

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.

2017

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.

2017

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.

2017

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.

2017

ADVANCE

OBJECTIVE

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

2017

PATROL

OBJECTIVE

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

SPECIAL

This Objective awards 2 Victory Points when completed.

2017

CALL TO GLORY

OBJECTIVE

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

2017

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.

2017

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.

2017

INFILTRATE

OBJECTIVE

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

2017

ASSASSINATION

OBJECTIVE

Kill 1 (**and only 1**) enemy model this round with your models' actions.

2017

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.

2017

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.

2017

SURPRISE ATTACK

OBJECTIVE

Kill 1 enemy model that has not yet activated this round.

2017

BULLY

OBJECTIVE

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

2017

ANNIHILATION

OBJECTIVE

Kill 3 or more enemy models this round.

2017

GETTING THE JUMP

OBJECTIVE

Kill 1 or more enemy models with the first model to activate of any game round.

2017

WASTE NO MOMENT

OBJECTIVE

End the round with all remaining friendly models in contact Objective Markers and/or engaged with enemy models.

SPECIAL

This Objective awards 2 Victory Points when completed.

2017

NO MERCY

OBJECTIVE

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

2017

SALT AND RUIN

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.

2017

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 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.

2017

FORWARD LOCATION

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**.

2017

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 that Objective Marker.

2017

CONVERGENCE

OBJECTIVE

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

2017

BRUTAL ASSAULT

OBJECTIVE

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

2017

GIANT KILLER

OBJECTIVE

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

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.

2017

RAMPAGE

OBJECTIVE

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

2017

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.

2017

COUNTERATTACK

OBJECTIVE

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

2017

SPOILS OF WAR

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.

SPECIAL

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

2017

GANG VIOLENCE

OBJECTIVE

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

2017

KILLING BLOW

OBJECTIVE

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

2017

SHARPSHOOTER

OBJECTIVE

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

2017

TEAMWORK

OBJECTIVE

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

2017

CAREFUL, CAREFUL

OBJECTIVE

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

2017

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.

SPECIAL

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

2017