

MISSION PACK

ARMY CONSTRUCTION

Players must bring three army lists, selected to at most 1000 points, 1500 points, and 1850 points. Each list will be used for a mission in that order.

Each larger list must contain the preceding list in its entirety. *No subtractions or substitutions are allowed.* However, each successive list may add:

- Entirely new units;
- Additional models to existing units, including vehicles to squadrons;
- Wargear, rules, and dedicated transports.

Units, wargear, or rules added in later rounds that change Force Organization Chart roles do apply to units carried over from a preceding list. Similarly, units carried over may be re-organized into different detachments and formations. The actual units fielded simply have to be included in successive rounds.

A different warlord may be selected in each list.

All rounds will be played on standard 4x6' tables.

RESTRICTIONS

No requirements or constraints are placed on detachments or force organizations beyond those listed above. All up to date sources¹ are permitted. Forge World units and armies eligible for standard *Warhammer 40,000* are permitted.

Models need not be painted, but objective painting scores will be applied to reward finished armies.

Models must be WYSIWYG, but identifiable and thoughtful conversions and proxies are welcome. Contact the tournament organizer(s) beforehand about any uncertain models. Indistinguishable or confusing proxies are not permitted.

SUPPORTING MATERIALS

You must have an official, legal, complete physical or digital copy on hand for all army, unit, and other sources you are using. You should bring printed copies of relevant pages of any electronic sources. Don't forget errata and FAQs for your sources.²

You must bring any dice, templates, and markers you need to facilitate playing your army, as well two typed copies of each of your lists, with points noted.

SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. The winner is the player with more victory points at game end. Players draw if they have earned equal victory points. No more than 20 victory points may be earned per mission.

Pure competition standings, i.e., the Best General prize(s) if awarded, are determined first by win/draw/loss records and then the sum total victory points earned across all three missions.

Overall tournament rankings and the primary prize(s) are based on points earned toward a maximum of 100 available for the day:

- 60 points for match results
- 25 points for painting and craftsmanship
- 15 points for sportsmanship

Match results are a simple sum of the victory points earned in each mission, up to 20 points each.

Painting and craftsmanship is scored objectively by the judge(s) applying this rubric to the armies:

- All models assembled and primed: +5 pts
- All models three-color minimum: +5 pts
- All models based (paint/flock): +5 pts
- Advanced painting techniques present (washes, drybrushing, etc): +5 pts
- Advanced basing techniques present: +5 pts

Sportsmanship scores include two components:

- The sum of sportsmanship scores given after each mission (9 pts available).
- Teams ranking their opponents by most enjoyable to play (6 pts available).

Please make sure to submit sportsmanship scores as appropriate, including the final ranking, as otherwise it impairs your opponents' overall scores!

¹Partial list maintained by Redcap's Corner and PAGE: <http://bit.ly/1uWkFHz>

²Available from Games Workshop: <http://www.games-workshop.com/Rules-Errata>

COMMON RULES

The following rules are to be applied in each mission of this packet.

STARTUP SEQUENCE

Each mission will use the following setup process:

- Clarify terrain and exchange lists
- Determine warlord traits, then psychic powers, and then other pre-game effects and choices
- D6 roll off to select deployment zones
- Place primary objective markers
- D6 roll off to choose first or second deployment
- Deploy main armies in that order
- Deploy any Infiltrators (pg. 167)
- Secretly choose and record secondary objectives from the options listed for the mission
- Make any Scout redeployments (pg. 171)
- Reveal secondary objectives
- First to deploy chooses to play first or second
- Seize the Initiative roll, if desired

TERTIARY OBJECTIVES

Both players apply all of the following tertiary objectives in each mission. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Victory Through Attrition.* Score 1 victory point for every 2 unsaved hull points or wounds suffered by an opposing superheavy vehicle or gargantuan creature through any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.
- *Slay the Warlord.* If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.
- *Special Conditions.* Any unit, faction, formation, or other special rules granting victory points to either player are considered tertiary objectives and are included within the 5 point cap.

MISSION RULES

Standard objective placement constraints apply unless noted otherwise by a specific mission.

The following special rules are applied to each mission unless specifically noted otherwise, in addition to any given by the mission definition or otherwise specified, e.g., for a particular table.

Easy Recon. Players add +1 to their roll to choose first or second deployment for each superheavy vehicle or gargantuan creature in the opposing army.

Reserves. As defined on page 135 of the main *Warhammer 40,000* rulebook.

Seize the Initiative. As defined on page 132 of the main *Warhammer 40,000* rulebook.

Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

All In. Units/models in reserve at game end count as completely destroyed/removed as a casualty.

MISSION 1: THE WIDENING GYRE

TABLE SETUP

Deployment zones are **Vanguard Strike**, as defined on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player that wins the zone roll off may pick any of the four corners, and the other player takes that diagonally opposite.

Place a secondary objective marker at table center, and two more each 6" from a long table edge and 36" from the short edges.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this packet.

Night Fighting. If either player opts for Night Fighting before any deployment begins, on a single D6 of 4+ all units except superheavy vehicles and gargantuan creatures have Stealth throughout Turn 1.

