



BLOODBATH

DEPLOYMENT: Random

Hold a prized position and wear the enemy down.

OBJECTIVES:

PRIMARY: King of the Hill (5)

King of the Hill zone:
12" radius from the table center.

SECONDARY: Meat Grinder (3)

Victory Total: 20 VPs

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FORWARD UNTO VICTORY

DEPLOYMENT: Random

Reach a strategic location and destroy the enemy's prize.

OBJECTIVES:

PRIMARY: Breakthrough (5)

Breakthrough zone:
Your opponent's deployment zone.

SECONDARY: Demolition (4)

Victory Total: 24 VPs

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GROUND FALL

DEPLOYMENT: Random

Strike quickly and verify critical locations.

OBJECTIVES:

PRIMARY: Alpha Strike (5)

SECONDARY: Territories (1)

◆ Territory Markers

Victory Total: 20 VPs

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PURPLE GOLD

DEPLOYMENT: Random

Control Cybel Refineries and cripple the enemy force.

OBJECTIVES:

PRIMARY: Cybel Refineries (4)

◆ Refinery Markers

SECONDARY: Decimation (4)

Victory Total: 30 VPs

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ASCENDANCY

DEPLOYMENT: Random

Dominate the battlefield and capture reluctant individuals.

OBJECTIVES:

PRIMARY: Domination (4)

SECONDARY: VIPs (1)

◆ VIP Markers

Victory Total: 26 VPs

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WORTH MORE THAN YOUR HEAD

DEPLOYMENT: Random

Kill the enemy commander and investigate valuable sites.

OBJECTIVES:

PRIMARY: Assassination (6)

SECONDARY: Excavation (2)

◆ Dig Site Markers

Victory Total: 28 VPs

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DO OR DIE

DEPLOYMENT: Random

Hold a contested area and mark tactically valuable positions.

OBJECTIVES:

PRIMARY: Into the Fire (5)

Fire zone:
12" radius from the table center.

SECONDARY: Plant the Flag (2)

◆ Flag Markers

Victory Total: 18 VPs

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SPLIT RESEARCH

DEPLOYMENT: Random

Protect a valuable relic and hold a prized position.

OBJECTIVES:

PRIMARY: Defend the Artifact (5)

◆ Artifact Marker (per player)

SECONDARY: King of the Hill (3)

King of the Hill zone:
12" radius from the table center.

Victory Total: 20 VPs

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STRIKE AND HOLD

DEPLOYMENT: Random

Wear the enemy down and await further orders.

OBJECTIVES:

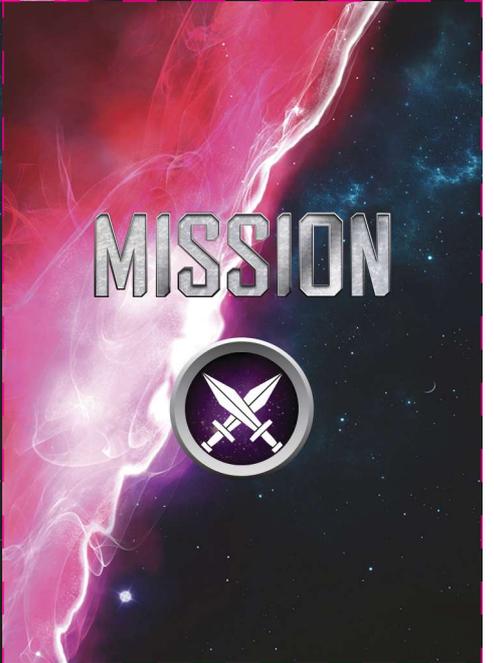
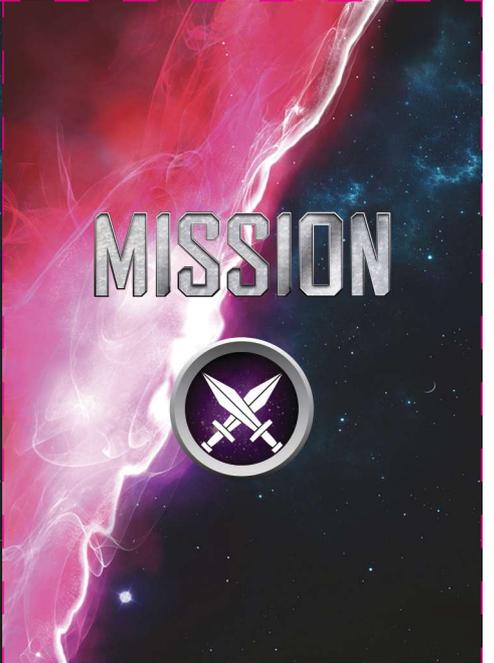
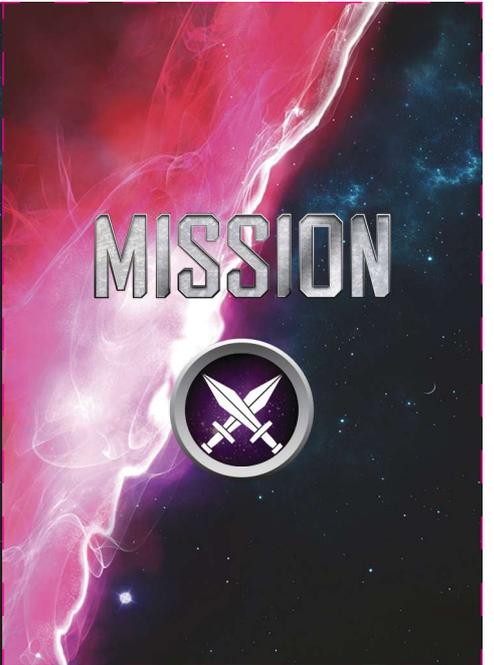
PRIMARY: Meat Grinder (5)

SECONDARY: Delayed Objectives (3)

◆ Delayed Objective Markers

Victory Total: 20 VPs

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SUPPLY RUN

DEPLOYMENT: Random

Confiscate supply caches and dominate the battlefield.

