

SECONDARY MISSION – ATTACKER

BRING IT DOWN

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them 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 BATTLE ROUND

VICTORY POINTS

WHEN: While this card is active.

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

2VP



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

+2VP



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

+2VP

Note: The above VP are cumulative, so destroying a **MONSTER** or **VEHICLE** unit with a combined Wounds characteristic of 20 (at its Starting Strength) would award you 6VP.

