WARHAMMER 40,000

NOT CHAPTER APPROVED

MISSION DECK

HERETICUS

Foreword

The core game rules when using this deck are identical to those when using the Pariah Nexus mission deck, unless otherwise stated on any of these mission cards.

Also included are "Secret Mission" cards, a new mechanic from the upcoming Pariah Nexus mission deck. These are to be used interchangeably with, or instead of, the gambits included in this deck.

This deck can be used on its own, or can be added to the Pariah Nexus or Leviathan deck to add variety. There should be no issues of compatibility. This deck contains the same number of missions as the Leviathan deck.

No normal fixed or tactical secondary missions are included. Use either secondary missions from the Pariah Nexus or Leviathan mission deck.

Actions

A note on "**Actions**" :

The Pariah Nexus mission deck outlines specific rules regarding **Actions**, which is when a unit performs a task which is specified by the primary or secondary missions, outside of what that unit could normally do.

The rules regarding actions still apply as normal in this mission deck, however what is or is not an **Action** is not always specifically outlined in these missions individually. Any task or ability outlined in any primary or secondary missions which is something the unit **could not normally do** is considered an **Action** for the purposes of this mission deck.

From Pariah Nexus rules, a unit is eligible to perform an action* if:
- They are not an **Aircraft**
- They are not Battleshocked
- They have an OC of greater than 0
- They advanced or fell back
- They are eligible to shoot
- They are not in engagement range (unless the unit is **Titanic**)

If the unit has performed an **Action,** until the end of the turn the unit cannot*:
- Shoot (unless the unit is **Titanic**)
- Charge
- Perform another **Action**
- Move (unless it is a pile-in or consolidation move)
- Leave the battlefield

*Unless otherwise exempt due to outlined main mission rules, some of which exist in the Pariah Nexus deck.

Primary Missions

BOUNTY HUNT

Taking the lives of the enemy is worth more than claiming this useless wasteland.

In the second, third, fourth & fifth battle round:
- Players score 3VP for each enemy unit that is killed within 3" range of an objective marker controlled by the enemy.
- Players score 4VP* for each enemy unit killed by one of their own units which is within 3" range of an objective marker they control.

*Note: These values are not cumulative. If a player's friendly unit within range of an objective marker they control eliminates another enemy unit which is within range of a different objective marker controlled by the enemy, then the player's friendly unit scores the normal value of 4VP.

Also in the fifth battle round:
- The player who has the first turn scores 3VP for each non-battleshocked unit they have remaining on the battlefield at the end of their turn (up to a maximum of 15VP)
- The player who has the second turn scores as described above, but at the end of their command phase.

Players score up to a maximum of 50VP from this mission, but cannot score more than 15VP from this mission per battle round.

CHANGING TIDES

In the heat of battle, tactical priorities change.

Assign each of the three objective markers in no man's land a unique number from 1 to 3*.

From the second battle round onwards, roll a D3 at the start of the battle round. The number rolled will designate which of these objective markers is the new "primary objective marker".

In the second, third, fourth battle round:
- The player who controls the primary objective marker at the end of each battle round will score 10VP.
- A player who controls any of the other objective markers at the end of the battle round will score 3VP per objective marker.

In the fifth battle round:
Select a new primary objective marker by rolling a D3 as normal.
- The player who controls the primary objective marker at the end of the fifth battle round will score 15VP.
- A player who controls any of the other objective markers at the end of the battle round will score 4VP per objective marker.

*Note: If the mission rule requires changes, removal, or addition to the default number of objectives in no man's land (3) at the beginning of battle, discard this primary mission and draw another until a valid primary mission is drawn.

Players score up to a maximum of 50VP from this mission, but cannot score more than 15VP from this mission per battle round.

RELIC RETRIEVAL

The battlefield is littered with precious ancient relics of technology, as well as the dead that have tried to claim them.

At the end of each battle round, each objective marker can be moved up to 12" in any direction by the player that controls it. The player who has the first turn moves the objective first. 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).

- Players cannot ever move their own objective marker that starts in their own deployment zone at the start of the battle, even if it is no longer in their deployment zone.
- Once a player has scored VP from an objective, it is removed from the battlefield and immediately returned to its original starting position on the battlefield.

In the second, third, and fourth battle round:
The player whose turn it is scores at the end of their command phase:
- Players score 10VP for every objective marker which is wholly within their deployment zone that also did not start the battle in their deployment zone.
- Players score 20VP for any objective marker wholly within their deployment zone which started the battle in their opponent's deployment zone.