OBJECTIVES:

PRIMARY: Supply Caches (3)
 6 Supply Cache Markers

SECONDARY: Domination (2)

Victory Total: 20 VPs

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SURGICAL STRIKE

DEPLOYMENT: Random

Strike quickly and kill the enemy commander.

OBJECTIVES:

PRIMARY: Alpha Strike (5)

SECONDARY: Assassination (4)

Victory Total: 24 VPs

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ABDUCTION

DEPLOYMENT: Random

Capture reluctant individuals and reach a strategic location.

OBJECTIVES:

PRIMARY: VIPs (3)
 6 VIP Markers

SECONDARY: Breakthrough (3)
 Breakthrough zone:
 Your opponent's deployment zone.

Victory Total: 28 VPs

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THE LAST STAND

DEPLOYMENT: Face-off

Smash into enemy territory and utterly crush them.

OBJECTIVES:

PRIMARY: Decimation (8)

SECONDARY: King of the Hill (4)
 King of the Hill zone:
 12" radius from enemy artifact.

SPECIAL: Artillery Bombardment
 Enemy Surrounded
 Superior Numbers

Victory Total: 28 VPs

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THE LAST STAND

DEPLOYMENT: Face-off

With your dying breath, make them pay for every inch.

OBJECTIVES:

PRIMARY: Defend the Artifact (4)
 1 Artifact Marker

SECONDARY: King of the Hill (3)
 King of the Hill zone:
 12" radius from your artifact.

SPECIAL: Dug-in,
 No Reinforcements.

Victory Total: 30 VPs

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NIGHT RAID

DEPLOYMENT: Face-off

Sneak into enemy territory and destroy their depot.

OBJECTIVES:

PRIMARY: Demolition (8)
 1 Demo Target Marker

SECONDARY: Alpha Strike (4)

SPECIAL: Enemy Surrounded
 Sneak Attack
 Time of Day (Night)

Victory Total: 32 VPs

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NIGHT RAID

DEPLOYMENT: Face-off

Clear the area and break the enemy chain of command.

OBJECTIVES:

PRIMARY: Domination (3)

SECONDARY: Assassination (8)

SPECIAL: No Reserves
 Time of Day (Night)

Victory Total: 30 VPs

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ESCALATION

DEPLOYMENT: Face-off

Hastily attack a surprised enemy while awaiting orders.

OBJECTIVES:

PRIMARY: Delayed Objectives (4)
 4 Delayed Objective Markers

SECONDARY: Alpha Strike (3)

SPECIAL: No Deployment
 Game Length (6)
 Time of Day (Dawn).

Victory Total: 24 VPs

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ESCALATION

DEPLOYMENT: Face-off

Hastily attack a surprised enemy while awaiting orders.

OBJECTIVES:

