



## SECONDARY MISSION – DEFENDER BEHIND ENEMY LINES

*Break through the foe's army and cut off their lines of escape.*

At the end of your turn, if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone, this Secondary Mission is achieved and you score 4VP (or 5VP if you are using Tactical Missions).

If, at the end of your turn, only one unit from your army (excluding **AIRCRAFT**) is wholly within your opponent's deployment zone, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 4VP (or instead of 5VP).

If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP (for a maximum of 5VP).



## SECONDARY MISSION – DEFENDER ASSASSINATION

*The enemy look to their champions for courage. Identify and eliminate them with extreme prejudice.*

If you are using Fixed Missions, then while this Secondary Mission is active, each time an enemy **CHARACTER** model is destroyed, you score 4VP.

If you are using Tactical Missions, then at the end of the turn, if either of the conditions below are satisfied, this Secondary Mission is achieved and you score 5VP:

- One or more enemy **CHARACTER** units were destroyed during this turn.
- All **CHARACTER** units from your opponent's Army Roster have been destroyed during the battle.

Note that if you are using Tactical Missions, this Secondary Mission is achieved even if such a unit was destroyed and then subsequently resurrected for any reason.



## SECONDARY MISSION – DEFENDER BRING IT DOWN

*The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.*

While this Secondary Mission is active, each time an enemy **MONSTER** or **VEHICLE** model is destroyed, you score 2VP and an extra 1VP for each of the conditions below that are satisfied (all are cumulative):

- The destroyed model had a Wounds characteristic of 10+.
- The destroyed model had a Wounds characteristic of 15+.
- The destroyed model had a Wounds characteristic of 20+.

Note that VP are scored even if such a model is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.

If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP. However, if you are using Tactical Missions, you cannot score more than 8VP in total from this Secondary Mission.



## SECONDARY MISSION – DEFENDER ENGAGE ON ALL FRONTS

*This area is of extreme importance. You are to lead an immediate all-out assault to capture it and deny it to our enemy for good.*

At the end of your turn, if you have one or more qualifying units (see below) from your army wholly within three or more different table quarters, and those units are all more than 3" away from any other table quarter, this Secondary Mission is achieved and you score 4VP if you have qualifying units in four different table quarters, or 2VP if you have qualifying units in three different table quarters.

While a unit is Battle-shocked, it is not a qualifying unit.

If, when you draw this Secondary Mission card, you only have one or two qualifying units remaining in your army, you can discard this Secondary Mission card and draw a new Secondary Mission card.

If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP (for a maximum of 5VP).



## SECONDARY MISSION – DEFENDER STORM HOSTILE OBJECTIVE

*Dominiate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.*

At the end of your turn, if either of the below conditions are satisfied, this Secondary Mission is achieved and you score 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions:

- You control one or more objective markers that were controlled by your opponent at the start of your turn.
- Your opponent did not control any objective markers at the start of your turn and you control one or more objective markers that you did not control at the start of your turn.

This Secondary Mission cannot be achieved during the first battle round; if you randomly drew this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.



## SECONDARY MISSION – DEFENDER CLEANSE

*The objectives in this area have been tainted and must be cleansed with ritual and purifying flame.*

In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge.

