

SECONDARY MISSION

RECOVER ASSETS

WHEN DRAWN: If you are playing an Incursion mission, or if there are fewer than three units from your army on the battlefield, you can discard this card and draw a new Secondary Mission card.

⚡ RECOVER ASSETS (ACTION)

WHEN: Your Shooting phase.

UNITS: Two or more units from your army, if each of those units is wholly within a different one of the following areas: your deployment zone; No Man's Land; your opponent's deployment zone.

COMPLETES: End of your turn, if either two or three of those units are on the battlefield.

IF COMPLETED: Those units **recover assets** .

ANY BATTLEROUND

VP

WHEN: End of your turn or the end of the battle (whichever comes first).

Two of your units **recovered assets**  this turn.

3 VP

OR



Three of your units **recovered assets**  this turn.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

ASSASSINATION

█ ANY BATTLEROUND - FIXED

VP

WHEN: While this card is active

Each time an enemy **CHARACTER** model with a Wounds characteristic of 4 or higher is destroyed.

4 VP

Each time an enemy **CHARACTER** model with a Wounds characteristic of less than 4 is destroyed.

3 VP

ANY BATTLEROUND - TACTICAL

VP

WHEN: End of either player's turn.

One or more enemy **CHARACTER** models were destroyed this turn.

5 VP

OR

↑↓

All enemy **CHARACTER** models have been destroyed during the battle.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

CULL THE HORDE

WHEN DRAWN: If there are no enemy units on the battlefield that satisfy the condition required to achieve this card, you can discard this card and draw a new Secondary Mission card.

☐ ANY BATTLEROUND - FIXED

VP

WHEN: While this card is active

Each time an enemy **INFANTRY** unit with a Starting Strength of 13+ (including Attached units) is destroyed.

5 VP

ANY BATTLEROUND - TACTICAL

VP

WHEN: End of either player's turn.

One or more enemy **INFANTRY** units with a Starting Strength of 13+ (including Attached units) were destroyed this turn.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION BEHIND ENEMY LINES

WHEN DRAWN: If it is the first battle round, you can draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

ANY BATTLEROUND

VP

WHEN: End of your turn.

One unit from your army (excluding **AIRCRAFT** and Battle-shocked units) is wholly within your opponent's deployment zone.

3 VP

OR

↑↓

Two or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are wholly within your opponent's deployment zone.

4 VP

SECONDARY MISSION



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SECONDARY MISSION

AREA DENIAL

ANY BATTLEROUND

VP

WHEN: End of your turn.

One or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are within 3" of the centre of the battlefield, and there are no enemy units within 3" of the centre of the battlefield.

2 VP

OR

↑↓

One or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are within 3" of the centre of the battlefield, and there are no enemy units within 6" of the centre of the battlefield.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

BRING IT DOWN

WHEN DRAWN: If there are no enemy **MONSTER** or **VEHICLE** units on the battlefield, you can discard this card and draw a new Secondary Mission card.

 ANY BATTLEROUND - FIXED

VP

WHEN: While this card is active.

Each time an enemy **MONSTER** or **VEHICLE** unit is destroyed.

2 VP

AND

+

The total of the Wounds characteristics of the models in that destroyed unit was 15+ (at its Starting Strength).

+2 VP

AND

+

The total of the Wounds characteristics of the models in that destroyed unit was 20+ (at its Starting Strength).

+2 VP

ANY BATTLEROUND - TACTICAL

VP

WHEN: End of either player's turn.

One or more enemy **MONSTER** or **VEHICLE** units were destroyed this turn.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

CLEANSE

⚡ CLEANSE (ACTION)

WHEN: Your Shooting phase.

UNITS: One or more units from your army within range of an objective marker that is not within your deployment zone.

COMPLETES: End of your turn, if the unit performing this Action is still within range of the same objective marker and you control that objective marker.

IF COMPLETED: That objective marker is **cleansed** 🔥 by your army.

ANY BATTLEROUND

VP

WHEN: End of your turn.

One objective marker was **cleansed** 🔥 by your army this turn.

2 VP

OR



Two or more objective markers were **cleansed** 🔥 by your army this turn.

4 VP
(FIXED)

5 VP
(TACTICAL)

SECONDARY MISSION



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SECONDARY MISSION

DISPLAY OF MIGHT

WHEN DRAWN: If it is the first battle round, draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.



SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of your turn.

There are more units from your army than from your opponent's army wholly within No Man's Land.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

DEFEND STRONGHOLD

WHEN DRAWN: If it is the first battle round, draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.



SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of your opponent's turn or the end of the battle (whichever comes first).

You control one or more objective markers in your deployment zone.

3 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

ENGAGE ON ALL FRONTS

If one or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are wholly within a table quarter, and those units are more than 6" away from the centre of the battlefield, you have a presence in that table quarter.

ANY BATTLEROUND

VP

WHEN: End of your turn.

You have a presence in two table quarters.

1 VP

OR

↑↓

You have a presence in three table quarters.

2 VP

OR

↑↓

You have a presence in four table quarters.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

ESTABLISH LOCUS

⚡ ESTABLISH LOCUS (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army.

COMPLETES: End of your turn, if that unit is within your opponent's deployment zone or within 6" of the centre of the battlefield.

IF COMPLETED: Your unit **establishes a locus** .

ANY BATTLEROUND

VP

WHEN: End of your turn.

Your unit **established a locus**  this turn and is within 6" of the centre of the battlefield.

2 VP

OR

↑↓

Your unit **established a locus**  this turn and is within your opponent's deployment zone.

4 VP

SECONDARY MISSION



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SECONDARY MISSION

EXTEND BATTLE LINES

ANY BATTLEROUND

VP

WHEN: End of your turn.

You control one or more objective markers within your deployment zone and one or more objective markers within No Man's Land.

4 VP

OR

↑↓

You control one or more objective markers within No Man's Land.

2 VP

SECONDARY MISSION



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SECONDARY MISSION

MARKED FOR DEATH

WHEN DRAWN: Your opponent must select three units from their army on the battlefield. If there are only one or two units from their army on the battlefield, they must select those units. The selected units are your **Alpha Target** units. You can then select one unit from your opponent's army on the battlefield to be your **Gamma Target** unit. If there are no units from their army on the battlefield, discard this card and draw a new Secondary Mission card.

ANY BATTLEROUND

VP

WHEN: End of either player's turn.

One or more of your **Alpha Target** units were destroyed (or removed from the battlefield for any other reason) this turn.

