Mission Pack

Army Construction

Players will register and compete in teams of two. Army construction rules are an adaptation of the 2015 Adepticon Team Tournament rules:

- Each player fields a base detachment of 1000 points chosen from a single faction, adhering to the following force organization:

1	HQ
0–1	Elites
1–3	Troops
0–1	Fast Attack
0–1	Heavy Support

- Each player may additionally take a single upgrade from the following list. Both members in a team may not take the same upgrade.

  - Base Detachment Upgrades
    - +1 Elite
    - +1 Fast Attack
    - +1 Heavy Support
    - +1 Fortification
    - +1 Lord of War
  - Army Upgrades
    - Take an Imperial Knight
    - Take an Assassins detachment
    - Take an additional formation
    - Replace the base detachment with an Inquisition detachment
    - Replace the base detachment with a Legion of the Damned detachment

- All Troops in the members' base detachments have the Objective Secured rule, as defined on page 122 of the main rulebook. *N.B.:* This does not include Troops purchased via an army upgrade, nor summoned units.

- Unique units, wargear, and other elements may only be fielded by one player in a team.

- Teammates together nominate a single warlord. It must be a character if the army has a character. Random warlord traits may be re-rolled.

- The base detachments of both members must be of factions from the same allegiance:

  - **Imperium:** Astra Militarum, Sororitas, Blood Angels, Dark Angels, Grey Knights, Legion of the Damned, Tempestus, Space Marines, Space Wolves, Inquisition
  - **Heretical:** Astra Militarum, Chaos Daemons, Chaos Space Marines, Inquisition
  - **Xenos:** Astra Militarum, Dark Eldar, Eldar, Necron, Ork, Tau, Tyranid, Inquisition

- Units from army upgrades need not have the same allegiance as the base detachment.

- All the factions present within a team are considered Allies of Convenience at worst.

Doubles Gameplay

In the psychic phase, a single D6 is rolled by the current team to determine the base warp charge from which each of the four players generate their own individual pools, applying the usual rules to their own detachment(s). Players all use their own warp charge pool; teammates cannot combine or share warp charge. Either opposing player with models on the table may attempt to deny the witch, caveat that if a specific unit of models belonging to just one player is targeted, they alone may attempt to deny the spell.

For all other gameplay purposes the combined forces of a team are considered a single army comprised of multiple detachments, and the team considered a single player for all rules except when specifically distinguished by the missions here. By the army construction rules, all units in a team are at worst Allies of Convenience. Rules for how units belonging to different players in a team may interact are thus governed by those of Battle Brothers and Allies of Convenience on page 127 of the main rulebook. In sum:

- **Battle Brothers**
  - Benefit from warlord traits;
  - ICs may join units;
  - Targetable by blessings & special abilities;
  - May embark transports.

- **Allies of Convenience**
  - Cannot move within 1" of each other;
  - Do not benefit from warlord traits;
  - ICs may not join units;
  - May not be targeted by blessings and special abilities;
  - Are affected by maledictions and special abilities affecting "enemy" units.

Being a single army also entails that teams are not eliminated unless there are no models of either member on the table. Units also may not shoot at close combats even if their player is not engaged.

RESTRICTIONS

Players will use a single army list for all missions. All up to date sources[1] are permitted. No requirements or constraints are placed on detachments or force organizations. 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 as five typed copies of your army roster with points listed.

SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. The winner is the team with more victory points at game end. The teams 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!

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[1] Partial list maintained by Redcap's Corner and PAGE: `http://bit.ly/1uWkFHz`

[2] Available 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

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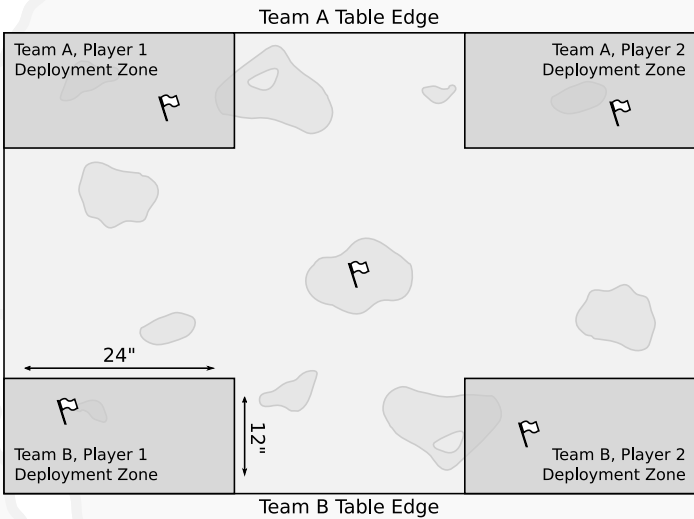
Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

