








MISSION 1

At the end of the Round, if you Control the Center Objective, score 2 .


MISSION 2

When an enemy NCU Claims the  or  zones, score 1 .

MISSION 3

When an enemy NCU Claims the  or  zones, score 1 .

MISSION 4


If your opponent Claims a zone on the Tactics Board before you do, score 1 .

MISSION 5


If you destroy the enemy Commander, score 2 .

If your Commander has been destroyed, score +1  if you destroy the enemy Commander.

MISSION 6



At the end of the Round, if you have at least 1 unengaged friendly unit in an enemy Deployment Zone, score 2 .

MISSION 7



At the end of the Round, for each enemy your units are engaged with that has fewer remaining ranks, score 1 , up to 2.

Solo units count their remaining Wounds as ranks for this Mission.


MISSION 8

At the end of the Round, you may expend 2 Condition tokens from each enemy Combat Unit. Score 1  for each unit you expended 2 tokens from, up to 2 .

MISSION 9

Once this Round, when an enemy destroys a friendly Combat Unit, place 2  on that enemy. Remove and score these  when that enemy is destroyed (Even if this mission is discarded).


MISSION 10

At the end of the Round, for each Objective you Control on your opponent's side of the battlefield, score 1 .

MISSION 11

When you reveal this Mission, if you have less  than your opponent, score 1  and become the First Player.

MISSION 12

At the end of the Round, for each Objective you Control, score 1 .

OBJECTIVE 1

When you score points from this Objective, 1 friendly unit in Long Range of the unit Controlling this Objective restores 1 Wound, +1 Wound for each of its destroyed ranks.

OBJECTIVE 2

When you score points from this Objective, 1 friendly unit in Long Range of the unit Controlling this Objective may shift 3".

OBJECTIVE 3

When you score points from this Objective, 1 enemy in Long Range of the unit Controlling this Objective becomes Panicked.

OBJECTIVE 4

When you score points from this Objective, 1 enemy in Long Range of the unit Controlling this Objective becomes Vulnerable.

OBJECTIVE 5

While you Control this Objective, you gain +1 Tactics Hand size, and draw +1 card when refilling your hand.

OBJECTIVE 6

While Controlling this Objective, this unit's Melee Attacks gain Sundering.

OBJECTIVE 7

While Controlling this Objective, this unit's Melee Attacks gain Vicious.

OBJECTIVE 8

While Controlling this Objective, this unit's Melee Attacks gain Precision.

OBJECTIVE 9

While Controlling this Objective, when this unit is performing a Melee Attack, before resolving that Attack, the Defender becomes Weakened.

OBJECTIVE 10

While Controlling this Objective, this unit always rolls its highest Attack Die Value.