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
Immediately discard this Objective if the model carrying the Head Counter is killed.

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 STATS:
Defense: 10  |  Armor: 14  |  HP: 3
This Objective Marker is not affected by Special Abilities or Weapon Abilities.

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.

REVENGE

OBJECTIVE
You must reveal this Objective when your next 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.

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

SPECIAL
This Objective awards 2 Victory Points when completed.

PATROL

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
Immediately discard this Objective if the model carrying the Head Counter is killed.

CALL TO GLORY

OBJECTIVE
1 friendly model, during its activation, kills 1 enemy with a higher Point Value.

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 your Claim Counters on them.
SCAVENGE SUPPLIES

OBJECTIVE
Reveal this Objective at any time. Once per model’s activation, 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.

INfiltrate

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

ASSASSINATION

OBJECTIVE
Kill 1 (and only 1) enemy model this round with your models’ actions.

Bounty Hunter

OBJECTIVE
Kill 1 enemy Character.

SPECIAL
If the enemy does not currently have a Character in their force, you may instead kill 1 enemy model with the highest Point Value.

Cull the Weak

OBJECTIVE
Kill the lowest Point Value enemy model in play.

SPECIAL
If there are multiple enemy models with the lowest Point Value in play, this Objective is completed if ANY of those models are killed.

Surprise Attack

OBJECTIVE
Kill 3 or more enemy models this round.

Annihilation

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

Bull

OBJECTIVE
1 friendly model kills 2 or more enemies with lower individual Point Values in 1 activation.
OBJECTIVE
Kill 1 or more enemy models with the first model to activate of any game round.

SPECIAL
This Objective awards 2 Victory Points when completed.

OBJECTIVE
Kill 1 or more enemy models currently prone or bearing a Dying Counter or Regeneration Counter.

OBJECTIVE
Reveal this Objective at any time. Friendly models may attack the 3 Objective Markers closest to the enemy Deployment Zone, treating them as enemy models for all purposes. This Objective is completed when the selected Objective Markers each have suffered at least 1 HP in damage (since revealing this Objective; Objective Markers reduced to 0 HP are NOT removed from play).

OBJECTIVE MARKER STATS: Defense: 10 | Armor: 14 | HP: 3
This Objective Marker is not affected by Special Abilities or Weapon Abilities.

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 any 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 of the two chosen Objective Markers.

OBJECTIVE
End the round with 1 or more friendly models in contact with the Objective Marker in No Man's Land closest to your opponent's Deployment Zone.

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 that Objective Marker.

OBJECTIVE
End the round with 3 or more friendly models in contact with the same Objective Marker.
OBJECTIVE
Kill 1 enemy model with a Charge Attack.

SPECIAL
If there are no enemy models of a larger Size than any of your force’s models in your opponent’s force, you may instead kill 1 enemy model with the highest Point Value.

OBJECTIVE
1 friendly model kills an enemy with a larger Size.

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

OBJECTIVE
1 friendly model kills an enemy model that was within 2” at the start of this model’s activation.

OBJECTIVE
Reveal this Objective when an enemy model would be killed. Place a 30mm marker in contact with that enemy before it is removed. Once per friendly models’ activation, the model may spend 1 AP while in contact with this marker 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.

OBJECTIVE
Kill an enemy model that was missing 1 or more HP at the beginning of the activation or squadlink.

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

OBJECTIVE
Kill 1 enemy model with a Charge Attack.

OBJECTIVE
1 friendly model kills an enemy model with the highest Point Value.

OBJECTIVE
Kill the highest Point Value enemy model in play.

OBJECTIVE
Kill the highest Point Value enemy model in play. This Objective awards 2 Victory Points when completed.

OBJECTIVE
Reveal this Objective when an enemy model would be killed. Place a 30mm marker in contact with that enemy before it is removed. Once per friendly models’ activation, the model may spend 1 AP while in contact with this marker 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.

OBJECTIVE
Loot Counters are discarded if the model carrying them is killed. This Objective awards 2 Victory Points when completed.

OBJECTIVE
Kill an enemy model that was missing 1 or more HP at the beginning of the activation or squadlink.
SHARPSHOOTER

OBJECTIVE
Kill 1 enemy model with an Aimed Ranged Attack.

TEAMWORK

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

CAREFUL, CAREFUL

OBJECTIVE
This Objective is completed at the end of any round where no friendly models made Charge Attacks.

SPECIAL
If there are multiple friendly models with the highest Point Value in play, this Objective is completed if any of those models qualify.

LEAD FROM THE FRONT

OBJECTIVE
This Objective is completed at the end of any round where the friendly model with the highest Point Value is your closest model to the enemy Deployment Zone and engaged with an enemy model.