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

TERTIARY OBJECTIVES

Both teams apply all of the following tertiary objectives in each mission. No more than 5 total victory points may be earned by a team 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 team are considered tertiary objectives and are included within the 5 point cap.
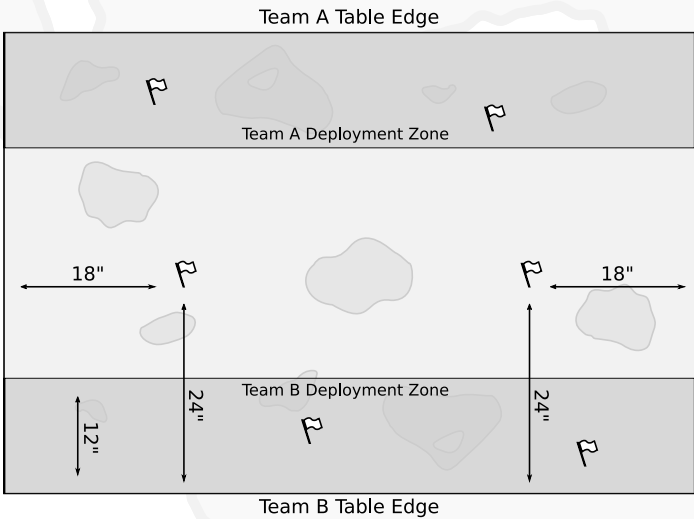
Table Setup Guide

The following illustrations are just guides to aid understanding; consult the mission writeups for details.

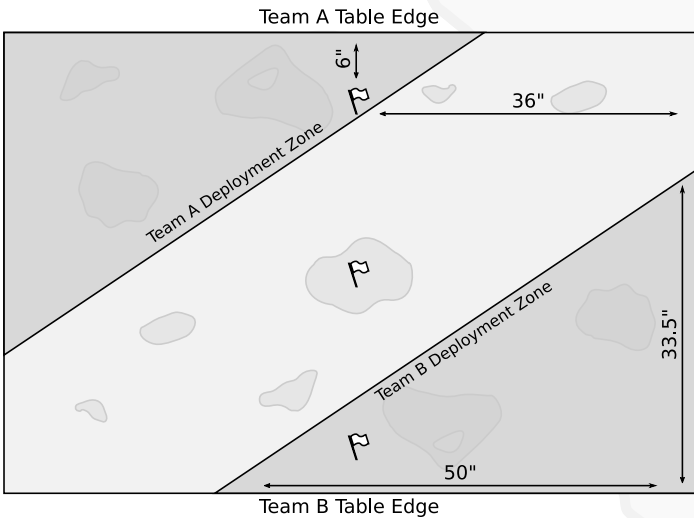## Mission 1: Forge Your Alliance

Team A Table Edge

Team A, Player 1
Deployment Zone

Team A, Player 2
Deployment Zone

24"

12"

Team B, Player 1
Deployment Zone

Team B, Player 2
Deployment Zone

Team B Table Edge

Mission 2: Those Big Gunz Are Ours!

Team A Table Edge

Team A Deployment Zone

18"

18"

Team B Deployment Zone

24"

24"

12"

Team B Table Edge

Mission 3: To The Last Breath...

Team A Table Edge

6"

36"

Team A Deployment Zone

Team B Deployment Zone

33.5"

50"

Team B Table Edge

MISSION 1: FORGE YOUR ALLIANCE

TABLE SETUP

Deployment zones are each the two table corners sharing a long table edge, up to 12" from the long table edge and 24" from the short edges. The team that wins the roll off to pick deployment zone chooses a long table edge and takes both corners along that edge. Both teams then secretly record which of their players will deploy into which of the two corners in their deployment zone.

After each team has secretly recorded its players' corners, place a single primary objective marker at table center. The teams then roll off on D6 and alternate in that order placing a single primary objective marker in each of their deployment zone corners, for a total of 5 objectives on the table.

On each team's turn to deploy it reveals which player will deploy into which corner, and then they do so simultaneously. All of the models deployed in each of the team's table corners must be from the detachment(s) of the player declared for that corner.

