

 <p>MISSION</p>	 <p>Bloodbath</p> <p>DEPLOYMENT Standard</p> <p>Take the central ground and hold it at all costs.</p> <p>SPECIAL RULES: None.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Breakthrough 3 5</p> <p>Breakthrough Zone: 12" radius from the table center.</p> <p>SECONDARY: Meat Grinder 1 2</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 14/+3 VPs</p> <p>© 2015 Spiral Arm Studios Ltd</p>
 <p>MISSION</p>	 <p>Forward Unto Victory</p> <p>DEPLOYMENT Standard</p> <p>Push into enemy territory, destroying their vital equipment.</p> <p>SPECIAL RULES: None.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Breakthrough 3 5</p> <p>Breakthrough Zone: Your opponent's deployment zone.</p> <p>SECONDARY: Demolition 5 7</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 17/+3 VPs</p> <p>© 2015 Spiral Arm Studios Ltd</p>
 <p>MISSION</p>	 <p>Groundfall</p> <p>DEPLOYMENT Standard</p> <p>Strike quickly, claiming tactically valuable positions.</p> <p>SPECIAL RULES: None.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Alpha Strike 2 3</p> <p>SECONDARY: Territories 5 Territory Markers 1 5</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 17/+3 VPs</p> <p>© 2015 Spiral Arm Studios Ltd</p>
 <p>MISSION</p>	 <p>Purple Gold</p> <p>DEPLOYMENT Standard</p> <p>Capture cybel refineries, destroying intervening enemies.</p> <p>SPECIAL RULES: None.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Cybel Refineries 2 5</p> <p>3 Refinery Markers</p> <p>SECONDARY: Decimation 3 5</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 18/+3 VPs</p> <p>© 2015 Spiral Arm Studios Ltd</p>



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<p>Hold the L.Z.</p> <p>DEPLOYMENT: Short Edge</p> <p>Prevent enemy forces from securing the landing zone.</p> <p>SPECIAL RULES: No Deployment.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Decimation 5 10</p> <p>SECONDARY: Breakthrough 0 10</p> <p>Breakthrough Zone: 6" radius from the table center.</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 17/+0 VPs</p> <p>© 2021 Spiral Arm Studios Ltd</p>	<p>Hold the L.Z.</p> <p>DEPLOYMENT: Short Edge</p> <p>Secure the landing zone and hold it for long enough for a courier ship to land.</p> <p>SPECIAL RULES: No Reinforcements.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Breakthrough 3 5</p> <p>Breakthrough Zone: " radius from the table center.</p> <p>SECONDARY: None.</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 15/+0 VPs</p> <p>© 2021 Spiral Arm Studios Ltd</p>	<p>Resource Grab</p> <p>DEPLOYMENT: Long Diagonal</p> <p>Scout into enemy territory and seek out valuable resources.</p> <p>SPECIAL RULES: None.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Excavation 4 5</p> <p>Dig Site Markers</p> <p>SECONDARY: None.</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 15/+0 VPs</p> <p>© 2021 Spiral Arm Studios Ltd</p>	<p>Resource Grab</p> <p>DEPLOYMENT: Long Diagonal</p> <p>Disrupt the enemy's scouting efforts, while minimising losses.</p> <p>SPECIAL RULES: No Reinforcements.</p> <p>OBJECTIVES:</p> <p>PRIMARY: Alpha Strike 2 3</p> <p>SECONDARY: None.</p> <p>TERTIARY: Faction Objective</p> <p>Mission Completed: 17/+0 VPs</p> <p>© 2021 Spiral Arm Studios Ltd</p>
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ALPHA STRIKE

Hit hard and fast. Do not let the enemy recover.

Partial: (each end phase) If, this turn, at least one enemy unit was destroyed and your force did not have more units destroyed than the opposing force, gain ⚡ VPs.

Full: (each end phase) If the first unit destroyed this turn was an enemy unit, gain 🟢 VPs.

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ASSASSINATION

Find and eliminate the opposing commander.

The opposing model with the highest **Command** ability is their commander. If tied, use the highest WP. If still tied, the owning player chooses.

Partial: (conditional) While the opposing commander has at least one injury, including having been removed as a casualty, you get ⚡ VPs.

Full: (conditional) While the opposing commander has been removed as a casualty, you also get 🟢 VPs.