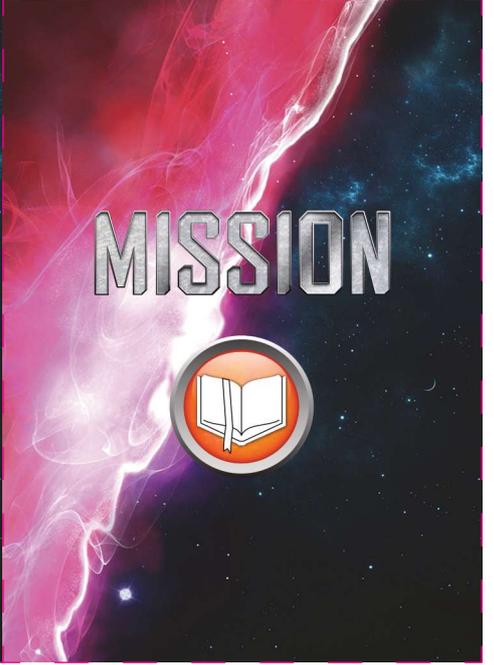
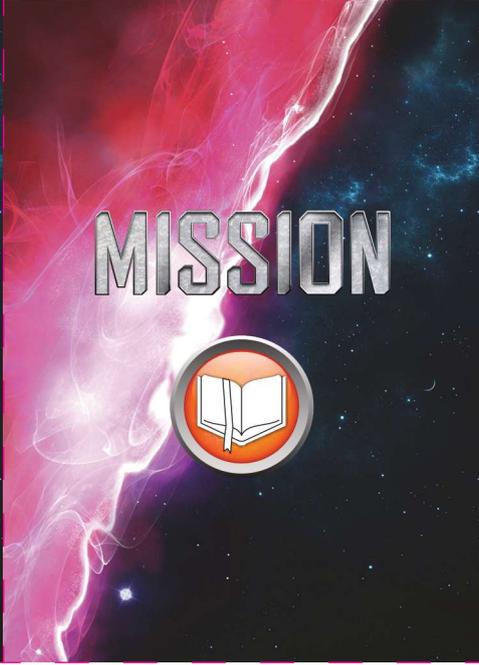
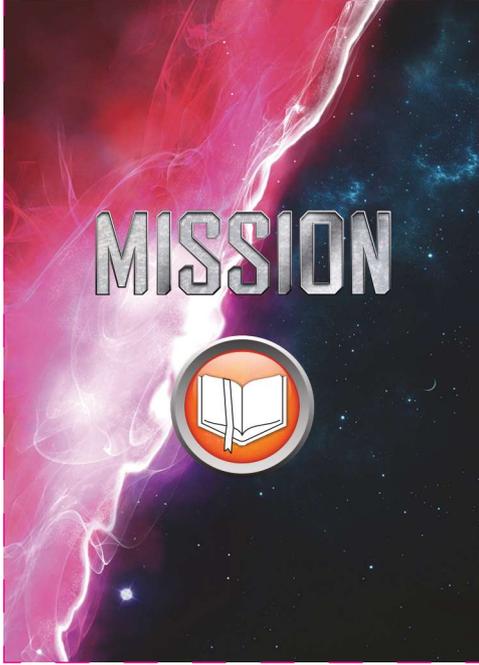
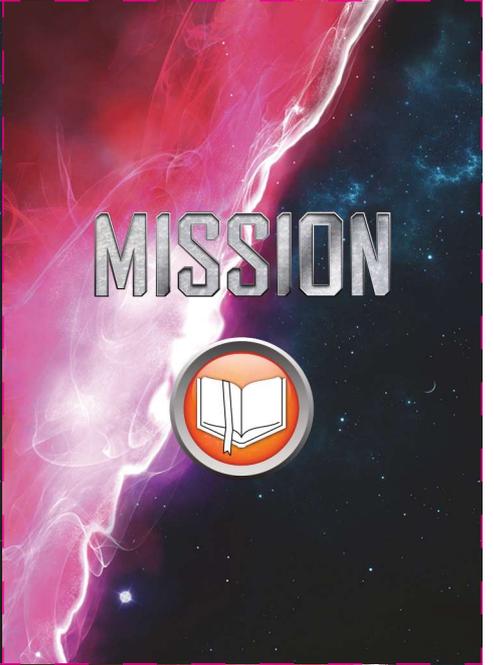
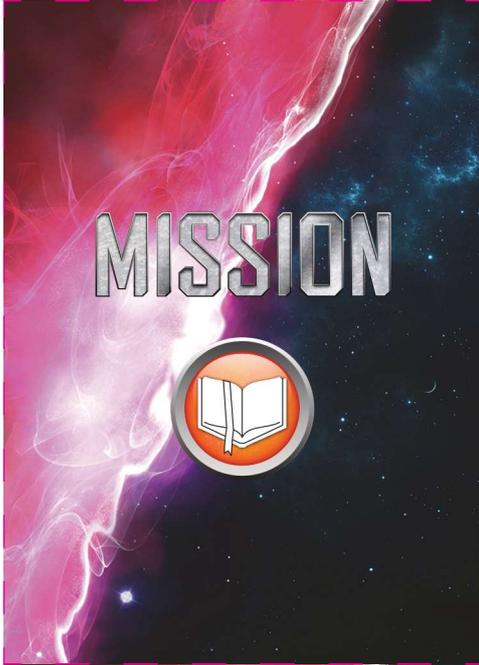
PRIMARY: Delayed Objectives (4)
 4 Delayed Objective Markers

SECONDARY: Alpha Strike (3)

SPECIAL: No Deployment
 Game Length (6)
 Time of Day (Dawn).

Victory Total: 24 VPs

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ALPHA STRIKE

Hit hard and fast. Do not let them recover.

- (EACH END PHASE) If at least one enemy unit was destroyed this turn, gain **X** VPs.
- (EACH END PHASE) If the first unit destroyed this turn was an enemy unit, also gain **X** VPs. **Double X** on the final turn.

Note: Large model units count as 2 units.

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KILL
OBJECTIVE

ASSASSINATION

Find and eliminate the opposing commander.

- Once the opposing force commander has at least one injury, you get **X** VPs.
- Once the opposing force commander has been removed as a casualty, you also get **double X** additional VPs.

Note: A force commander model returning as a reinforcement does not count as a force commander returning to play.

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KILL
OBJECTIVE

DECIMATION

Cripple the enemy force, leaving it in tatters.

- Once at least 1/3 of the opposing force's starting unit total have been destroyed, you get **X** VPs.
- Once at least 1/2 of the opposing force's starting unit total have been destroyed, then you also get **double X** VPs.

Note: A force's *starting unit total* is the total number of units it starts the game with (each large model unit counts as 2 units and joined **CHARACTERS** count as a separate unit). Reinforcement units returning to the game can cause VPs earned for this objective to be lost.

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KILL
OBJECTIVE

MEAT GRINDER

Wear the enemy down over time.

