

Objective Cards

Major Objective: Capture the Chest	Major Objective: Lights in the Darkness
<p>Roll a total Command contest with your opponent, Player with the high roll places the "Chest" token on any tile without impassable terrain or a vertical obstacle in the center two rows. It costs 2E to pick up, and the character holding it must have a Tuf of 2 or greater. A character holding the chest can't perform any action other than movement or they drop the chest, and a unit holding it has a movement of 1. A unit may carry the chest off of their deployment edge, and if they do the character will not continue to participate in the battle. If you carried the chest off of the table before the turn limit you score 5VP</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>	<p>Set aside 1 orb token +1 per board section, and roll a total Command contest with your opponent. High roll places the first orb token anywhere in the center two rows and not on impassable terrain or a vertical obstacle. Players take turns placing the remaining tokens in the same way, but not within 2 of another orb. Orbs can't be moved or destroyed, but they can be activated by a unit in the same space for 1M, or re-claimed by an opponent in the same way. If you control each orb, or at the end of the turn limit you control the most orbs, score 5VP.</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>
Major Objective: Headhunter	Major Objective: Claiming Lost Treasure
<p>Each player nominates the highest or tied for highest ranked unit in an enemy's battle group in secret. This unit becomes your target. The first player who's nominated target is defeated scores 5VP.</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>	<p>Set aside 1 Crate tile (ground obstacle) +1 per board section, and roll a total Command contest with your opponent. High roll places the first crate tile anywhere not within 2 of any board edge, replacing any non-elevation terrain on that tile. Players take turns placing crate tiles in the same way but not within 2 of another crate tile. When the turn limit is over, whichever player has the most units standing on the crate tiles scores 5VP.</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>
Major Objective: Mystic Obelisk	Major Objective: Bloodbath
<p>Roll a total Command contest with your opponent, high roll places an obelisk (high vertical impassable) anywhere in the middle two rows, replacing any non-elevation terrain on that tile. Units within 2 of the obelisk have Recovery+1. A unit within 2 may spend 1M or 3E to perform a special "channel the obelisk" action. The unit rolls a spellpower test, if it rolls a 7+, you get a channel token unless an opponent has one or more channel tokens, in which case they lose one. If a player has 3 or more channel tokens at the start of a turn, remove the obelisk and score 5VP.</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>	<p>For the duration of the battle, when any minor arcana character is defeated, place it in reserves for a full round and deploy it again with 1 injury. Keep a tally of how many points worth of characters each side defeats. At the end of the turn limit, whichever side defeats the most points worth of characters, of whichever player defeats double the points allowance in characters first scores 5VP.</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>
Major Objective: Capture the Standard	Major Objective: Statues of Good and Evil
<p>Each player sets aside a standard token. Roll a total command contest with your opponent, high roll places your opponent's standard token in the owner's deployment area on any tile without a vertical obstacle or impassable terrain. Then your opponent places your standard token in your deployment area in the same way. A unit may pick up a standard for 2E, but if a unit holding a standard performs any action other than moving they drop it. A unit can carry their opponent's standard off of their own deployment area and the first player to do so scores 5VP.</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>	<p>Set aside a statue of good tile (vertical impassable) and a statue of evil tile (vertical impassable). Roll a command contest with your opponent, high roll places either the statue of good or the statue of evil in their opponent's deployment area replacing any non-elevation terrain, and your opponent places the other statue in your deployment area as well. Treat these statues as units with Def 3, Arm 8, Tuf 4 +1 per board section. At the end of the turn limit, if the statue in your zone is undefeated, and your opponent's is defeated score 5VP. Defeated statues are still vertical impassable</p> <p style="text-align: center;">Turn Limit: 5+1 Per Board Section</p>

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<p>Minor Objective: Tactical Victory</p>	<p>Minor Objective: Survival is Key</p>
<p>At the end of the turn limit, roll a total Command contest with your opponent. The high roll scores 3VP.</p>	<p>At the end of the turn limit, the player with the most points worth of undefeated units scores 3VP.</p>
<p>Minor Objective: Forsaken Trinket</p>	<p>Minor Objective: The High Ground Advantage</p>
<p>Set aside a trinket token and roll a total Command contest with your opponent. The high roll places the trinket token anywhere in the middle two rows but not in the same tile as impassable terrain or a vertical obstacle. A unit may pick up the trinket for 1E, but is hexed for the duration of the battle. If a unit is defeated while holding the trinket, it is placed on the tile where the unit was defeated. A unit may take the trinket off of their table edge to secure it. At the end of the turn limit, the player who has secured the trinket scores 3VP.</p>	<p>At the end of the turn limit, the player with the most units on the highest or second highest elevation level scores 3VP.</p>
<p>Minor Objective: Pushing Past Enemy Lines</p>	<p>Minor Objective: Dark Gods</p>
<p>At the end of the turn limit, the player with the most units in their enemy's deployment area scores 3VP.</p>	<p>Set aside a Cursed Ground tile, and roll a command contest with your opponent. The high roll may place the cursed ground tile anywhere in the middle two rows replacing non-elevation terrain, but not objective related terrain. The Cursed Ground tile is a Dangerous Ground Obstacle (Dark), and a unit standing on it may pay any amount of mana to the dark gods. Keep track of how much mana you have payed to the dark gods. Once you have payed 3 Mana +2 per board section to the dark gods, remove the cursed ground tile and any unit on it (it is defeated) and each enemy unit suffers a Pow 3 hit (Dark). Score 3VP.</p>
<p>Minor Objective: Map Theft</p>	
<p>Each player secretly nominates one of their deployed units to carry your exploration maps. At the end of the turn limit, if your map carrier is undefeated and your opponent's map carrier is, score 3VP.</p>	