5 VP

OR

↑↓

None of your **Alpha Target** units were destroyed (or removed from the battlefield for any other reason) this turn, but your **Gamma Target** unit was destroyed (or removed from the battlefield for any other reason) this turn.

2 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

NO PRISONERS

 **ANY BATTLEROUND - FIXED**

VP

WHEN: While this card is active

Each time an enemy Bodyguard unit or
enemy non-**CHARACTER** unit is destroyed

2 VP
(MAX 5VP)

ANY BATTLEROUND - TACTICAL

VP

WHEN: While this card is active

Each time an enemy unit is destroyed.

2 VP
(MAX 5VP)

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

OVERWHELMING FORCE



ANY BATTLEROUND

VP

WHEN: While this card is active.

Each time an enemy unit that started the turn within range of an objective marker is destroyed.

3 VP
(MAX 5 VP)

NOTE: Destroyed Leader and Bodyguard units count separately for the purpose of scoring this Secondary Mission, provided that Attached unit started the turn within range of an objective marker.

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

SABOTAGE

SABOTAGE (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army that is within a terrain feature and not within your deployment zone.

COMPLETES: End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is on the battlefield.

IF COMPLETED: Your unit **commits sabotage** 

ANY BATTLEROUND

VP

WHEN: End of your opponent's turn or the end of the battle (whichever comes first).

Your unit **committed sabotage**  this turn and is not within your opponent's deployment zone.

3 VP

OR

↑↓

Your unit **committed sabotage**  this turn and is within your opponent's deployment zone.

6 VP

SECONDARY MISSION



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SECONDARY MISSION

SECURE NO MAN'S LAND

ANY BATTLEROUND

VP

WHEN: End of your turn.

You control one objective marker in No Man's Land.

2 VP

OR



You control two or more objective markers in No Man's Land.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

STORM HOSTILE OBJECTIVE

WHEN DRAWN: If it is the first battle round, you can draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

ANY BATTLE ROUND

VP

WHEN: End of your turn.

You control one or more objective markers that were controlled by your opponent at the start of the turn.

4 VP

OR

↑↓

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of your turn.

Your opponent did not control any objective markers at the start of the turn, and you control one or more objective markers that you did not control at the start of the turn.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

A TEMPTING TARGET

WHEN DRAWN: Your opponent must select one objective in No Man's Land to be your **Tempting Target**  objective marker.

ANY BATTLE ROUND

VP

WHEN: End of either player's turn.

You control your **Tempting Target**  objective marker.

5 VP

SECONDARY MISSION



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SECONDARY MISSION

RECOVER ASSETS

WHEN DRAWN: If you are playing an Incursion mission, or if there are fewer than three units from your army on the battlefield, you can discard this card and draw a new Secondary Mission card.

⚡ RECOVER ASSETS (ACTION)

WHEN: Your Shooting phase.

UNITS: Two or more units from your army, if each of those units is wholly within a different one of the following areas: your deployment zone; No Man's Land; your opponent's deployment zone.

COMPLETES: End of your turn, if either two or three of those units are on the battlefield.

IF COMPLETED: Those units **recover assets** .

ANY BATTLEROUND

VP

WHEN: End of your turn or the end of the battle (whichever comes first).

Two of your units **recovered assets**  this turn.

3 VP

OR

↑↓

Three of your units **recovered assets**  this turn.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

ASSASSINATION

 **ANY BATTLEROUND - FIXED**

VP

WHEN: While this card is active

Each time an enemy **CHARACTER** model with a Wounds characteristic of 4 or higher is destroyed.

4 VP

Each time an enemy **CHARACTER** model with a Wounds characteristic of less than 4 is destroyed.

3 VP

ANY BATTLEROUND - TACTICAL

VP

WHEN: End of either player's turn.

One or more enemy **CHARACTER** models were destroyed this turn.

5 VP

OR

↑↓

All enemy **CHARACTER** models have been destroyed during the battle.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

CULL THE HORDE

WHEN DRAWN: If there are no enemy units on the battlefield that satisfy the condition required to achieve this card, you can discard this card and draw a new Secondary Mission card.

 ANY BATTLEROUND - FIXED

VP

WHEN: While this card is active

Each time an enemy **INFANTRY** unit with a Starting Strength of 13+ (including Attached units) is destroyed.

5 VP

ANY BATTLEROUND - TACTICAL

VP

WHEN: End of either player's turn.

One or more enemy **INFANTRY** units with a Starting Strength of 13+ (including Attached units) were destroyed this turn.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

BEHIND ENEMY LINES

WHEN DRAWN: If it is the first battle round, you can draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

ANY BATTLEROUND

VP

WHEN: End of your turn.

One unit from your army (excluding **AIRCRAFT** and Battle-shocked units) is wholly within your opponent's deployment zone.

3 VP

OR

↑↓

Two or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are wholly within your opponent's deployment zone.

4 VP

SECONDARY MISSION



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SECONDARY MISSION

AREA DENIAL

ANY BATTLEROUND

VP

WHEN: End of your turn.

One or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are within 3" of the centre of the battlefield, and there are no enemy units within 3" of the centre of the battlefield.

2 VP

OR

↑↓

One or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are within 3" of the centre of the battlefield, and there are no enemy units within 6" of the centre of the battlefield.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

BRING IT DOWN

WHEN DRAWN: If there are no enemy **MONSTER** or **VEHICLE** units on the battlefield, you can discard this card and draw a new Secondary Mission card.

 ANY BATTLEROUND - FIXED

VP

WHEN: While this card is active.

Each time an enemy **MONSTER** or **VEHICLE** unit is destroyed.

2 VP

AND

+

The total of the Wounds characteristics of the models in that destroyed unit was 15+ (at its Starting Strength).

+2 VP

AND

+

The total of the Wounds characteristics of the models in that destroyed unit was 20+ (at its Starting Strength).

+2 VP

ANY BATTLEROUND - TACTICAL

VP

WHEN: End of either player's turn.

One or more enemy **MONSTER** or **VEHICLE** units were destroyed this turn.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

CLEANSE

⚡ CLEANSE (ACTION)

WHEN: Your Shooting phase.

UNITS: One or more units from your army within range of an objective marker that is not within your deployment zone.

COMPLETES: End of your turn, if the unit performing this Action is still within range of the same objective marker and you control that objective marker.

IF COMPLETED: That objective marker is **cleansed** 🔥 by your army.