- (EACH END PHASE) If at least one enemy unit was destroyed this turn, gain **X** VPs.
- (EACH END PHASE) If the opposing force had more units destroyed this turn than your force, also gain **X** VPs. **Double X** on the final turn.

Note: Large model units count as 2 units.

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KILL
OBJECTIVE

CYBEL REFINERIES

Hold reactivated refineries as they power-up.

Uses 4 objective markers, set up via the standard method.

- **(EACH END PHASE)** For every refinery you control, gain **X** VPs. **Double X** on the final two turns.
- **(FINAL TURN END PHASE)** If you control at least half the refineries, also gain **double X** VPs.

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DELAYED OBJECTIVES

Enter the battlefield and await further orders, soldier!

Uses 4 objective markers, set up via the standard method, but not until the end phase of the first turn, after VPs have been calculated.

- **(EACH END PHASE)** For every delayed objective you control, gain **X** VPs.
- **(FINAL TURN END PHASE)** If you control at least half the delayed objectives, also gain **double X** VPs.

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EXCAVATION

Investigate sites containing long forgotten relics of power.

Uses 4 objective markers, set up via the standard method. Each end phase after calculating VPs, roll a D6 for each dig site you control, and add the current turn number. If this total is 7+, the dig site marker remains and is never rolled for again. If this total is 6 or less, remove the dig site marker and place it in your opponent's half of the table, while also not within 12" of your models.

- **(EACH END PHASE)** For every dig site you control, gain **X** VPs.
- **(FINAL TURN END PHASE)** If you control at least half of the dig sites, also gain **double X** VPs.

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MALITE METEORITES

Excavate deadly malite from meteorites during their brief moments of stability.

Uses 6 objective markers, set up via the standard method. Number each meteorite marker 1 through 6. After setting them all up, and again in each end phase after calculating VPs, roll 3 D6s (re-rolling duplicates) to randomly determine which 3 meteorites are stable for the subsequent turn, with the other 3 being unstable. The area within 3" of an unstable meteorite is dangerous ground (+1).

- **(EACH END PHASE)** For every stable meteorite you control, gain **X** VPs.
- **(FINAL TURN END PHASE)** If you control at least half the stable meteorites, also gain **double X** VPs.

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CONTROL OBJECTIVE

CONTROL OBJECTIVE

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CONTROL OBJECTIVE

PLANT THE FLAG

Mark tactically valuable positions before moving on.

Uses 6 objective markers, split evenly between players. Each end phase before calculating VPs, starting with the priority player, each player may place one of them anywhere wholly outside of their own deployment zone. Flags may be placed touching friendly models. Once a flag is controlled by a unit, it is captured and remains so until an opposing unit is within 3" of it in an end phase.

- **(EACH END PHASE)** For every flag currently captured by you, gain \otimes VPs.
- **(FINAL TURN END PHASE)** If you currently have captured at least half the flags, also gain **double** \otimes VPs.

Note: If only one player has this objective in a narrative mission, they get all 6 flag markers and may place one each end phase.

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CONTROL OBJECTIVE

SUPPLY CACHES

Confiscate valuable caches that litter the battlefield.

Uses 6 objective markers, set up via the standard method. Supply caches can provide a maximum amount of VPs before being removed from the game. A supply cache within a deployment zone provides a maximum of 5 VPs. The first time a supply cache wholly within no-man's land is controlled, roll 2D6+2 to determine its VP maximum.

- **(EACH END PHASE)** For every supply cache you control, gain \otimes VPs. In the final turn's end phase, gain all remaining VPs from every supply cache you control.

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CONTROL OBJECTIVE

TERRITORIES

Verify that critical locations remain under your control.

Uses 6 objective markers, set up via the standard method. Once a territory is controlled by a unit, it is captured and remains so until an opposing unit is within 3" of it in an end phase.

- **(EACH END PHASE)** For every territory currently captured by you, gain \otimes VPs.
- **(FINAL TURN END PHASE)** If you currently have captured at least half the territories, also gain **double** \otimes VPs.

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CONTROL OBJECTIVE

VIPs

Capture reluctant individuals of importance.

Uses 6 objective markers, set up via the standard method. After calculating VPs in every end phase, each VIP's position may be shifted up to 6" by the player whose models are **not the closest** to it. VIPs shifted this way may end up within 12" of other objective markers.

- **(EACH END PHASE)** For every VIP controlled by you, gain \otimes VPs.
- **(FINAL TURN END PHASE)** If you control at least half of the VIPs, also gain **double** \otimes VPs.

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CONTROL OBJECTIVE

BREAKTHROUGH

Smash through to reach a strategic location.

Unless specified otherwise, your breakthrough zone is the opponent's deployment zone.

- **(EACH END PHASE)** If you have one or more of your units within at least one of your breakthrough zones, gain **X** VPs. **Double X** on the final turn.
- **(EACH END PHASE)** If at least one of your breakthrough zones has more of your units within it than opposing units, also gain **X** VPs. **Double X** on the final turn.

Note: Each large model unit counts as 2 units and units with the **MISSION SPECIALIST** ability are ignored.

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DOMINATION

Dominate the battlefield and drive the enemy back.

Divide the table into four equal quarters. In order to control a table quarter, you must have more units wholly within that table quarter than there are opposing units.

- **(EACH END PHASE)** For each table quarter you control, gain **X** VPs. **Double X** on the final turn.