The commander model returning as a reinforcement does not count as the commander returning.

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BREAKTHROUGH

Smash through to reach a strategic location.

Partial: (each end phase) If you have one or more of your units within at least one of your breakthrough zones, gain ⚡ VPs.

Full: (end of game) If at least one of your breakthrough zones has more of your units within it than opposing units, gain 🟢 VPs.

Shell-shocked units and those units with the **Kill Mission** ability do not contribute towards achieving this objective.

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CYBEL REFINERIES

Hold re-activated refineries as they power-up.

Uses 🔧 refinery large objective markers, set up via the standard placement method.

Partial: (each end phase) For every refinery you control in turns 1-3, gain ⚡ VPs. From turn 4 on, gain double ⚡ VPs.

Full: (end of game) If you control at least half the refineries, gain 🟢 VPs.

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DECIMATION

Cripple the enemy force, leaving it in tatters.

The opposing player counts the total number of units in their force before the game, which is their starting unit total.

Partial: (conditional) While at least 1/3 of the opposing force's starting unit total have been destroyed, you get ⚡ VPs.

Full: (conditional) While at least 1/2 of the enemy force's starting unit total have been destroyed, then you also get 🟢 VPs.

New units created during the game, such as reinforcements, do not increase a force's starting unit total, and therefore can cause VPs earned for this objective to be lost.

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DEFEND THE ARTIFACT

Protect a valuable object at all costs.

The artifact is a single large destructible objective. It is placed after deployment zones have been chosen but before deploying forces. The artifact must initially be placed wholly within your deployment zone, but the opposing player may shift it wholly within 12" of that.

Partial: (each end phase) If your artifact has not been destroyed, gain ⚡ VPs.

Full: (each end phase) If the artifact is completely uninjured, also gain 🟢 VPs.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Destructible Objective	1	1	1	4	4	4	1	Vehicle (Solo)

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DEMOLITION

Destroy the enemy's prized object.

Demolition uses a single large destructible objective. It is placed after deployment zones have been chosen but before deploying forces. A demolition objective must initially be placed wholly within no-man's land, but the opposing player may shift it wholly within 12" of that.

Partial: (conditional) While the enemy's demolition objective has suffered at least one injury, including having been removed as a casualty, you get ⚡ VPs.

Full: (conditional) While the enemy's demolition objective has been destroyed, you also get 🟢 VPs.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Destructible Objective	1	1	1	4	4	4	1	Vehicle (Solo)

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EXCAVATION

Investigate sites containing long forgotten relics of power.

Uses 🔧 dig site large objective markers, set up via the standard placement method.

After calculating VPs, for each dig site you control roll a D6 and add the current turn. If this total is 6 or less, give the marker to your opponent. If this total is 7+, the dig site is confirmed and never rolled for again. Dig sites given to your opponent are placed back on the table wholly within no-man's land, but you may shift them wholly within 6" of that.

Partial: (each end phase) For every dig site you control, gain ⚡ VPs.

Full: (end of game) If you control at least half of the dig sites, gain 🟢 VPs.

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MEAT GRINDER

Wear the enemy down over time.

Partial: (each end phase) If at least one enemy unit was destroyed this turn, gain ⓧ VPs.

Full: (each end phase) If the opposing force had more units destroyed this turn than your force, gain ⓧ VPs.

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SUPPLY CACHES

Confiscate valuable caches that litter the battlefield.

Uses ⓧ supply cache small objective markers, set up via the standard placement method.

Roll a D3 for each supply cache wholly within no-man's land and multiply the result by ⓧ. This is the max VPs it provides before it is exhausted. Supply caches within either players' deployment zone have a set max VP total of ⓧ multiplied by 2. Once a supply cache has exhausted its VPs, remove it from the game.

Partial: (each end phase) For every supply cache you control, gain ⓧ VPs.

Full: (end of game) Gain ⓧ remaining VPs from every supply cache you control.

Hidden Supply Cache Variant: Do not roll for a hidden supply cache wholly within no-man's land until the first end phase where it is controlled.

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TERRITORIES

Mark tactically valuable positions before moving on.

Uses ⓧ territory large objective markers, set up via the standard placement method. Once a territory is controlled by a unit in an end phase, it is considered captured and remains so until an opposing unit is within 3" of it in an end phase.

Partial: (each end phase) For every territory currently captured by you, gain ⓧ VPs.

