BATTLEFIELD SUPREMACY

ENGAGE ON ALL FRONTS : *PROGRESSIVE OBJECTIVE* — End of Turn

Score **2 VP** at the end of your turn if you have one or more units wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 VP instead if you have one or more units wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.

LINEBREAKER : *PROGRESSIVE OBJECTIVE* — End of Turn

Score **4 VP** at the end of your turn if two or more units (excluding **AIRCRAFT**) are wholly within your opponent's DZ.

DOMINATION : *PROGRESSIVE OBJECTIVE* — End of Turn

Score **3 VP** if you control more than half the total number of obj markers on the battlefield at the end of your turn.

NO MERCY, NO RESPITE

THIN THEIR RANKS : *END GAME OBJECTIVE* — End of Battle

If you select this objective, each time an enemy model is destroyed, add 1 to a tally (add 10 if the model that was destroyed had a Wounds characteristic of 10 or more). A model can, if it is resurrected for any reason, potentially add several points to this tally (assuming it is resurrected and subsequently destroyed several times over). At the end of the battle, divide your kill points tally by 10 and round down - the result is the number of **VP** you score.

GRIND THEM DOWN : *PROGRESSIVE OBJECTIVE* — End of Round

Score **3 VP** at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

WHILE WE STAND, WE FIGHT : *END GAME OBJECTIVE* — End of Battle

Before the battle identify which 3 units from your army (excluding Fortifications) have the highest points value(if tied, you can choose between them). If your army has three or fewer units, identify all the units. A unit's points cost includes the points of all upgrades. You score **5 VP** for each of these units that are on the battlefield at the end of the battle. If a unit splits into several smaller units during the battle, all of those separate units (excluding Drones units) must be destroyed for the original unit to count as being destroyed for the purposes of this secondary objective.

PURGE THE ENEMY

TITAN HUNTER : *END GAME OBJECTIVE* — End of Battle

Score **10 VP** at the end of the battle if one enemy **TITANIC** model is destroyed, or 15 victory points if two or more enemy **TITANIC** models are destroyed.

BRING IT DOWN : *END GAME OBJECTIVE* — End of Battle

For each enemy **Monster or Vehicle** model killed score at the end of the game;
A model with a **Wounds** characteristic of **10 or less** that is destroyed: **1 VP**
A model with a **Wounds** characteristic between **11-19** that is destroyed: **2 VP**
A model with a **Wounds** characteristic of **20 or more** that is destroyed: **3 VP**

CUT OFF THE HEAD: *END GAME OBJECTIVE* — End of Battle

At the end of the battle, you score a number of VP if the enemy **WARLORD** was destroyed during the battle. The number of VP scored depends on the battle round during which the enemy WARLORD was destroyed, as shown below.
Round - VP : **1 - 13 ; 2 - 10 ; 3 - 6 ; 4 - 3 ; 5 - 1**
If an enemy **WARLORD** was destroyed, but was then resurrected or otherwise returned to the battlefield and subsequently destroyed again, then for the purposes of this secondary objective it was destroyed during the battle round in which it was last removed from the battlefield.

ASSASSINATE: *END GAME OBJECTIVE* — End of Battle

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed.

MISSION SPECIFIC SECONDARY OBJECTIVES

MINIMISE LOSSES (MISSION 11): *END GAME OBJECTIVE* — End of Battle

At the start of the battle, add up the number of units in your army. At the end of the battle, add up how many are left on the battlefield, including all units embarked within **TRANSPORTS**, but excluding all units that have been added to your army during the battle. If the total is 75% or more , score **15 VP**; if the total is less than 75%, but is 50% or more , score **10 VP**; if the total is less than 50%, but is 25% or more , score **5 VP**.

RAZE (MISSION 12): *END GAME OBJECTIVE* — End of Battle

At the end of the battle, a player scores **6 VP** if one obj marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and **12 VP** if two obj markers were so removed.

