

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 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 \otimes VPs.

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

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SUPPLY CACHES

Confiscate valuable caches that litter the battlefield.

Uses \otimes 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 \otimes . 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 \otimes 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 \otimes VPs.

Full: (end of game) Gain \otimes 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 \otimes 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 \otimes VPs.

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

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

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