ANY BATTLEROUND

VP

WHEN: End of your turn.

One objective marker was **cleansed** 🔥 by your army this turn.

2 VP

OR



Two or more objective markers were **cleansed** 🔥 by your army this turn.

4 VP
(FIXED)

5 VP
(TACTICAL)

SECONDARY MISSION



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SECONDARY MISSION

DISPLAY OF MIGHT

WHEN DRAWN: If it is the first battle round, draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.



SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of your turn.

There are more units from your army than from your opponent's army wholly within No Man's Land.

4 VP

SECONDARY MISSION



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SECONDARY MISSION

DEFEND STRONGHOLD

WHEN DRAWN: If it is the first battle round, draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.



SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of your opponent's turn or the end of the battle (whichever comes first).

You control one or more objective markers in your deployment zone.

3 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

ENGAGE ON ALL FRONTS

If one or more units from your army (excluding **AIRCRAFT** and Battle-shocked units) are wholly within a table quarter, and those units are more than 6" away from the centre of the battlefield, you have a presence in that table quarter.

ANY BATTLEROUND

VP

WHEN: End of your turn.

You have a presence in two table quarters.

1 VP

OR



You have a presence in three table quarters.

2 VP

OR



You have a presence in four table quarters.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

ESTABLISH LOCUS

⚡ ESTABLISH LOCUS (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army.

COMPLETES: End of your turn, if that unit is within your opponent's deployment zone or within 6" of the centre of the battlefield.

IF COMPLETED: Your unit **establishes a locus** .

ANY BATTLEROUND

VP

WHEN: End of your turn.

Your unit **established a locus**  this turn and is within 6" of the centre of the battlefield.

2 VP

OR

↑↓

Your unit **established a locus**  this turn and is within your opponent's deployment zone.

4 VP

SECONDARY MISSION



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SECONDARY MISSION

EXTEND BATTLE LINES

ANY BATTLEMENT

VP

WHEN: End of your turn.

You control one or more objective markers within your deployment zone and one or more objective markers within No Man's Land.

4 VP

OR

↑↓

You control one or more objective markers within No Man's Land.

2 VP

SECONDARY MISSION



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SECONDARY MISSION

MARKED FOR DEATH

WHEN DRAWN: Your opponent must select three units from their army on the battlefield. If there are only one or two units from their army on the battlefield, they must select those units. The selected units are your **Alpha Target** units. You can then select one unit from your opponent's army on the battlefield to be your **Gamma Target** unit. If there are no units from their army on the battlefield, discard this card and draw a new Secondary Mission card.

ANY BATTLEROUND

VP

WHEN: End of either player's turn.

One or more of your **Alpha Target** units were destroyed (or removed from the battlefield for any other reason) this turn.

5 VP

OR

↑↓

None of your **Alpha Target** units were destroyed (or removed from the battlefield for any other reason) this turn, but your **Gamma Target** unit was destroyed (or removed from the battlefield for any other reason) this turn.

2 VP

SECONDARY MISSION



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FIXED • SECONDARY MISSION

NO PRISONERS

 ANY BATTLEROUND - FIXED

VP

WHEN: While this card is active

Each time an enemy Bodyguard unit or
enemy non-**CHARACTER** unit is destroyed

2 VP
(MAX 5VP)

ANY BATTLEROUND - TACTICAL

VP

WHEN: While this card is active

Each time an enemy unit is destroyed.

2 VP
(MAX 5VP)

SECONDARY MISSION



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SECONDARY MISSION

OVERWHELMING FORCE



ANY BATTLEROUND

VP

WHEN: While this card is active.

Each time an enemy unit that started the turn within range of an objective marker is destroyed.

3 VP
(MAX 5 VP)

NOTE: Destroyed Leader and Bodyguard units count separately for the purpose of scoring this Secondary Mission, provided that Attached unit started the turn within range of an objective marker.

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

SABOTAGE

SABOTAGE (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army that is within a terrain feature and not within your deployment zone.

COMPLETES: End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is on the battlefield.

IF COMPLETED: Your unit **commits sabotage** 

ANY BATTLEROUND

VP

WHEN: End of your opponent's turn or the end of the battle (whichever comes first).

Your unit **committed sabotage**  this turn and is not within your opponent's deployment zone.

3 VP

OR

↑↓

Your unit **committed sabotage**  this turn and is within your opponent's deployment zone.

6 VP

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

SECURE NO MAN'S LAND



ANY BATTLEROUND

VP

WHEN: End of your turn.

You control one objective marker in No Man's Land.

2 VP

OR



You control two or more objective markers in No Man's Land.

5 VP

SECONDARY MISSION



GAME-DATACARDS.EU

FIXED • SECONDARY MISSION

STORM HOSTILE OBJECTIVE

WHEN DRAWN: If it is the first battle round, you can draw a new Secondary Mission card and shuffle this card back into your Secondary Mission deck.

ANY BATTLE ROUND

VP

WHEN: End of your turn.

You control one or more objective markers that were controlled by your opponent at the start of the turn.

4 VP

OR

↑↓

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of your turn.

Your opponent did not control any objective markers at the start of the turn, and you control one or more objective markers that you did not control at the start of the turn.

4 VP

SECONDARY MISSION



GAME-DATACARDS.EU

SECONDARY MISSION

A TEMPTING TARGET

WHEN DRAWN: Your opponent must select one objective in No Man's Land to be your **Tempting Target**  objective marker.



ANY BATTLE ROUND

VP

WHEN: End of either player's turn.

You control your **Tempting Target**  objective marker.

5 VP

SECONDARY MISSION



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PRIMARY MISSION

TAKE AND HOLD



SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores:

For each objective marker that they control.

5 VP
(MAX 15VP)

PRIMARY MISSION



GAME-DATACARDS.EU

PRIMARY MISSION

UNEXPLODED ORDNANCE

START OF THE BATTLE: The objective markers within No Man's Land become a Hazard objective marker.

⚡ MOVE HAZARD (ACTION)

STARTS: Your Shooting phase.

UNITS: One or more units from your army, each within range of a different Hazard objective marker you control.

COMPLETES: End of your turn, if the unit performing this Action is still within range of the same Hazard objective marker and you control that objective marker.

IF COMPLETED: You can move each of those objective markers up to 6". When doing so, that objective marker cannot end that move on top of any other objective marker or model, or inside impassable parts of terrain features.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of each player's turn.

