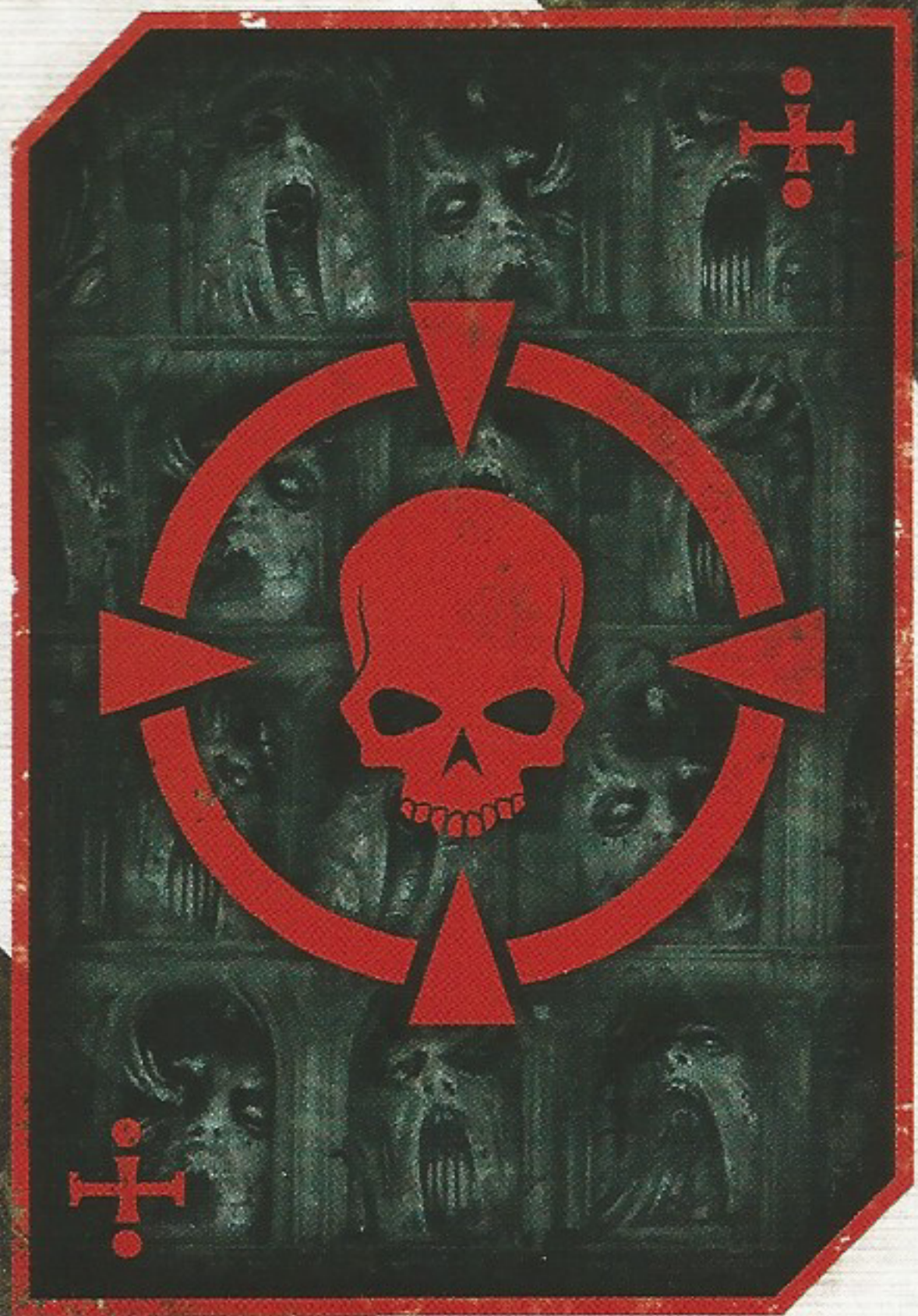




OBJECTIVE

DOMINATION

Dominance on all fronts is required, a show of force so resolute that all will know your victory is inevitable.

The players roll off; starting with the winner, each player alternates placing objective markers until six have been set up. Each objective marker must be more than 6" away from the edge of the battlefield and more than 12" away from other objective markers.

