

## THE TOWER - Bounties

Check in with the Bounty Tracker to get Bounties that earn you Vanguard and Crucible Reputation when you complete them.

### Vanguard Bounties

You can complete the following Bounties through the Story Missions, Strikes, and Patrol Missions. Once a Bounty is complete, return to the Bounty Tracker at the Tower to receive your reward.

Name	Objective	Description
Relic Harvest - Cosmodrome	Collect 200 Sensor Mites in Cosmodrome.	Collect Golden Age sensor mites from our enemies in the Cosmodrome. They're drawn to power, so stronger enemies will contain more.
Relic Harvest - Moon	Collect 200 Impact Shards on the Moon.	Our enemies on the Moon gather strange meteor shards. Claim them for the City. Powerful enemies serve as collection points; they'll have more.
Relic Harvest - Venus	Collect 200 Pumice Threads on Venus.	Our enemies seem to value the pumice thread found on Venus. Gather it from the enemy dead. Powerful foes likely carry more.
Relic Harvest - Mars	Collect 200 Olympus Tears on Mars.	A lost machine fills Mars' air with Olympus Tears. They attach to Vex and Cabal tech, particularly if it's powerful. Kill enemies and harvest their Tears.
Patrol Cosmodrome	Complete 6 Patrol missions in the Cosmodrome.	There are problems out in the wilderness that only a Guardian can solve.
Patrol the Moon	Complete 6 Patrol missions on the Moon.	There are problems out in the wilderness that only a Guardian can solve.
Patrol Venus	Complete 6 Patrol missions on Venus.	There are problems out in the wilderness that only a Guardian can solve.

Patrol Mars	Complete 6 Patrol missions on Mars.	There are problems out in the wilderness that only a Guardian can solve.
One for All	Achieve Gold Tier rating in Public Events.	The only path to victory is cooperation. Show that you can work with other Guardians to achieve goals and eliminate threats.
Unstoppable	Earn 9000 Experience without dying.	It is not enough to simply fight. Guardians must survive. Show the Vanguard you have what it takes to maintain your resolve against all threats, and you will be rewarded.
Walking Tall	Complete any Strike without dying.	Guardians are powerful, but confidence can lead to recklessness. Prove you understand the value of control by not falling against our greatest threats.
It's All in the Head	Kill 100 enemies with precision damage.	Show your skill by removing threats with precise, measured aggression.
Cabal Command	Kill 10 Cabal Majors or Ultras.	There are countless targets on the battlefield. Focus on the Cabal's command units to weaken their resolve and test your own mettle.
Fallen Leaders	Kill 10 Fallen Majors or Ultras.	There are countless targets on the battlefield. Focus on the Fallen leaders to sow fear.
Exalted Hive	Kill 10 Hive Majors or Ultras.	There are countless targets on the battlefield. Focus on the Hive's champions to weaken their resolve.
Vex Minds	Kill 10 Vex Majors or Ultras.	Target the powerful Vex Minds to disrupt their command network.
Cleansing Light	Kill 3 or more enemies with a single super use, 20 times.	The Light is a gift with which to burn away the Darkness. Use it wisely, and your path forward will always be clear.
Body Dropper	Kill 100 enemies without dying.	If we are to defeat the Darkness, you must be able to face the hordes, unblinking. Venture into the wild and send our enemies a message they won't forget.