The player whose turn it is scores for each Hazard objective marker that is:

- Wholly within their opponent's deployment zone.
- Wholly within 6" of their opponent's deployment zone.
- Wholly within 12" of their opponent's deployment zone.

8 VP

5 VP

2 VP

PRIMARY MISSION



GAME-DATACARDS.EU

PRIMARY MISSION

SCORCHED EARTH

⚡ BURN OBJECTIVE (ACTION)

WHEN: Your Shooting phase, from the second battle round onwards

UNITS: One unit from your army within range of an objective marker that is not within your deployment zone.

COMPLETES: End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is still within range of the same objective marker and you control that objective marker.

IF COMPLETED: That objective marker is **burned** 🔥 and removed from the battlefield.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: Any time.

Each time a player **burns** 🔥 an objective marker:

- Objective marker was in No Man's Land.
- Objective marker was in their opponent's deployment zone.

5 VP

10 VP

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

For each objective marker that the player controls.

5 VP
(MAX 10VP)

PRIMARY MISSION



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PRIMARY MISSION

THE RITUAL

⚡ THE RITUAL (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army.

COMPLETES: End of your turn.

IF COMPLETED: Set up one objective marker anywhere on the battlefield wholly within No Man's Land and within 1" of your unit, provided it can be set up exactly 12" from one other objective marker within No Man's Land and not within 6" of any other objective marker.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

For each objective marker that the player controls in No Man's Land.

5 VP

(MAX 15VP)

PRIMARY MISSION



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PRIMARY MISSION

LINCHPIN

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

If the player whose turn it is does **not** control the objective marker in their deployment zone:

For each objective marker that the player controls.

3 VP

OR



If the player whose turn it is does control the objective marker in their deployment zone:

For controlling the objective marker in their deployment zone.

3 VP

AND



For each other objective marker that the player controls.

5 VP
(MAX 15VP)

PRIMARY MISSION



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PRIMARY MISSION

SUPPLY DROP

Start of the Battle: Players randomly select two different objective markers in No Man's Land that are not in the centre of the battlefield: The first selected is the **Alpha α** objective, the second selected is the **Omega Ω** objective.

Start of the Fourth Battle Round: The **Alpha α** Objective is removed from the battlefield.

Start of the Fifth Battle Round: The **Omega Ω** Objective is removed from the battlefield.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores the following VP for each objective marker within No Man's Land that they control depending on the current battle round.

- The second and third battle rounds.
- The fourth battle round.
- The fifth battle round.

5 VP

8 VP

15 VP

PRIMARY MISSION



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SECONDARY MISSION

PURGE THE FOE

ANY BATTLE ROUND

VP

WHEN: End of the battle round.

Each player scores:

If one or more enemy units were destroyed this battle round.

4 VP

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the battle round.

Each player scores:

If more enemy units than friendly units were destroyed this battle round.

4 VP

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is:

If the player controls one or more objective markers.

4 VP

AND

+

If the player controls more objective markers than their opponent controls.

4 VP

PRIMARY MISSION



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PRIMARY MISSION

TERRAFORM

⚡ TERRAFORM (ACTION)

WHEN: Your Shooting phase.

UNITS: One or more units from your army, each within range of a different objective marker that is not within your deployment zone.

COMPLETES: End of the turn, if the unit performing this Action is still within range of the same objective marker and you control that objective marker.

IF COMPLETED: Each of those objective markers is **terraformed** 🌱 by you. If that objective marker was **terraformed** 🌱 by your opponent, it no longer is.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores:

For each objective marker they control.

4 VP
(MAX 12VP)

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the turn

Each player scores:

For each objective marker that is **terraformed** 🌱 by them

1 VP

PRIMARY MISSION



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PRIMARY MISSION

BURDEN OF TRUST

At the end of the Command phase, for each objective marker that player whose turn it is controls, they can select one unit from their army (excluding AIRCRAFT) within range of that objective marker to **guard**  it until the start of their next turn.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores:

For each objective marker they control that is not within their deployment zone.

4 VP

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of each player's turn.

The opponent of the player whose turn it is:

For each of their units (excluding Battle-shocked units) that are within range of and **guarding**  an objective marker they control.

2 VP

NOTE: Note that the player going second has the first chance to score VP in this way, as they can guard objectives in their first turn and score VP in their opponent's next turn.

PRIMARY MISSION



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PRIMARY MISSION

HIDDEN SUPPLIES

In the Place Objective Markers step, players must set up one additional objective marker in No Man's Land.

Before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield [if No Man's Land touches any of the corners of the battlefield, you must move the objective marker towards one of those corners]. Otherwise, the players roll-off, and the winner selects which corner the objective marker is moved towards. Players then set up the new objective marker 6" from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. [or the end of your turn if it is the fifth battle round and you are going second].

The player whose turn it is scores as follows:

They control one objective marker not within their deployment zone.

5 VP

AND

+

They control two objective markers not within their deployment zone.

5 VP

AND

+

They control more objective markers than their opponent controls

5 VP

PRIMARY MISSION



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TWIST ADAPT OR DIE

FOR PLAYERS USING FIXED MISSIONS

Once per battle, at the end of that player's turn, after scoring any VP, they can discard one of their Secondary Mission cards and replace it with another Secondary Mission card that has the Fixed Mission symbol.

FOR PLAYERS USING TACTICAL MISSIONS

Twice per battle, after drawing a Secondary Mission card, that player can draw another Secondary Mission card, then shuffle one of those two Secondary Mission cards back into their Secondary Mission deck.

TWIST



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TWIST NIGHT FIGHTING

Each unit can only be the target of a ranged attack if the attacking model is within 18".

NOTE: This is a great twist for players who do not yet have a battlefield's worth of terrain.



TWIST



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TWIST **BLOODLUST**

A unit is eligible to charge if it is within 18" of one or more enemy units, instead of within 12".

Each time you make a Charge roll, roll 3D6.

TWIST



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TWIST **HIGH OCTANE**

Each time a unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.



TWIST



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TWIST RUINSCAPE

Each time a unit makes a Normal or Advance move, it can move horizontally through terrain features.



TWIST



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TWIST

LORDS OF WAR

Until the end of the battle, add 3 to the Attacks characteristic of each weapon equipped by **WARLORD** models (excluding **VEHICLES**)



TWIST



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TWIST MARTIAL PRIDE

Advancing does not make a **BATTLELINE** unit ineligible to start an Action (excluding **VEHICLE** units)

Starting an Action does not make a **BATTLELINE** unit ineligible to start shoot (excluding **VEHICLE** units)

TWIST



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TWIST POINT BLANK

Ranged weapons (excluding Blast weapons) have the **[PISTOL]** ability.



