

## Special Objective

### 1. Preserve the army.

Your best fighting men must not be sacrificed in this insignificant battle.

To keep your army intact, you must maintain a show of strength to the lesser troops by making certain your best units survive the battle.

You will receive a reward for your two most expensive formed units, but only if both survive the battle with more than 50% of their starting number.

Gain 100 Victory Points.

## Special Objective

### 2. Reinforcements.

You have been given the task of bolstering the numbers of the main army by getting as many of your fighting men through enemy lines as possible and in fighting condition.

Formed units are able to leave the battlefield via the long table edge of your opponents deployment zone.

For each of your formed units that leaves the table with more than 50% of its starting number,

Gain 50 Victory Points.

## Special Objective

### 3. Hold the line.

Your battle line must hold to avoid the enemy swarming into your land and usurping your power.

By the end of the battle, if you have one of your own formed units that has more than half of its starting number remaining, wholly within 12" of your own long table edge, and with no formed enemy within 12", you will inspire your troops to hold the line.

Gain 50 Victory Points.

## Special Objective

### 4. Information is key.

Enemy scouts have been very successful in predicting your every move. This must stop.

By the end of the battle, if you have destroyed all of the enemy skirmishing units, you will have limited the enemies ability to keep track of your army.

For each unit.

Gain 20 Victory Points.

## Special Objective

### 5. Reputation is all.

The reputation of the enemies best fighting men is unsettling your own men, who now fear to stand against them in battle.

To encourage your soldiers, these units must be identified and destroyed, as an example to the rest of your army.

You will receive a reward for destroying the two most expensive formed units in the enemy army.

Gain 100 Victory Points.

## Special Objective

### 6. Chain of command.

By disrupting the enemies chain of command, their army will be harder to control in future battles.

By the end of the battle, if you have either killed, captured or routed all of the enemies commanders, you will have seriously reduced their ability to continue waging war against you.

Gain 150 Victory Points.

## Special Objective

### 7. Overwhelm the enemy.

Combat is the way to victory!

Constant skirmishes with the enemy are proving a huge drain on your resources, so you must put an end to them once and for all.

Wipe out or rout three formed enemy units by the end of the battle to reduce their hopes of reforming their army in the future.

Gain 50 Victory Points.

## Special Objective

### 8. Breakthrough.

You must show the rest of the army that the enemies battle line is not impenetrable.

By the end of the battle, if you have one of your own formed units that has more than 50% of its starting number remaining, wholly within 12" of the enemies table edge and with no formed enemy within 12", you will inspire your troops to victory.

Gain 50 Victory Points.

## Special Objective

### 9. Stand fast.

The courage of your General has been undermined. This insult to honour must not go unanswered.

By the end of the battle, your General must be joined to a formed unit that has at least part of its movement tray within the centre point of the battlefield, with no formed enemy units within 6".

Where terrain would prevent this, the unit may move into base contact with the terrain instead.

Gain 50 Victory Points.