

PAINT TARGETS

To succeed in this mission; until the end of the battle round:

- No player unit may fall back.
- No player unit may normal move, advance, or charge out of range of any objective they began the turn in range of.

Stay on target, stay on target...

Success

I Free use of **Air Strike** to a random player
I Free use of **Fortify Positions** to a random player

Failure

Stray Orbital Bombardment is immediately searched up from the **Misery** deck or discard pile and resolved.