

OVERRUN

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

DOMINATION
Progressive Objective

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored during the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

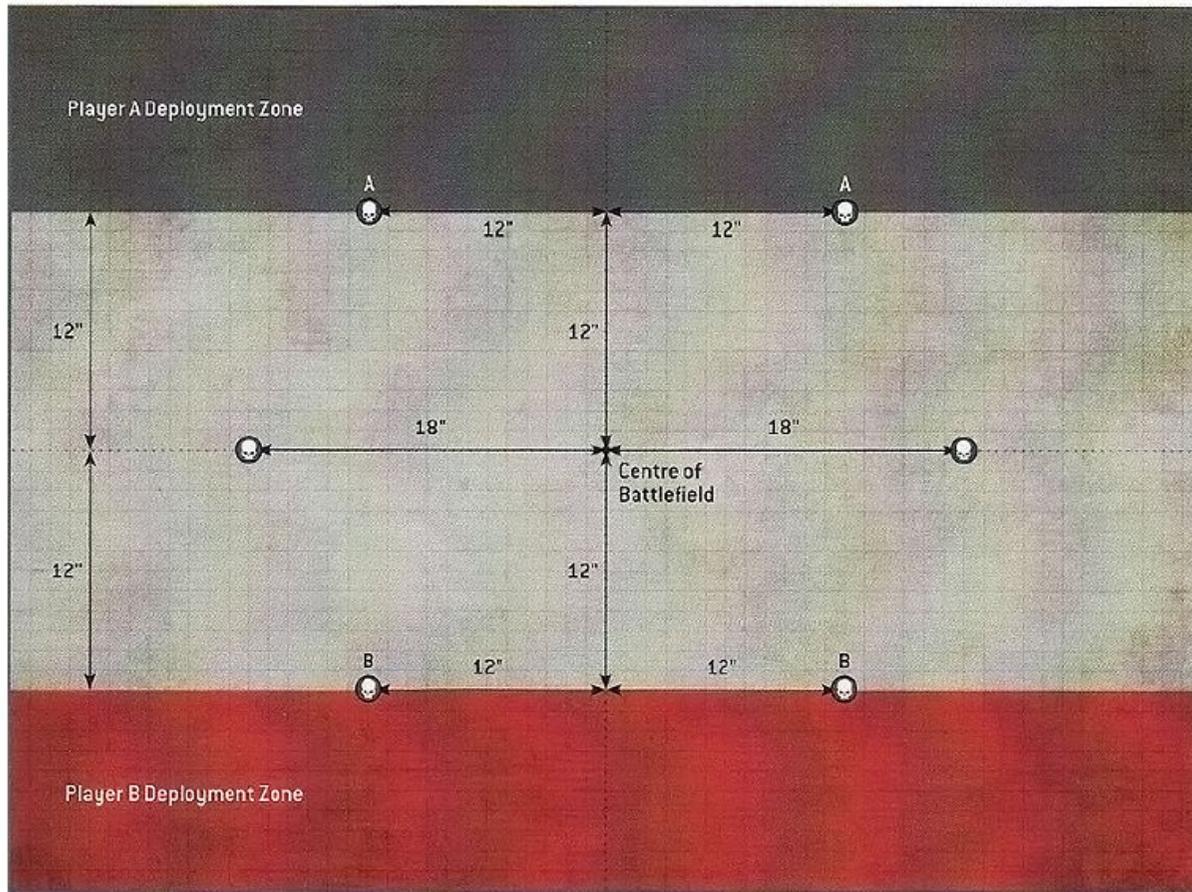
In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Overrun.

