

## KING SLAYER

### OBJECTIVE

Kill the highest **Point Value** enemy model in play.

### SPECIAL

If there are multiple enemy models with the highest **Point Value** in play, this Objective is completed if any of those models are killed.

*This Objective awards 2 Victory Points when completed.*

## PATROL

### OBJECTIVE

End the round with friendly models in contact with 3 different Objective Markers.

### SPECIAL

*This Objective awards 2 Victory Points when completed.*

## INFILTRATE

### OBJECTIVE

End the round with 1 or more friendly models in an enemy **Deployment Zone**.

## ANNIHILATION

### OBJECTIVE

Kill 3 or more enemy models this round.

## GRISLY REMINDER

### OBJECTIVE

Reveal this Objective when an enemy model is killed by a **Melee Attack**. Give the model that killed it 1 **Head Counter**. While in contact with an Objective Marker, this model may spend 1 AP to discard its **Head Counter** to complete this objective.

### SPECIAL

Discard this Objective if the model carrying the **Head Counter** is killed.

## FORWARD LOCATION

### OBJECTIVE

End the round with 1 or more friendly models in contact with the Objective Marker on your opponent's side of **No Man's Land**.

## CONVERGENCE

### OBJECTIVE

End the round with 3 or more friendly models in contact with the same Objective Marker.

## BURN IT DOWN

### OBJECTIVE

Reveal this Objective at any time, and then select 1 Objective Marker. Friendly models may attack that Objective Marker, treating it as an enemy model for all purposes.

This Objective is completed when the selected Objective Marker has been reduced to 0 HP (It is not removed from the battlefield).

### OBJECTIVE MARKER

Defense: 10

Armor: 14

HP: 3

This Objective Marker is not affected by **Special Abilities** or **Weapon Abilities**.

## BOUNTY HUNTER

**OBJECTIVE**  
Kill 1 enemy **Character**.

## RAMPAGE

**OBJECTIVE**  
1 friendly model kills 2 or more enemy models in the same activation.

## REVENGE

**OBJECTIVE**  
Reveal this objective when a friendly model is killed. Give the model that killed it 1 **Revenge Counter**. This Counter cannot be removed. This Objective is completed when the model with the **Revenge Counter** is killed.

## CALL TO GLORY

**OBJECTIVE**  
1 friendly model kills 1 enemy with a higher **Point Value**.

## BULLY

**OBJECTIVE**  
1 friendly model kills 2 or more enemies with lower **Point Values** in 1 activation.

## SURPRISE ATTACK

**OBJECTIVE**  
Kill 1 enemy model that has not activated this round.

## COUNTERATTACK

**OBJECTIVE**  
1 friendly model kills an enemy model that was within 2" at the start of this model's activation.

## ADVANCE

**OBJECTIVE**  
Have all remaining friendly models in **No Man's Land** at the end of any round.

## ASSASSINATION

### OBJECTIVE

Kill 1 (and only 1) enemy model this round.

## CLAIM TERRITORY

### OBJECTIVE

Reveal this Objective at any time. Friendly models may spend 1 AP to place 1 **Claim Counter** on an Objective Marker they are in contact with. This Objective is completed when 3 Objective Markers have Claim Counters on them.

## SCAVENGE SUPPLIES

### OBJECTIVE

Reveal this Objective at any time. Friendly models may spend 1 AP while in contact with an Objective Marker to gain 1 **Supply Counter**. This Objective is completed when friendly models have a total of 4 or more Supply Counters at the end of any round.

### SPECIAL

Supply Counters are discarded if the model carrying them is killed.

## GANG VIOLENCE

### OBJECTIVE

Kill an enemy model that is in contact with at least 3 friendly models.

## SHARPSHOOTER

### OBJECTIVE

Kill 1 enemy model with an **Aimed Ranged Attack**.

## BRUTAL ASSAULT

### OBJECTIVE

Kill 1 enemy model with a **Charge Attack**.

## SPOILS OF WAR

### OBJECTIVE

Reveal this Objective when an enemy model would be killed. Place a 30mm Base in contact with that enemy before it is removed. Friendly models may spend 1 AP while in contact with this 30mm Base to gain 1 **Loot Counter**. This Objective is completed when friendly models have a total of 4 or more Loot Counters at the end of any round.

### SPECIAL

Loot Counters are discarded if the model carrying them is killed.

*This Objective awards 2 Victory Points when completed.*

## DEAD DROP

### OBJECTIVE

Reveal this Objective at any time. Friendly models may spend 1 AP while in contact with the closest Objective Marker to your **Deployment Zone** to gain 1 **Bomb Counter**. This Objective is completed when a model with a Bomb Counter spends 1 AP while in contact with the Objective marker closest to the enemy **Deployment Zone**.

### SPECIAL

Bomb Counters are discarded if the model carrying them is killed.

*This Objective awards 2 Victory Points when completed.*

## TEAMWORK

### OBJECTIVE

Kill 1 enemy model that another friendly model has attacked this round.

## GIANT KILLER

### OBJECTIVE

1 friendly model kills an enemy with a larger Size.

## CULL THE WEAK

### OBJECTIVE

Kill the lowest **Point Value** enemy model in play.

### SPECIAL

If there are multiple enemy models with the highest **Point Value** in play, this Objective is completed if any of those models are killed.

## SENTRY

### OBJECTIVE

Reveal this Objective at any time, and then select 1 Objective Marker. This Objective is completed when 1 friendly model begins and ends the same activation in contact with the Objective Marker.

## RELAY SIGNAL

### OBJECTIVE

Reveal this Objective at any time, and then select 1 Objective Marker. Your opponent then selects 1 Objective Marker. Friendly models may spend 1 AP while in contact with either Objective Marker to gain 1 **Relay Counter**. This Objective is completed when, at the end of any round, you have a friendly model with a Relay Counter in contact with each chosen Objective.

## KILLING BLOW

### OBJECTIVE

Kill an enemy model that is missing 1 or more HP.