Leviathan Games

A Leviathan Chapter Approved battle is waged by following the sequence below. Chapter Approved battles are designed for Incursion and Strike Force battle sizes.

1 - Muster Armies

Players first muster their armies, as described in the Core Rules. Remember, all details of a player's army must be recorded on their Army Roster.

2 - Determine Mission

Players split the cards into their respective decks: Deployment deck; Mission Rule deck; Primary Mission deck; Secondary Mission decks (one for the Attacker, one for the Defender); Gambit decks (one for the Attacker, one for the Defender). Set aside the Secondary Mission and Gambit decks (players will receive these later).

Players determine their mission by shuffling and randomly drawing one card from the Deployment, Mission Rule and Primary Mission Decks.

3 - Read Mission

Next players read the Primary Mission and Mission Rule cards they have drawn.

The Primary Mission card details how and when players score Victory Points (VP). Players will also score VP by achieving Secondary Missions and Gambits, which are detailed later. Some Primary Mission cards also include additional rules that will apply to the battle.

The Mission Rule card details any special rules that apply for the duration of the battle. Players should read and familiarise themselves with these before proceeding.

4 - Place Objective Markers

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed.

5 - Create The Battlefield

Players now create the battlefield and set up terrain features.

Missions are played on rectangular battlefields whose dimensions are approximately 44" by 60". This can be achieved by placing four Battlezone boards flat on a surface next to each other.

Unless otherwise stated,when setting up terrain features, use the guidelines detailed in the Cores Rules. Players must use the rules for terrain features detailed in the Core Rules. Terrain features should not be set up with any impassable sections (such as the walls of a ruin) within 1" of any objective markers.

6 - Determine Attacker and Defender

Players consult the Deployment card drawn for the mission and agree which battlefield edge is the Attacker's and which is the Defender's. The players then roll off and the winner decides who will be the Atrtacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle.

Players take their respective Secondary Mission and Gambit decks, shuffle them and place them nearby for later.

7 - Select Secondary Missions

There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it.

Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player first takes their respective Secondary Mission deck. If a player wishes to use Fixed Missions, that player secretly selects two Fixed Mission cards (denoted by the Fixed Mission symbol - see below) from their Secondary Mission deck and places them face down on the battlefield. If a player wishes to use Tactical Missions, they should instead select any two Secondary Mission cards from their deck that do not have the Fixed Mission symbol and place them face down on the battlefield. Once both players have done so, players reveal their selections.

If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side.

Players' selected Fixed Mission cards cannot be discarded for any reason.

If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and they should now reshuffle their Secondary Mission deck. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck, if they have fewer than two active Secondary Mission cards. That player has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing their Secondary Mission cards if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

8 - Declare Battle Formations

In the order below, both players secretly note:

- Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit).
- Which of their units will start the battle embarked within **Transport** models (they must specify which units are embarked within which models).
- Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army. Units embarked within a **Transport** that are set up in Reserves also count as being set up in Reserves for these limits.

When both players have done so, then they reveal their selections to their opponent.

Reserves units cannot arrive during the first battle round and any Strategic Reserves or Reserves that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as are any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

9 - Deploy Armies

Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

10 - Determine First Turn

Players roll off and the winner takes the first turn.

11 - Resolve Pre-battle Rules

Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.

12 - Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

At the end of each player's turn, if that player is using Tactical Missions, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that player gains 1CP. This represents high command diverting strategic resources that had been allocated to now-obsolete objectives to instead engage new targets of opportunity.

At the end of the third battle round, players generate Gambits

13 - End the Battle

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

14 - Determine Victor

At the end of the battle, the player with the most VP is the winner. If the players are tied, the battle is a draw.

Each player can score a maximum of 50VP from Primary Missions and/or Gambits (any excess VP awarded are lost) and a maximum of 40VP from Secondary Missions (any excess VP awarded are lost), for a possible total of 90VP. If a player is using Fixed Missions, that player can score a maximum of 20VP from each of the Fixed Mission cards they selected before the battle (any excess VP awarded are lost). If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10VP. This gives each player a maximum total score of 100VP.