Full: (end of game) If you currently have captured at least half the territories, gain ⓧ VPs.

Plant the Flag Variant: Divide the flag (territory) markers equally. Instead of setting them up pre-game, each player places one (and only one) in the end phase of each turn before calculating VPs. Flags must be placed wholly within no-man's land. **They can be placed touching a model** (and immediately controlled by them). If only one player has this objective type, then that player places all of the flags instead (only one per turn).

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VIPs

Capture reluctant individuals of importance.

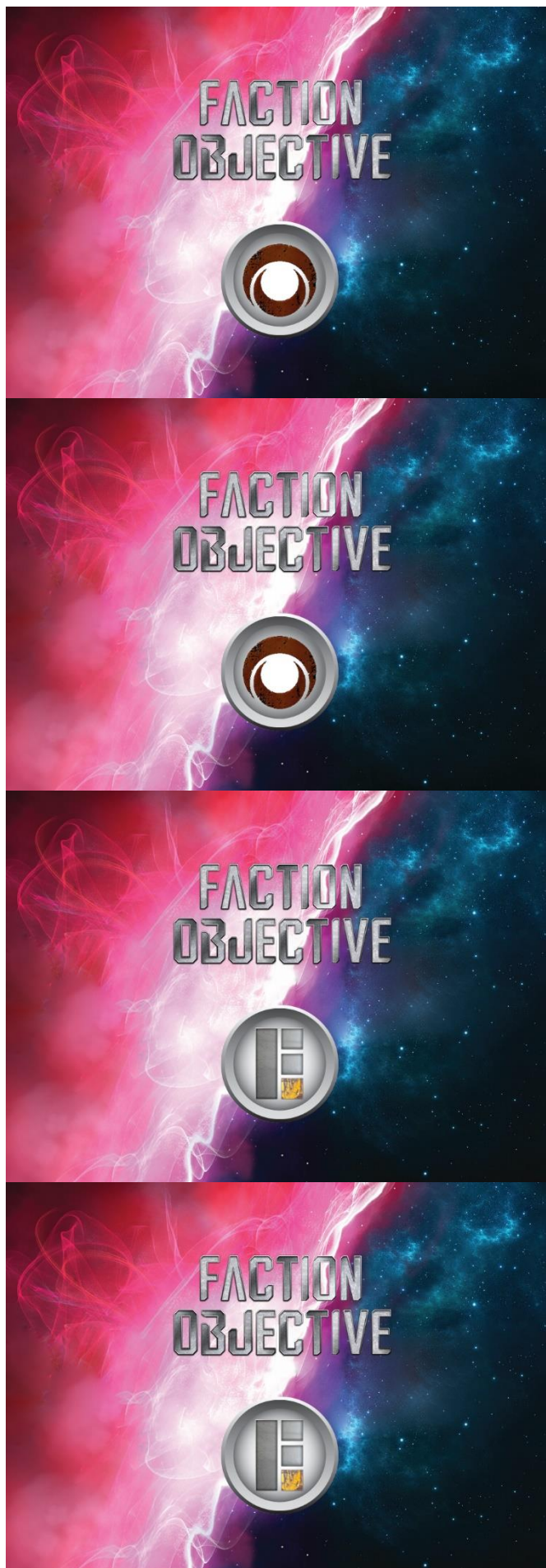
Uses ⓧ VIP small objective markers, set up via the standard placement method.

After calculating VPs in every end phase except the last, each VIP's position may be shifted wholly within 6" by the player whose models are **not the closest** to it. VIPs can be shifted within 12" of each other and within 6" of other types of objectives.

Partial: (each end phase) For every VIP controlled by you, gain ⓧ VPs.

Full: (end of game) If you control at least half the VIPs, gain ⓧ VPs.

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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

NOW YOU SEE ME

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

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.

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.

