

11 Secure Objective 1

Capture and Control

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn

12 Secure Objective 2

Capture and Control

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn

13 Secure Objective 3

Capture and Control

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn

14 Secure Objective 4

Capture and Control

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn

15 Secure Objective 5

Capture and Control

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn

16 Secure Objective 6

Capture and Control

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn

21 Secure Objective 1

Take and Hold

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn

22 Secure Objective 2

Take and Hold

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn

23 Secure Objective 3

Take and Hold

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn

24 Secure Objective 4

Take and Hold

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn

31 Secure Objective 1

Storm and Defend

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn

32 Secure Objective 2

Storm and Defend

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn

33 Secure Objective 3

Storm and Defend

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn

34 Secure Objective 4

Storm and Defend

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn

35 Secure Objective 5

Storm and Defend

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn

36 Secure Objective 6

Storm and Defend

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn

41 Recon

Seize Ground

If mission has Mysterious Objectives, score 1 Victory point if every objective has been identified at the end of this, or any previous turn

42 Behind Enemy Lines

Seize Ground

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge. If 3 or more are within 12" of opponent's table edge, score D3 instead

43 Hold the Line

Seize Ground

Score 1 Victory Point if at least 3 of your scoring units and none of the opponents are within 12" of your own table end at the end of your turn

44 Ascendancy

Seize Ground

Score D3 Victory Points if you control any 3 Objective Markers at the end of your turn

45 Supremacy

Seize Ground

Score D3 Victory Points if you control at least 2 Objectives and at least twice as many Objectives as your opponent controls at the end of your turn

46 Domination

Seize Ground

Score D3+3 Victory Points if you control every Objective at the end of your turn

51 Overwhelming Firepower

Purge

Score 1 VP if an enemy unit was completely destroyed during Shooting Phase. If 3 or more destroyed during your Shooting Phase, score D3 VPs instead

52 Blood and Guts

Purge

Score 1 VP if an enemy unit was completely destroyed during Assault Phase. If 3 or more destroyed during your Assault Phase, score D3 VPs instead

53 No Prisoners

Purge

Score 1 VP if an enemy unit was completely destroyed during your turn. If between 3 and 5 were destroyed, score D3 VPs. If 6 or more destroyed, score D3+3 VPs

54 Hungry for Glory

Purge

Score 1 VP if you issued a Challenge during your turn. If you issued 3 or more Challenges, score D3 VPs instead

55 Psychological Warfare

Purge

Score 1 VP if opponent failed a Morale, Pinning, or Fear test during this turn. If opponent failed 3 or more tests, score D3 VPs instead

56 Harness the Warp

Purge

Score 1 VP if you successfully manifest a psychic power. If 3 or more manifested, score D3 instead

61 Kingslayer

Annihilation

Score D3 VPs at end of your turn if your opponent's Warlord has been removed during this, or any previous turn

62 Witch Hunter

Annihilation

Score 1 VP at end of your turn if at least 1 enemy Psyker unit was destroyed during your turn

63 Scour the Skies

Annihilation

Score 1 VP at end of your turn if at least Flyer or Flying Monstrous Creature was removed as casualty during your turn

65 Demolitions

Annihilation

Score 1 VP at the end of your turn if 1 gun emplacement or enemy building was destroyed; if building has Mighty Bulwark score D3 VPs instead

64 Assassinate

Annihilation

Score 1 VP at end of your turn if at least 1 character was removed as casualty during your turn; score D3 VPs if 3 or more were removed

66 Big Game Hunter

Annihilation

Score 1 VP at end of your turn if 1 enemy Vehicle or Monstrous Creature was destroyed; if 1 Super-heavy or Gargantuan Creature was destroyed score D3 VPs instead