New Orders Stratagem

COST: 1CP
WHEN: End of your Command phase.
TARGET: One of your active Secondary Mission cards.
EFFECT: Discard it and draw one new Secondary Mission card.
RESTRICTIONS: You can only use this Stratagem once per battle.

Gambit Deck

There are two Gambit decks (one for each player) with identical cards. These contain challenging goals that players can attempt to achieve by the end of the battle instead of attempting to score any more VP from their Primary Mission.

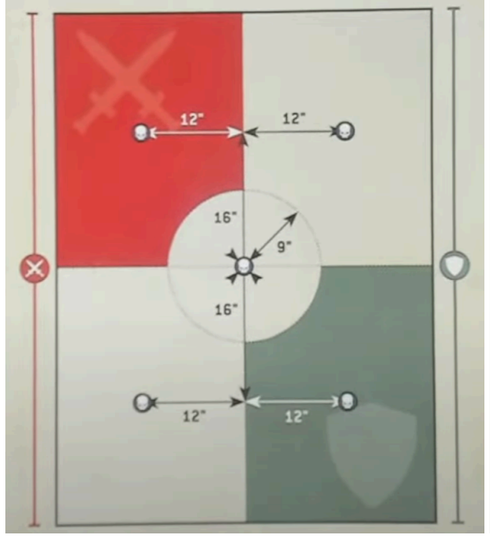
At the end of the third battle round, before starting the next battle round, players can generate Gambits and choose whether to attempt to achieve one.
Each player takes their Gambit deck and removes the Proceed as Planned card, placing it to one side, before shuffling the remaining Gambit cards and randomly discarding one. Each player then adds their Proceed as Planned card back in, to have a hand containing three cards.
Players then secretly choose one of these three cards and place it face down on the battlefield. Once both players have done so, they reveal their choice.
If a player reveals their Proceed as Planned card, they are not attempting a Gambit in this battle and continue to score VP for achieving the goals as listed on their Primary Mission card.
Otherwise, the player is attempting a Gambit, and until the end of the battle that player cannot score any more VP as described on their Primary Mission card (any VP scored so far are kept). Instead, at the end of the battle, if they successfully completed the goal described on the Gambit card, they score VP as detailed on that Gambit card.