Knuckleduster	Melee-kill 30 enemies without dying.	Firearms are simply a tool. YOU are the weapon.
Predator and Prey	Kill 20 enemies without taking damage from them.	All Guardians can fight, but only the truly skilled can face our greatest dangers and walk away unscathed.
Overcharge	Kill 2 enemies at once with a Fusion Rifle, 20 times.	The technology used to create Fusion Rifles is volatile and open for experimentation. Push the limits to see what kind of trouble you can cause.
The Bigger They Are	Complete any Strike with the Heroic or Epic modifier active.	Greater challenges come with greater rewards.
TARGET: Sepiks Prime	Defeat Sepiks Prime in "The Devils' Lair" Strike on Earth.	There have been reports of an exalted Servitor hidden in the ruins of the Cosmodrome. Join with a Fireteam and eliminate this threat.
TARGET: Phogoth	Defeat Phogoth, the Untamed in "The Summoning Pits" Strike on the Moon.	The Hive are breeding a terrible abomination in their Summoning Pits. Join with other brave Guardians and face this horror.
TARGET: Sekrion	Defeat Nexus Mind Sekrion in the "Nexus" Strike on Venus.	Somewhere below the Academy on Venus, a powerful Vex Hydra is infecting the planet. Take a Fireteam to the Ishtar Sink and stop this machine before it spreads further.
TARGET: Aksor, Archon Priest	Defeat Aksor, Archon Priest in the "Winter's Run" Strike on Venus.	The House of Winter has liberated an Archon Priest from prison on the Reef. Rally a Fireteam and hunt him down.
TARGET: Valus Ta'auroc	Defeat Valus Ta'auroc in the "Cerberus Vae III" Strike on Mars.	Valus Ta'auroc, the Fleet Commander of the Cabal Siege Dancers, has been located outside of Freehold. Join with a Fireteam and eliminate Ta'auroc and his lieutenants.
TARGET: Sardok, Eye of Oryx	Defeat Sardok in the "Shrine of Oryx" mission on the Moon, with the Heroic or Epic modifier active.	Vanquish Sardok, custodian of the dread Shrine of Oryx.

TARGET: Merok, Eir Prince	Defeat Merok in the “Sword of Crota” mission on the Moon, with the Heroic or Epic modifier active.	End the malignant existence of Merok, whose every step is a transgression.
TARGET: Telthor, Unborn	Defeat Telthor in the “Chamber of Night” mission on the Moon, with the Heroic or Epic modifier active.	Find the abomination called Telthor, Unborn and release the universe from the burden of its existence.
TARGET: Frigoris, Exiled Baron	Defeat Frigoris in the “Shrine of Oryx” mission on the Moon, with the Heroic or Epic modifier active.	Frigoris, an exiled Fallen Baron, has risked an assault on the Hive. It will be risky, but there may never be a better chance—track him through the Hellmouth and eliminate him.
TARGET: Grayliks, Winter Baron	Defeat Grayliks in “The Archive” mission on Venus, with the Heroic or Epic modifier active.	Grayliks, a baron of the Fallen House of Winter, has been sighted near the Archive on Venus. Hunt him down and end his reign of terror.
TARGET: Simiks-3	Defeat Simiks-3 in “The Archive” mission on Venus, with the Heroic or Epic modifier active.	The Fallen Servitor, Simiks-3, is attempting to plunder the secrets of the Archive. Get to Venus and stop it, before the Academy’s secrets are lost forever.
TARGET: Zydron, Gate Lord	Defeat Zydron in the “Eye of a Gate Lord” mission on Venus, with the Heroic or Epic modifier active.	Zydron protects the massive Vex portal at the apex of the Endless Steps. Find the portal, ascend the steps, and kill the Gate Lord.
TARGET: Primus Sha’ull	Defeat Primus Sha’ull in “The Garden’s Spire” mission on Mars, with the Heroic or Epic modifier active.	The Consensus has sanctioned the assassination of Cabal leader Primus Sha’ull.
TARGET: Bracus Tha’aur	Defeat Bracus Tha’aur in “The Buried City” mission on Mars, with the Heroic or Epic modifier active.	A heavily armed Cabal expedition has made its way into the Buried City. Find them and defeat their leader, Bracus Tha’aur, before they find what they’re after.
TARGET: Prohibitive Mind	Defeat the Prohibitive Mind in the “Rising Tide” mission on Mars, with the Heroic or Epic modifier active.	The Prohibitive Mind is a danger to any Guardians brave enough to challenge the Vex. Journey to Mars and destroy it.

TARGET: Divisive Mind	Defeat the Divisive Mind in “The Black Garden” mission on Mars, with the Heroic or Epic modifier active.	As long as the Divisive Mind stands guard over the Black Garden, we will never be safe. Find it, kill it.
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## Exotic Bounties

Once in a great while, you may find an Exotic Bounty, the completion of which is rewarded with an Exotic weapon or armor. The following table lists three possible Exotic Bounties.

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Name	Objective	Description
Shattered Memory Fragment	Track down Fireteam Tuyet’s last stand.	One of our Venus patrols found a memory fragment on the remains of a destroyed Vex. This fragment concerns the final mission of Fireteam Tuyet, lost long ago on Venus’ Shattered Coast. Perhaps one of their Ghosts can be recovered.
A Voice in the Wilderness	Search loot caches on Mars for clues.	A Hunter returning from Mars claims to have heard a voice coming from a sealed cache.
A Dubious Task	Talk to Ikora Rey.	The Warlock Vanguard, Ikora Rey, left a posting here - signed, handwritten, and asking for you.