Note: Each large model unit counts as 2 units and units with the **MISSION SPECIALIST** ability are ignored.

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INTO THE FIRE

Dominate the battlefield and drive the enemy back.

Unless specified otherwise, the fire zone is a 12" radius from the center point of the table. During each end phase, before calculating VPs. Each unit within the fire zone has its suppression level raised by +D3 (each rolled separately).

- **(EACH END PHASE)** If you have at least one unit within the fire zone, gain **X** VPs. **Double X** on the final turn.
- **(EACH END PHASE)** If you have more units within the fire zone than there are opposing units, also gain **X** VPs. **Double X** on the final turn.

Note: Each large model unit counts as 2 units and units with the **MISSION SPECIALIST** ability are ignored.

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KING OF THE HILL

Capture and hold a prized position at all costs.

Unless specified otherwise, the king of the hill zone is a 12" radius from the center point of the table.

- **(EACH END PHASE)** If you have at least as many units within the king of the hill zone as there are opposing units, gain **X** VPs. **Double X** on the final turn.
- **(EACH END PHASE)** If you have at least twice as many units within the king of the hill zone as there are opposing units, also gain **X** VPs. **Double X** on the final turn.

Note: Each large model unit counts as 2 units and units with the **MISSION SPECIALIST** ability are ignored.

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ZONE
OBJECTIVE

ZONE
OBJECTIVE

ZONE
OBJECTIVE

ZONE
OBJECTIVE

DEFEND THE ARTIFACT

Protect and repair a valuable relic for as long as possible.

The artifact is a destructible objective. Place your artifact anywhere wholly within your deployment zone, while also touching no-man's land. Each friendly infantry unit without the **MISSION SPECIALIST** ability in contact with your artifact may perform the **REPAIR ARTIFACT** action up to 3 times per activation.

Repair Artifact: Status action - Your artifact heals 1 injury

- **(EACH END PHASE)** If your artifact has not been destroyed, gain **1 VP**. **Double** **1 VP** on the final turn.
- **(EACH END PHASE)** If your artifact's FOR characteristic is above 7, also gain **1 VP**. **Double** **1 VP** on the final turn.

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DEMOLITION

Destroy the enemy's prized object that is protected by a powerful field.

The demo target is a destructible objective. Your opponent places your demo target anywhere wholly within their deployment zone, while also touching no-man's land. A demo target may only be targeted within short range.

- Once your demo target has suffered at least one injury, you get **1 VP**.
- Once your demo target has been destroyed, you also get **double 1 VP**.

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DESTRUCTIBLE OBJECTIVE MARKER

Destructible objectives are a large model. Once placed, they are not activated, do not count towards a force's starting unit total and never count as being a unit for mission objective purposes. They cannot be a reserve/reinforcement and cannot take any actions, move or be moved. They do not have a rear arc and their suppression level is never raised.

If your force is trying to destroy the destructible objective, then it is an enemy unit once placed. If your force is trying to protect the destructible objective, then it is a friendly unit once placed.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Destructible Objective	0	2	0	5	0	10	-	Destructible Objective

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TARGET
OBJECTIVE

TARGET
OBJECTIVE

TARGET
OBJECTIVE

AUTOMATED UPLINK RELAY

The Foundation relies heavily on electronic communication.

(Target Objective) This is a special destructible objective you place while deploying your force. It is placed anywhere wholly within your deployment zone, while also touching no-man's land. It may be placed within 12" of another objective marker. It can generate up to 3 VPs per game, after which it shuts down and is immediately removed. See the Automated Uplink Relay unit profile on the next page for more details.

- **(EACH END PHASE)** If the relay is not destroyed/shut down and also the **CONTACT HEADQUARTERS** ability was not utilized this turn, gain 1 VP.
- **(FINAL TURN END PHASE)** If the relay is not destroyed/shut down, gain all of its remaining VPs.

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MASTER OF MACHINES

Bot Handlers' neural links give a distinct edge on the battlefield.

This objective may only be utilized if your force commander has the **BOT HANDLER** designator. This objective can generate up to 3 VPs per game, after which you may no longer utilize the **BOT MASTERY** ability.

- **(EACH END PHASE)** If the **BOT MASTERY** ability was not utilized that turn and you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, gain 1 VP.
- **(FINAL TURN END PHASE)** If you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, gain all of this objective's remaining VPs.

Bot Mastery: Once per turn, if you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, one of your units may utilize its bot protocols even when it isn't within command range of a **BOT HANDLER**.

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BEACHHEAD

SecDef are famous for their aerial superiority.

This objective may only be utilized if your force commander has the **SecDEF** designator. (Control Objective) Place a special objective marker wholly within your opponent's deployment zone after both sides have deployed, but before the game begins. It may be placed within 12" of another objective marker. It can only be controlled by friendly units, though it can be contested. It can generate up to 3 VPs per game, after which you may still utilize the **FORWARD BASE** ability, but cannot generate any further VPs from it.

- **(EACH END PHASE)** If a friendly unit controls your beachhead, gain 1 VP.
- **(FINAL TURN END PHASE)** If a friendly unit controls your beachhead, gain all of its remaining VPs.

