

Primary: Advance

- 1 VP for having none of your army in your deployment zone at game end.
- 1 VP for at least 1/2 of your army starting points cost across the center line at game end.
- 1 VP for having one or more of your models in the enemy deployment zone at game end.

Primary: Blockade

- 1 VP for having no enemy models in your deployment zone at game end.
- 1 VP for having no enemy models across the center line at game end.
- 1 VP for not going into retreat.

Primary: Degrade

- 1 VP for killing the enemy Lieutenant.
- 1 VP for killing the enemy model with the highest points cost.
- 1 VP for killing one or more specialists (doctor, hacker or engineer).

Primary: Triangulate

- 1 VP (max. of 3) for each artillery beacon deployed within 10" of a table corner. Only one can be deployed in your own deployment zone, the other two must be in the enemy deployment zone.

Orbital Artillery Beacons: each model in your army carries one beacon. Beacons are the same as mines but do not explode and can't be destroyed.

Primary: Assessment

- 1 VP for for 'mapping' the enemy deployment zone.
- 1 VP for having had LoF to 50% of enemy models by game end
or
- 2 VP for having had LoF to all enemy models by game end.

Mapping is a short skill requiring a normal WIP roll, it cannot be done as an ARO.

Primary: Collect

- 1 VP (max. of 3) for each cube/document acquired from an unconscious or dead enemy model.

All enemy models have one Cube or document which can be removed with a short skill and a normal WIP roll, it can't be done as an ARO.

Secondary: Advance

- 1 VP for having none of your army in your deployment zone at game end.
- 1 VP for at least 1/2 of your army starting points cost across the center line at game end.
- 1 VP for having one or more of your models in the enemy deployment zone at game end.

Secondary: Blockade

- 1 VP for having no enemy models in your deployment zone at game end.
- 1 VP for having no enemy models across the center line at game end.
- 1 VP for not going into retreat.

Secondary: Degrade

- 1 VP for killing the enemy Lieutenant.
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