Strike Force. All Fast Attack units have the Objective Secured rule, as defined on page 122 of the rulebook.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At game end, each unit that has been eliminated, is falling back, is in reserve, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of the opposing army by units is broken. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is not broken. An additional victory point is earned by the player who has had a smaller percentage of the units in their army broken. If one player has been completely eliminated, the opposing player gains an additional victory point. No more than 9 victory points may be earned via this primary objective.

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Stalwart.* Score 2 victory points for each objective marker held at game end.
- *Control the Field.* Each table quarter in which you have a scoring unit and your opponent does not, or you have an Objective Secured Unit and your opponent does not, is worth 2 victory points.
- *Reconnaissance.* At the end of the game, score 2 victory points for each friendly scoring unit with the Scout or Infiltrate USR completely within 12" of your opponent's table edge.
- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.

Tertiary Objectives. As given in the overall Common Rules section of this packet.

MISSION 2: THE CENTER

TABLE SETUP

Deployment zones are **Dawn of War**, as on page 131 of the *Warhammer 40,000* rulebook (12" long edges).

After determining deployment zones, place five primary objective markers: One at the center of the table worth 3 victory points; two more 18" from the short table edges and 24" from the long table edges worth 2 points each; and two 36" from the short table edges and 12" from the long table edges worth 1 point each.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this packet.

Widening Conflict. At most half of each army's units, rounding down, may deploy on the table. For any embarked unit, both it and the transport or fortification the unit is occupying count separately.

Veteran Reinforcements. All Elite units have the Objective Secured rule, as defined on rulebook page 122.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. Each primary objective marker is worth their respective value given above.

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Seize Ground.* Choose two terrain pieces not in your deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.
- *Break Their Back.* At game end, each enemy unit that has been eliminated, is falling back, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of your opponent's army by units is broken.
- *Meatgrinder.* Score 1 victory point for each opposing Troop unit completely destroyed or falling back at the end of the game.
- *Assassination.* Score 1 victory point for each opposing character model removed as a casualty or falling back at the end of the game. Note that this is not limited to just independent characters.

Tertiary Objectives. As given in the overall Common Rules section of this packet.

MISSION 3: THE BLOOD-DIMMED TIDE

TABLE SETUP

Deployment zones are **Hammer and Anvil**, as defined on page 131 of the main rulebook (24" short edges).

After determining deployment zones, place two primary objective markers each 18" from a short table edge and 24" from the long edges. Players then roll off on D6 and in that order alternate placing a total of four more objective markers. Each player must place their first marker in their opponent's deployment zone and their second in their own deployment zone. Label all of the markers 1 through 6 in any fashion.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this packet.

Night Falls. If either player opts for Night Falls before any deployment begins, on a single D6 of 4+ all units except superheavy vehicles and gargantuan creatures have Stealth throughout Turns 5, 6, and 7.

Artillery Backfield. All Heavy Support units are Objective Secured, as defined on page 122 of the rulebook.

Maelstrom. At the start of each player turn, the active player does the following until it has as many tactical objectives in play as the current turn number: Roll a D66 and consult your tactical objective table, attached at the end of this mission packet. If that objective is already in play for you, has been achieved, or is scratched off, roll again. Similarly, if that objective would be provably impossible to score, e.g., your opponent has no characters remaining, roll again. Once a valid objective has been rolled, mark it as in play.

Targets cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

At the end of your turns, check the requirements for each tactical objective you have in play. For each fixed-value objective met, mark it as achieved and score the associated value in *mission points* (n.b.: not *victory points*). Tactical objectives with a value of X may be kept in play as long as you wish. At the end of any of your turns while in play they may be marked as achieved and scored as indicated. Once achieved, objectives are no longer considered in play and cannot be put in play or scored again.

Multiple objectives can be scored in a turn, caveat that you cannot achieve multiple tactical objectives with the same exact title in the same turn using the same marker(s) or unit(s). E.g., to score both Storm objectives at once, you would need to simultaneously control two separate markers in the enemy deployment zone.

At the end of your turn you may scratch out one of your tactical objectives in play to remove it from play.

Tactical objectives in play, achieved, and scratched out are not secret.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At game end, compare mission points earned through tactical objectives achieved and award victory points to the higher and lower scorer as follows:

Difference	0	1–2	3–4	5–6	7	8+
Victory Points	4 / 4	5 / 4	6 / 3	7 / 2	8 / 1	9 / 0

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Hold The Field.* Score 2 victory points for every 2 objective markers held at game end.

- *Breach Points.* Choose two terrain pieces at least partially in the opposing deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.
- *Break Their Back.* At game end, each enemy unit that has been eliminated, is falling back, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of your opponent's army by units is broken.
- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.

Tertiary Objectives. As given in the overall Common Rules section of this packet.

TACTICAL OBJECTIVES

#	In Play	Achieved	Value	Title	Requirement
1-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
1-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
1-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
1-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
1-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
1-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.

