

Use Limit: Once per turn.

Completes: End of your turn, if no enemy units are within that terrain area.

Effect: Your unit performs a vanguard operation.

ANY BATTLE ROUND

When: End of your turn

A friendly unit performed a vanguard operation this turn.

4 VP

When: End of your turn

One or more enemy units were destroyed this turn.

2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

You control one or more objectives (excluding your home objective).

4 VP

END OF BATTLE

You control your opponent's home objective.

10 VP



PRIMARY MISSION · PRIORITY ASSETS MATCHUP

SABOTAGE

SABOTAGE · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One unit within range of one objective (excluding your home objective).

Use Limit: Unlimited. Each unit that starts this action this phase must be within range of a different objective.

Completes: End of your turn, if that unit controls that objective.

Effect: Your unit commits sabotage.

ANY BATTLE ROUND

When: End of your turn

3 VP

For each friendly unit that committed sabotage this turn (see reverse).

+ CUMULATIVE

For each of those units that is within range of one or more objectives in your opponent's territory.

+2 VP

SECOND BATTLE ROUND ONWARDS

When: End of your Command phase (or the end of your turn in the fifth battle round)

4 VP

You control one or more objectives (excluding your home objective).

SECONDARY MISSION · FIXED / TACTICAL

A GRIEVOUS BLOW

When Drawn: If there are no enemy units with a starting strength of 13 or more on the battlefield, you can discard this card and draw one new Secondary Mission card.

ANY BATTLE ROUND · FIXED

When: End of a turn

4 VP

For each enemy unit with a starting strength of 13 or more that is destroyed this turn.

ANY BATTLE ROUND · TACTICAL

When: End of a turn

5 VP

One or more enemy units with a starting strength of 13 or more were destroyed this turn.

SECONDARY MISSION · FIXED / TACTICAL

ASSASSINATION

ANY BATTLE ROUND · FIXED

When: While this card is active

For each enemy CHARACTER model destroyed this turn.

3 VP

+ CUMULATIVE

For each of those models with a W of 4 or more.

+1 VP

ANY BATTLE ROUND · TACTICAL

When: End of either player's turn

One or more enemy CHARACTER models were destroyed this turn.

5 VP

OR

All enemy CHARACTER models have been destroyed during the battle.

5 VP

SECONDARY MISSION · FIXED / TACTICAL

BRING IT DOWN

When Drawn: If there are no enemy models with a Wounds characteristic of 10 or more on the battlefield, you can discard this card and draw one new Secondary Mission card.

ANY BATTLE ROUND · FIXED

When: End of a turn

For each enemy model with a Wounds characteristic of 10 or more that is destroyed this turn.

4 VP

ANY BATTLE ROUND · TACTICAL

When: End of a turn

One or more enemy models with a Wounds characteristic of 10 or more were destroyed this turn.

5 VP

SECONDARY MISSION · FIXED / TACTICAL

ENGAGE ON ALL FRONTS

When Drawn: If one or more friendly units (excluding AIRCRAFT and battle-shocked units) are wholly within a table quarter, and those units are not within 6" of the centre of the battlefield, you have a presence in that table quarter.

ANY BATTLE ROUND · FIXED

When: End of your turn

You have a presence in three table quarters.

2 VP

OR

You have a presence in four table quarters.

4 VP

ANY BATTLE ROUND · TACTICAL

When: End of your turn

You have a presence in three table quarters.

3 VP

OR

You have a presence in four table quarters.

5 VP

SECONDARY MISSION · TACTICAL

A TEMPTING TARGET

When Drawn: Your opponent selects one objective (excluding home objectives) within No Man's Land to be your tempting target.

ANY BATTLE ROUND · TACTICAL

When: End of your turn

You control your tempting target.

5 VP

SECONDARY MISSION · TACTICAL

BEACON

When Drawn: Select one friendly unit on the battlefield or embarked within a TRANSPORT on the battlefield to be your beacon unit.

ANY BATTLE ROUND · TACTICAL

When: End of your opponent's turn or the end of the fifth battle round (whichever comes first)
Your beacon unit is on the battlefield and not within your deployment zone.

3 VP

OR

Your beacon unit is on the battlefield and not within your territory.

5 VP

SECONDARY MISSION · TACTICAL

BEHIND ENEMY LINES

When Drawn: If it is the first battle round, you can draw one new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

ANY BATTLE ROUND · TACTICAL

When: End of your turn
For each friendly unit (excluding AIRCRAFT and battle-shocked units) wholly within your opponent's deployment zone.