## Crucible Bounties

The following Bounties are accomplished through Crucible gameplay. Once you complete a Bounty, return to the Bounty Tracker at the Tower to receive your reward.

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Name	Objective	Description
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Name	Objective	Description
Shake the Pillars	Defeat 25 Titans in the Crucible.	Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your might.
The Wild Hunt	Defeat 25 Hunters in the Crucible.	Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your skill.
Broken Scholar	Defeat 25 Warlocks in the Crucible.	Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your worth.
Longshot	Defeat 15 Guardians with headshots using a Sniper Rifle.	Patience and a keen eye are hallmarks of an expert marksman. Teach your fellow Guardians that they cannot hide.
Ash and Dust	Defeat 15 Guardians with a Rocket Launcher.	Command the battlefield with heavy munitions. Familiarize yourself with Crux/Lomar's array of rocket launchers and teach your fellow Guardians how to take punishment.
Pull the Pin	Defeat 20 Guardians with Grenades.	Learn how to use your grenade abilities for maximum effect.
Headhunter	Defeat 50 Guardians with headshots.	To eliminate a threat quickly, you must have unwavering focus and no mercy. Aim for the head; your enemy will surely do the same.
Never See You Coming	Defeat 10 Guardians from behind.	Learning to strike at the opportune time will go a long way toward ensuring your continued survival.
Throw Down	Defeat 20 Guardians with your melee attack.	Anyone can face adversity with an arsenal at their disposal. Close-quarters combat is a true reckoning of grit.
Light the Way	Defeat 15 Guardians using a Super.	Channel your Light to unleash devastation on your enemies. Show them what true power is, so they can truly understand what it means to be a Guardian of the City.

Dominion	Complete 5 Control Matches.	Compete for honor. For pride. For survival. And master the strategies of battlefield control to become an even greater Guardian.
Reclamation	Complete 5 Salvage Matches.	Compete for honor. For pride. For survival. Learn to salvage the secrets of our past by challenging your fellow Guardians in a hunt for relics.
Stay Golden	Complete 5 Rumble Matches.	Compete for honor. For pride. For survival. Test yourself in unrelenting combat to sharpen your resolve and find the limits of your courage.
Death or Glory	Complete 5 Clash Matches.	Compete for honor. For pride. For survival. Join with other Guardians to test your teamwork and combat skills.
All For One	Complete 5 Skirmish Matches.	Compete for honor. For pride. For survival. Band together and face a rival Fireteam in heated combat to test your mettle.
First Blood	Earn 3 First Blood medals.	There is no room for fear. Advance without hesitation.
In the Zone	Capture 10 Zones in Control.	Skill is important, but teamwork and the ability to control a combat zone are the keys to victory. Show your fellow Guardians that strategy is as powerful as any weapon.
Relic Hunter	Participate in 10 Salvage Zone captures.	You cannot afford to be distracted by thoughts of glory. Prove that you can stay focused on the mission.
Forged in Fire	Win 3 Crucible Matches.	Claim victory in the fires of the Crucible.
Back Scratcher	Earn 50 Assists in the Crucible.	Fight as a unit and protect your Fireteam. Individual glory will only lead to defeat.
Stopping Power	Earn 10 Buckshot Bruiser medals.	Find a nice little room and start a massacre.
Target Practice	Earn 10 Gunslinger medals.	A quick draw and true aim will serve you well. Show you've got the reflexes and steady hand needed to survive in the wild.

Electrocutioner	Earn 10 Fusion Rifle Sprees in the Crucible.	It takes patience and unwavering nerve to expertly wield a fusion rifle. Test your resolve.
No Riding Zone	Defeat 10 Guardians on Vehicles.	Track enemy vehicles, and learn to dismount the riders by force.
Party's Over	Earn 5 Enforcer medals.	Removing hardened killers from the battlefield is key to victory. Track down your main threats and put an end to their sprees.
That's How I Roll	Earn 5 Multikill medals.	Eliminate threats en masse to break their spirits and gain the momentum.
Revengeance	Earn 5 Postmortem medals.	Violence breeds violence. Take your revenge on anyone who defeats you.