Deployment Deck

Random Spinner

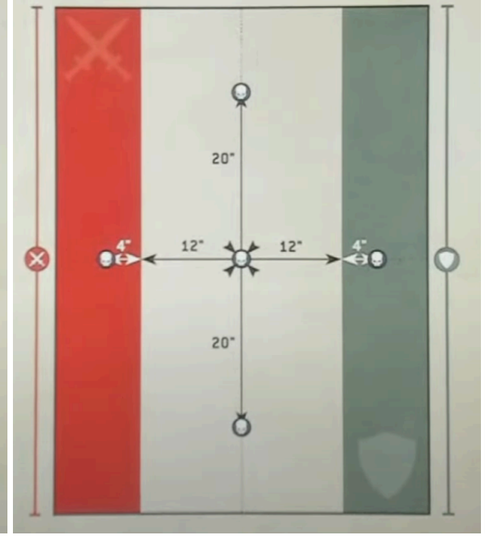
DEPLOYMENT

SEARCH AND DESTROY



DEPLOYMENT

DAWN OF WAR

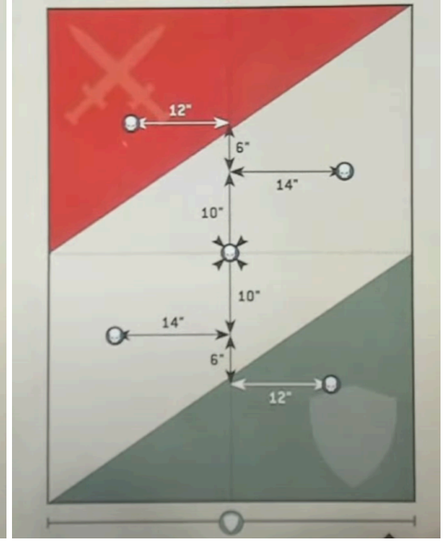


DEPLOYMENT

SWEEPING ENGAGEMENT

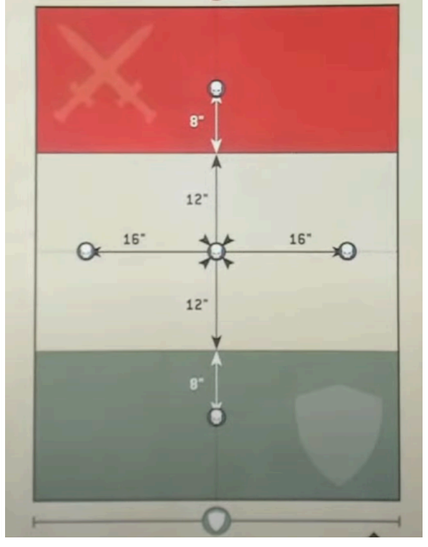
DEPLOYMENT

CRUCIBLE OF BATTLE



DEPLOYMENT

HAMMER AND ANVIL



Primary Mission Deck

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Name	Special	Battle Round 2	Battle Round 3	Battle Round 4	Battle Round 5	End of Battle
Take and Hold	N/A	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)	The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.	N/A
Scorched Earth	From the second battle round, in each player's Shooting phase, the player whose turn it is can select one unit from their army that is not Battle-shocked and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or declare a charge. At the start of its controlling player's next Command phase, if that unit is within 1" of an objective marker that the player whose turn it is controls, that objective marker is burned and removed from the battlefield	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)	The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.	Each player scores 5VP if one or more objective markers in No Man's Land were burned by a unit from their army, and 10VP if the objective marker in their opponent's deployment zone was burned.
Purge the Foe	At the end of the battle round, each player scores 4VP if one of more enemy units were destroyed that battle round, and an extra 4VP if more enemy units than friendly units were destroyed that battle round. Note that a unit can, if it is returned to the battlefield for any reason, potentially contribute to this Primary Mission several times (assuming it is returned and subsequently destroyed several times over)	At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.	At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.	At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.	The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.	N/A

Name	Special	Battle Round 2	Battle Round 3	Battle Round 4	Battle Round 5	End of Battle
Sites of Power	The objective markers in No Man's Land are sites of power. At the end of each command phase, the player whose turn it is empowers all sites of power that they control that have one or more **Character** models from their army within range; each site of power remains empowered by that player while one or more of their **Character** models remains within range of it	At the end of each player's Command phase, the player whose turn it is scores VP as follows (up to 15VP per turn); ● 3VP for each objective marker they control ● 3VP for each site of power they have empowered Note that these are cumulative, so a player that controls one objective marker they have also empowered will score 6VP that turn	At the end of each player's Command phase, the player whose turn it is scores VP as follows (up to 15VP per turn); ● 3VP for each objective marker they control ● 3VP for each site of power they have empowered Note that these are cumulative, so a player that controls one objective marker they have also empowered will score 6VP that turn	At the end of each player's Command phase, the player whose turn it is scores VP as follows (up to 15VP per turn); ● 3VP for each objective marker they control ● 3VP for each site of power they have empowered Note that these are cumulative, so a player that controls one objective marker they have also empowered will score 6VP that turn	The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.	N/A
The Ritual	When setting up the battlefield, remove all objective markers in No Man's Land except the one closest to the centre of the battlefield. In each player's Shooting phase, the player whose turn it is can select one unit from their army that is not Battle-shocked and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or declare a charge. At the end of that turn, the player whose turn it is can set up one objective marker wholly within No Man's Land and within 1" of that unit provided it can be set up exactly 9" from one other objective marker and not within 6" of any other objective marker.	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker in No Man's Land they control (up to 15VP per turn).	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker in No Man's Land they control (up to 15VP per turn).	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker in No Man's Land they control (up to 15VP per turn).	The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.	N/A
Priority Targets	N/A	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)	Each player scores 5VP for each objective marker they control (up to 15VP per player)

