



**AUTOMATED UPLINK RELAY**

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This is a large personal automated objective marker placed after deployment zones are chosen, but before forces are deployed. It must be initially placed entirely within your deployment zone. The opposing player may then shift its location up to 6", though you choose its final facing.  
It can generate a maximum of 3 VPs per game, after which it shuts down and is removed.

**Partial:** (each end phase) If the relay is not destroyed/shut down & also the **CONTACT HEADQUARTERS** ability was not utilized that turn, gain 1 VP.

**Full:** (end of game) If the relay is not destroyed, gain all of its remaining VPs.

**Contact Headquarters:** In the command phase, if the relay hasn't been destroyed/shut down, you may generate +1 command point.

**Automated Objective:** Although a unit, it does not count as one towards any other mission objectives. It cannot be put into reserve or be a reinforcement. The only voluntary main action it can perform is Advance & Fire.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Automated Uplink Relay	2	1	1	4	3	3	1	Vehicle (Robot, Solo)

**Equipment:** 2 Flakk Defense Batteries.

**Abilities:** None.

E1.17



**MASTER OF MACHINES**

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*This objective may only be utilized if your force contains a Master Bot Handler. If utilized, a Master Bot Handler is automatically your force commander for any objective type that requires one.*

This objective type can generate a maximum of 3 VPs per game, after which you may no longer utilize the **Bot MASTERY** ability.

**Partial:** (each end phase) If at least one of your Master Bot Handlers is on the table and the **Bot MASTERY** ability was not utilized that turn, gain 1 VP.

**Full:** (end of game) If at least one of your Master Bot Handlers is still on the table, gain all of this objective's remaining VPs.

**Bot Mastery:** Once per turn, you may automatically enable one of your unit's bot protocols when that unit is activated (regardless of whether its activation discipline check is successfully passed). You must have at least one Master Bot Handler on the table to utilize this ability.



**SECRET CACHE**

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This is a small personal objective marker placed after deployment zones are chosen, but before forces are deployed. It must be placed entirely within no-man's land. It is a standard objective marker except it can only be controlled by friendly units, though it can be contested normally.

It can generate a maximum of 3 VPs per game, after which it is removed.

**Partial:** (each end phase) If your side controls your secret cache and did not utilize the **CACHE RESUPPLY** ability that turn, gain 1 VP.

**Full:** (end of game) If your side controls your secret cache, gain all of its remaining VPs.

**Cache Resupply:** Once per turn, a single friendly unit in control of the cache may opt to re-roll their failed rolls to hit during a round of non-CQ shooting.

K1.17



**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.

**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.

K2.17



## NOW YOU SEE ME

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*This objective may only be utilized if at least one model in your force has the **FORSAKEN** designator. If an objective type requires you to choose a force commander, it must be a model with the **FORSAKEN** designator.*

This objective can generate a maximum of 3 VPs per game, after which you may no longer utilize the **Now You Don't** ability.

**Partial:** (each end phase) This turn, if at least one of your units was put into reserve via shadow strike and the **Now You Don't** ability was not utilized at all, gain 1 VP.

**Full:** (end of game) If at least one of your models on the table has the **FORSAKEN** designator, gain all of this objective's remaining VPs.

**Now You Don't:** Once per turn, when you remove one of your units from the table via shadow strike, you may either immediately remove 3D3 STs from it, or return 1 model back to the unit that had previously been removed as a casualty.

B1.18



## MORAL HIGH GROUND

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*This objective may only be utilized if your force commander has the **SARA** designator.*




This objective can generate a maximum of 3 VPs per game, after which you may no longer utilize the **PROPAGANDA** ability.

- (each end phase) If your opponent did not remove the model you nominated via the **PROPAGANDA** ability this turn, gain 1 VP.

- (final turn end phase) If at least one of your models on the table has the **SARA** designator, gain all of this objective's remaining VPs.

**Propaganda:** Immediately after your opponent finishes their 'Destroy Units' portion of the end phase, nominate one enemy organic model on the table with FOR 1. Your opponent must immediately remove any one of their organic, FOR 1 models from the table as a casualty, however if they choose **not** to remove the model you nominated, gain 1 VP. If your opponent has no organic FOR 1 models on the table for you to nominate, you automatically gain 1 VP and may place +D3 psych STs on any one enemy unit on the table.

B2.21

<p style="text-align: center;"><b>FACTION OBJECTIVE</b></p> 	<p style="text-align: right;">© Spiral Arm Studios Ltd 2019</p> <p><b>EPIC HERO</b></p> <p><i>A champion occasionally reaches legendary status, becoming an epic hero not only on their own fleetship, but also so infamous that enemies come looking to best them.</i></p> <p>When declaring this as your faction objective, choose one of your Loric Champion models to be your <i>epic hero</i>. Each turn during its activation, your epic hero gets up to 3 free overcharges, which do not require that you expend command points to use (though they still add STs to the unit as usual).</p> <hr/> <p>Each turn during its activation, if your epic hero destroys an enemy unit, you gain +1 VP. If your epic hero is destroyed, your opponent gains +1 VP. A unit's epic hero status no longer applies if it returns to play as a reinforcement.</p> <p style="text-align: right;">R2.19</p>
<p style="text-align: center;"><b>FACTION OBJECTIVE</b></p> 	<p style="text-align: right;">© Spiral Arm Studios Ltd 2019</p> <p><b>FAVOR OF THE CROWD</b></p> <p><i>The crowd's attention often flits from champion to champion throughout the battle, with each pilot looking to impress viewers with a spectacular feat of combat.</i></p> <p>The first Loric Champion unit you activate each turn is your <i>avored champion</i> for that turn. During its activation, your favored champion gets 1 free overcharge which does not require that you expend a command point to use (though it still adds STs to the unit as usual).</p> <hr/> <p>During its activation, if your favored champion causes at least one injury on an enemy model, you gain +1 command point.</p> <p>The first time one of your favored champions destroys an enemy unit, you also gain +3 VPs, but after that you no longer gain +1 command point when your favored champion causes at least one injury.</p> <p style="text-align: right;">R1.19</p>
<p style="text-align: center;"><b>FACTION OBJECTIVE</b></p> 	<p style="text-align: right;">© Spiral Arm Studios Ltd 2019</p> <p><b>THE GREAT HUNT</b></p> <p><i>During Artarian feastdays, the crowd votes in real-time which enemy they want destroyed next. Champions jockey with each other to destroy this target first, as doing so brings great honor to their house.</i></p> <p>Each turn when activating your first unit, nominate one enemy unit to be the <i>great hunt target</i> for the turn. A great hunt target immediately gains D3 STs, and increases the result needed to pass discipline checks by 1 (so if the unit normally needed a 3+ to pass its discipline check it would now need a 4+).</p> <hr/> <p>Whenever your great hunt target is destroyed, you gain +1 VP and additional command points based on which of your units managed to destroy the great hunt target:</p> <ul style="list-style-type: none"> <li>• Your first activation of the turn: +2 command points.</li> <li>• Your second activation of the turn: +1 command point.</li> </ul> <p>Once you have gained +3 VPs from this objective, the hunt has ended and you may not select any further great hunt targets.</p> <p style="text-align: right;">R3.19</p>