Note: Success Conditions should be achieved every wave unless stated otherwise.

Elementary 1 - Normal

Success Conditions	Achieve Victory	
Status Effects	Increase all allies' rate of fire by 50%	

Elementary 2 - Electronic

Success Conditions	Achieve Victory	
Status Effects	Grant all allies a shield that can absorb damage equal to 20% of max HP at the start of battle for 10 seconds.	

Elementary 3 - Normal

Success Conditions	Achieve Victory	
Status Effects	Decrease all allies' initial skill cooldowns by 50%	

Elementary 4 - Electronic

Success Conditions	Achieve Victory	
Status Effects	Increase all allies' damage and evasion by 3% every 4 seconds, up to a maximum of	

	10 stacks.	

Elementary 5 - Defense

Success Conditions	Achieve Victory	
Status Effects	Deploy a target dummy to attract enemy fire every 10 seconds, the dummy will have 5 links, each link will have 1000 HP.	

Elementary 6 - Electronic

Success Conditions	Achieve Victory	
Status Effects	Grant all allies a shield that can absorb damage equal to 10% of HP lost for 6 seconds every 15 seconds.	

Elementary 7 - Normal

Success Conditions	Achieve Victory	
Status Effects	Massively increase enemies' evasion by 500%	

Elementary 8

Success Conditions	Achieve Victory	
Status Effects	Decrease the echelon leader's damage, accuracy, evasion, armor and critical rate by 90%.	

Intermediate 1 - Normal

Success Conditions	Achieve Victory	
	Have at least 1 HG join the battle	
Status Effects	Decrease all allies' initial skill cooldowns by 30%	
	Each use of active skill decreases next skill cooldown by 20%	

Intermediate 2 - Electronic

Success Conditions	Achieve Victory	
	Complete each wave in 60 seconds	
Status Effects	Decrease the echelon leader's damage, accuracy, evasion, armor and critical rate by 90%.	
	Increase all allied SMGs' Accuracy and Evasion by 100%	

Intermediate 3 - Normal

Success Conditions	Achieve Victory	
	Total allied links lost do not exceed 5	
Status Effects	Increase all allies' critical rate and critical damage by 30% at night	
	Grant all allies a shield that can absorb	

	damage equal to 20% of max HP at the start of battle for 10 seconds.	

Intermediate 4 - Electronic

Success Conditions	Achieve Victory	
	RFs do not participate in the battle	
Status Effects	Decrease all allies' initial skill cooldowns by 30%	
	Decrease all allies' rate of fire by 20% but increase all allies' damage and accuracy by 20%.	

Intermediate 5 - Defense

Success Conditions	Achieve Victory	
	Have at least 2 SMGs join the battle	
Status Effects	Grant all allies a shield that can absorb damage equal to 30% of HP lost for 6 seconds every 15 seconds	
	Increase all allies' damage and evasion by 3% every 4 seconds, up to a maximum of 10 stacks.	

Intermediate 6 - Electronic

Success Conditions	Achieve Victory	
	Have at least 3 ARs join the battle	
Status Effects	Randomly weaken an ally every 15	

	seconds, reducing their damage, rate of fire, accuracy, evasion and armor by 50% for 5 seconds	
	Stuns the unit dealing the highest damage for 5 seconds every 10 seconds.	

Intermediate 7 - Normal

Success Conditions	Achieve Victory	
	T-dolls on field not less than 4 during Battle Success	
Status Effects	Increase all allied SMGs' Accuracy and Evasion by 100%	
	Increase damage by 20% and accuracy by 100% of all ARs.	

Intermediate 8 - Electronic

Success Conditions	Achieve Victory	
	Have at least 3 HGs join the battle	
Status Effects	Create a shield with 9999 HP to block incoming damage for 8 seconds for the highest HP ally.	
	Each use of active skill decreases next skill cooldown by 20%	

Advanced 1 - Electronic

Success Conditions	Achieve Victory	1000
	Have at least 1 HG join the battle	1000
	Complete each wave within 30 seconds	1000
Status Effects	Deploy a target dummy to attract enemy fire every 10 seconds, the dummy will have 5 links, each link will have 1000 HP.	
	Massively increase enemies' evasion by 500%	
	Increase all allies' critical damage by 50%	

Advanced 2 - Assassination

Success Conditions	Achieve Victory	
	Have at least 1 RF join the battle	
	Eliminate Ouroboros in under 60 seconds	
Status Effects	Each use of active skill decreases next skill cooldown by 20%	
	Decrease the echelon leader's damage, accuracy, evasion, armor and critical rate by 90%.	
	Increase all allies' rate of fire by 100%	

Advanced 3 - Electronic

Success Conditions	Achieve Victory	
	T-dolls on field not less than 4 during Battle Success	
	Have at least 3 RFs join the battle	
Status Effects	Randomly weaken an ally every 15 seconds, reducing their damage, rate of fire, accuracy, evasion and armor by 50% for 5 seconds	
	Grant all allies a shield that can absorb damage equal to 10% of Enemy HP lost for 6 seconds every 15 seconds.	
	Increase all allies' critical damage by 50%	

Advanced 4 -Defense

Success Conditions	Achieve Victory	
	Have atleast 2 SGs join the battle	
	Highest percentage of damage dealt by allies does not exceed 50%	
Status Effects	Increase evasion and armor of T-Dolls in the front column by 10% every 3 seconds, up to a maximum of 10 stacks.	
	Launch an incendiary grenade that deals damage to the highest HP enemy within a 3x3 area and ignites them, dealing 100 damage every 0.33 seconds for 15 seconds.	