In the fifth battle round:
Players score as above, but players score at the end of the battle round, after any objectives have been moved.

Players score up to a maximum of 50VP from this mission, but cannot score more than 20VP from this mission per battle round.

BLOOD SACRIFICE

The tree of victory must be continuously fertilised by the blood of warriors.

During the shooting phase, any of a player's units which are within 3" of an objective marker they control can choose to make a sacrifice to permanently bless and increase the VP value of that objective marker. Each objective marker can only receive one sacrifice per turn. This is an **Action.**

When blessing an objective:
- The unit must take D3 mortal wounds.
- While the objective marker is blessed, it will now remain under the player's control who blessed it even if there are no friendly units within 3" range.
- If a player's unit is destroyed due to the mortal wounds inflicted from the sacrifice, that player gains 3VP (added to the primary mission score).
- If a player performs a sacrifice on an objective which was already blessed by the opponent, this will only return the objective marker to its default unblessed state. This player must make another sacrifice on a subsequent turn to fully bless the objective marker.
- Players can still choose to sacrifice a unit on an objective which they have already blessed.

In the second, third, & fourth battle round:
The player whose turn it is scores at the end of their command phase:
- Players score 3VP for each objective they control.
- Players score 5VP for each objective they control which they have blessed.
- Players score 2VP for each objective they control which was blessed by the other player.

In the fifth battle round:
The player whose turn it is scores at the end of their command phase:
- Players score 4VP for each objective they control.
- Players score 6VP for each objective they control which they have blessed.
- Players score 2VP for each objective they control which was blessed by the other player.

Players score up to a maximum of 50VP from this mission, but cannot score more than 15VP from this mission per battle round.

FIRES OF WAR

The hearth fires are the only protection against the elements.
May they forever burn against the darkness.

Each player begins the battle with the objective marker in their deployment zone under their control. Objective markers which do not have a unit within 3" range of them at the end of each turn cannot remain under the control of any player, regardless of any unit or mission rules.

All units in a player's army start the battle with an OC of 0. A unit's OC is returned to its normal value if it comes within 3" range of an objective marker under friendly control (unless it is battleshocked).

In the second, third, fourth & fifth battle round:

The player whose turn it is scores at the end of their command phase:

- Players score 2VP if they control the objective marker in their own deployment zone.
- Players score 5VP for each objective they control in no man's land.
- Players score 8VP if they control the objective marker in their opponent's deployment zone.

In the fifth battle round:

Players score as above, but at the end of their turn as opposed to their command phase.

Players score up to a maximum of 50VP from this mission, but cannot score more than 15VP from this mission per battle round.

RAID AND RESCUE

The weak huddle together in their ruined homes. Will you be their saviours or their captors?

Objective markers in no man's land are assigned 6 "civilian tokens" each. During the shooting phase, if a player's unit is within 3" range of an objective marker under their control, that unit can claim up to D3 civilian tokens (as long as there are any remaining). This is an **Action**.

- There are no limits on how many civilian tokens a unit can carry, however a unit can only make one claim per turn.
- If a unit dies while carrying any civilian tokens, those tokens are returned to the objective they were last claimed from.
- If a unit claims from your opponent's deployment zone objective marker, it can claim D6 tokens per turn from this marker.

If that player's unit returns to the objective marker in their own deployment zone, and is within 3" of it, that unit deposits all civilian tokens it is carrying on to their deployment zone objective marker.

In the second, third, & fourth battle round:

The player whose turn it is scores at the end of their turn:
- Players score 3VP for each objective they control.
- Players score 1VP for each civilian token deposited in their deployment zone objective marker (as long as they control this objective marker).

In the fifth battle round:

The player whose turn it is scores at the end of their turn:
- Players score 3VP for each objective they control.
- Players score 2VP for each civilian token deposited in their deployment zone objective marker (as long they control this objective marker)

Players score up to a maximum of 50VP from this mission, but cannot score more than 20VP from this mission per battle round.

PLASMA SHORTAGE

Even working plasma generators are temperamental by their very nature, and these generators have taken some damage from battle.

Players cannot score VP from the same objective marker two turns in a row. A player can however score VP from the same objective marker every other turn, providing they are still in control of it. Players can still score VP from an objective marker that their opponent scored from in the previous turn.

