

BOARDING ACTION MISSION

PULL THEIR TEETH

The Orbital is not only a valuable source of supplies for your forces but, potentially, can provide indispensable fire support to ground troops, bombarding the enemy with ferocious salvos of apocalyptic weaponry, slaughtering thousands and reducing fortresses to rubble. Thus it is of primary importance for belligerents in this planetary conflict to ensure that the enemy does not have access to these resources.

Mission Rules

Rapid Offense: The Attacker has the first turn.

Control Node: The Control Node is the only objective marker that can have the Secure Site action performed on it. In addition, any unit can perform the Secure Site action on that objective marker, regardless of whether or not that unit has the battleline key word.

Underdog Bonus: If a player receives an Underdog bonus, that player starts the battle with 1 additional Command point.

Both players start with an army of 500 points.

MISSION OBJECTIVES

DESTROY GROUND TARGETS

Progressive Objective

The Attacker starts the battle with 60 victory points. At the start of the Defender's [Command phase](#):

- If the Defender controls the Control Node objective marker, for each Loader objective marker they control, subtract 10 victory points from the Attacker (to a minimum of 0 victory points) and the Defender scores 10 victory points.

- Otherwise, for each Loader objective marker the Defender controls, subtract 5 victory points from the Attacker (to a minimum of 0 victory points) and the Defender scores 10 victory points.

SEIZE THE GUNS

Progressive Objective

At the start of the Attacker's [Command phase](#), if they control the Control Node objective marker, they score 10 victory points.

Victory Bonus

The player with the highest score gains an artificer relic.

Command Card Draw

Divide your final score by 20 and add that number to the roll, rounding up.

