

## FIRST CONTACT

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*This objective may only be utilized if your force contains an Angel Keeper. If an objective type requires you to choose a force commander, it must be an Angel Keeper.*

This objective can generate a maximum of 3 VPs per game, after which your units no longer benefit from the **IRRATIONAL FEAR** ability.

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**Partial:** (conditional) Each time a non-fearless enemy unit fails any type of discipline check (even an automatic failure) while affected by the **FEARSOME** ability of your Angel units, gain 1 VP.

**Full:** N/A

**Irrational Fear:** Friendly models with the **ANGEL** designator gain the **FEARSOME (1)** ability, or add +1 to their existing **FEARSOME** ability.