Infiltrating models are not restricted by the table corner declarations.

MISSION SPECIFIC RULES

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

Night Fighting. As defined on page 135 of the main rulebook: If either team opts for Night Fighting before any deployment begins, on a single D6 of 4+ all units have Stealth throughout Turn 1.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At game end the primary objective marker at table center is worth 3 victory points. For each team the markers in the opposing team's deployment zone are worth 2 victory points each, and the markers in its own deployment zone 1 victory point each.

Secondary Objectives. After deployment, both teams 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.

- *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.

- *Meatgrinder.* Score 1 victory point for each opposing Troop unit 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: Those Big Gunz Are Ours!

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 two primary objectives markers each 18" from a short table edge and 24" from the long edges. These are designated as command center markers, explained below. The teams then roll off on D6 and in that order alternate placing a total of four more objective markers. Each team must place their first marker in their opponent's deployment zone and their second in their own deployment zone. Label all of the markers, including the command centers, 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 Fighting. As defined on page 135 of the main rulebook: If either team opts for Night Fighting before any deployment begins, on a single D6 of 4+ all units have Stealth throughout Turn 1.

Orbital Strike. If a team controls one or both command center markers at the beginning of their movement phase, they gain a special shooting attack for that turn. Normal rules for holding markers apply, except that for the purposes of Orbital Strike alone the markers cannot be controlled by Beasts, Swarms, Vehicles, or Monstrous and Gargantuan Creatures. Such units may still score and contest these markers as usual.

If a team controls one marker, at the beginning of the shooting phase a model within 3" of the marker (applying the unit type restrictions above, but not necessarily a model in range at the start of movement), may fire with the following profile instead of any of its weapons:

- Range Unlimited, S6, AP5, Ignore Cover, Blast, Barrage

If a team controls both markers, at the beginning of the shooting phase one model within 3" of either marker (applying the unit type restrictions above, but not necessarily a model in range at the start of movement), may fire with either of the following profiles instead of any of its weapons:

- Range Unlimited, S6, AP5, Ignore Cover, Large Blast, Barrage
- Range Unlimited, S6, AP3, Ignore Cover, Blast, Barrage

Any of these special attacks may target a different unit than the rest of the shooter's unit, but do not count for purposes of assault charge eligibility.

Maelstrom. At the start of each team turn, the active team 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 teams 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.

- *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.

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

- *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: TO THE LAST BREATH...

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 team that wins the zone roll off may pick any of the four corners, and the other team 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. As defined on page 135 of the main rulebook: If either team opts for Night Fighting before any deployment begins, on a single D6 of 4+ all units have Stealth throughout Turn 1.

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 team who has had a smaller percentage of the units in their army broken. If one team has been completely eliminated, the opposing team gains an additional victory point. No more than 9 victory points may be earned via this primary objective.

Secondary Objectives. After deployment, both teams 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.

- *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.

- *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.

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

Tactical Objectives

#	In Play	Achieved	Value	Title	Requirement
1-1	☐	☐	1	**Capture 1**	Control marker #1.
1-2	☐	☐	1	**Capture 2**	Control marker #2.
1-3	☐	☐	1	**Capture 3**	Control marker #3.
1-4	☐	☐	1	**Capture 4**	Control marker #4.
1-5	☐	☐	1	**Capture 5**	Control marker #5.
1-6	☐	☐	1	**Capture 6**	Control marker #6.

#	In Play	Achieved	Value	Title	Requirement
2-1	☐	☐	1	**Capture 1**	Control marker #1.
2-2	☐	☐	1	**Capture 2**	Control marker #2.
2-3	☐	☐	1	**Capture 3**	Control marker #3.
2-4	☐	☐	1	**Capture 4**	Control marker #4.
2-5	☐	☐	1	**Capture 5**	Control marker #5.
2-6	☐	☐	1	**Capture 6**	Control marker #6.

#	In Play	Achieved	Value	Title	Requirement
3-1	☐	☐	1	**Advance**	Control a marker outside both deployment zones.
3-2	☐	☐	1	**Advance**	Control a marker outside both deployment zones.
3-3	☐	☐	2	**Storm**	Control a marker in your opponent's deployment zone.
3-4	☐	☐	2	**Storm**	Control a marker in your opponent's deployment zone.
3-5	☐	☐	2	**Defend**	Control all markers in your deployment zone; cannot score Turn 1.
3-6	☐	☐	2	**Defend**	Control all markers in your deployment zone; cannot score Turn 1.

