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.