Name	Special	Battle Round 2	Battle Round 3	Battle Round 4	Battle Round 5	End of Battle
Supply Drop	At the start of the battle, players randomly select two different objective markers in No Man's Land: the first selected is the Alpha objective, the second is the Omega objective. At the start of the fourth battle round, the Alpha objective is removed from the battlefield. At the start of the fifth battle round, all objective markers in No Man's Land apart from the Omega objective are also removed.	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control in No Man's Land.	At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control in No Man's Land.	At the end of each Command phase, the player whose turn it is scores 8VP for each objective marker they control in No Man's Land.	The player who has the first turn scores 15VP at the end of their command phase if they control the objective marker in No Man's Land. The player who has the second turn scores 15VP at the end of their turn if they control the objective maker in No Man's Land	N/A
Deploy Servo-Skulls	The objective markers that start the battle in No Man's Land are servo-skulls. At the end of each turn, each of these objective markers can be moved up to 6" in any direction by the player that controls it. When moving objective markers, they cannot end that move on top of any other objective marker or model, or inside impassable parts of terrain features (such as the walls of a ruin).	At the end of each turn, the player whose turn it is scores VP as follows: ● 2VP for each servo-skull that is wholly within 12" of their opponent's deployment zone. ● 5VP for each servo-skull that is wholly within 6" of their opponent's deployment zone. ● 8VP for each servo-skull that is wholly within their opponent's deployment zone. Note that these are cumulative, so if a servo-skull is wholly within your opponent's deployment zone, you would score 15VP from that servo-skull at the end of your turn.	At the end of each turn, the player whose turn it is scores VP as follows: ● 2VP for each servo-skull that is wholly within 12" of their opponent's deployment zone. ● 5VP for each servo-skull that is wholly within 6" of their opponent's deployment zone. ● 8VP for each servo-skull that is wholly within their opponent's deployment zone. Note that these are cumulative, so if a servo-skull is wholly within your opponent's deployment zone, you would score 15VP from that servo-skull at the end of your turn.	At the end of each turn, the player whose turn it is scores VP as follows: ● 2VP for each servo-skull that is wholly within 12" of their opponent's deployment zone. ● 5VP for each servo-skull that is wholly within 6" of their opponent's deployment zone. ● 8VP for each servo-skull that is wholly within their opponent's deployment zone. Note that these are cumulative, so if a servo-skull is wholly within your opponent's deployment zone, you would score 15VP from that servo-skull at the end of your turn.	At the end of each turn, the player whose turn it is scores VP as follows: ● 2VP for each servo-skull that is wholly within 12" of their opponent's deployment zone. ● 5VP for each servo-skull that is wholly within 6" of their opponent's deployment zone. ● 8VP for each servo-skull that is wholly within their opponent's deployment zone. Note that these are cumulative, so if a servo-skull is wholly within your opponent's deployment zone, you would score 15VP from that servo-skull at the end of your turn.	N/A
Vital Ground	If you draw this and the Hidden Supplies Mission Rule Card, discard this card and draw a new Primary Mission card. After setting up the battlefield, remove the	At the end of each Command phase, the player whose turn it is scores VP as follows: ● If they control the objective marker in their own	At the end of each Command phase, the player whose turn it is scores VP as follows: ● If they control the objective marker in their own	At the end of each Command phase, the player whose turn it is scores VP as follows: ● If they control the objective marker in their own	The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their	N/A

Name	Special	Battle Round 2	Battle Round 3	Battle Round 4	Battle Round 5	End of Battle
	objective marker in No Man's Land that is closest to the centre of the battlefield.	deployment zone, they score 2VP. • For each objective marker in No Man's Land they control, they score 5VP. • If they control the objective marker in their opponent's deployment zone, they score 6VP.	deployment zone, they score 2VP. • For each objective marker in No Man's Land they control, they score 5VP. • If they control the objective marker in their opponent's deployment zone, they score 6VP.	deployment zone, they score 2VP. • For each objective marker in No Man's Land they control, they score 5VP. • If they control the objective marker in their opponent's deployment zone, they score 6VP.	Command phase.	