#	In Play	Achieved	Value	Title	Requirement
4-1	☐	☐	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	☐	☐	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	☐	☐	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	☐	☐	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	☐	☐	2	**Seize Momentum**	Control at least two more markers than your opponent.
4-6	☐	☐	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	☐	☐	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: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
5-2	☐	☐	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: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
5-3	☐	☐	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: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
5-4	☐	☐	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: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
5-5	☐	☐	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: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
5-6	☐	☐	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: ☐ ☐ ☐ *Value:* 2 mission points for each marked box.

#	In Play	Achieved	Value	Title	Requirement
6-1	☐	☐	X	**Butcher**	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
6-2	☐	☐	X	**Hunter**	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
6-3	☐	☐	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: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
6-4	☐	☐	X	**Assassin**	While in play, mark one of these boxes each time an opposing character is removed from play: ☐ ☐ ☐ ☐ *Value:* 1 mission point for each marked box.
6-5	☐	☐	X	**Harasser**	Contest or claim as many markers as possible; cannot score Turn 1. *Value:* 4 mission points minus the number of markers controlled by your opponent, to a minimum of 0.
6-6	☐	☐	X	**Commander**	Claim as many markers as possible; cannot score Turn 1. *Value:* 1 mission point for each marker you control.

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	☐	☐	1	**Capture 1**	Control marker #1.
1-2	☐	☐	1	**Capture 2**	Control marker #2.
1-3	☐	☐	1	**Capture 3**	Control marker #3.
1-4	☐	☐	1	**Capture 4**	Control marker #4.
1-5	☐	☐	1	**Capture 5**	Control marker #5.
1-6	☐	☐	1	**Capture 6**	Control marker #6.

#	In Play	Achieved	Value	Title	Requirement
2-1	☐	☐	1	**Capture 1**	Control marker #1.
2-2	☐	☐	1	**Capture 2**	Control marker #2.
2-3	☐	☐	1	**Capture 3**	Control marker #3.
2-4	☐	☐	1	**Capture 4**	Control marker #4.
2-5	☐	☐	1	**Capture 5**	Control marker #5.
2-6	☐	☐	1	**Capture 6**	Control marker #6.

#	In Play	Achieved	Value	Title	Requirement
3-1	☐	☐	1	**Advance**	Control a marker outside both deployment zones.
3-2	☐	☐	1	**Advance**	Control a marker outside both deployment zones.
3-3	☐	☐	2	**Storm**	Control a marker in your opponent's deployment zone.
3-4	☐	☐	2	**Storm**	Control a marker in your opponent's deployment zone.
3-5	☐	☐	2	**Defend**	Control all markers in your deployment zone; cannot score Turn 1.
3-6	☐	☐	2	**Defend**	Control all markers in your deployment zone; cannot score Turn 1.

#	In Play	Achieved	Value	Title	Requirement
4-1	☐	☐	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	☐	☐	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	☐	☐	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	☐	☐	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	☐	☐	2	**Seize Momentum**	Control at least two more markers than your opponent.
4-6	☐	☐	3	**Clear A Path**	Control at least one marker in both deployment zones and at least one marker outside both.

#	In Play	Achieved	Value	Title	Requirement
5-1	☐	☐	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: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
5-2	☐	☐	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: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
5-3	☐	☐	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: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
5-4	☐	☐	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: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
5-5	☐	☐	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: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
5-6	☐	☐	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: ☐ ☐ ☐ _Value:_ 2 mission points for each marked box.

#	In Play	Achieved	Value	Title	Requirement
6-1	☐	☐	X	**Butcher**	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
6-2	☐	☐	X	**Hunter**	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
6-3	☐	☐	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: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
6-4	☐	☐	X	**Assassin**	While in play, mark one of these boxes each time an opposing character is removed from play: ☐ ☐ ☐ ☐ _Value:_ 1 mission point for each marked box.
6-5	☐	☐	X	**Harasser**	Contest or claim as many markers as possible; cannot score Turn 1. _Value:_ 4 mission points minus the number of markers controlled by your opponent, to a minimum of 0.
6-6	☐	☐	X	**Commander**	Claim as many markers as possible; cannot score Turn 1. _Value:_ 1 mission point for each marker you control.

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.

Immediately reroll any objectives provably impossible to achieve.

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