	Increase all allied SGs' armor and damage reduction by 20%	

Advanced 5 - Normal

Success Conditions	Achieve Victory	
	Have at least 2 SGs join the battle	
	Include either MG3 OR MG4 OR MG5 in the echelon or reserves	
Status Effects	Highest HP ally receives an additional 50% damage reduction	
	Randomly weaken an ally every 15 seconds, reducing their damage, rate of fire, accuracy, evasion and armor by 50% for 5 seconds	
	Decrease all allies' rate of fire by 50%	

Advanced 6 - Electronic

Success Conditions	Achieve Victory	
	Highest percentage of damage dealt by allies not higher than 50%	
	RFs do not participate in the battle	
Status Effects	Increase all allies' critical rate and critical damage by 30% at night	
	Decrease the echelon leader's damage, accuracy, evasion, armor and critical rate by 90%.	
	All allies deal 20% more damage to enemies within a range of 3	

Advanced 7 - Normal

Success Conditions	Achieve Victory	
	SMGs and ARs do not participate in the battle	
	Highest percentage of damage dealt by allies not higher than 50%	
Status Effects	Each use of active skill decreases next skill cooldown by 20%	
	Grant all allies a shield that can absorb damage equal to 30% of Enemy HP lost for 6 seconds every 15 seconds	
	Increase all allies' rate of fire by 100%	

Advanced 8 - Electronic

Success Conditions	Achieve Victory	
	Have at least 1 MG join the battle	
	HGs do not participate in the battle	
Status Effects	Increase the echelon leader's damage, accuracy, evasion, armor and critical rate by 50%.	
	Increase evasion and armor of T-Dolls in the front column by 10% every 3 seconds, up to a maximum of 10 stacks.	

	Grant all allies a shield that can absorb damage equal to 30% of Enemy HP lost for 6 seconds every 15 seconds	

Core 1- Electronic

Success Conditions	Achieve Victory	
	Have at least 1 HG join the battle	
	RFs do not participate in the battle	
Status Effects	Increase all HGs' skill cooldowns by 20%	
	Deploy a target dummy to attract enemy fire every 10 seconds, the dummy will have 5 links, each link will have 1000 HP.	
	Decrease the echelon leader's damage, accuracy, evasion, armor and critical rate by 90%.	

Core 2 - Normal

Success Conditions	Achieve Victory	
	Have at least 1 RF join the battle	
	Have ARs join the battle	
Status Effects	Increase all allies' damage, rate of fire, accuracy and evasion by 30% for every class present in the echelon.	

	Randomly weaken an ally every 15 seconds, reducing their damage, rate of fire, accuracy, evasion and armor by 50% for 5 seconds	
	Deal 999 damage to the allied T-Doll dealing the least damage every 15 seconds	

Core 3 - Electronic

Success Conditions	Achieve Victory	
	Have at least 2 ARs join the battle	
	SMGs do not participate in the battle	
Status Effects	Decrease all allies' initial skill cooldowns by 50%	
	Clear all positive status effects on allies' every 8 seconds	
	Decrease all allies' critical rate by 100%	

Core 4 - Defense

Success Conditions	Achieve Victory	
	Total allied links lost do not exceed 5	
	HGs do not participate in the battle	
Status Effects	Highest HP ally receives an additional 50% damage reduction	
	Increase the echelon leader's damage, accuracy, evasion, armor and critical rate by 50%.	

	Grant all allies a shield that can absorb damage equal to 30% of HP lost for 6 seconds every 15 seconds	

Core 5 - Asssassination

Success Conditions	Achieve Victory	
	Eliminate M16A1 in 50 seconds	
	Have at least 3 ARs join the battle	
Status Effects	Increase all allies' damage and evasion by 3% every 4 seconds, up to a maximum of 10 stacks.	
	Stuns the unit dealing the highest damage for 5 seconds every 10 seconds.	
	Increase damage by 20% and accuracy by 100% of all ARs.	

Core 6 - Electronic

Success Conditions	Achieve Victory	
	HGs do not participate in the battle	
	Have at least 1 MG join the battle	
Status Effects	Highest max HP ally receives an additional 50% damage reduction	
	Randomly weaken an ally every 15 seconds, reducing their damage, rate of fire, accuracy, evasion and armor by 50% for 5 seconds	
	Each use of active skill increases next skill cooldown by 100%	

Core 7 - Assassination

Success Conditions	Achieve Victory	
	Highest percentage of damage dealt does not exceed 50%	
	Have ARs join the battle	
Status Effects	Increase all allies' damage and evasion by 3% every 4 seconds, up to a maximum of 10 stacks.	
	Decrease the echelon leader's damage, accuracy, evasion, armor and critical rate by 90%.	
	Increase damage by 20% and accuracy by 100% of all ARs.	

Core 8 - Electronic

Success Conditions	Achieve Victory	
	T-dolls on field not less than 4 during Battle Success	
	HGs do not participate in the battle	
Status Effects	Increase all allies' damage and evasion by 3% every 4 seconds, up to a maximum of 10 stacks.	
	Decrease all allies' rate of fire by 20% but increase all allies' damage and accuracy by 20%.	
	Grant all allies a shield that can absorb damage equal to 30% of HP lost for 6 seconds every 15 seconds	