TWIST



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TWIST

RAPID ESCALATION

In the first battle round, players can set up units from Strategic Reserves in the Reinforcements step of their Movement phase. If they do, those units must be set up wholly within 6" of any battlefield edge, but no model in those units can be set up within the enemy deployment zone. A unit set up in this manner cannot be set up using the Deep Strike ability.

The maximum points total of units set up in this way is as follows:

BATTLESIZE	MAXIMUM POINTS TOTAL
Incursion	200pts
Strike Force	400pts
Asymmetric War	400pts

TWIST



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CHALLENGER MISSION

OVER THE LINE (ANY BATTLE ROUND)

VP

WHEN: End of your turn.

One or more units from your army (excluding Aircraft and Battle-shocked units) are within your opponent's deployment zone.

3 VP

O CP

GREAT HASTE
STRATEGIC PLOY

↑↓

WHEN: Your Movement phase.

TARGET: One unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, add D6" to the Move characteristic of models in your unit.

CHALLENGER



GAME-DATACARDS.EU

CHALLENGER MISSION

SOW CHAOS (ANY BATTLE ROUND)

VP

WHEN: End of your turn.

One or more enemy models from two or more different units were destroyed this turn.

3 VP



OPPORTUNISTIC STRIKE
STRATEGIC PLOY



WHEN: Your Shooting phase

TARGET: One unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Select one enemy unit that is not within Engagement Range of one or more units from your army and is within 6" of and visible to your unit.

Roll six D6; for each 4+, that enemy unit suffers 1 mortal wound.

CHALLENGER



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CHALLENGER MISSION

ZONE DEFENCE (ANY BATTLE ROUND)

VP

WHEN: End of your turn.

For each of the following areas, one or more units from your army (excluding Aircraft and Battleshocked units) are wholly within that area:

- Your deployment zone.
- 6" of the centre of the battlefield.
- No Man's Land.
- Your opponent's deployment zone.

1 VP
PER AREA
(MAX 3VP)

To a maximum of **1VP** per unit.



STRATEGIC RETREAT
STRATEGIC PLOY



WHEN: Start of your Shooting phase

TARGET: One unit from your army (excluding **MONSTERS** and **VEHICLES**) that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

CHALLENGER



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CHALLENGER MISSION

DUG IN (ANY BATTLE ROUND)

VP

WHEN: End of your turn.

For each objective marker you control.

1 VP
(MAX 3VP)



HARBOURED POWER WARGEAR



WHEN: Your Shooting phase or your Fight phase.

TARGET: One unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[HAZARDOUS]** ability and your choice of the **[LETHAL HITS]** or **[SUSTAINED HITS 1]** ability.

CHALLENGER



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CHALLENGER MISSION

ATTRITION (ANY BATTLE ROUND)

VP

WHEN: End of your turn.

One or more enemy units were destroyed
this turn.

3 VP

0 CP

PIVOTAL MOMENT
STRATEGIC PLOY

↑↓

WHEN: Your Movement phase.

TARGET: One unit from your army.

EFFECT: Until the end of the turn, your unit is
eligible to shoot and declare a charge in a turn in
which it Advanced or Fell Back.

CHALLENGER



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CHALLENGER MISSION

⚡ SECURE EXTRACTION ZONE (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army that is not within your deployment zone and is wholly within 9" of one or more battlefield edges.

COMPLETES: Immediately.

IF COMPLETED: You score **3VP**.



FORCE A BREACH STRATEGIC PLOY



WHEN: Your Movement phase.

TARGET: One unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through models and terrain features.

CHALLENGER



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CHALLENGER MISSION

⚡ ESTABLISH COMMS (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army that is more than 15" away from all other units from your army.

COMPLETES: Immediately.

IF COMPLETED: You score **3VP**.



RENEWED FOCUS BATTLE TACTIC



WHEN: Your Shooting phase or your Fight phase.

TARGET: One unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

CHALLENGER



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CHALLENGER MISSION

⚡ SELF PRESERVATION (ACTION)

STARTS: Your Shooting phase.

UNITS: One unit from your army.

COMPLETES: End of your turn, if that unit is more than 18" away from all enemy units.

IF COMPLETED: You score **3VP**.



ALL IN STRATEGIC PLOY



WHEN: Your Fight phase.

TARGET: One unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends it as close as possible to the closest enemy unit.

CHALLENGER



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CHALLENGER MISSION

FOCUSED EFFORT (ANY BATTLE ROUND)

VP

WHEN: End of your turn.

Models in two or more units from your army made one or more attacks against the same enemy unit this turn, and models in that enemy unit lost one or more wounds as a result of any of those attacks.

3 VP

0 CP

BURST OF SPEED
STRATEGIC PLOY

↑↓

WHEN: End of your Shooting phase.

TARGET: One unit from your army (excluding units that made a move this phase).

