

Random Objectives

D10	Objective	Description
1	Non-committal	You are only here to honour an agreement with your allies. You harbour no animosity towards the enemy, and as such may only fire once fired upon.
2	Battle Weary	Your fleet has seen heavy combat and morale is low. Take as little damage as possible, in an attempt to regain Fleet Morale.
3	Battle lust!	You must attempt to ram with atleast one ship a turn so long as there is a reason.
4	Destroy the class	Your captain has a particular disdain for a general class of enemy ships. Roll on the following chart for the class: 1 - escorts 2 - Light Cruisers 3 - Heavy Cruisers 4 - Battlecruisers 5 - Battleships 6 - Dreadnoughts and super Dreadnoughts If the enemy is not fielding what you roll, re-roll
5, 6	Vendetta	You have a vendetta against a randomly Chosen enemy. Cause as much damage to his fleet as possible.
7	Competition	You and your fellow admirals have a bet on who will destroy more ships. Destroy more ships then any one ally.
8	War Crimes	3 Enemy ships are guilty of war crimes against you and many other races/factions. Destroy 3 ships that are randomly determined before the game. do not tell them which ships)
9	Showmanship	Not only do you want to prove your military superiority over your enemies, but you also want to look good while doing it!
10	Animosity Towards Ally	You and a randomly chosen ally have a great deal of animosity between each other. You must make sure their fleet takes more damage then yours.