





















MISSION CARDS

<p>MISSION 1</p> <p>At the end of the Round, if you Control the Center Objective, score 2 .</p>	<p>MISSION 2</p> <p>When an enemy NCU Claims the  or  zones, score 1 .</p>	<p>MISSION 3</p> <p>When an enemy NCU Claims the  or  zones, score 1 .</p>	<p>MISSION 4</p> <p>If your opponent Claims a zone on the Tactics Board before you do, score 1 .</p>
<p>MISSION 5</p> <p>If you destroy the enemy Commander, score 2 .</p> <p>If your Commander has been destroyed, score +1  if you destroy the enemy Commander.</p>	<p>MISSION 6</p> <p>At the end of the Round, if you have at least 1 unengaged friendly unit in an enemy Deployment Zone, score 2 .</p>	<p>MISSION 7</p> <p>At the end of the Round, for each enemy your units are engaged with that has fewer remaining ranks, score 1 , up to 2.</p> <p>Solo units count their remaining Wounds as ranks for this Mission.</p>	<p>MISSION 8</p> <p>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 .</p>
<p>MISSION 9</p> <p>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).</p>	<p>MISSION 10</p> <p>At the end of the Round, for each Objective you Control on your opponent's side of the battlefield, score 1 .</p>	<p>MISSION 11</p> <p>When you reveal this Mission, if you have less  than your opponent, score 1  and become the First Player.</p>	<p>MISSION 12</p> <p>At the end of the Round, for each Objective you Control, score 1 .</p>