Mission Rule Deck

Random Spinner

Name	Special Rule
Chilling Rain	In this mission, no additional mission rules apply
Sweep and Clear	In this mission, if a player controls an objective marker at the end of their Command phase, that objective marker remains under their control, even if they have no models within range of it, unless their opponent controls it at the end of any subsequent Command phase.
Hidden Supplies	In this mission, players must set up one additional objective marker in No Man's Land. Unless the Chosen Battlefield mission rule is also in effect, before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any corners of the battlefield, you must move the objective marker towards one of those corners). Players then set up the new objective marker 6" from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.
Minefields	In this mission, each time an Advance roll of 6 is made for a unit, that unit suffers 1 mortal wound.
Targets of Opportunity	In this mission, if a player is using Tactical Missions, then each time that player determines which Secondary Mission cards are active for them, if they have fewer than 3 active Secondary Mission cards, that player draws from their Secondary Mission deck until they have 3 Secondary Mission cards. In this mission, if a player is using Fixed Missions, then in addition to the 2 Fixed Mission cards, that player will also draw cards from their Secondary Mission deck during the battle. At the end of the Select Secondary Missions step, that player should retrieve their Secondary Mission deck, remove all the Fixed Mission cards they did not select at the start of that step, then shuffle the remaining cards. Then, at the start of each of that player's Command phases, if that player has fewer than 3 active Secondary Mission cards (including their Fixed Mission cards), they draw from their Secondary Mission deck until they have 3 Secondary Mission cards. That player has access to the New Orders Strategem, and can spend CP to use it after drawing their Secondary Mission cards if they wish (remember that Fixed Mission cards cannot be discarded for any reason).
Scrambler Fields	In this mission: • Players' units with the Infiltrators ability cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone. • Players' units with the Scout ability that make a move before the first turn begins cannot end that move within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.

Name	Special Rule
	• If any rule is used to redeploy a unit, that rule cannot be used to set up that unit within range of an objective marker in No Man's Land. • When a player's Reserves and Strategic Reserves units are set up on the battlefield, they cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
Delayed Reserves	In this mission, until the start of the third battle round, each time a Reserves or Strategic Reserves unit wishes to arrive on the battlefield, the controlling player must make a Reserves roll for it. To do so, that player rolls one D6: on a 3+, that unit arrives on the battlefield; otherwise, the Reserves roll fails and that unit does not arrive this turn.
Chosen Battlefield	In this mission, objective markers are not placed as shown on the Deployment card drawn. Instead, players roll off at the start of the Place Objective Markers step, then alternate setting up objective markers, one at a time, starting with the winner of the roll off. One objective marker must be placed wholly within each deployment zone, and the remaining objective markers must be played wholly within No Man's Land, as shown on the Deployment card drawn. Objective markers must be placed more than 6" away from any battlefield edge and more than 9" away from all other objective markers. If for whatever reason it is not possible to set up an objective marker as described above, it is not placed on the battlefield. If any rules require players to set up additional objective markers (e.g. Hidden Supplies) during the Place Objective Markers step, players set them up as described on this Mission Rule card. If any rules instruct players to remove one or more objective markers, do so after setting them all up.
Maelstrom of Battle	In this mission, shuffle the remaining Mission Rule cards together before drawing 2 new Mission Rule cards. If either of these new Mission Rule cards is Chilling rain, discard that Mission Rule card and draw 2 additional new Mission Rule cards (for a total of 3 new Mission Rule cards). Apply all the drawn Mission Rule cards to the battle.
Supply Lines	In this mission, if a player controls the objective marker in their own deployment zone at the start of their Command phase, they roll one D6: on a 4+, that player gains 1CP.
Secret Intel	In this mission, in each player's Command phase, the first time that player draws Secondary Mission cards that phase, that player can draw one additional Secondary Mission card, and then discard one of their active Secondary Mission cards.
Vox Static	In this mission, the Command Re-roll Stratagem and New Orders Stratagem both cost 2CP to use.