Forward Base: In each end phase before calculating VPs, if you control your beachhead, then any enemy units within 24" of the center of it have the option to immediately retreat. Any enemy units without the **FEARLESS** ability that are still within 24" of the center of your beachhead after this immediately raise their suppression level by an amount equal to the consecutive number of turns you've controlled the beachhead (e.g. you've controlled the beachhead for 3 consecutive turns = +3 suppression levels).

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FACTION
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FACTION
OBJECTIVE

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OBJECTIVE

NOW YOU SEE ME

The Broken rarely look to face off against an evenly matched foe.

This objective may only be utilized if your force commander has the **FORSAKEN** designator. This objective can generate up to 3 VPs per game, after which you may no longer use the **Now You Don't** ability.

- **(EACH END PHASE)** This turn, if at least one of your units was put into reserve via the **SHADOW STRIKE** ability and the **Now You Don't** ability was not used at all, gain 1 VP.
- **(FINAL TURN END PHASE)** 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 the **SHADOW STRIKE** ability, you may either immediately lower its suppression level to 0, or return 1 non-character model back to the unit that had previously been removed as a casualty.

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ROAD TO VALHALLA

Broken Jackals are driven to prove themselves in combat.

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

This objective can generate up to 3 VPs per game, after which you may no longer use the **CRAZED MANIACS** ability.

- Each round of CQ Fighting where an enemy unit is destroyed, gain 1 VP.

Crazed Maniacs: Anytime one of your units finishes a round of CQ Fighting and the enemy unit is not destroyed, then before resolving any CQ Fighting results (such as taking a CQ WP Test), your unit can immediately perform a free CQ Fighting action against that same enemy unit. A unit cannot perform more than 1 free CQ Fighting action per activation.

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MORAL HIGH GROUND

SARA distributes propaganda on any world on which they fight.

This objective may only be utilized if your force commander has the **SARA** designator. This objective can generate up to 3 VPs per game, after which you may no longer use the **PROPAGANDA** ability.

- **(EACH END PHASE)** The **PROPAGANDA** ability can generate 1 VP per turn, see below for full details.
- **(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 "Retire Units" portion of the end phase, nominate one enemy **ARMORED** or **ORGANIC** model on the table with FOR 1. Your opponent must immediately remove any one of their **ARMORED** or **ORGANIC**, FOR 1 models from the table as a casualty, however if they choose to remove a model other than the one you nominated, gain 1 VP. If your opponent has no **ARMORED** or **ORGANIC** FOR 1 models on the table to nominate, you automatically gain 1 VP and may raise the suppression level of a single enemy unit on the table by +1.

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FACTION
OBJECTIVE



FACTION
OBJECTIVE



FACTION
OBJECTIVE

SECRET CACHE

Karist agents leave secret caches of supplies for the growing movement.

(Control Objective) This is a special objective marker you place while deploying your force. It must be placed wholly within no-man's land. It may be placed within 12" of another objective marker. It can only be controlled by friendly units, though it can be contested. It can generate up to 3 VPs per game, after which it is removed.

- **(EACH END PHASE)** If a friendly unit controls your secret cache and you did not utilize the **CACHE RESUPPLY** ability that turn, gain 1 VP.
- **(FINAL TURN END PHASE)** If a friendly unit controls your secret cache, gain all of its remaining VPs.

Cache Resupply: Once per turn during a round of shooting, a single friendly unit in control of the cache may opt to either re-roll their hit rolls or suppression tests.

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FIRST CONTACT

Karists use the fear of the unknown to frighten their foes into surrender.

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

This objective can generate up to 3 VPs per game, after which you may no longer use the **FEAR OF THE UNKNOWN** ability.

- Each time an enemy unit fails a WP test while within 8" of at least one of your **ANGEL** units, gain 1 VP.

Fear of the Unknown: All friendly models with the **ANGEL** designator either gain the **FEARSOME (-1)** ability, or increase their existing **FEARSOME** ability value by -1. For example, **FEARSOME (-1)** becomes **FEARSOME (-2)**.

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MARTYR TO THE CAUSE

A Kaddar Nova chooses to obliterate themselves in dedication to the way.

This objective may only be utilized if your force contains at least one Kaddar Nova.

Any of your units containing a Kaddar Nova may perform the following action when in contact with an enemy unit:

Reactor Detonation: Shooting action - The Kaddar Nova's unit and the enemy unit it is in contact with each suffer 2D6+1 injuries (roll once for both units). The detonating Kaddar Nova is automatically removed as a casualty before applying these injuries to models. If at least one enemy model is removed as a casualty from this attack, you gain +3 VPs and all friendly units on the table may lower their suppression level by -1, except for units composed entirely of **ANGEL** models.

Martyr to the Cause can generate up to 3 VPs per game. Subsequent reactor detonations can still be performed, but do not generate further VPs.

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FACTION OBJECTIVE

FACTION OBJECTIVE

FACTION OBJECTIVE

FAVOR OF THE CROWD

Champions vie to impress viewers by performing spectacular feats.

The first **LORICAN CHAMPION** unit you activate each turn is your favored Champion for that turn. During its activation, a favored Champion gets 1 free overcharge.

- During its activation, if your favored Champion causes at least one injury on an enemy model, you gain +2 CPs.
- The first time one of your favored Champions destroys an enemy unit, you also gain +3 VPs.

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EPIC HERO

A Champion becomes so infamous that enemies seek to best them.