At the end of each battle round, if more enemy units were destroyed from one player's army during that battle round, their opponent scores 1 victory point. In addition, the player who controls the most objective markers at the end of each battle round scores 1 victory point. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

INCISIVE ATTACK

Your forces must probe the enemy's position to discover weak points in their line, whilst reacting to their advances and sending reinforcements where needed.

The players roll off; starting with the winner, each player alternates placing objective markers numbered 1-3 until three have been set up. Each objective marker must be more than 3" away from the edge of the battlefield, more than 9" away from other objective markers and not within a deployment zone.

At the start of the first battle round, one player randomly determines one objective marker to be active by rolling one D3. At the end of each battle round, each player scores 1 victory point for each objective marker they control, scoring 1 additional victory point if they control the objective marker that is active. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

OBJECTIVE DROP

Hurtling down through the atmosphere comes a vital objective of great value. A supply drop or escape pod – whatever the case, it must be yours!

Place an objective marker in the centre of the battlefield. At the start of each battle round, the players roll off. The winner can move the objective marker 2D6".

Starting from the third battle round, a player scores 1 victory point if they control the objective marker at the end of their Command phase. In addition, a player scores 2 victory points if they control the objective marker at the end of the battle. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

SEARCH AND SECURE

A key objective has been triangulated to this position, but its exact location still remains unclear. You must find it and secure it whilst preventing the enemy from doing the same.

The players roll off; starting with the winner, each player alternates placing objective markers numbered 1-6 until six have been set up. Each objective marker must be more than 6" away from the edge of the battlefield and more than 12" away from any other objective markers.

At the start of each battle round after the first, randomly select one objective marker on the battlefield by rolling one D6. Remove that objective marker from the battlefield. If the D6 rolled does not correspond to an objective marker on the battlefield, keep rolling until it does.

Each player scores 1 victory point for each objective marker they control at the end of their turn. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

STAND OFF

Two forces have faced off for long enough. The time is nigh to strike out, claim this territory and seize victory.

Place one objective marker in the centre of the battlefield. After determining deployment zones, starting with the defender, each player places one objective marker within their deployment zone, more than 6" away from the edge of the battlefield.

At the end of each battle round, each player scores one victory point if they control the objective marker within their own deployment zone, two victory points if they control the objective marker in the centre of the battlefield and three victory points if they control the objective marker within their opponent's deployment zone. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

STORM THEIR LINES

Braving the guns of the enemy, courageous warriors must charge across no man's land to overrun the enemy position, over the bodies of their fallen brethren.

After determining deployment zones, starting with the defender, each player alternates placing objective markers until six have been set up. Each objective marker must be within the deployment zone of the player placing it, more than 6" away from the edge of the battlefield and more than 9" away from any other objective markers.

At the end of each of their turns, each player scores one victory point for each objective marker within their own deployment zone that they control and two victory points for each objective marker within their opponent's deployment zone that they control. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

TAKE & HOLD

Whether command posts or communication beacons, holy shrines or munitions dumps, these assets must be seized at any cost, for with them comes victory.

The players roll off; starting with the winner, each player alternates placing objective markers until six have been set up. Each objective marker must be more than 6" away from the edge of the battlefield and more than 12" away from other objective markers.

Starting from the second battle round, each player scores 1 victory point for each objective marker they control at the end of their Command phase. The player with the most victory points at the end of the battle is the winner.

OBJECTIVE

THE PRIZE

No matter how much blood is shed, how many lives lost or hardships endured, nothing else matters but to seize the prize.

Place an objective marker in the centre of the battlefield. An **INFANTRY** model can pick up the prize by ending any kind of move on the objective marker. Remove that objective marker from the battlefield – the model is now carrying the prize.

The model can drop the prize at any time, and must drop it if destroyed. If it is dropped by a player's model, their opponent places an objective marker within 1" of the model that dropped it.

The player whose model is carrying the prize at the end of the fifth battle round is the winner. Otherwise, the player controlling the objective marker at the end of the fifth battle round is the winner. Failing that, the battle is a draw.

OBJECTIVE

WAR OF ATTRITION

Amidst the horror and carnage of battle, victory is sometimes a question of simple butchery.

Each player adds up the Power Ratings or points values of all enemy units that have been destroyed during the battle. If players are not using Power Ratings or points values, add up the number of all enemy models that have been destroyed during the battle.

At the end of the fifth battle round, the player with the highest total is the winner (even if their own army has been completely destroyed).