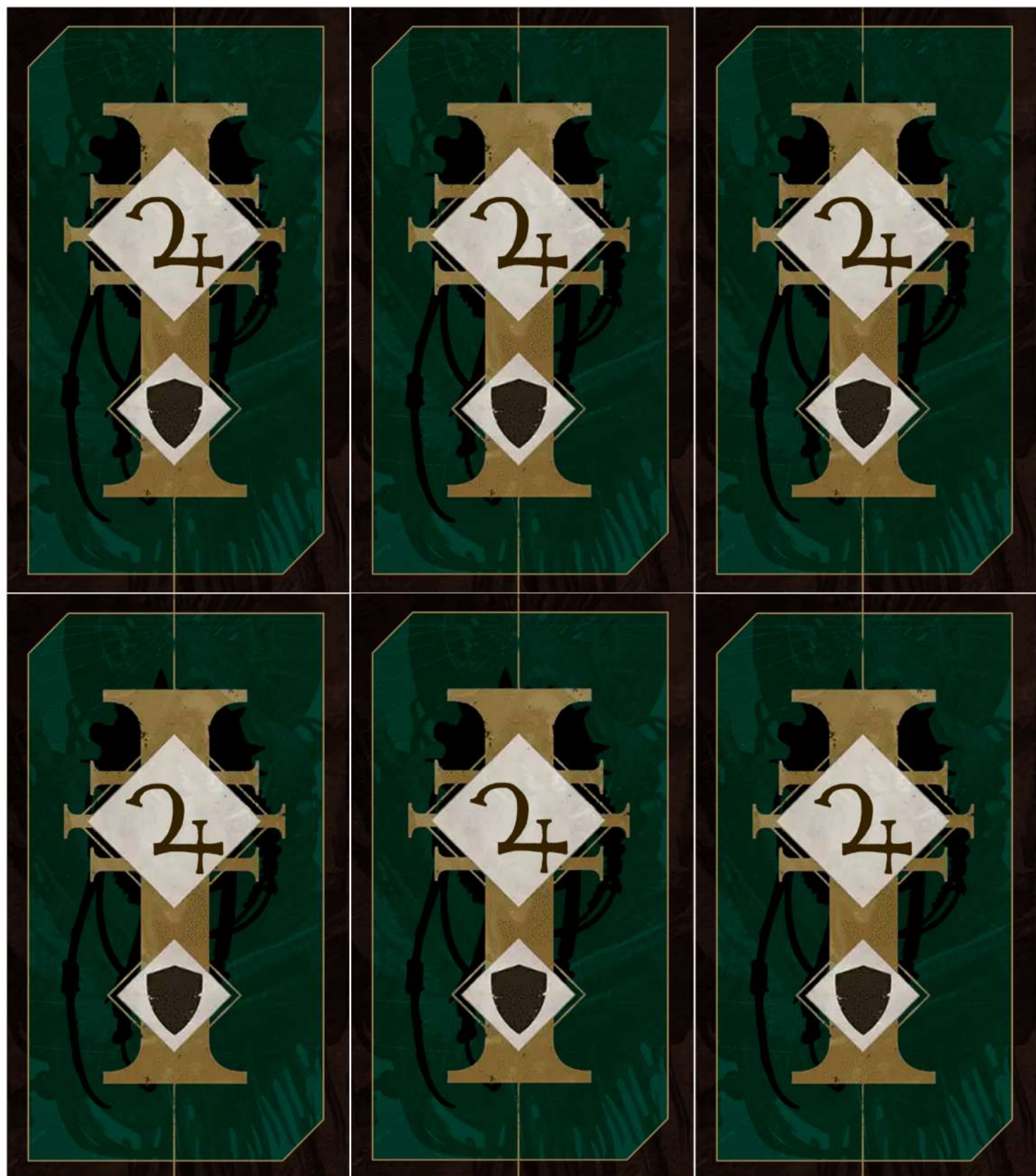
At the end of your turn, each objective marker that is not within your deployment zone that you control that has one or more of these selected units within range is cleansed by your army.

If one or more objective markers are cleansed by your army this turn, this Secondary Mission is achieved and you score a number of VP depending on the number of objective markers cleansed by your army this turn, as follows:

- 1 objective marker cleansed = 2VP if you are using Fixed Missions, or 3VP if you are using Tactical Missions.
- 2 or more objective markers cleansed = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.









## SECONDARY MISSION – DEFENDER DEPLOY TELEPORT HOMER

*An allied fleet approaches ready to launch a full-scale invasion of this planet. If our vanguard forces deploy a series of teleport homers and landing beacons deep within enemy territory, troops aboard our ships will be able to launch a deadly surprise assault from orbit.*

In your Shooting phase, you can select one unit from your army that is not Battle-shocked and is eligible to shoot. Until the end of your turn, that unit is not eligible to shoot or declare a charge.

At the end of your turn, if that unit is within your opponent's deployment zone, or within 6" of the centre of the battlefield, it deploys a teleport homer at that location, this Secondary Mission is achieved and you score a number of VP depending on where the teleport homer was deployed, as follows:

- Centre of battlefield = 3VP.
- Opponent's deployment zone = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.



## SECONDARY MISSION – DEFENDER INVESTIGATE SIGNALS

*Our fleet has received a mysterious signal in this war zone, and its source has been identified as originating somewhere in the vicinity of this battlefield. Locate and secure it without delay.*

In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge.

At the end of your turn, each corner of the battlefield that has one or more of these selected units wholly within 9" of it is scanned by your army.

If one or more corners are scanned by your army, this Secondary Mission is achieved and you score 2VP for each corner scanned by your army this turn.



## SECONDARY MISSION – DEFENDER NO PRISONERS

*Exterminate your enemies.*

While this Secondary Mission is active, each time an enemy unit is destroyed, you score 2VP (to a maximum of 5VP).

Note that VP are scored even if such a unit is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.



## SECONDARY MISSION – DEFENDER EXTEND BATTLE LINES

*The battleground is won one yard at a time. Continue to establish a strong military presence in the area.*

At the end of your turn, if you control one or more objective markers in your own deployment zone and you also control one or more objective markers in No Man's Land, this Secondary Mission is achieved and you score 5VP.

If you only have one unit remaining in your army, then this Secondary Mission is instead achieved at the end of your turn if that unit controls one objective marker in No Man's Land, but in this instance you score 2VP instead of 5VP.



## SECONDARY MISSION – DEFENDER DEFEND STRONGHOLD

*You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.*

At the end of your opponent's turn, or at the end of the battle (whichever comes first), if you control one or more objective markers in your own deployment zone, this Secondary Mission is achieved and you score 3VP.

This Secondary Mission cannot be achieved during the first battle round; if you draw this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.