If a player has a unit within 3" range of an objective marker they control, during their command phase they can roll a D6 to attempt to "overcharge" the objective. This is an **Action**:

- On a 4+, this overcharge is successful, and they can score VP as normal from an objective marker on a turn where they would not otherwise be able to do so.
- If the overcharge is successful, the player will not be able to score from this objective marker on the subsequent turn unless they make another overcharge roll.
- If the overcharge is unsuccessful, all units within 3" of the objective marker take D6 mortal wounds, and the player who controls the objective cannot score VP from this objective this turn.

In the second, third, & fourth battle round:

The player whose turn it is scores at the end of their command phase:

- Players score 3VP if they control the objective marker in their own deployment zone.
- Players score 6VP for each objective they control in no man's land.
- Players score 10VP if they control the objective marker in their opponent's deployment zone.

In the fifth battle round:

Players score as above, but at the end of their turn as opposed to their command phase.

Players score up to a maximum of 50VP from this mission, but cannot score more than 20VP from this mission per battle round.

PAYLOAD DELIVERY

We have decided to reach out to the enemy and give them a special gift, which should hopefully convince them to put down their weapons.

Place a token in the middle of the battlefield. This token represents the "payload". The payload token must not be bigger than 1" wide (a normal sized D6 would typically suffice). If a player's unit moves within 1" of the payload, that unit will take possession of that token if it is not in another unit's possession. During the shooting phase, the payload token can be passed, once per turn, to any friendly unit within 3" of the unit with the payload. Any interaction with the payload is **not an Action**.

- If a unit is destroyed while holding the payload, it is dropped on the battlefield as close as possible to where the last model in the unit was destroyed. It can now be picked up again by another unit within 1".
- A battle shocked unit cannot pick up the payload.
- If a unit is battle shocked while holding the payload, it must be dropped on the battlefield anywhere within 3" of that unit.
- The payload can only be picked up by a player's unit if it is that player's turn.

If a player moves the unit with the payload within 3" of the objective marker in their opponents deployment zone, that player scores 10VP. The payload token is then removed from the battlefield, and at the start of the next player's turn, placed back in the centre (unless there is already a token there).

In the second, third & fifth battle round:
The player whose turn it is scores at the end of their command phase:
- Players score 3VP for each objective they control in no man's land.
- Players score 5VP if they control the objective marker in their opponent's deployment zone.

In the fourth battle round:
Players score as above, except at the end of the first command phase, place a payload token on each objective marker in no man's land (unless there is a payload token there already).

Players score up to a maximum of 50VP from this mission, but cannot score more than 20VP from this mission per battle round.

MEDICAL SUPPLIES

Ask yourself, what is the value of a soldier's life?

Once per turn at the start of a player's command phase, a player can choose to forfeit all VP scored from one objective marker under their control. In exchange, the player can choose one unit that is within 3" range of that objective and restore wounds to that unit equal in value to the number of VP forfeited. The VP forfeited cannot be from excess VP above the round limit. This is an **Action**.

If there are no wounds missing from a unit but there are models which have been destroyed, the player can instead return models to the unit on the battlefield at full wounds, as long as the wounds value of the returned models do not exceed the number of VP forfeited. Models cannot be returned at less than full wounds. **Characters** cannot be returned this way.

In the second, third, & fourth battle round:

The player whose turn it is scores at the end of their command phase:

- Players score 2VP if they control the objective marker in their own deployment zone.
- Players score 5VP for each objective they control in no man's land.
- Players score 8VP if they control the objective marker in their opponent's deployment zone.

In the fifth battle round:

Players score as above, but at the end of their turn as opposed to their command phase.

Players score up to a maximum of 50VP from this mission, but cannot score more than 15VP from this mission per battle round.

Secondary Missions

Included in this mission deck is a new kind of secondary mission card:
Secret Secondary Missions*.*

At the start of the game when players are selecting secondary missions, if a player does not elect to use tactical missions, they can choose to use a secret secondary mission for one or both of their fixed secondary missions.

The player can pick any missions from the secret secondary missions pile. These secret missions are kept hidden from your opponent for the entire battle.

These secret secondary missions are marked with this symbol. They are generally easier to achieve but yield only a small amount of VP.

NOTE: Use the fixed & tactical secondary missions from either the Pariah Nexus mission deck or the Leviathan mission deck (Or mix them together?).

APEX PREDATOR

The biggest and the meanest.

If at the end of your turn, the largest non-battleshocked model on the battlefield in terms of remaining wounds is one of your own units, this secondary mission is achieved and you score 2VP.

If there is a tie between you and your opponent, do not score any VP.

This mission can only be scored once per turn.