2-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
2-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
2-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
2-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
2-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
2-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.

3-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-3	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot score Turn 1.
3-6	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot score Turn 1.

4-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Take The Center	Have a non-vehicle scoring unit wholly within 6" of table center while your opponent has no scoring units even partially in the same.
4-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Stand The Wall	At least 3 of your scoring units are within 12" of your table edge and your opponent does not have any in the same; cannot score Turn 1.
4-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Break-through	At least 2 of your scoring units are within 12" of your opponent's table edge; cannot score Turn 1.
4-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Secure The Perimeter	Have a non-vehicle scoring unit in a table quarter in which your opponent does not have a scoring unit; cannot score Turn 1.
4-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Seize Momentum	Control at least two more markers than your opponent.
4-6	<input type="checkbox"/>	<input type="checkbox"/>	3	Clear A Path	Control at least one marker in both deployment zones and at least one marker outside both.

Tactical objectives with a value of X may be kept in play as long as you wish. At the end of your any of your turns while in play they may be marked as achieved and scored as indicated.

Targets cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

Multiple tactical objectives with the exact same title cannot be achieved at the same time using the same markers or opposing units.

#	In Play	Achieved	Value	Title	Requirement
5-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Frontfield †	When first put in play, choose a marker in your opponent's deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Midfield †	When first put in play, choose a marker in neither deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Backfield †	When first put in play, choose a marker in your deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Conqueror †	When first put in play, your opponent nominates two markers, of which you choose one. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Defender †	When first put in play, you nominate two markers, of which your opponent chooses one. At the end of your turns while in play, mark a box if you control the chosen objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Warrior	When first put in play, your opponent nominates 3 of their units. Mark a box whenever one of those units is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 2 mission points for each marked box.</i>

6-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Butcher	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Hunter	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Purifier	While in play, mark one of these boxes each time an opposing unit with the Psyker, Psychic Pilot, or Brotherhood of Psykers/Sorcerers special rule is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Assassin	While in play, mark one of these boxes each time an opposing character is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Harasser	Contest or claim as many markers as possible; cannot score Turn 1. <i>Value: 4 mission points minus the number of markers controlled by your opponent, to a minimum of 0.</i>
6-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Commander	Claim as many markers as possible; cannot score Turn 1. <i>Value: 1 mission point for each marker you control.</i>

Immediately reroll any objectives provably impossible to achieve.

No aspect of these tactical objectives is to be kept secret.

TACTICAL OBJECTIVES

#	In Play	Achieved	Value	Title	Requirement
1-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
1-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
1-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
1-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
1-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
1-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.

2-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
2-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
2-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
2-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
2-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
2-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.

3-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-3	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot score Turn 1.
3-6	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot score Turn 1.

4-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Take The Center	Have a non-vehicle scoring unit wholly within 6" of table center while your opponent has no scoring units even partially in the same.
4-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Stand The Wall	At least 3 of your scoring units are within 12" of your table edge and your opponent does not have any in the same; cannot score Turn 1.
4-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Break-through	At least 2 of your scoring units are within 12" of your opponent's table edge; cannot score Turn 1.
4-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Secure The Perimeter	Have a non-vehicle scoring unit in a table quarter in which your opponent does not have a scoring unit; cannot score Turn 1.
4-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Seize Momentum	Control at least two more markers than your opponent.
4-6	<input type="checkbox"/>	<input type="checkbox"/>	3	Clear A Path	Control at least one marker in both deployment zones and at least one marker outside both.

Tactical objectives with a value of X may be kept in play as long as you wish. At the end of your any of your turns while in play they may be marked as achieved and scored as indicated.

Targets cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

Multiple tactical objectives with the exact same title cannot be achieved at the same time using the same markers or opposing units.

#	In Play	Achieved	Value	Title	Requirement
5-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Frontfield †	When first put in play, choose a marker in your opponent's deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Midfield †	When first put in play, choose a marker in neither deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Backfield †	When first put in play, choose a marker in your deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Conqueror †	When first put in play, your opponent nominates two markers, of which you choose one. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Defender †	When first put in play, you nominate two markers, of which your opponent chooses one. At the end of your turns while in play, mark a box if you control the chosen objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
5-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Warrior	When first put in play, your opponent nominates 3 of their units. Mark a box whenever one of those units is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 2 mission points for each marked box.</i>

6-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Butcher	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Hunter	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Purifier	While in play, mark one of these boxes each time an opposing unit with the Psyker, Psychic Pilot, or Brotherhood of Psykers/Sorcerers special rule is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Assassin	While in play, mark one of these boxes each time an opposing character is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 mission point for each marked box.</i>
6-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Harasser	Contest or claim as many markers as possible; cannot score Turn 1. <i>Value: 4 mission points minus the number of markers controlled by your opponent, to a minimum of 0.</i>
6-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Commander	Claim as many markers as possible; cannot score Turn 1. <i>Value: 1 mission point for each marker you control.</i>

Immediately reroll any objectives provably impossible to achieve.

No aspect of these tactical objectives is to be kept secret.