

PRIMARY

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 center of the battlefield 6" directly towards one of the corners of the battle field (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 center of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.

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 as follows:

- * They control one objective marker not within their deployment zone. Score **5VP**
- * They control two objective markers not within their deployment zone. Score **+5VP**
- * They control more objective markers than their opponent controls. Score **+5VP**

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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

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:

For each objective marker they control that is not within their deployment zone. Score **4VP**

SECOND BATTLE ROUND ONWARDS

WHEN: End of the 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. Score **2VP**

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LINCHPIN

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).

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. Score **3VP**

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. Score **3VP**

And for each other objective marker that the player controls. Score **5VP**(max **15VP**)

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PURGE THE FOE

SECOND BATTLE ROUND ONWARDS

WHEN: End of the battle round.

Each player scores:

If one or more enemy units were destroyed this battle round. Score **4VP**

If more enemy units than friendly units were destroyed this battle round. Score **4VP**

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:

If the player controls one or more objective markers. Score **4VP**

If the player controls more objective markers than their opponent controls. Score **4VP**

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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, 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 a player burns an objective marker:

In No Man's Land, score **5VP**.

In their opponent's deployment zone, score **10VP**

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. Score **5VP**(max **10VP**)

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SUPPLY DROP

Start of the Battle: Players randomly select two different objective markers in No Man's Land that are not in the center 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

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. Score **5VP**
- * The fourth battle round. Score **8VP**
- * The fifth battle round. Score **15VP**

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TAKE AND HOLD

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: For each objective marker that they control. Score **5VP**(max **15VP**)

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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

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:

For each objective marker they control. Score **4VP**(max **12VP**)

WHEN: End of the turn.

Each player scores:

For each objective marker that is terraformed by them. Score **1VP**

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THE RITUAL

THE RITUAL (ACTION)

WHEN: Your Shooting phase.

UNITS: One units 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

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. Score **5VP**(max **15VP**)

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UNEXPLODED ORDNANCE

Start of the Battle: The objective markers within No Man's Land become a **Hazard objective** marker.

MOVE HAZARD (ACTION)

WHEN: 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

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 deploy zone. Score **8VP**
- * Wholly within **6"** of their opponent's deploy zone. Score **5VP**
- * Wholly within **12"** of their opponent's deploy zone. Score **2VP**