**Objective Cards**

**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.