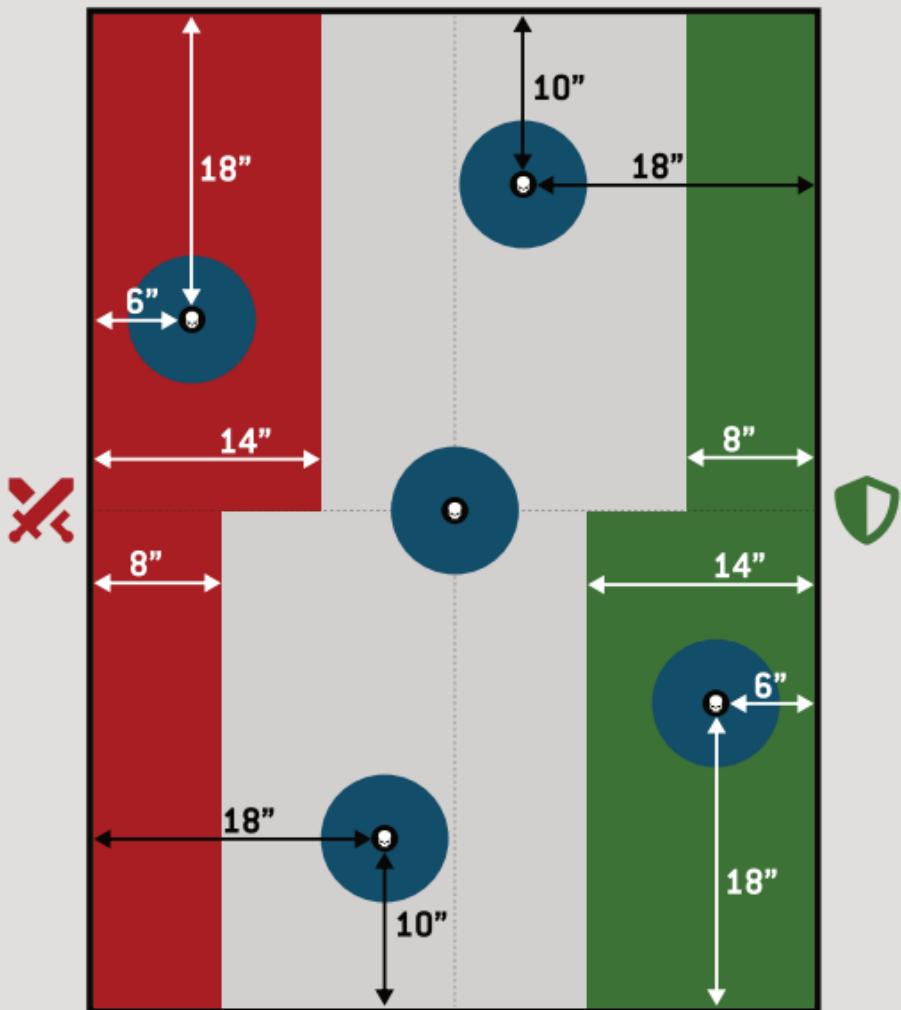
EFFECT: Your unit can make a Normal move of up to D6", and then cannot move again this phase.

CHALLENGER



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DEPLOYMENT SWEEPING ENGAGEMENT