DATA INTERCEPT (MISSION 13): *PROGRESSIVE OBJECTIVE* — Command Phase

Each time a unit successfully completes the following action, you score a number of **VP**s equal to the number of obj markers you currently control:
Data Intercept (Action): One unit can start to perform this action at the end of your Movement phase if it is within range of an obj marker and no enemy units (excluding **AIRCRAFT**) are within range of that obj marker, This action is completed at the end of your next Command phase, so long as the unit performing it is still within range of the same obj marker.

PRIORITY TARGETS (MISSION 33): *PROGRESSIVE OBJECTIVE* — End of Turn

Score **3 VP** if you control either of the Priority obj markers at the end of your turn, or **5 VP** if you control both of these obj markers at the end of your turn.

SHADOW OPERATIONS

RAISE THE BANNERS HIGH: *PROGESSIVE+END GAME OBJECTIVE* — Command Phase / End of Battle

Raise Banners (Action): One or more **INFANTRY** units can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be in range of a different obj marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objmarker. The action is completed at the end of your turn. If this action is successfully completed, that obj marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the obj marker at the start of any phase). You score **1 VP** at the end of each of your Command phases, and **1 VP** at the end of the battle, for each obj marker on the battlefield that has one of your banners raised upon it.

INVESTIGATE SITES : *PROGRESSIVE OBJECTIVE* — End of Turn

Score **3 VP** each time a unit successfully completes the following action:
Investigate Site (Action): One INFANTRY unit (excluding **Characters**) can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT**) are within 6" of the centre of the battlefield. This action is completed at the end of your turn.

DEPLOY SCRAMBLERS: *END GAME OBJECTIVE* — End of Battle

Score **10 VP** at the end of the battle if you successfully completed the following action three times during the battle — once in your **DZ**, once in your opponent's **DZ** and once more than 6" from either player's **DZ**:
Deploy Scramblers (Action): One **INFANTRY** unit (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is wholly within your **DZ**, wholly within your opponent's **DZ**, or more than 6" from either player's **DZ**. This action is completed at the end of your turn.

TELEPORT HOMER: *PROGRESSIVE OBJECTIVE* — Command Phase

Score **4 VP** each time a unit successfully completes the following action:
Teleport Homer (Action): One **INFANTRY** unit can start to perform this action at the end of your Movement phase if it is wholly within your opponent's **DZ**. This action is completed at the end of your next Command phase, provided the unit attempting it is still wholly within your opponent's **DZ**.

WARPCRAFT

ABHOR THE WITCH: *END GAME OBJECTIVE* — End of Battle

You cannot select this secondary objective if your army includes any **PSYKER** units. Score **3 VP** at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and **2 VP** for every other enemy **PSYKER** unit that is destroyed.

MENTAL INTERROGATION : *PROGRESSIVE OBJECTIVE* — Instant

Score **3 VP** each time you successfully complete the following psychic action:
Mental Interrogation (Psychic Action - Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of any enemy **CHARACTER** models.

PSYCHIC RITUAL: *END GAME OBJECTIVE* — End of Battle

Score **15 VP** at the end of the battle if any unit successfully completed the following psychic action 3 times during the battle:
Psychic Ritual (Psychic Action - Warp Charge 3): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase within 6" of the centre of the battlefield.

PIERCE THE VEIL: *END GAME OBJECTIVE* — End of Battle

Score **8 VP** at the end of the battle if one or more units successfully completed the following psychic action 2 or more times during the battle, or **15 VP** at the end of the battle if one or more units successfully completed the following psychic action 4 times during the battle
Pierce the Veil (Psychic Action - Warp Charge 4): One **PSYKER CHARACTER** unit can attempt to perform this psychic action during your Psychic phase if it is within 6" of your opponent's battlefield edge and more than 6" from any enemy models.

