

Controlled demolition

Mission
secondaire
19-20

Choose the intact structure that is as close to the center of the convergence as possible. This structure must be collapsed.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Ammo Dump

Mission
secondaire
3-4

One of the objective markers must be identified to be the 'ammo dump' using the Target Identified rules. If the 'ammo dump' is found, any of your models may spend AP(1) to set charges. It will explode in the next end phase. All models within D20/4" of the marker receive a ST(7) autohit. If the game ends with all objective markers having been 'destroyed', this mission is also a success.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Experimental Tech

Mission
secondaire
5-6

One of the objective markers must be identified to be the 'lab computer' using the Target Identified rules. In order to complete this objective, one of your models must end the game in control of this marker. If the objective is contested, the mission failed.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Viral Intelligence

Mission
secondaire
7-8

One of the objective markers must be identified to be the 'intelligence hub' using the Target Identified rules. In order to complete this objective, any of your models must be in B2B contact with the marker and must remain in contact with it for one full Game Turn. If the model becomes engaged, the recovery fails for that game turn, but can be reattempted later.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Communications Relay

Mission
secondaire
9-10

When the game ends, one of your models must hold the highest non-impassable level of terrain on the table with no enemy models within 2". If two or more pieces of terrain are of equal height, the one with the largest footprint is the objective. If there is still a tie, choose one as the objective before the game starts. In the case that there is no high ground on the table, the center of the convergence is the objective.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Inspiring Leadership

Mission
secondaire
11-12

Your army commander must survive the game and either cause at least 4 Wound losses on enemy models OR end the game closer or as close to an enemy model than any friendly model.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Interrogation

Mission
secondaire
13-14

One enemy character must be eliminated in Close Combat. Choose the character secretly before the game starts.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Invasion

Mission
secondaire
15-16

You must have at least 1 squad in the opponent's deployment zone when the game ends. If the deployment for this is anything other than battle line or quarters, choose any other objective without rolling.

Un résultat de 1-2 vous laisse le choix de mission secondaire.

Sabotage

Mission
secondaire
17-18

The enemy communications nodes must be destroyed. They are represented by the three objective markers. The nodes have A(24) and W(3). The mission is a success if at the end of the game all 3 nodes are destroyed (regardless of who destroyed them).

Un résultat de 1-2 vous laisse le choix de mission secondaire.



The Lamb

Mission
corpo

3-4

Choose one of your characters or squad commanders. The model must be eliminated in Turns 1-4.

Corporate Insider

Mission
corpo

5-6

Choose one of the enemies' characters or squad commanders. The model must survive the game.

Glory Hunter

Mission
corpo

7-8

Choose one of your Troop squad commanders. Keep record of each wound loss inflicted by all Troop squad commanders in your army. The chosen squad commander must cause more wound losses than any other squad commander. This objective can be completed even if the chosen model is eliminated during the game.

Blood Feud

Mission
corpo

9-10

Choose one of your squad commanders. Keep record of the BCV (body count value) of models eliminated by this squad commander. The chosen squad commander must eliminate three times its own BCV (body count value). This objective can be completed even if the chosen model is eliminated during the game.

Sniper training

Mission
corpo

11-12

Choose one of your Troop or Support Type squad commanders. The model must cause at least 2 wound losses while evading and performing a 'battle focus' action at the same time.

Veterans

Mission
corpo

13-14

Choose one of your Troop or Support Type squads. More than 50% of the models in this squad must be in play at the end of the game.

Corporate Honour

Mission
corpo

15-16

Choose one of the enemies' characters or squad commanders. The chosen model carries an important relic. The relic is dropped, when the model carrying it is eliminated. Place a 'relic' marker on the eliminated model's position. It can be picked up by any non-vehicle model in base contact to the marker by spending AP(1). One of your models must be carrying the relic at the end of the game.

Prisoner Grab

Mission
corpo

17-18

Choose one of the enemies' characters or squad commanders. The model must be captured.

To capture the model, he must be successfully removed from play via a Close Combat attack while he is engaged with 2 enemy models.

The Rising Star

Mission
corpo

19-20

Choose one of your opponent's characters. The model must be eliminated by one of your characters.

