

# Objectifs auxiliaires



Nom du joueur :

<p><b>The Aggressor :</b></p> <p>You complete this Auxiliary Objective if you control all of the objectives wholly within your opponent's territory (this does not include objectives located on the borderline of a territory).</p>	<p><b>Grudge :</b></p> <p>When you reveal this Auxiliary Objective, you must pick 1 enemy <b>HERO</b> in your opponent's starting army and 1 friendly <b>HERO</b> in your starting army. You complete this Auxiliary Objective if that enemy <b>HERO</b> is slain by an attack made with a melee weapon by that friendly <b>HERO</b>.</p>	<p><b>Pillage :</b></p> <p>When you reveal this Auxiliary Objective, you must pick 1 terrain feature wholly within your opponent's territory. You complete this Auxiliary Objective if you have a friendly unit with a combined Wounds characteristic of 5 or more within 3" of that terrain feature at the end of any battle round. This Auxiliary Objective cannot be completed using a unit that was set up on the battlefield in the same battle round.</p>	
<p><b>Assassinate :</b></p> <p>When you reveal this Auxiliary Objective, your opponent must pick 1 unit in their starting army that is a <b>HERO</b>. You complete this Auxiliary Objective if that <b>HERO</b> is slain before the end of the battle.</p>	<p><b>Headhunter :</b></p> <p>You complete this Auxiliary Objective if all of the Leader units in your opponent's starting army are destroyed before the end of the battle.</p>	<p><b>Prey on the Weak :</b></p> <p>You complete this Auxiliary Objective if all of the Battleline units in your opponent's starting army are destroyed before the end of the battle.</p>	
<p><b>The Bait :</b></p> <p>When you reveal this Auxiliary Objective, you must pick 1 friendly unit in your starting army. You complete this Auxiliary Objective if that unit is destroyed by an enemy unit before the end of the third battle round.</p>	<p><b>Invader :</b></p> <p>You complete this Auxiliary Objective if, at the end of the battle, you have more friendly units wholly within your opponent's territory than your opponent has wholly within your territory.</p>	<p><b>Prized Possession :</b></p> <p>When you reveal this Auxiliary Objective, you must pick 1 friendly <b>HERO</b> with an artefact of power in your starting army. You complete this Auxiliary Objective if that <b>HERO</b> has not been slain at the end of the battle.</p>	
<p><b>Cornered :</b></p> <p>You complete this Auxiliary Objective if you have 2 or more friendly units within 3" of the same enemy <b>HERO</b> at the end of any turn.</p>	<p><b>Marked for Death :</b></p> <p>When you reveal this Auxiliary Objective, your opponent must pick 1 unit in their starting army that is not a <b>HERO</b>. You complete this Auxiliary Objective if that unit is destroyed before the end of the battle.</p>	<p><b>Seize Ground :</b></p> <p>When you reveal this Auxiliary Objective, you must pick 1 terrain feature that is not within your territory. You complete this Auxiliary Objective if you have 1 or more friendly units within 3" of that terrain feature at the end of the fourth battle round.</p>	
<p><b>Defender :</b></p> <p>You complete this Auxiliary Objective if there are no enemy units wholly within your territory at the end of the battle.</p>	<p><b>Mass Panic :</b></p> <p>You complete this Auxiliary Objective if 2 or more different enemy units fail a battleshock test in the same battle round.</p>	<p><b>Territorial :</b></p> <p>When you reveal this Auxiliary Objective, you must pick 1 objective on the battlefield. You complete this Auxiliary Objective if you control that objective at the end of 2 consecutive battle rounds.</p>	
<p><b>Domination :</b></p> <p>You complete this Auxiliary Objective if 3 or more enemy units are destroyed in the same turn.</p>	<p><b>Overwhelm :</b></p> <p>You complete this Auxiliary Objective if an enemy <b>HERO</b> is slain by an attack made with a melee weapon by a friendly Battleline unit.</p>	<p><b>Vengeful Counter :</b></p> <p>You complete this Auxiliary Objective if any enemy units are destroyed in the same turn that any friendly units are destroyed.</p>	