



HEADTAKERS

A senior enemy commander has just been sighted in-theater. Find out why they're here, hunt them down, and eliminate them.

Secondary Objectives. Select from the following mission options in the first two rounds:

- *Interrogation.* Score 1 victory point for each opposing character model removed as a casualty in close combat. In addition, whenever an opposing character model is removed as a casualty by any means, put a secondary objective marker in its place. You score 1 victory point for each such marker controlled at game end. Note that neither of these criteria are limited to just independent characters.
- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- *Meatgrinder.* Score 1 victory point for each opposing Troop unit completely destroyed or falling back at the end of the game.



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CAMPAIGN

DESTRUCTORS

Word just came down: A nearby enemy installation needs to be destroyed immediately. Break through the lines and turn it to rubble.

Secondary Objectives. Select from the following mission options in the first two rounds:

- *Frontline.* Place three secondary objective markers within 18" of your opponent's table edge, 6" from all table edges and 12" from all objective markers or as far apart as possible. At game end, score 3 victory points for each of these markers you control.
- *Hullbreaker.* Score 1 victory point for each opposing vehicle completely destroyed or monstrous creature removed as a casualty.
- *Overrun.* At game end, count how many scoring units you have at least partially within your opponent's half of the table, and how many scoring units your opponent has at least partially within your half of the table. If your number is higher, score 2 victory points for each point of difference.



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ROUGHRIDERS

Something's coming. Command's vague on what, but your patrol's ordered to get into position for rapid response in any direction.

Secondary Objectives. Select from the following mission options in the first two rounds:

- *Secure Positions.* For each table quadrant, secretly select a terrain piece at least 50% inside it, recording your selections unambiguously. Reveal these at game end and score 2 victory points for each that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece, nor multiple pieces simultaneously.
- *Reconnaissance.* At game end, score 2 victory points for each friendly scoring unit with the Scout or Infiltrate USR completely within 12" of your opponent's table edge.
- *Control the Field.* Each table quarter in which you have a scoring unit and your opponent does not, or you have an Objective Secured Unit and your opponent does not, is worth 2 victory points at game end.



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