Secondary Mission Deck

[Random Spinner]

Fixed/Tactical	Name	Special Rule
Fixed	Behind Enemy Lines	At the end of your turn, if two or more units from your army (excluding **Aircraft**) are wholly within your opponent's deployment zone, this Secondary Mission is achieved and you score 4VP If, at the end of your turn, only one unit from your army (excluding **Aircraft**) is wholly within your opponent's deployment zone, this Secondary Mission is still achieved, but in this instance you score 2VP instead of 4VP. If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP (for a maximum of 5VP).
	Assassination	If you are using Fixed Missions, then while this Secondary Mission is active, each time an enemy **Character** model is destroyed, you score 4VP. If you are using Tactical Missions, then at the end of the turn, if either of the conditions below are satisfied, this Secondary Mission is achieved and you score 5VP: • One or more enemy **Character** units were destroyed this turn. • All **Character** units from your opponent's Army Roster have been destroyed during the battle. Note that if you are using Tactical Missions, this Secondary Mission is achieved even if such a unit was destroyed and then subsequently resurrected for any reason.

	Bring it Down	While this Secondary Mission is active, each time an enemy **Monster** or **Vehicle** model is destroyed, you score 2VP and an extra 1VP for each of the conditions below that are satisfied (all are cumulative): ● The destroyed model had a Wounds characteristic of 10+ ● The destroyed model had a Wounds characteristic of 15+ ● The destroyed model had a Wounds characteristic of 20+ Note that VP are scored even if such a model is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved. If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP. However, if you are using Tactical Missions, you cannot score more than 8VP in total from this Secondary Mission.
	Engage on All Fronts	At the end of your turn, if you have one or more qualifying units (see below) from your army wholly within three or more different table quarters, and those units are all more than 3” away from any other table quarter, this Secondary Mission is achieved and you score 4VP if you have qualifying units in four different table quarters, or 2VP if you have qualifying units in three different table quarters. While a unit is Battle-shocked, it is not a qualifying unit. If, when you draw this Secondary Mission card, you only have one or two qualifying units remaining in your army, you can discard this Secondary Mission card and draw a new Secondary Mission card. If you are using tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP (for a maximum of 5VP).
	Storm Hostile Objective	At the end of your turn, if either of the below conditions are satisfied, this Secondary Mission is achieved and you score 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions: ● You control one or more objective markers that were controlled by your opponent at the start of your turn. ● Your opponent did not control any objective markers at the start of your turn and you control one or more objective markers that you did not control at the start of your turn. This Secondary Mission cannot be achieved during the first battle round; if you randomly drew this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.
	Cleanse	In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge. At the end of your turn, each objective marker that is not within your deployment zone that you control that has one or more of these selected units within range is cleansed by your army. If one or more objective markers are cleansed by your army this turn, this Secondary Mission is achieved and you score a number of VP depending on the number of objective markers cleansed by your army this turn, as follows: ● 1 objective marker cleansed = 2VP if you are using Fixed Missions, or 3VP if you are using Tactical Missions. ● 2 or more objective markers cleansed = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.
	Deploy Teleport Homers	In your shooting phase, you can select one unit from your army that is not Battle-shocked and is eligible to shoot. Until the end of your turn, that unit is not eligible to shoot or declare a charge. At the end of your turn, if that unit is within your opponents deployment zone, or within 6” of the centre of the battlefield, it deploys a teleport homer at that locations, this Secondary Mission is achieved and you score a number of VP depending on where the teleport homer was deployed, as follows: ● Centre of battlefield = 2VP if you are using Fixed Missions, or 3VP if you are using Tactical Missions ● Opponent’s deployment zone = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions
Tactical	Investigate Signals	In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge. At the end of your turn, each corner of the battlefield that has one or more of these selected units wholly within 9” of it is scanned by your army. If one or more corners are scanned by your army, this Secondary Mission is achieved and you score 2VP for each corner scanned by your army this turn.
	No Prisoners	While this Secondary Mission is active, each time an enemy unit is destroyed, you score 2VP (to a maximum of 5VP). Note that VP are scored even if such a unit is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.
	Extend Battle Lines	At the end of your turn, if you control one or more objective markers in your own deployment zone and you also control one or more objective markers in No Man’s Land, this Secondary Mission is achieved and you score 5VP. If you only have one unit remaining in your army, then this Secondary Mission is instead achieved at the end of your turn if that unit controls one objective marker in No Man’s Land, but in this instance you score 2VP instead of 5VP.
	Defend Stronghold	At the end of your opponent’s turn, or at the end of the battle (whichever comes first), if you control one or more objective markers in your own deployment zone, this Secondary Mission is achieved and you score 3VP. This Secondary Mission cannot be achieved during the first battle round; if you draw this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.