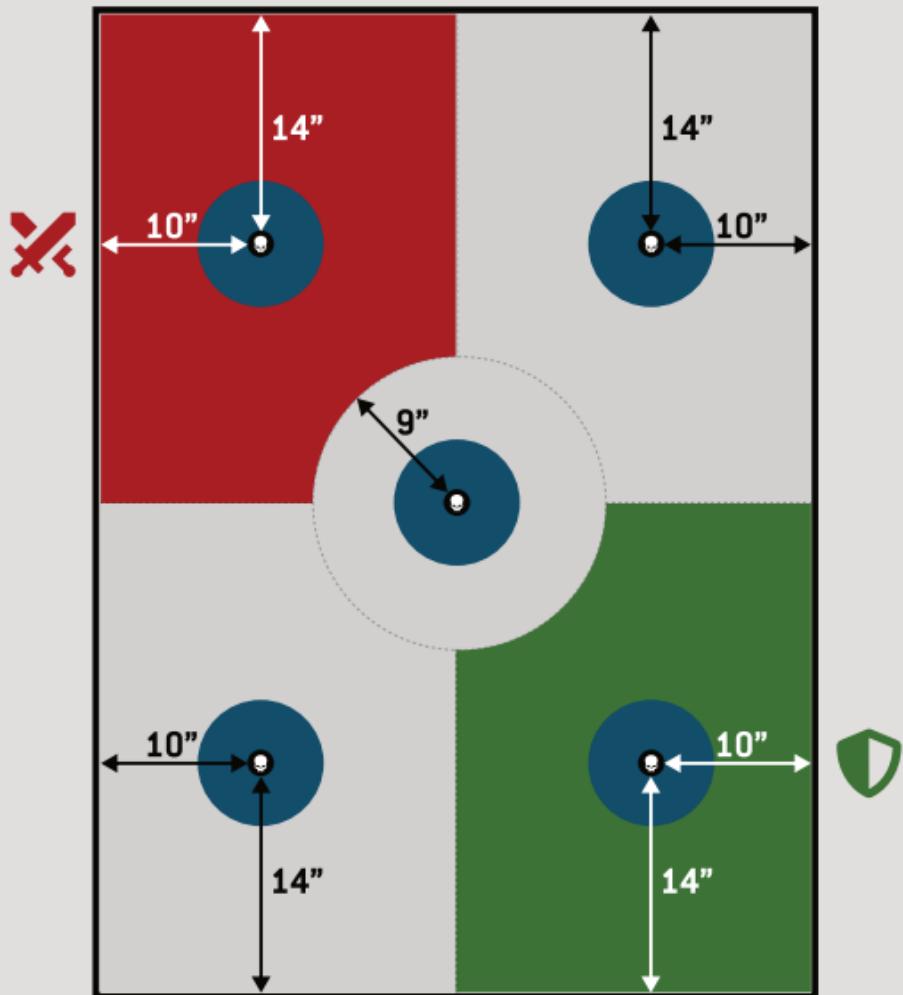


DEPLOYMENT



GAME-DATACARDS.EU

DEPLOYMENT SEARCH AND DESTROY

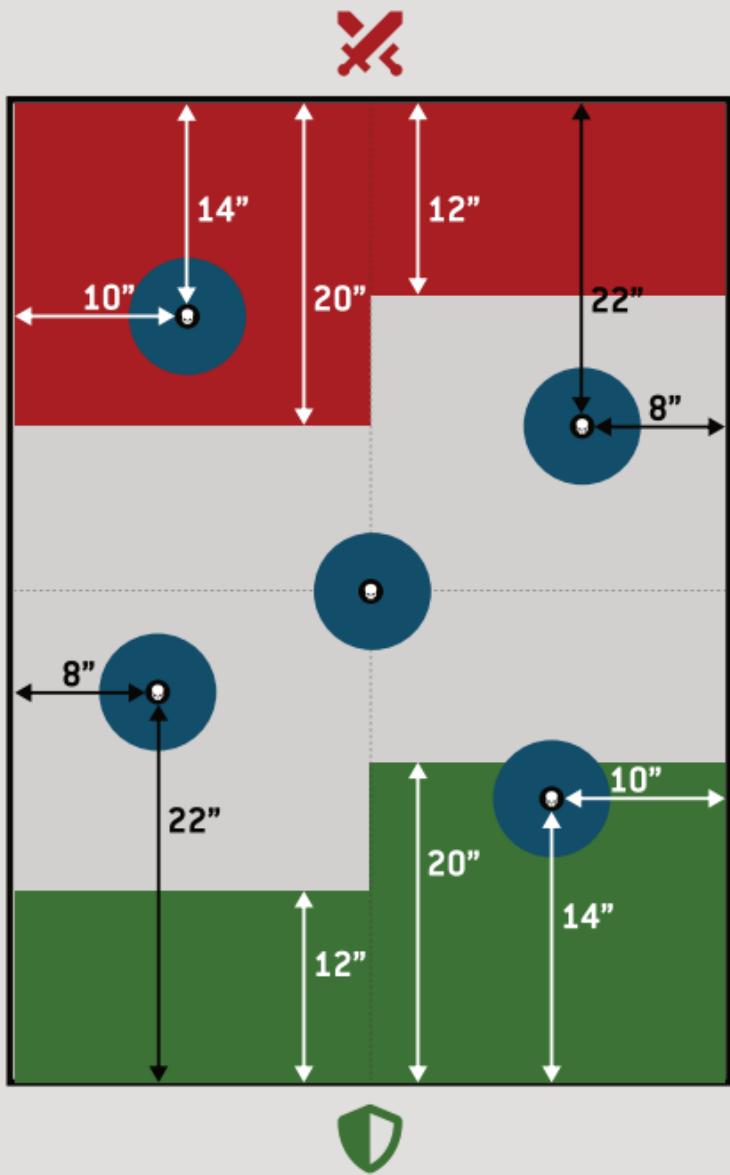


DEPLOYMENT



GAME-DATACARDS.EU

DEPLOYMENT TIPPING POINT

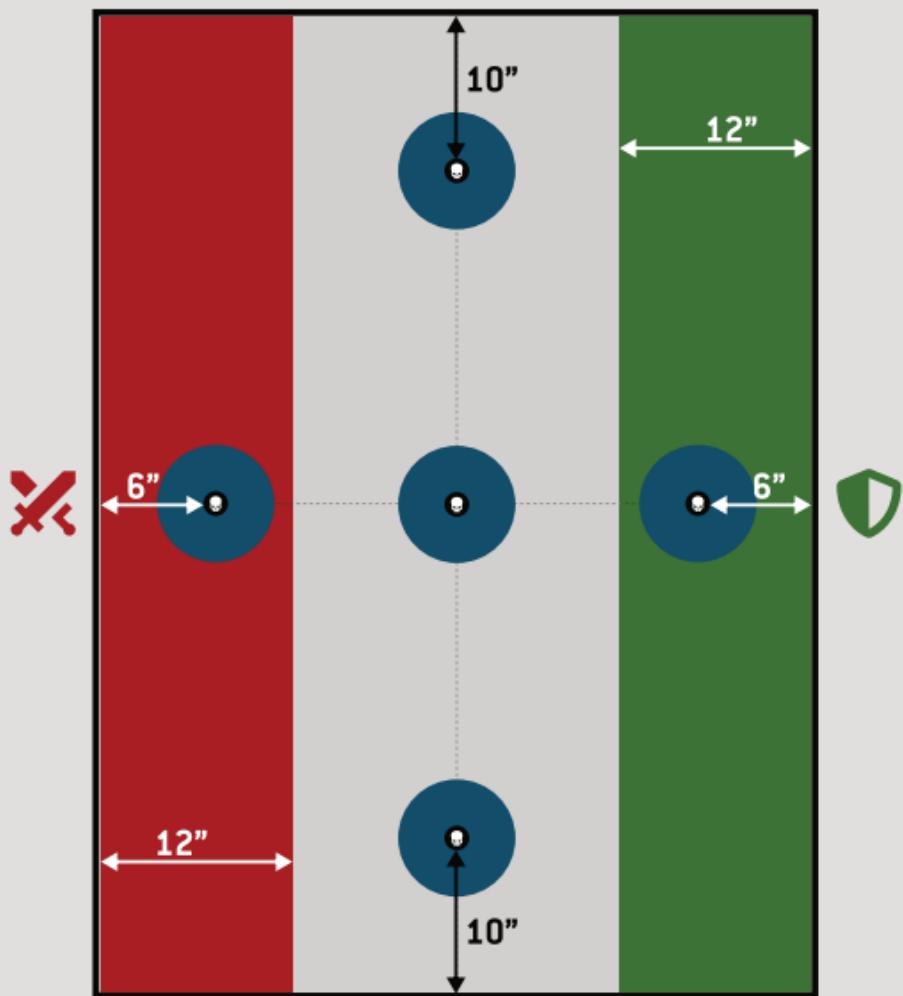


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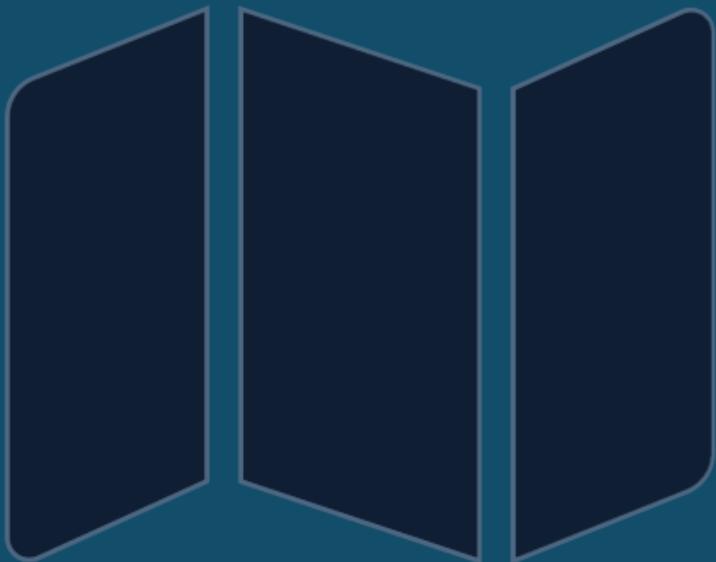


