

CHALLENGER

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**.

STRATAGEM
OR
MISSION

ATTRITION (ANY BATTLE ROUND)

WHEN: End of your turn.

One or more enemy units were destroyed this turn.

You score **3VP**.

CHALLENGER

HARBORED 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.

STRATAGEM
OR
MISSION

DUG IN (ANY BATTLE ROUND)

WHEN: End of your turn.

For each objective marker you control.

You score **1VP (max 3VP)**.

CHALLENGER

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 a re-roll a **Wound roll** of **1**.

STRATAGEM
OR
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**.

CHALLENGER

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.

STRATAGEM
OR
MISSION

FOCUSED EFFORT (ANY BATTLE ROUND)

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.

You score **3VP**.

CHALLENGER

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.

STRATAGEM
OR
MISSION

OVER THE LINE (ANY BATTLE ROUND)

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.

You score **3VP**.

CHALLENGER

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.

STRATAGEM
OR
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**.

CHALLENGER

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.

STRATAGEM
OR
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**.

CHALLENGER

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**.

STRATAGEM
OR
MISSION

SOW CHAOS (ANY BATTLE ROUND)

WHEN: End of your turn.

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

You score **3VP**.

CHALLENGER

STRATEGIC RETREAT - STRATEGIC PLOY

WHEN: 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**.

STRATAGEM
OR
MISSION

ZONE DEFENCE (ANY BATTLE ROUND) - MAX 1VP PER UNIT

WHEN: End of your turn, score **1VP** per area (max **3VP**).

For each of the following areas, one or more units from your army (excluding **AIRCRAFT** and **Battle-shocked** units) are wholly within that area:

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