OVERRUN
Progressive Objective

Score a number of victory points at the end of your Command phase if you control one or more of the objective markers that are within your opponent's territory, as shown in the table below:

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS
1	2
2	3
3	5

Player A Battlefield Edge



Player B Battlefield Edge

SCORCHED EARTH

MISSION RULES

Raze Objective (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed and no enemy units (excluding AIRCRAFT) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. This action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

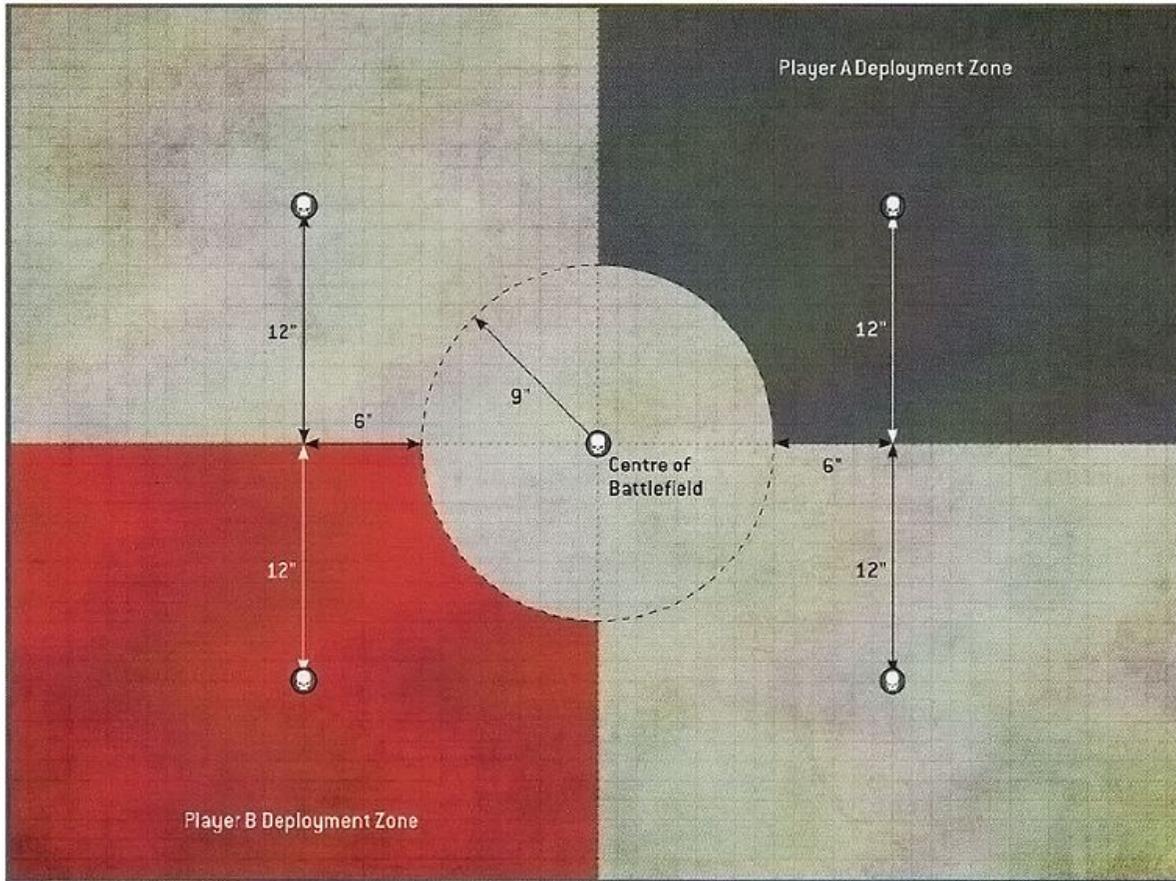
In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Raze

DIRECT ASSAULT

End Game Objective

At the end of the battle, a player scores 6 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 12 victory point if two objective markers were so removed.

Player A Battlefield Edge



Player B Battlefield Edge

SWEEP AND CLEAR

MISSION RULES

Objective Cleared: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Direct Assault.

DIRECT ASSAULT

Progressive Objective

Score 3 victory points if you control either the objective marker in the centre of the battlefield or the objective marker in your opponent's deployment zone at the end of your turn, or 5 victory points if you control both of these objective markers at the end of your turn.