3 VP

SECONDARY MISSION · TACTICAL

BURDEN OF TRUST

When Drawn: For each objective, you can select one friendly unit on the battlefield to guard that objective. Until the start of your next turn, while that unit is within range of that objective and while you control that objective, that objective is guarded by your army.

ANY BATTLE ROUND · TACTICAL

When: End of your opponent's turn or the end of the fifth battle round (whichever comes first)
For each objective guarded by your army.

2 VP

SECONDARY MISSION · TACTICAL

CENTRE GROUND

ANY BATTLE ROUND · TACTICAL

When: End of your turn

One or more friendly units (excluding AIRCRAFT and battle-shocked units) are within 3" of the centre of the battlefield, and no enemy units are within 3" of the centre of the battlefield.

3 VP

OR

One or more friendly units (excluding AIRCRAFT and battle-shocked units) are within 3" of the centre of the battlefield, and no enemy units are within 6" of the centre of the battlefield.

5 VP

SECONDARY MISSION · TACTICAL

CLEANSE

When Drawn: If the Plunder Secondary Mission is active for you, you can draw one new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

CLEANSE · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One friendly unit within range of one objective (excluding your home objective).

Use Limit: Unlimited. Each unit that starts this action this phase must be within range of a different objective.

Completes: End of your turn, if that unit is controlling that objective.

Effect: That objective is cleansed by your army.

ANY BATTLE ROUND · TACTICAL

When: End of your turn

One objective was cleansed by your army this turn.

2 VP

OR

Two or more objectives were cleansed by your army this turn.

5 VP

SECONDARY MISSION · TACTICAL

DEFEND STRONGHOLD

When Drawn: If it is the first battle round, draw one new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

SECOND BATTLE ROUND ONWARDS · TACTICAL

When: End of your opponent's turn or the end of the fifth battle round (whichever comes first)

You control your home objective.

3 VP

+ CUMULATIVE

No enemy units are within your deployment zone.

+2 VP

SECONDARY MISSION · TACTICAL

DISPLAY OF MIGHT

ANY BATTLE ROUND · TACTICAL

When: End of your turn

2 VP

There are more friendly units than enemy units (excluding AIRCRAFT and battle-shocked units) wholly within No Man's Land.

ANY BATTLE ROUND · TACTICAL

When: End of your opponent's turn

5 VP

There are more friendly units than enemy units (excluding AIRCRAFT and battle-shocked units) wholly within No Man's Land.

SECONDARY MISSION · TACTICAL

FORWARD POSITION

When Drawn: If it is the first battle round, you can draw one new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

ANY BATTLE ROUND · TACTICAL

When: End of your turn

5 VP

You control your opponent's home objective and/or each expansion objective.

SECONDARY MISSION · TACTICAL

NO PRISONERS

ANY BATTLE ROUND · TACTICAL

When: End of a turn
For each enemy unit destroyed this turn.

2 VP

SECONDARY MISSION · TACTICAL

OUTFLANK

Designer's Note: Opposite battlefield edges are those parallel to each other.

ANY BATTLE ROUND · TACTICAL

When: End of your turn
One or more friendly units (excluding AIRCRAFT and battle-shocked units) are within 6" of one or more battlefield edges and not within your territory.

3 VP

When: End of your turn
Two or more friendly units (excluding AIRCRAFT and battle-shocked units) are within 6" of opposite battlefield edges and one or more of those units is not within your territory.

5 VP

SECONDARY MISSION · TACTICAL

OVERWHELMING FORCE

ANY BATTLE ROUND · TACTICAL

When: End of a turn

For each enemy unit that started the turn within range of one or more objectives and is destroyed.

3 VP

SECONDARY MISSION · TACTICAL

PLUNDER

When Drawn: If the Cleanse Secondary Mission is active for you, you can draw one new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

PLUNDER · OBJECTIVE ACTION

Starts: Your Shooting phase.

Units: One unit within a terrain area that is not within your territory.

Use Limit: Once per turn.

Completes: Immediately.

Effect: That terrain area is plundered.

ANY BATTLE ROUND · TACTICAL

When: End of your turn

A terrain area was plundered this turn.

5 VP

SECONDARY MISSION · TACTICAL

SECURE NO MAN'S LAND

ANY BATTLE ROUND · TACTICAL

When: End of your turn

You control two or more objectives within No Man's Land (excluding your home objective).

5 VP