	Overwhelming Force	While this Secondary Mission is active, each time an enemy unit that started the turn within range of an objective marker is destroyed, you score 3VP (to a maximum of 5VP). Note that VP are scored even if such a unit is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.
	Secure No Man's Land	At the end of your turn, if you control two or more objective markers in No Man's Land, this Secondary Mission is achieved and you score 5VP. If, at the end of your turn, you only control one objective marker in No Man's Land, this Secondary Mission is still achieved, but in this instance you score 2VP instead of 5VP.
	Area Denial	At the end of your turn, if one or more units from your army (excluding Battle-shocked units) are wholly within 6" of the centre of the battlefield, and there are no enemy units wholly within 6" of the centre of the battlefield, this Secondary Mission is achieved and you score 5VP. If, at the end of your turn, there are one or more enemy units wholly within 6" of the centre of the battlefield, but there are no enemy units within 3" of the centre of the battlefield, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 5VP.
	A Tempting Target	When this Secondary Mission card is drawn, your opponent must select one objective marker in No Man's Land. At the end of your turn, if you control that selected objective marker, this Secondary Mission is achieved and you score 5VP.
	Capture Enemy Outpost	At the end of your turn, if you control one or more objective markers in your opponent's deployment zone, this Secondary Mission is achieved and you score 8VP.

Gambit Deck

Random Spinner (spin and remove the one selected to use the other two)

Name	**Special Rule**
Proceed as Planned	If you select this Gambit card, you have chosen not to attempt a gambit. Until the end of the battle, you continue to score VP from your Primary Mission.
Delaying Tactics	**Determine Distraction Target:** Your Distraction target will be equal to half the number of enemy units that are within Engagement Range of one or more units from your army (rounding up) at the end of your fifth turn. If your Distraction target is less than 4, it is increased to 4. **Distract Enemy Units:** At the end of your fifth turn, roll one D6 for each enemy unit that is within Engagement Range of one or more units from your army. Add 1 to the result if that enemy unit is Battle-shocked and subtract 1 if one or more of the units from your army that are within Engagement Range of it are Battle-shocked. On a 4+, that enemy unit has been successfully delayed. **Determine Gambit Success:** If the number of enemy units that have been successfully delayed is greater than or equal to your Distraction target, this Gambit is successfully completed and you score 30VP.
Orbital Strike Coordinates	At the end of your fifth turn, if one or more units from your army that are not Battle-shocked are wholly within 9" of a corner of the battlefield, and those units are not within your own deployment zone, roll 2D6. Add 1 to the result for every other corner of the battlefield that has one or more units from your army wholly within 9" of it (excluding units that are Battle-shocked or within Engagement Range of any enemy units). If the final result is 12 or more, this Gambit is successfully completed and you score 30VP.
Emergency Evacuation	**Determine Evacuation Target:** Your Evacuation target will be equal to half the number of units from your army that are on the battlefield at the end of the battle (rounding up), including units embarked with **Transport** models that are on the battlefield. If your Evacuation target is less than 4, it is increased to 4. **Evacuate Units:** At the end of your fifth turn, roll one D6 for each unit from your army that is wholly within 6" of the centre of the battlefield, subtracting 1 from the result if that unit is Battle-shocked. On a 4+, that unit (and any units embarked within it) are marked for evacuation. **Determine Gambit Success:** If the number of your units that are marked for evacuation is greater than or equal to your Evacuation target, this Gambit is successfully completed and you score 30VP.