

SCORE MARKER - MISSIONS

LIST OF MISSIONS	Conquest Points	Accomplished Missions
"Affront": The player scores 1 Conquest point if he has an Insignificant unit alive in his company at the end of the game.	1 PC	
"Artefact": A player who places his Artefact (light object - use medium base, see bellow) into their opponents "Deployment Zone" (see map) scores 1 Conquest point.	1 PC	
"Smashed down!": the player scores 1 Conquest point when he manages to knocked down a opposing independent unit.	1 PC	
"Carnage": A player who eliminates all the trooper units from the opposing company scores 1 Conquest point.	1 PC	
"Heads hunter": A player who eliminates all the independent units from the opposing company scores 2 Conquest point.	2 PC	
"Behead" (passive order / - 2 CMD): Before an attack sequence a unit may spend 2 CMD points to try to behead the unit it is fighting with.	1 PC	
"Kill this Dog of War!" A player scores 1 Conquest point by killing an opposing unit which is not from the same faction as the opposing Officer.	1 PC	
"Stab": The player who inflicts a minimum of 6 Life Points to the enemy officer unit scores 1 Conquest point.	1 PC	
"First blood": The first player to kill an enemy unit scores 1 Conquest point. This mission can be accomplished by one player only.	1 PC	
"Prestige": The player who kills the enemy Officer unit scores 1 Conquest point.	1 PC	
"What a great victory!": The player who has lost the lower number of "army points" at the end of the game scores 1 Conquest point.	1 PC	
"Sacrifice" (Order - passive - 2 CMD points Permanent): The player scores 1 Conquest point by permanently spending 2 CMD points.	1 PC	
"Field under control": The player who has tactical control of the central area at the end of the game scores 1 Conquest point.	1 PC	
"Head on a plate": The player scores 1 Conquest point if he brings back the head he previously took from his enemy into his own "special zone" (see map)	1 PC	

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