SURROUND THEM (MISSION 21): *PROGRESSIVE+ENDGAME OBJECTIVE* — Command Phase / End of Battle

Score **4 VP**s at the end of your Command phase, and at the end of the battle if you control both the obj markers in your **DZ** and one or more obj markers in your opponent's deployment zone. Score **8 VP**s instead if you control all four obj markers that are in **DZ**s.

VITAL GROUND (MISSION 22): *PROGRESSIVE OBJECTIVE* — Command Phase

At the end of each of your Command phases, score **3 VP** if you control the obj marker in your opponent's **DZ**, and score 2 VP for each obj marker that you control that is not in either player's **DZ** (for a maximum of **7 VP**). The secondary objective cannot be scored in first battle round.

STRATEGIC SCAN (MISSION 23) : *END GAME OBJECTIVE* — End of Battle

Strategic Scan (Action): One or more units can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be in range of a different obj marker that has not already been scanned . A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same obj marker. This action is completed at the start of your next Command phase, or at the end of the battle (whichever happens first). If this action is successfully completed, that obj marker is said to have been scanned. You score a number of VP depending on how many times you haveeds completed this action, as shown in the table below: **Strategic Scan Actions - VP: 1-3 ; 2-6 ; 3-10 ; 4+ - 15.**

OVERRUN (MISSION 31) : *PROGRESSIVE OBJECTIVE* — Command Phase

Score a number of **VP** at the end of your Command phase if you control one or more of the obj markers that are within your opponent's territory, as shown in the table below:
Number of Obj Markers in Opponent DZ you control - VP: 1-2 ; 2-3 ; 3-5 .

DIRECT ASSAULT (MISSION 32) : *PROGRESSIVE OBJECTIVE* — End of Turn

Score **3 VP** if you control either the obj marker in the centre of the battlefield or the obj marker in your opponent's **DZ** at the end of your turn, or 5 VP if you control both of these obj markers at the end of your turn.

DEATH GUARD

FLEEING VECTORS (No Mercy, No Respite)
Score **3 VP** if any enemy unit that lost models by Plague Weapons fails a Moral Test.

DESPOILED GROUND (Battlefield Supremacy)
*Score **4 VP** at the end of battle any **BUBONIC ASTARTES** unit is in the enemy Deployment Zone.
*Score **4 VP** at the end of battle if you have **BUBONIC ASTARTES** units in three different quarters and 6" away from center, or score **6 VP** if you have **BUBONIC ASTARTES** units in every quarter and 6" away from center.
*Score **4 VP** at the end of battle if you control more than half of objective markers and have **BUBONIC ASTARTES** units on those objectives.
*Score **4 VP** if every objective marker (40mm part) is within Contagion Range of a Contagian ability.

SPREAD THE SICKNESS (Shadow Operations)
Score **3 VP** for objective marker contaminated by the following action.
Spread the Sickness (Action): Death Guard Infantry unit can perform thisaction on an objective that doesn't have any enemy unit (except AIRCRAFT). Action is completed at the end of your turn.
Choose one of the following;
*Roll one D6, on a 4+ the objective is contaminated.
*Suffer D3 Mortal Wounds, the objective is contaminated.

DRUKHARI

TAKE THEM ALIVE! (Purge the Enemy)
Score **3 VP** if any **CHARACTER** or **MONSTER** is killed by a DRUKHARI units MELEE ATTACK in that battle round.
Score **1 VP** if any unit **(exluding CHARACTER, VEHICLE)** or **MONSTER** is killed by a DRUKHARI units MELEE ATTACK in that battle round.

BEASTS FOR THE ARENAS (Purge the Enemy)
Score **3 VP** at the end of battle for each enemy **MONSTER, CAVALRY or BEAST** unit that was destroyed by a melee attack made by a <WYCH CULT> unit. If **TITANIC** score **5 VP** instead.

FEAR AND TERROR (No Mercy, No Respite)
Score **1 VP** at the end of a battle round for each enemy model that fled in that battle round.

