

OBJECTIVE SELECTION TABLE & CARDS

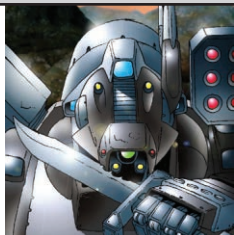
Objective Selection Table 15.3:

		Objective Selection Method		
#*	Objective	Random Mirrored	Random Individual: Re-roll if UA does not match**	Selected: Requires matching UA)
1	Assassinate	-	SK, SF, MN	SK, SF, MN
2	Recon	-	RC, PT, CV, HV	RC, PT, CV, HV
3	Break the Line	-	GP, SK, ST, PT, HV	GP, SK, ST, PT, HV
4	Hold	-	GP, FS, ST, MT, HT, IN	GP, FS, ST, MT, HT, IN
5	Capture	-	GP, SK, PT, LT, CV, IN	GP, SK, PT, LT, CV, IN
6	Wipe Them Out	-	GP, FS, ST, MT, HT	GP, FS, ST, MT, HT

*Casualties is always an objective.

**Only re-roll once.

#1 - Assassinate



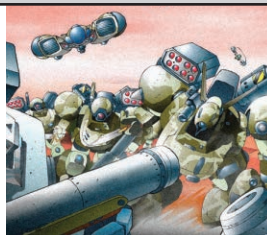
Assassinate (UA: SK, SF, MN): Destroy the highest ranked enemy Commander model to complete this objective. If the enemy Commanding Officer is not deployed on the Battlefield during deployment, randomly select a Commander who has been deployed as the target. If no Commanders are deployed in the first Round randomly choose one in the earliest Cleanup phase possible.

#2 - Recon



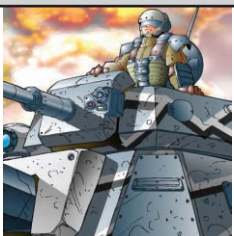
Recon (UA: RC, PT, CV, HV): Succeed in using a Detailed Scan action to target any two enemy models (See 7.6). These models must be from different units unless facing a Force with only one unit. Note: Enemy models includes destroyed enemy models.

#3 - Break the Line



Break the Line (UA: GP, SK, ST, PT, HV): Have one Combat Group with 50% or more of its starting number of actions in an enemy deployment zone in the Cleanup phase of the last Round.

#4 - Hold



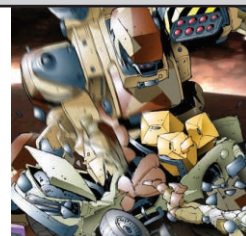
Hold (UA: GP, FS, ST, MT, HT, IN): Before deployment, place two 40mm Hold objective markers outside your deployment zone. These objectives must not be within 12" of each other, or a board edge, and must be placed at ground level. Select one objective secretly to be the real Hold objective. The objective is achieved if you Control this objective at the end of the game.

#5 - Capture



Capture (UA: GP, SK, PT, LT, CV, IN): Before deployment your opponent must place two 40mm objective markers outside their deployment zone. These objectives must not be within 12" of each other, or a board edge, and must be placed at ground level. Secretly select one of these objectives to be your capture objective. Control this objective for two consecutive Cleanup phases to complete the objective.

#6 - Wipe Them Out



Wipe Them Out (UA: GP, FS, ST, MT, HT): Randomly select one deployed enemy combat group in the cleanup phase of the first round. The objective is successful if the combat group is reduced to 50% or less of its starting number of actions. If no Combat Groups are deployed in the first Round randomly choose one in the earliest Cleanup phase possible.