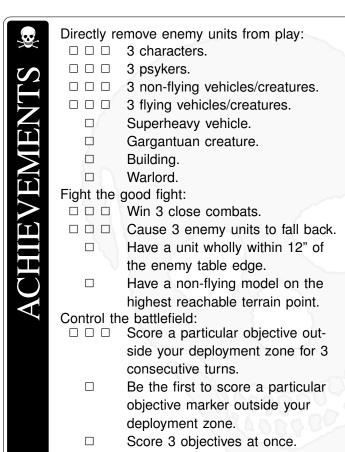
Three primary objective markers are placed at fixed locations in each alliance's deployment zone. The alliances then alternate one player at a time placing a secondary objective marker outside their deployment zone.

After all deployment concludes, declare one of the following as your personal mission:

- **Steadfast Defense:** Score 2 victory points at game end for each primary objective marker your alliance controls in its deployment zone.
- Wrathful Vanguard: Score 2 victory points at game end for each primary objective marker your alliance controls in the opposing deployment zone.
- Causeless Butchers: Score 2 victory points at game end for the opposing alliance being reduced to each of 75%, 50%, and 25% of its army by units.

Additionally, score a victory point for up to 9 achievements you personally accomplish. Use the checkboxes to track progress.

Objectives are scored every game turn.





Three primary objective markers are placed at fixed locations in each alliance's deployment zone. The alliances then alternate one player at a time placing a secondary objective marker outside their deployment zone.

After all deployment concludes, declare one of the following as your personal mission:

- Steadfast Defense: Score 2 victory points at game end for each primary objective marker your alliance controls in its deployment zone.
- Wrathful Vanguard: Score 2 victory points at game end for each primary objective marker your alliance controls in the opposing deployment zone.
- Causeless Butchers: Score 2 victory points at game end for the opposing alliance being reduced to each of 75%, 50%, and 25% of its army by units.

Additionally, score a victory point for up to 9 achievements you personally accomplish. Use the checkboxes to track progress. Objectives are scored every game turn.



		, , ,
	Directly re	emove enemy units from play:
		3 characters.
		3 psykers.
		3 non-flying vehicles/creatures.
		3 flying vehicles/creatures.
$\boldsymbol{\leftarrow}$		Superheavy vehicle.
9		Gargantuan creature.
\leq		Building.
		Warlord.
3	Fight the	good fight:
>		Win 3 close combats.
		Cause 3 enemy units to fall back.
		Have a unit wholly within 12" of
		the enemy table edge.
		Have a non-flying model on the
		highest reachable terrain point.
7	Control the battlefield:	
		Score a particular objective out-
		side your deployment zone for 3
		consecutive turns.
		Be the first to score a particular
		objective marker outside your
		deployment zone.
		Score 3 objectives at once.

Score an objective marker in the

enemy deployment zone.

Score an objective marker in the

enemy deployment zone.