HERD THE PREY (Battlefield Supremacy)
Score **2 VP** at the end of your turn for each table quarter that doesn't have any enemy units wholly withing (except for AIRCRAFT). Cannot be scored first turn.

NECRONS

CODE OF COMBAT (No Mercy, No Respite)
Score **3 VP** at the end of battle for each enemy unit that was destroyed by a **NECRON NOBLE** unit.

PURGE THE VERMIN (Battlefield Supremacy)
Score **2 VP** at the end of your turn for each table quarter that doesn't have any enemy units wholly withing (except for AIRCRAFT). Cannot be scored first turn.

THE TREASURE OF AEONS (Battlefield Supremacy)
After deployment, enemy player choses 3 objective markers. You gain VP's if you control those objectives in the following manner at the end of your turn.
OBJECTIVE MARKER CONTROLED / VP : (1 Obj / 2 VP) - (2 Obj / 3 VP) - (3 Obj / 5VP)

ANCIENT MACHINERIES (Shadow Operations)
After deployment, starting with your opponent chose up to 3 Objectives in neither deployment zones to be Ancient Machinery Objective Markers. **NECRON CORE or NECRON CANOPTEK** units can perform the following action;
Awaken Ancient Machinery (Action): At the end of your movement phase one or more **NECRON CORE or NECRON CANOPTEK** units can start to perform this action on a seperate objective marker that doesn't have any enemy units.At the end of your next command phase score **3 VP** if that unit is still on the obj.

SPACE MARINES

CODE OF COMBAT (Purge the Enemy)
*Score **1 VP (up to 5)** for each enemy unit destroyed by a HEAVY or GRENADE weapon by an ADEPTUS ASTARTES units while the Devastator Doctrine was active.
*Score **1 VP (up to 5)** for each enemy unit destroyed by a RAPID FIRE or ASSAULT weapon by an ADEPTUS ASTARTES units while the Tactical Doctrine was active.
*Score **1 VP (up to 5)** for each enemy unit destroyed by a PISTOL or MELEE weapon by an ADEPTUS ASTARTES units while the Assault Doctrine was active.

SHOCK TACTICS (Battlefield Supremacy)
Score **3 VP** at the end of a battle round if you control an objective marker that was controlled by the enemy at the start of the battle round with an ADEPTUS ASTARTES unit.

OATHS OF MOMENT (No Mercy, No Respite)
*Oath of Valour: Score **1 VP** if any enemy **CHARACTER, VEHICLE or MONSTER** unit was destroyed at the of that battle round.
*Oath of Honour: Score **1 VP** if no ADEPTUS ASTARTES unit fell back or failed a Morale Test in that battle round.
*Oath of Duty: Score **2 VP** if an ADEPTUS ASTARTES unit is wholly within 6" of center of the battlefield.

BLOOD ANGELS

BLADE OF SANGUINUS (Purge the Enemy)
At the start of your first command phase each player choses one of their **CHARACTER** models.
*Score **5 VP** if the enemy model was destroyed.
*Score **5 VP** if the enemy model was destroyed by a melee attack.
*Score **5 VP** if the enemy model was destroyed by a melee attack from the **CHARACTER** you have chosen.

FURY OF THE LOST (No Mercy, No Respite)
Score **3 VP** at the end of your turn if one or more enemy units was destroyed by a **DEATH COMPANY** unit.

DEATH FROM ABOVE (No Mercy, No Respite)
Score **2 VP** at the end of your turn if any enemy unit was destroyed by a BLOOD ANGELS unit that was set up as Reinforcements that turn. Score **3 VP** if any of those units was a **CHARACTER.**

RELENTLESS ASSAULT (Battlefield Supremacy)
Score **4 VP** at the end of your turn if more BLOOD ANGELS units are in the enemy DZ than enemy units in your own DZ.