When declaring this as your faction objective, choose one of your **LORICAN CHAMPION** models to be your *epic hero*.

- During its activation, all of your epic hero's overcharges are free, with the exception of Vent Heat.
- 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.

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THE GREAT HUNT

Champions jockey with each other to destroy a crowd-nominated target.

Each turn when activating your first unit, nominate one enemy unit to be the *great hunt target* for the remainder of that turn. A great hunt target immediately has its suppression level raised by +1, and has a -1 modifier to all WP tests it takes.

Whenever your great hunt target is destroyed, you gain +1 VP and additional CPs based on which of your units managed to destroy the great hunt target:

- Your first activation of the turn: +3 CPs.
- Your second activation of the turn: +2 CPs.

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

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FACTION
OBJECTIVE

FACTION
OBJECTIVE

FACTION
OBJECTIVE

DNA HARVEST

Namites collecting fresh DNA exhibit an unexplained surge of activity.

This objective may only be utilized if your force commander has the **Biologis** designator. Once per turn, when an enemy unit is destroyed within 12" of a friendly **Biologis** unit, that unit may opt to utilize the **ENERGIZED NAMITES** ability. This objective can generate up to 3 VPs per game, after which your units may no longer utilize **ENERGIZED NAMITES**.

- **(EACH END PHASE)** If you utilized the **ENERGIZED NAMITES** ability that turn, gain 1 VP.
- **(FINAL TURN END PHASE)** If you have at least one **Biologis** unit on the table, gain all of this objective's remaining VPs.

Energized Namites: Each friendly **PROGENITOR** and **THRALL** unit within 9" of this unit may choose 1:

- Reduce the unit's suppression level by -1.
- Heal 1 injury from the unit.
- If it is a **THRALL** unit which has suffered at least one casualty, restore up to 1 model back to the unit, provided it is a FOR 1 model.

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WAVE OF FLESH

The Kaigus Pact wear out their foes in a never-ending stream of thralls.

Once per turn, when a friendly **THRALL** unit is destroyed, you may opt to either gain +1 VP, or reduce the cost of your next spawned reinforcement unit by -1 CP (to a minimum of 0). This objective can generate up to 3 VPs per game, after which this objective provides you no additional benefit for the destruction of further friendly **THRALL** units.

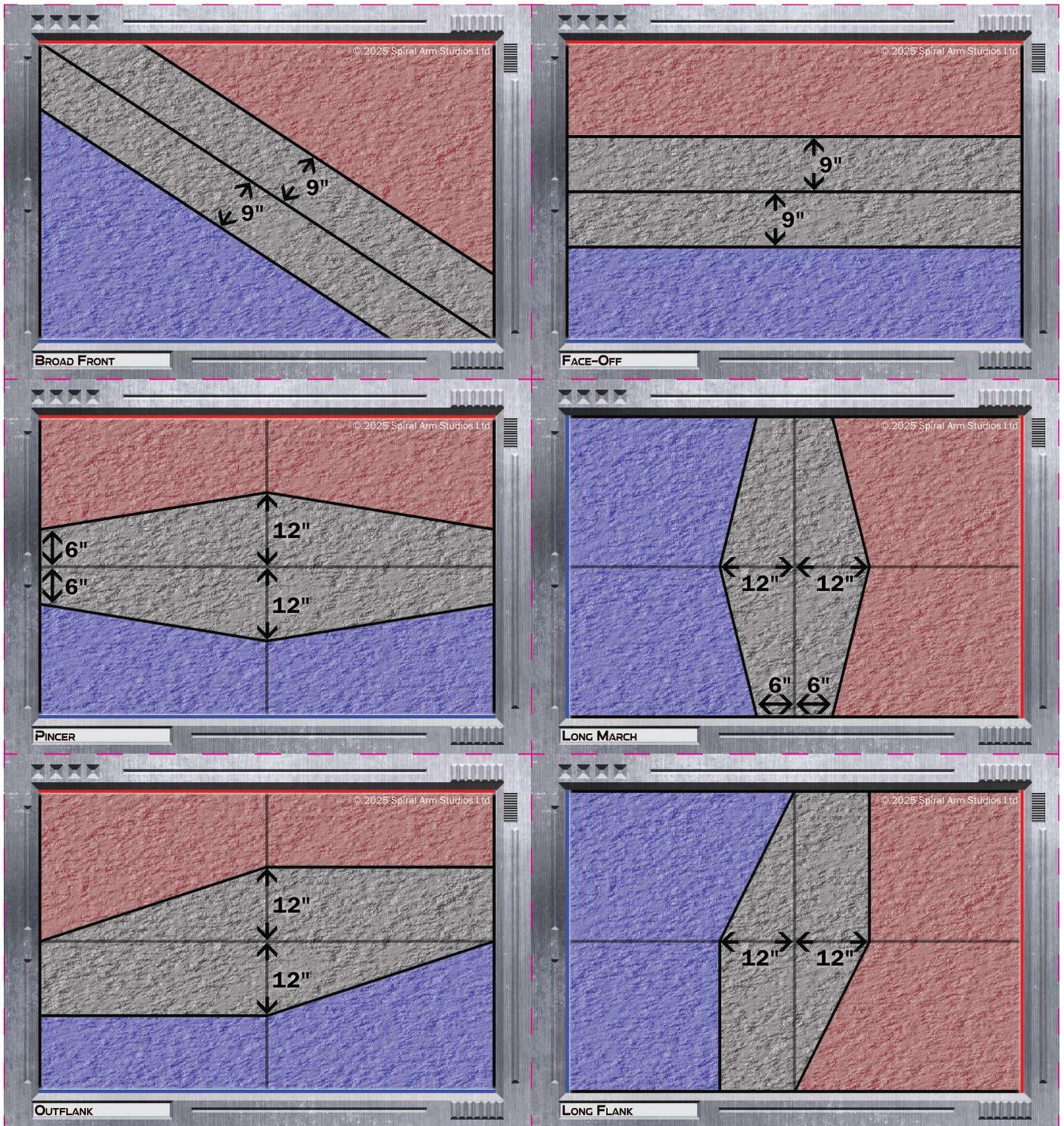
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FACTION
OBJECTIVE