PINCER MOVE

Close in from both sides to leave your opponent with no escape.

? If at the end of your turn, you have one or more non-battleshocked units from your army wholly within two opposite* table quarters and at least 6" away from the centre of the battlefield, this secondary mission is achieved and you score 2VP.

This mission can only be scored once per turn.

*Note: Opposite in the diagonal sense, so that only one corner of each of these two table quarters should be touching each other.

CONSOLIDATION

Maintain a cohesive, unified force under a strong leader and victory is assured.

? If at the end of your turn, you have at least 3 non-battleshocked units from your army wholly within a single table quarter, this secondary mission is achieved and you score 2VP. These units must be at least 6" away from the centre of the battlefield. Units inside **Transports** are not counted.

Among these units at least one **Character** must be included, either as its own unit or attached to another. **Characters** however are not counted towards the 3 unit total if they are attached to another unit.

This mission can only be scored once per turn.

TURN THE SCREWS

The more we press them, the more they see of our might, the more they fear us.

? If at the end of your turn, at least one enemy unit has failed a leadership test during your turn or is battle-shocked, this secondary mission is achieved and you score 3VP.

This mission can only be scored once per turn.

PLANT THE FLAG

Planting flags is more than staking a claim; it's a declaration of vision, courage, and the will to forge a new path.

(?) If at the end of your turn, you control an objective within 9" of the centre of the battlefield, this secondary mission is achieved and you score 3VP.

This mission can only be scored once per turn.

PRESS THE LINES

Glaring at the enemy from behind the trenches will accomplish nothing. It is time to seize the initiative.

? If at the end of your turn, you have more non-battleshocked units from your army in no man's land than your opponent, this secondary mission is achieved and you score 3VP.

If there is a tie between you and your opponent, do not score any VP.

This mission can only be scored once per turn.

Mission Rules

THE GREAT GAME

The best strategic minds in the galaxy clash in this battle of deception, patience and intellect.

Players gain 2CP at the start of each battle round. Players no longer gain 1CP from each command phase.

The maximum CP limit is increased to 4 while this mission is active. Players can still only gain or refund a maximum of 1CP per turn.

CASTLE DOCTRINE

Deeply entrenched and fortified positions exist on this battlefield, providing immense tactical value to any occupying army.

Players place an additional objective marker in their own deployment zone during the "place objective markers" step.

This objective marker can be placed anywhere in the deployment zone as long as it is:
- Wholly within their own deployment zone.
- More than 9" away from any other objective marker.
- More than 6" away from any battlefield edge.

Any and all VP scored from holding objective markers within a player's own deployment zone are doubled*, as outlined in either primary or secondary mission rules.

Likewise, any and all VP scored from holding objective markers within the enemy player's deployment zone are also doubled, also outlined in primary or secondary mission rules.

If you draw this mission as well as a primary mission which does not allow for any scoring from objective markers within both friendly and opponents deployment zones, discard that primary mission card and redraw until a valid primary mission is drawn, which allows for scoring from deployment zone objective markers.

*Note: Some rules from primary or secondary missions may refer to a singular objective marker within a player's deployment zone. Any such rule now applies to *both* objective markers within each player's deployment zone.

WARP STORM

The sky darkens and the wind screeches, a terrible omen of events to come.

Players start the battle with 2CP. Whenever a player would gain or refund a CP, rather than automatically gaining it, players must first roll a D6 for each individual CP gained.

On a 4+ the player gains 1CP as normal, however if the dice roll fails, the player does not gain that CP.

- If a player fails the dice roll, the result they will need for their next roll is decreased by one each time until they pass (to a minimum of 2+), in which case the required dice roll will be reset back to a 4+.
- If a player passes the dice roll, the result they will need for their next roll is increased by one each time until they fail (to a maximum of 6), in which case the required dice roll will be reset back to a 4+.

ORBITAL BOMBARDMENT

Great fleets fight in orbit of this world, each grasping for moments of temporary supremacy where they can rain fire on the surface below.

Assign every objective marker on the battlefield a unique number from 1 to 5*.

At the end of every battle round, after every other "end of battle round" rule has been resolved, roll a D6. The result of this roll will correspond to the objective marker which is assigned this number. If the result of the roll is an objective marker which has been removed from the battlefield for any reason, then continue the round as normal without any additional action.

- Any units that are within 3" of this objective marker will suffer D6 mortal wounds.
- If a 6 is rolled on the D6 during the selection roll, then every objective marker on the battlefield is selected, however any units within 3" range of these objective markers will only suffer D3 mortal wounds.
- If the selected objective marker(s) is still in a player's control despite having no units within 3" of it, then the player who controls this objective will lose control of it.