## SECONDARY MISSION – DEFENDER OVERWHELMING FORCE

*Scour the enemy from the face of the battlefield.*

While this Secondary Mission is active, each time an enemy unit that started the turn within range of an objective marker is destroyed, you score 3VP (to a maximum of 5VP).

Note that VP are scored even if such a unit is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.









## SECONDARY MISSION – DEFENDER SECURE NO MAN'S LAND

*You must advance swiftly into no man's land and seize it before the enemy can, lest they take control of the entire battlefield.*

At the end of your turn, if you control two or more objective markers in No Man's Land, this Secondary Mission is achieved and you score 5VR

If, at the end of your turn, you only control one objective marker in No Man's Land, this Secondary Mission is still achieved, but in this instance you score 2VP instead of 5VP.



## SECONDARY MISSION – DEFENDER AREA DENIAL

*It is critical that this area is dominated. No enemy vanguard or guerrilla units can be allowed to disrupt our plans.*

At the end of your turn, if one or more units from your army (excluding Battle-shocked units) are wholly within 6" of the centre of the battlefield, and there are no enemy units wholly within 6" of the centre of the battlefield, this Secondary Mission is achieved and you score 5VP.

If, at the end of your turn, there are one or more enemy units wholly within 6" of the centre of the battlefield, but there are no enemy units within 3" of the centre of the battlefield, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 5VP.



## SECONDARY MISSION – DEFENDER A TEMPTING TARGET

*An opportunity to seize a valuable asset has been identified, but the enemy are likely to use it as bait in a trap. Move to secure the site, but be wary of enemy ambushes.*

When this Secondary Mission card is drawn, your opponent must select one objective marker in No Man's Land.

At the end of your turn, if you control that selected objective marker, this Secondary Mission is achieved and you score 5VP.



## SECONDARY MISSION – DEFENDER CAPTURE ENEMY OUTPOST

*A vital objective has been identified in your vicinity, but it is currently held by the enemy. You are ordered to capture it at any cost.*

At the end of your turn, if you control one or more objective markers in your opponent's deployment zone, this Secondary Mission is achieved and you score 8VP.



## GAMBIT – ATTACKER DELAYING TACTICS

*The whole battle was a ruse to buy our covert kill teams the time they need to successfully complete a mission that could turn the tide of the entire war.*

**DETERMINE DISTRACTION TARGET:** Your Distraction target will be equal to half the number of enemy units that are within Engagement Range of one or more units from your army (rounding up) at the end of your fifth turn. If your Distraction target is less than 4, it is increased to 4.

**DISTRACT ENEMY UNITS:** At the end of your fifth turn, roll one D6 for each enemy unit that is within Engagement Range of one or more units from your army. Add 1 to the result if that enemy unit is Battle-shocked and subtract 1 if one or more of the units from your army that are within Engagement Range of it are Battle-shocked. On a 4+, that enemy unit has been successfully delayed.

**DETERMINE GAMBIT SUCCESS:** If the number of enemy units that have been successfully delayed is greater than or equal to your Distraction target, this Gambit is successfully completed and you score 30VP.



## GAMBIT – ATTACKER EMERGENCY EVACUATION

*Remaining in this battlezone is folly. Teleportahums are being sanctified and orbital transports are inbound to exfiltrate what forces remain. Prepare for immediate extraction.*

**DETERMINE EVACUATION TARGET:** Your Evacuation target will be equal to half the number of units from your army that are on the battlefield at the end of the battle (rounding up), including units embarked within **TRANSPORT** models that are on the battlefield. If your Evacuation target is less than 4, it is increased to 4.

**EVACUATE UNITS:** At the end of your fifth turn, roll one D6 for each unit from your army that is wholly within 6" of the centre of the battlefield, subtracting 1 from the result if that unit is Battle shocked. On a 4+, that unit (and any units embarked within it) are marked for evacuation.

**DETERMINE GAMBIT SUCCESS:** If the number of your units that are marked for evacuation is greater than or equal to your Evacuation target, this Gambit is successfully completed and you score 30VP.









## GAMBIT – ATTACKER ORBITAL STRIKE COORDINATES

*Remaining in this battlezone is folly Teleportahums are being sanctified and orbital transports are inbound to exfiltrate what forces remain Prepare for immediate extraction.*

At the end of your fifth turn, if one or more units from your army that are not Battle-shocked are wholly within 9" of a corner of the battlefield, and those units are not within your own deployment zone, roll 2D6.

Add 1 to the result for every other corner of the battlefield that has one or more units from your army wholly within 9" of it (excluding units that are Battle-shocked or within Engagement Range of any enemy units).

If the final result is 12 or more, this Gambit is successfully completed and you score 30VP.



## GAMBIT – ATTACKER PROCEED AS PLANNED

*Your battle plan is unfolding as you had foreseen, and the time to stake the fatal blow is almost at hand Stay the course, and victory is all but assured.*

.....  
If you select this Gambit card, you have chosen not to attempt a gambit

Until the end of the battle, you continue to score VP from your Primary Mission.



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