DARK ANGELS

MARTIAL INTERDICTION (Purge the Enemy)
At the start of battle after deployment enemy player choses one of their **CHARACTERS**.
*Score **6 VP** if the enemy model was destroyed by a melee attack by a **DARK ANGELS** model.
*Score additional **3 VP** if the model that killed the enemy was a **INNER CIRCLE or DEATHWING** model.
*Score additional **6 VP** if the model that killed the enemy is not destroyed by the end of the battle.

DEATH ON THE WIND (No Mercy, No Respite)
Score **2 VP** for each enemy unit that is destroyed by a **RAVENWING** unit that moved 12" or more or made a charge move that turn.

STUBBORN DEFIANCE (Battlefield Supremacy)
In your first command phase chose one objective. If you control that objective with a Objective Secured DARK ANGELS unit consecutively score the following VP.
Consecutive turns controlled - VP : (2 Turns - 2 VP) (3 Turns - 3 VP) (4 Turns - 5 VP) (5 Turns - 5 VP)

DEATHWATCH

CULL ORDER (Purge the Enemy)
At the start of battle after deployment starting with your enemy chose 3 different Battlefield Roles.
Score **5 VP** for each of the selected Battlefield Roles that was completely destroyed at the end of battle.

SUFFER NOT THE ALIEN (No Mercy, No Respite)
Score **1 VP** for each enemy **T'AU, TYRANIDS, NECRON, AELDARI, ORKS** unit that is destroyed by a **DEATHWATCH** unit at the end of battle.

THE LONG VIGIL (Battlefield Supremacy)
Score **5 VP** at the end of your command phase if there are no enemy units within 6" of your DZ and there is at least one **DEATHWATCH** unit in your DZ. (exluding AIRCRAFT)

CRIPPPLE STRONGHOLD (Shadow Operations)
At the start of battle after deployment your opponent choses one the objective markers to be their **Stronghold**. (if any marker is wholly within enemy DZ, that marker has to be chosen)
Score **6 VP** while the Stronghold objective.
Cripple Stronhold (Action): One DEATHWATCH unit that is within the Stronghold objective can perform this action while there are no enemy(excluding AIRCRAFT) units on that objective. Action is completed at the start of your next command phase if that unit is still on that objective marker.

SPACE WOLVES

GLORY KILLS (Purge the Enemy)
*Score **2 VP** if any CHARACTER unit was destroyed by a SPACE WOLVES unit this battle round.
If no CHARACTER was destroyed score **1 VP** if a CHARACTER suffers 3 or more wounds from an attack made by SPACE WOLVES units.
*Score **3 VP** if any CHARACTER unit was destroyed by a SPACE WOLVES unit this battle round.
If no CHARACTER was destroyed score **1 VP** if a MONSTER suffers 3 or more wounds from an attack made by SPACE WOLVES units.
(A CHARACTER MONSTER model cannot be used for both parts of this objective)

HEROIC CHALLENGE (Purge the Enemy)
At the start of your first Command Phase you must select one SPACE WOLVES CHARACTER to issue a challenge, your opponent must accept the challenge with a CHARACTER model.
*Score **5 VP** if the enemy model was destroyed.
*Score **5 VP** if the enemy model was destroyed by a melee attack.
*Score **5 VP** if the enemy model was destroyed by a melee attack from the **CHARACTER** you have chosen.

MIGHTY SAGA (No Mercy, No Respite)
Score **2 VP** for each below achieved by your **WARLORD** at the end of each battle round, up to maximum 5;
*An enemy **MONSTER or VEHICLE** loses any wounds by a melee attack from the WARLORD.
*An enemy **MONSTER or VEHICLE** is destroyed by a melee attack from the WARLORD.
*An enemy **CHARACTER** is destroyed by a melee attack from the WARLORD.
*5 or models were destroyed by attacks from the WARLORD.
*At the start of your command phase WARLORD is in range an objective marker that is wholly within enemy DZ.

WARRIOR PRIDE (No Mercy, No Respite)
Score **3 VP** if two or more SPACE WOLVES units are withing engagement ranges of enemy units or have completed a charge move at the end of your turn.