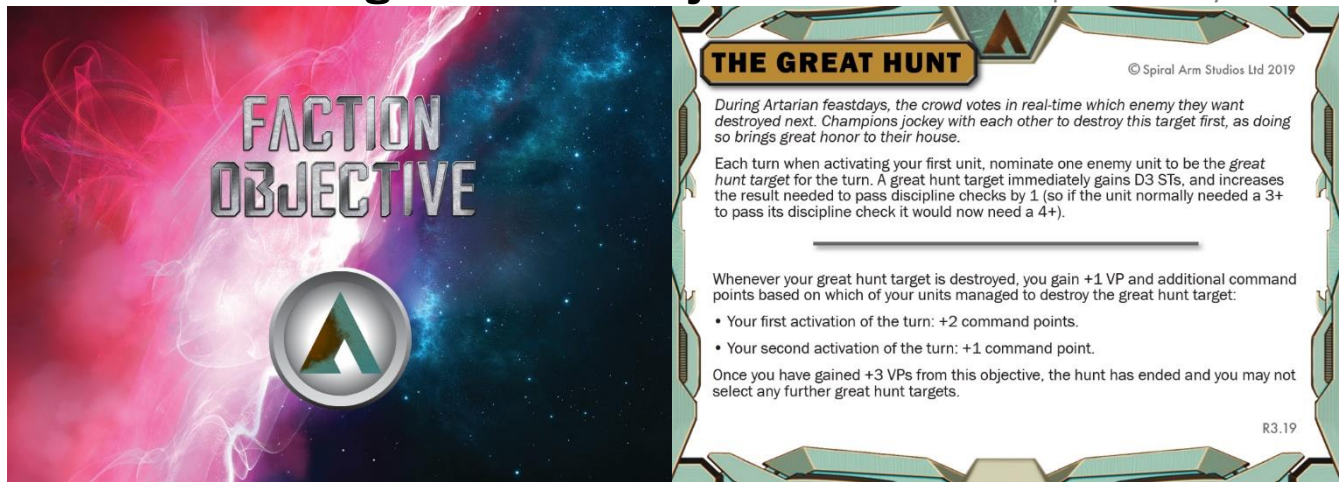
Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Automated Uplink Relay	2	1	1	4	3	3	1	Vehicle (Robot, Solo)

Equipment: 2 Flakk Defense Batteries.

Abilities: None.

E1.17

 <p>FACTION OBJECTIVE</p> 	<p>FIRST CONTACT © Spiral Arm Studios Ltd 2019</p> <p><i>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.</i></p> <p>This objective can generate a maximum of 3 VPs per game, after which your units no longer benefit from the IRRATIONAL FEAR ability.</p> <hr/> <p>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.</p> <p>Full: N/A</p> <p>Irrational Fear: Friendly models with the ANGEL designator gain the FEARSOME (1) ability, or add +1 to their existing FEARSOME ability.</p> <p>K2.17</p>
 <p>FACTION OBJECTIVE</p> 	<p>SECRET CACHE © Spiral Arm Studios Ltd 2016</p> <p>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.</p> <p>It can generate a maximum of 3 VPs per game, after which it is removed.</p> <hr/> <p>Partial: (each end phase) If your side controls your secret cache and did not utilize the CACHE RESUPPLY ability that turn, gain 1 VP.</p> <p>Full: (end of game) If your side controls your secret cache, gain all of its remaining VPs.</p> <p>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.</p> <p>K1.17</p>
 <p>FACTION OBJECTIVE</p> 	<p>EPIC HERO © Spiral Arm Studios Ltd 2019</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 Lorican Champion models to be your epic hero. 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>R2.19</p>
 <p>FACTION OBJECTIVE</p> 	<p>FAVOR OF THE CROWD © Spiral Arm Studios Ltd 2019</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 Lorican Champion unit you activate each turn is your avored champion 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>R1.19</p>



The image shows a mission and objective card for 'The Great Hunt' from the game Maelstrom's Edge. The card is divided into two main sections. The left section, titled 'FACTION OBJECTIVE' in large, stylized letters, features a background of pink and blue nebulae and a circular icon with a green and blue triangle. The right section, titled 'THE GREAT HUNT' in a yellow box, contains the rules for the objective. It describes a real-time voting system where players nominate enemy units to be destroyed. The card also lists command point bonuses for destroying the target and a rule about selecting further targets after gaining 3 VPs. The card is framed by a green and yellow border with a small 'A' icon in the top right corner.

THE GREAT HUNT

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During Artarian feastsdays, 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.

Each turn when activating your first unit, nominate one enemy unit to be the *great hunt target* 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+).

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:

- Your first activation of the turn: +2 command points.
- Your second activation of the turn: +1 command point.

Once you have gained +3 VPs from this objective, the hunt has ended and you may not select any further great hunt targets.

R3.19