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DEPLOYMENT DAWN OF WAR

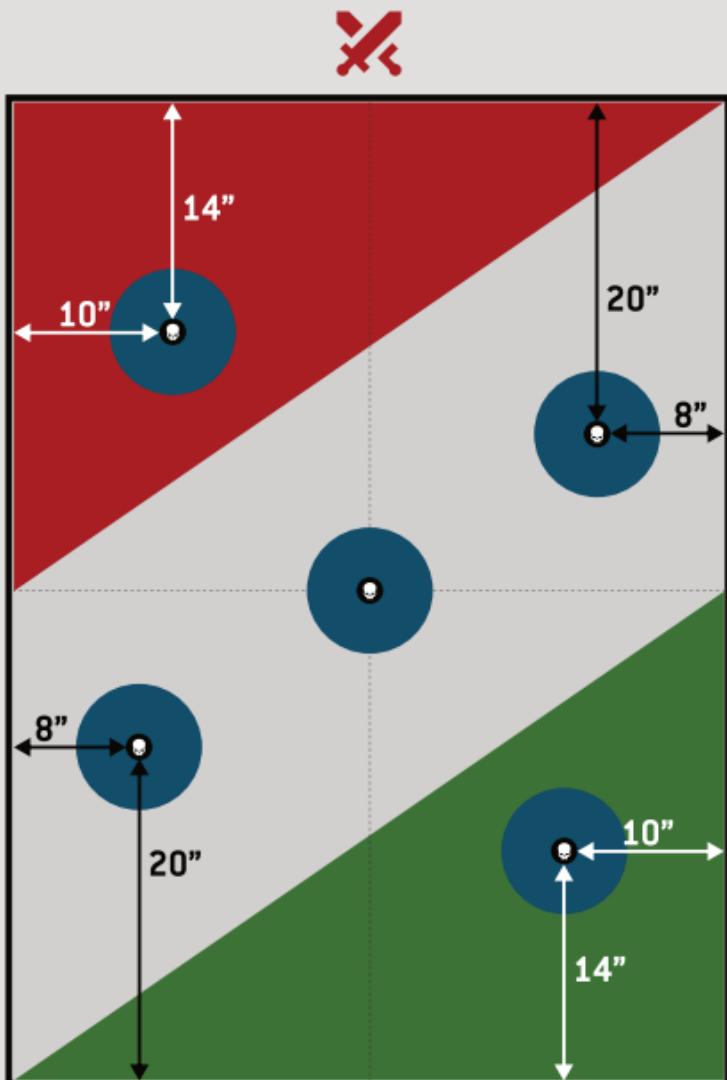


DEPLOYMENT



GAME-DATACARDS.EU

DEPLOYMENT CRUCIBLE OF BATTLE

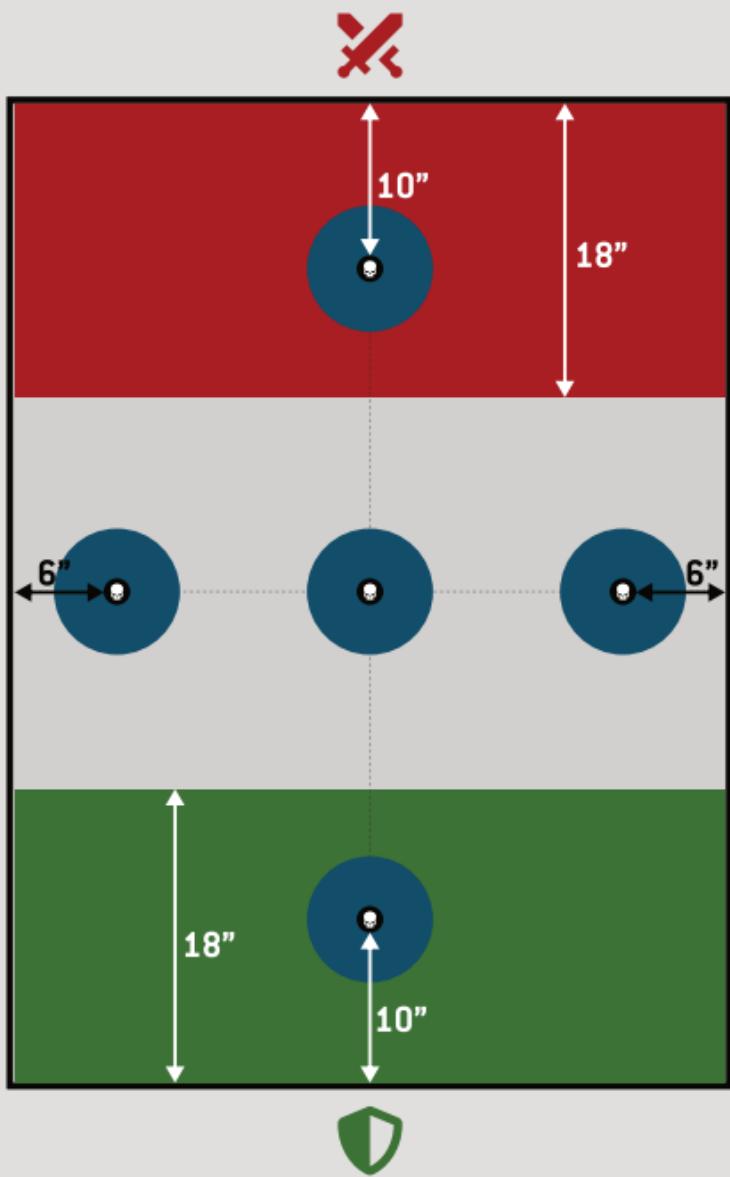


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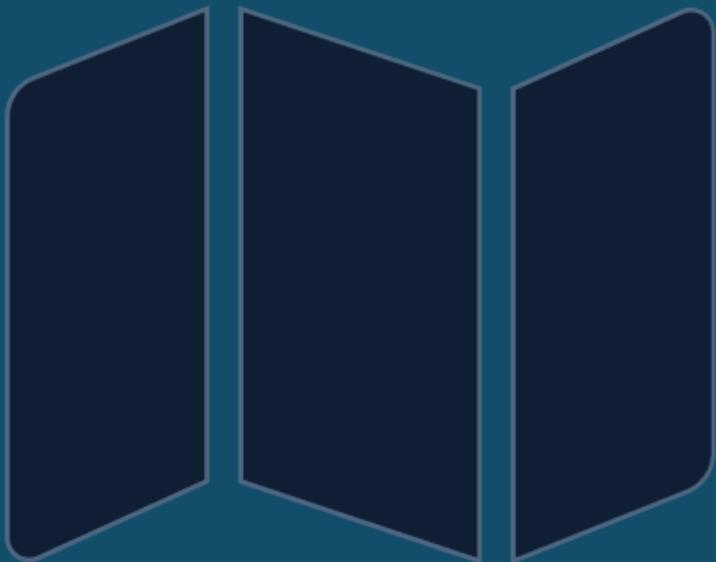


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DEPLOYMENT HAMMER AND ANVIL



DEPLOYMENT



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