



SECONDARY OBJECTIVE REFERENCE SHEET (CHAPTER APPROVED 2021)



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.

BEHIND ENEMY LINES: PROGRESSIVE OBJECTIVE End of Turn

Score **2VP** if one, **4 VP** if two or more units are at the end of your turn (excluding **AIRCRAFT**) are wholly within your opponent's **DZ**.

STRANGLEHOLD: PROGRESSIVE OBJECTIVE End of Turn

Score **3 VP** if you control 3 or more obj markers and more than your opponent on the battlefield at the end of your turn.

NO MERCY, NO RESPIRE

NO PRISONERS: END GAME OBJECTIVE End of Battle

If you select this objective, each time an enemy model is destroyed, add 1 to a tally (excluding **VEHICLE, MONSTER** or **CHARACTER**) of that models wound characteristic. 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.

TO THE LAST: 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) you score 3 VP instead of 5 if some but not all of the models in the unit are destroyed.

PURGE THE ENEMY

TITAN HUNTER: END GAME OBJECTIVE End of Battle

Score **4 VP** at the end of the battle if one enemy **TITANIC** model is destroyed, or **9 VP** if two, **15 VP** if three 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**

ASSASSINATION: END GAME OBJECTIVE End of Battle

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed. If **WARLORD** is destroyed, gain an additional **VP**

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 VPs 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: PROGRESSIVE+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 obj marker. 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). 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 SIGNAL: 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 wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT**) are wholly within 6" of the centre of the battlefield. This action is completed at the end of your turn starting conditions remain.

RETRIEVE OCTARIUS DATA: END GAME OBJECTIVE End of Battle

If you select this objective keep a tally for everytime you complete the following action:
Retrieve Data (Action): One **INFANTRY** unit (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is wholly within a table quarter and is more than 6" away for another table quarter, action is completed if unit is still within that quarter at the end of your turn.
Score **4 VP** if you complete this action in two different quarters, **8 VP** if three different quarters, **12 VP** if four different quarters.

DEPLOY TELEPORT HOMER: PROGRESSIVE OBJECTIVE Command Phase

Score **2VP** (4 VP if performing unit is wholly within enemy **DZ**) each time a unit successfully completes the following action:
Deploy Teleport Homer (Action): One **INFANTRY** or **BIKER** unit can start to perform this action at the end of your Movement phase if it is wholly within 12" of your opponent's **DZ**. The action is completed at the end of your next Command phase, provided the unit attempting it is still wholly within 12" 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.

PSYCHIC INTERROGATION: PROGRESSIVE OBJECTIVE Instant

Score **3 VP** each time you successfully complete the following psychic action:
Psychic 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 24" of any visible enemy **CHARACTER** models.

WARP RITUAL: END GAME OBJECTIVE End of Battle

Score **3VP** if you perform this action once, **7 VP** if two times, **12 VP** if 3 or more times.
Warp 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 VPs** 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 VPs** instead if you control all four obj markers that are in **DZs**.

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 have 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.

SECONDARY OBJECTIVE REFERENCE SHEET (FACTION SPECIFIC)

DEATH GUARD

FLEEING VECTORS (No Mercy, No Respite)

DESPOILED GROUND (Battlefield Supremacy)

SPREAD THE SICKNESS (Shadow Operations)

DRUKHARI

TAKE THEM ALIVE! (Purge the Enemy)

BEASTS FOR THE ARENAS(Purge the Enemy)

FEAR AND TERROR(No Mercy, No Respite)

HERD THE PREY (Battlefield Supremacy)

NECRONS

CODE OF COMBAT(No Mercy, No Respite)

PURGE THE VERMIN (Battlefield Supremacy)

THE TREASURE OF AEONS (Battlefield Supremacy)

ANCIENT MACHINERIES (Shadow Operations)

ADEPTUS MECHANICUS

ACCRETION OF KNOWLEDGE (Purge the Enemy)

ERADICATION OF FLESH (No Mercy, No Respite)

UNCHARTED SEQUENCING (Battlefield Supremacy)

HIDDEN ARCHEOVULT (Battlefield Supremacy)

ADEPTA SORORITAS

SLAY THE HERETIC (Purge the Enemy)

A LEAP OF FAITH (No Mercy, No Respite)

DEFEND THE SHRINE (Battlefield Supremacy)

SACRED GROUNDS (Shadow Operations)

SPACE MARINES

CODE OF COMBAT(Purge the Enemy)

SHOCK TACTICS (Battlefield Supremacy)

OATHS OF MOMENT (No Mercy, No Respite)

BLOOD ANGELS

BLADE OF SANGUINUS(Purge the Enemy)

FURY OF THE LOST (No Mercy, No Respite)

DEATH FROM ABOVE (No Mercy, No Respite)

RELENTLESS ASSAULT (Battlefield Supremacy)

DARK ANGELS

MARTIAL INTERDICTION(Purge the Enemy)

DEATH ON THE WIND (No Mercy, No Respite)

STUBBORN DEFIANCE (Battlefield Supremacy)

DEATHWATCH

CULL ORDER (Purge the Enemy)

SUFFER NOT THE ALIEN (No Mercy, No Respite)

THE LONG VIGIL (Battlefield Supremacy)

CRIPPLE STRONGHOLD (Shadow Operations)

SPACE WOLVES

GLORY KILLS (Purge the Enemy)

HEROIC CHALLENGE (Purge the Enemy)

MIGHTY SAGA (No Mercy, No Respite)

WARRIOR PRIDE (No Mercy, No Respite)