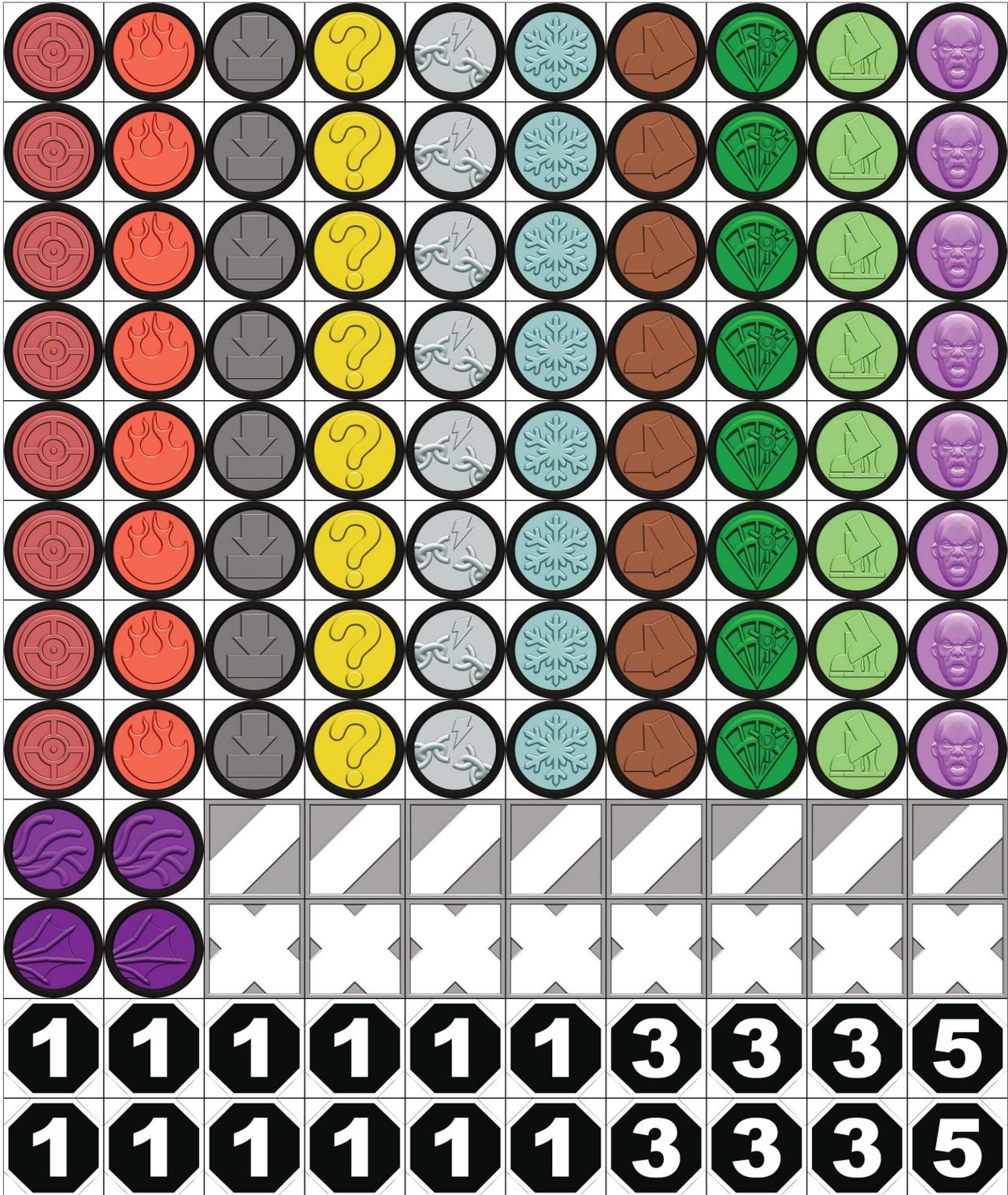


FACTION
OBJECTIVE



PRINTABLE TOKENS

Print these tokens onto paper or thin card and cut them out to use in your games.



AIM



BURN



CONFUSION



COVER



DISRUPTION



FROZEN



ON THE MOVE



PAINTED



SLOWED



ZEALOT



ANGEL WINGED FORM



ANGEL SLASHER FORM



COMMAND POINTS - 1



COMMAND POINTS - 3



COMMAND POINTS - 5



STAT BUFF



STAT DEBUFF