On the fifth battle round, roll the D6 at the beginning of the battle round before the first player's command phase.

*Note: If the primary mission rule requires changes, removal, or addition to the default number of objectives on the battlefield(5) at the beginning of battle, discard that primary mission and draw another until a valid primary mission is drawn.

WEBWAY GATES

This battlefield contains still functioning wonders of the Old Ones, doorways which connect points through vast distances.

When a player's unit is wholly within 3" range of an objective marker under their control, the player can choose to instantly move that unit to another objective marker under their control. The player can only do this during their movement phase. The unit must then be set up wholly within 3" of the destination objective marker. Units can always end their movement on top of an objective marker.

The unit can only do this if it is eligible to move* and not within engagement range of any enemy units. Once the unit has moved to the destination objective marker, that unit is no longer eligible to charge this turn.

Players can also bring strategic reserves onto objective markers they control, as long as they are set up wholly within 3" of that objective marker and are also more than 9" away from any enemy units.

*Note: Even if after a unit makes a normal or advance move it still has any movement remaining once it is wholly within range of an objective marker, it still is considered to be ineligible to move for the purposes of this mission.

COVER OF DARKNESS

Shadows bend and twist against the faint moonlight, all is obscured against even the most keen eye.

Any player's units wholly within 3" range of an objective marker, regardless if it is under their control, have the benefit of cover. This benefit of cover cannot be ignored for any reason, even if normal rules from units, missions, or army rules would allow for this. This does not stack with any other benefit of cover effect from terrain.

Any units wholly within 3" range of an objective marker, or wholly within a ruin, crater or woods also benefit from **Stealth** if they do not already.

Any **Character** units within 3" range of an objective marker, or wholly within a ruin, crater or woods that is not attached to another unit also benefits from **Lone Operative** if they do not already, unless they have the "Monster" or "Vehicle" keywords.

HAZARDOUS CLIMATE

Perhaps this world was once a lush, verdant haven which was both pleasant on the senses and easy on the body. It is no longer.

Starting on the second battle round, at the end of each player's command phase, that player must roll a D6 for each of their units in no man's land which is not wholly with a ruin, woods, or crater. If the entire unit is always benefitting from cover due to any other rules, it is also exempt from this roll.

The unit passes on a 2+. For each unit that fails, those units must take a number of mortal wounds equal to the current battle round number.

SWORD AND SHIELD

The best commanders on the battlefield can maintain a cohesive plan & strategy whilst also staying flexible and adapting to circumstances.

Players must pick one fixed secondary mission, the other mission will be a tactical mission.

Normal rules for drawing, scoring & discarding tactical missions still apply, however only one tactical mission is drawn at a time. Players can still discard this tactical mission at the end of their turn for 1CP. Players can still use the new orders stratagem once per battle. Players cannot score more than 20VP from their tactical missions.

The fixed secondary mission must remain the same for the entire battle. You may choose a **Secret** secondary mission as the fixed mission.

TACTICAL MANOEUVRES

As the army lines change, moving back and forward, strategic value of locations also change.

Before armies are deployed, each player places one additional objective marker in no man's land, with the defender placing first. This objective marker must be at least 9" away from any other objective marker, and at least 6" from both deployment zones and any battlefield edge.

Starting from the second battle round, a player can choose to move the objective marker they placed, regardless if they are in control of it. This happens at the end of their command phase. It can move 6" in any direction, as long as it remains wholly within no man's land.

KING OF THE HILL

The priority of our mission is absolute. All other targets are negligible.

During the place objective markers step, place only a single objective marker in no man's land, in the centre of the battlefield. Place objective markers in each player's deployment zone normally. This objective marker can never be permanently removed from the battlefield.

Player's units need only be within 9" of this objective marker to control it* and all VP scored by holding, taking or otherwise using this objective are doubled. Players still cannot exceed any scoring limits.

*Note: any primary mission, secondary mission, army or unit rules that refer to a unit being within 3" of an objective are extended to 9" for this objective.

GROUND TREMORS

The earth shakes and rumbles, making it difficult to find sure footing.

From the second battle round onwards, players must roll a D6 before any unit makes a normal, advance, charge, or fall back move. The unit passes on a 2+, but if it fails, all movement range is reduced by 2" until the next turn. A unit does not need to roll this check more than once per turn.

