A NOBLE SACRIFICE

Reveal this objective at the end of your turn if there is at least one unit from your army within range of an objective marker within the Attacking Player's deployment zone.

Witness me!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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ASPECT OF CHANGE

End the game with 2 units you spawned via Field Promotion on the battlefield.

This isn't even my final form

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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BENEVOLENCE

Keep a tally of the amount of uses of Share Supplies you purchase. Reveal this objective after your 5th tally. Redraw if playing single player.

Shut up and take my money!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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CLEANSE SACRED GROUND

At the end of the game control at least one objective in No Man's Land with no other players or Horde units within range of the objective.

By fire be purged!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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FORWARD EXTRACTION

End the game with at least one unit wholly within a Horde Spawning Zone.

'I'm done running.
The sky is literally about to fall,
and I've got nothing left to lose.'
'Alright, Tak. What's your play?'

'We go in the front door.'

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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HAND OF FATE

Succeed in at least 7 Secondary Objectives by the end of the game.

'Do you believe in God, Mr. Le Chiffre?'

'No. I believe in a reasonable rate of return.'

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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HOLD THE LINE

Have no Horde units within your deployment zone at the end of the game.

The line must be drawn here! This far, no further!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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KILL CONFIRMED

Reveal this objective after a Horde character model in engagement range with one of your units is destroyed.

One shall stand, one shall fall.

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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MAJORITY RULES

End the game with the most units of any player on the battlefield. Redraw if playing single player.

'In forging this alliance, you must know that one day we will be on opposite sides again.

'Yes... but not today.'

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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MASTER SCULPTOR

Keep a tally of the amount of uses of both Air Strike and Fortify Positions you use over the game. Reveal this objective after your 5th total tally. You must still survive until the end of the game to complete this objective.

I can fix it!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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PURE SPITE

Reveal this objective after another player's Warlord is destroyed. Redraw if playing single player.

The Lannisters send their regards.

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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REAR EXTRACTION

End the game with no units outside of your deployment zone.

Charge... backwards!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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RECOVER THE LOST RELIC

Reveal this objective in your shooting phase and select one of your units within 6" of the center of the battlefield that is not Battle-shocked and eligible to shoot. Until the end of turn that unit is not eligible to shoot or declare a charge. This objective is completed at the end of your next Command Phase if the chosen unit is still within 6" of the center of the battlefield. You must still survive until the end of the game to complete this objective.

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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SABOTEUR

At the end of Battle Round 5, before resolving any current secondary missions, reveal this card if at least one secondary mission has failed this game.

You must still survive until the end of the game to complete this objective.

Redraw if playing single player.

True friends stab you in the front

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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SHOW OFF

End the game with 15 or more Reinforcement Points.

You are overencumbered and cannot run!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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TACTICOOL

End the game with 5CP.

'You'll probably want the accessory kit: Holster. Bandolier. Silencer. Loudener. Speed-cocker. Aaand... this one's for shooting down police helicopters.'

'Oh, I don't need anything like that. Yet...'

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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TAKE RESEARCH SUBJECTS

Reveal this objective after destroying an enemy unit in the Fight Phase that was within the Defending Player deployment zone.

I suppose you want to probe me.

Well, might as well get it over with.

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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TEAM PLAYER

End the game with all players surviving. Redraw if playing single player.

Everything is awesome!

Everything is cool when you're part of a team!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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TWO BIRDS, ONE STONE

End the game with at least one other player not surviving. Redraw if playing single player.

Rescued at last! Thank god you're here!

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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VIP

End the game with your Warlord on the battlefield.

Sorry, psycho. This one's about protecting, not killing.

- Complete your **Secret Objective** to win the game at the end of **Battle Round 5**
- You can't show your object to other players
- You can tell other players what your object is (and lie about it)
- You win the game individually by completing your objective, regardless if you survive

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