

PRIMARY MISSION

SCORCHED EARTH

What cannot be secured must be burned to ash.

BURN OBJECTIVE (ACTION)



STARTS: 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

WHEN: Any time.

Each time the player whose turn it is **burns** an objective marker, that player scores **5VP** if that objective marker was in No Man's Land, or **10VP** instead if that objective marker was in their opponent's deployment zone.

SECOND BATTLE ROUND ONWARDS

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 **5VP** for each objective marker they control (up to **10VP** per turn).