

MOTIVATIONS

Motivations represent the reason the battle is taking place. Before the game begins, after players have chosen their forces, each player selects one motivation to serve as their primary objective for the game. Players may only choose motivations from the categories available to their house.

- **Goritsi:** Intrigue, Treachery
- **Hadross:** Greed, Vengeance
- **Nasier:** Duty, Vengeance
- **Shael Han:** Duty, Intrigue
- **Teknes:** Greed, Treachery

VENGEANCE

- **MARKED FOR DEATH**
After forces are deployed, but before the first turn, place 1 objective marker per rank of leader in your army in contact with an enemy model. That marker is placed in contact with the enemy model at the end of any movement. If the enemy model is killed, remove the marker from the battlefield and your opponent loses 2 points of morale. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.
- **DESECRATE HOLY SITE**
You and your opponent take turns placing objective markers anywhere in No Man's Land equal to the total ranks of leaders in your army. These objectives cannot be placed within 5" of each other or a board edge. Beginning at the end of the second round, any friendly leader may spend an Interact action while in contact with an objective marker you control. When they do, your opponent loses 2 points of morale, and then the objective marker is removed. Objective markers in this scenario are 50mm bases that are size 3, impassable, and cannot be attacked.
- **GRISLY REMINDERS**
Each time an enemy leader or specialist is killed, place an objective marker in contact with them before they are removed. Only a number of objective markers equal to the total ranks of leaders in your army can be placed per game. A friendly model may spend an Interact Action while in contact with an objective marker you control. When they do, your opponent loses 2 points of morale, and then the objective marker is removed. Objective markers in this scenario are 30mm bases that are size 2, do not block los, and cannot be attacked.

TREACHERY

- **KILL INFORMANTS**
After forces are deployed, but before the first turn, your opponent places 1 objective marker in contact with a number of leaders or specialists equal to the total ranks of leaders in your army. No model may have more than 1 objective marker. Place that marker in contact with the enemy model at the end of any movement. You may attack these objective markers; using the defense chart of the linked model. On one or more hits, your opponent loses 2 points of morale and the objective marker is removed. Objective markers in this scenario are 30mm bases that are size 2, block LOS, and can be attacked.
- **ASSASSINATE**
Each time an enemy leader is killed this game your opponent loses additional morale equal to twice that model's rank.
- **ACQUIRE BRIBE**
After forces are deployed, but before the first turn, your opponent places 1 objective marker in contact each of their leaders equal to that leader's rank. Place those markers in contact with the enemy leader at the end of any movement. Your infantry models may spend an Interact Action while in contact with that leader. When they do, your opponent loses 2 points of morale, and then 1 objective marker is removed from that leader. A leader may only have 1 marker removed this way each round. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.

DUTY

- **CALL TO GLORY**
During deployment, place objective markers on each of your leader models equal to its rank. If a model carrying these objective markers are killed remove any remaining markers. Place that marker in contact with the model at the end of any movement. Each time that model kills an enemy model, and was the only model attacking that enemy model, your opponent loses 2 morale, and then remove 1 objective marker from that model. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.

- **PROTECTION**
After deployment, but before the first turn, place objective markers on a number of friendly models equal to the total ranks of leaders in your army. A friendly model in contact with an objective marker may spend an Interact Action to have that objective marker follow it until the end of its activation. When that model finishes their movement this activation, place the objective marker in contact with that model. If the objective is in your enemy's C deployment zone and no enemy models are in contact with the objective marker at the end of the round your opponent loses 2 points of morale, and then the objective marker is removed. Objective markers in this scenario are 30mm bases that are size 2 and cannot be attacked.
- **STAND YOUR GROUND**
While in contact with an enemy leader, your infantry may spend an Interact Action to gain an objective marker. At the end of the round, if that infantry is still alive, your opponent loses 1 point of morale. Your opponent cannot lose more morale than twice the total ranks of leaders in your army. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.

GREED

- **LAND GRAB**
Place a number of objective markers on the battlefield equal to the number of total ranks of leaders in your army. These markers are placed in your opponent's "D" deployment zone. Beginning at the end of the second round, if you control any of these objective markers at the end of the round, your opponent loses 2 points of morale. Objective markers in this scenario are 40mm bases that are size 0, do not block LOS, and cannot be attacked.
- **TREASURE HUNT**
Mark a number of objective markers equal to the total ranks of leaders in your army. Randomize these objective markers amongst a same number of unmarked objective markers. You and your opponent take turns placing these markers on the battlefield. These objective markers are placed in No Man's Land and cannot be placed within 6" of a marker or the table edge. An unengaged friendly model may spend an Interact Action while in contact with an objective marker. When they do, reveal the objective marker, if it was a marked objective marker, your opponent loses 2 points of morale. Once this is done, or the marker was an unmarked objective, remove it from the battlefield. Objective markers in this scenario are 40mm bases that are size 2 and cannot be attacked.
- **STEAL TROPHY**
After deployment, but before the first turn, your opponent places a number of objective markers in contact with their infantry equal to twice your total ranks of leaders. Each infantry may only have 1 objective marker in contact. Place those markers in contact with the enemy infantry at the end of any movement. Your infantry may spend an Interact Action while in contact with an enemy infantry that is in contact with an objective marker. When they do, your opponent loses 1 point of morale, and then the objective marker is removed. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.

INTRIGUE

- **DISRUPT SUPPLY LINE**
Before deployment, a number of objective markers are placed on the battlefield equal to the total ranks of leaders in your army, up to 4. These markers are placed in the center of each of your opponent's deployment zones, beginning with their "D" deployment zone. Only one objective marker may be placed per deployment zone. An unengaged friendly model may spend an Interact Action while in contact with an objective marker. When they do, your opponent loses 2 points of morale, plus 1 for each previously removed objective marker, and then the objective marker is removed. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.
- **GATHER INTELLIGENCE**
Before deployment, a number of objective markers are placed on the battlefield equal to twice the total ranks of leaders in your army. These markers are placed in the center of each of your opponent's "C" deployment zones. An unengaged friendly model may spend an Interact Action while in contact with an objective marker. When they do, your opponent loses 1 point of morale, and then the objective marker is removed. Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.
- **NO CONFIDENCE**
Whenever a friendly leader model kills an enemy troop that is in an enemy leader's Sphere of Influence, give that friendly leader an objective marker. A leader may have a number of objective markers equal to its rank. While they have an objective marker they may spend an Interact Action. When they do, your opponent loses 2 points of morale, and then the counter is removed. Your opponent can only lose morale equal to twice the total ranks of leaders in your army from this effect.