Units with "Fly" are exempt.

STIMULANTS

Blood runs thick with adrenaline, sweat pours from the glands, and fire burns within the soul.

During the fight phase, each time a model is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 6, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.

This does not apply to any units with "Monster", "Vehicle" or "Character" keywords.

Gambits

NOTE: "PROCEED AS PLANNED" from the Leviathan mission deck is still included when using these gambits, and can still always be selected as an option. The rules for selecting gambits are identical to the rules outlined in the Leviathan mission deck.

A FINAL PUSH

One final chance to drive the enemy back.

DETERMINE SPEARHEAD TARGET: Your spearhead 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 within TRANSPORT models that are on the battlefield. If your spearhead target is less than 4, it is increased to 4.

SPEARHEAD UNITS: At the end of your fifth turn, roll one D6 for each unit from your army that is on the battlefield and wholly within your opponent's deployment zone, subtracting 1 from the result if that unit is battle-shocked. On a 3+, that unit (and any units embarked within it) passes its spearhead test.

DETERMINE GAMBIT SUCCESS: If the number of your units that have passed the spearhead test is greater than or equal to your spearhead target, this gambit is successfully completed and you score 30VP.

LAST STAND

The line must be drawn here. This far, no further. The fight continues until our every soldier has taken their last breath.

At the end of your fifth turn, if one or more units* from your army that are not battle-shocked are wholly within your deployment zone, roll 2D6.

Add 1 to the result for every other non battle-shocked friendly unit* that is wholly within your deployment zone. Subtract 1 from the result for every non battle-shocked enemy unit wholly within your deployment zone.

If the final result is 12 or more, this gambit is successfully completed and you score 30VP.

*Note: Do not include units embarked within transports.

MUTUALLY ASSURED DESTRUCTION

We may not secure our original mission objectives, but at least we can take the enemy down with us.

DETERMINE ELIMINATION TARGET: Your elimination target will be equal to half the number of still remaining units from your opponent's army (rounding up), including both units embarked within TRANSPORT models and units in reserves. If your opponent had less units in their army than you when this gambit was taken, subtract 2 from the final elimination target.

It is possible for this target to be 0, therefore not achievable.

DETERMINE GAMBIT SUCCESS: At the end of the fifth battle round, if the amount of your opponent's units on the battlefield (not including any in reserves) is less than your elimination target, this gambit is successfully completed and you score 30VP.

Secret Missions

NOTE: Decide at the start of the game if you only want to use secret missions cards or gambit cards exclusively for this battle. Otherwise, choose either to draw from the gambit pile or secret missions at the end of the third battle round. You cannot select "PROCEED AS PLANNED" from the gambit missions and then select a secret mission. You can also choose to draw from neither and continue with the primary mission.

The rules for secret missions are outlined in the Pariah Mission deck. Players pick one of these at the end of turn 3 (instead of gambits) and keep these hidden from their opponent until they are achieved. You can only score from these once and taking a secret mission limits your maximum VP from primary mission scoring to 20VP.

HEROIC SACRIFICE

We may lose this battle, but we can still win the war if the enemy is stalled long enough. Die with dignity.

Have less than 3 units remaining in your army at the end of the fifth battle round. This includes any units in reserves or in transports.

Any **Characters** attached to units count as being part of that same unit and are not counted twice.

Reward: 20VP

ENTRENCH

Once our army has dug in, no force in the galaxy will be able to move it.

Have at least 3 non-battleshocked units remaining on the battlefield at the end of the fifth battle round. This does not include any units in reserves or in transports.

Any **Characters** attached to units count as being part of that same unit and are not counted twice.

Reward: 20VP

DOUBLE BLUFF

Change of plan. We're sticking to the plan. The last thing the enemy will expect.

If this mission is taken, the 20VP limit on the primary mission (imposed from taking a secret mission) is lifted for this player. It is still not possible to exceed the maximum 50VP scoring limit for the primary mission.

If you have not scored at least 40VP from your primary mission by the end of the fifth battle round, lose 10VP from the final total.

TRIPLE BLUFF

Anticipate not just your enemy's reaction, but their reaction to your reaction.

If this mission is taken, the 20VP limit on the primary mission (imposed from taking a secret mission) is lifted for this player. The limit is now 30VP.

If you have scored at least 30VP from your secondary missions before the end of the fifth battle round, this mission is complete.

If you have not scored at least 30VP from your secondary missions by the end of the fifth battle round, lose 10VP from the final total.

Reward: 10VP