

SECURE OBJECTIVE 1

*A critical objective has been located.
Proceed to it at once and hold it at any cost.*



11

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

A broad mind lacks focus.

TYPE: CAPTURE & CONTROL

SECURE OBJECTIVE 2

*A critical objective has been located.
Proceed to it at once and hold it at any cost.*



12

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

Heresy grows from idleness.

TYPE: CAPTURE & CONTROL

SECURE OBJECTIVE 3

*A critical objective has been located.
Proceed to it at once and hold it at any cost.*



13

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

*Pain is an illusion of the senses,
despair an illusion of the mind.*

TYPE: CAPTURE & CONTROL

SECURE OBJECTIVE 4

*A critical objective has been located.
Proceed to it at once and hold it at any cost.*



14

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

Brave men do not question, they simply act.

TYPE: CAPTURE & CONTROL

SECURE OBJECTIVE 5

*A critical objective has been located.
Proceed to it at once and hold it at any cost.*



15

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

*Success is commemorated;
failure merely remembered.*

TYPE: CAPTURE & CONTROL

SECURE OBJECTIVE 6

*A critical objective has been located.
Proceed to it at once and hold it at any cost.*



16

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

The Emperor asks only that you obey.

TYPE: CAPTURE & CONTROL

DEFEND OBJECTIVE 1

*You are charged with the defence of a key objective.
It must not be permitted to fall.*



21

Score 2 Victory Points if you control Objective Marker 1 with the same unit at the end of two of your turns consecutively.

Innocence proves nothing.

TYPE: TAKE & HOLD

DEFEND OBJECTIVE 2

*You are charged with the defence of a key objective.
It must not be permitted to fall.*



22

Score 2 Victory Points if you control Objective Marker 2 with the same unit at the end of two of your turns consecutively.

Duty prevails.

TYPE: TAKE & HOLD

DEFEND OBJECTIVE 3

*You are charged with the defence of a key objective.
It must not be permitted to fall.*



23

Score 2 Victory Points if you control Objective Marker 3 with the same unit at the end of two of your turns consecutively.

It is better to die for the Emperor than to live for yourself.

TYPE: TAKE & HOLD

DEFEND OBJECTIVE 4

*You are charged with the defence of a key objective.
It must not be permitted to fall.*



24

Score 2 Victory Points if you control Objective Marker 4 with the same unit at the end of two of your turns consecutively.

Only fools fail in their duties.

TYPE: TAKE & HOLD

DEFEND OBJECTIVE 5

*You are charged with the defence of a key objective.
It must not be permitted to fall.*



25

Score 2 Victory Points if you control Objective Marker 5 with the same unit at the end of two of your turns consecutively.

The mighty have no room for doubt.

TYPE: TAKE & HOLD

DEFEND OBJECTIVE 6

*You are charged with the defence of a key objective.
It must not be permitted to fall.*



26

Score 2 Victory Points if you control Objective Marker 6 with the same unit at the end of two of your turns consecutively.

True faith is blind and justified.

TYPE: TAKE & HOLD

STORM OBJECTIVE 1

The enemy holds a vital objective. Proceed to it at once, locate the enemy and kill them all.



31

Score D3 Victory Points at the end of your turn if Objective Marker 1 was controlled by your opponent at the start of your turn and you control it at the end of your turn.

We do not flinch from death.

TYPE: STORM & DEFEND

STORM OBJECTIVE 2

The enemy holds a vital objective. Proceed to it at once, locate the enemy and kill them all.



32

Score D3 Victory Points at the end of your turn if Objective Marker 2 was controlled by your opponent at the start of your turn and you control it at the end of your turn.

To lack conviction is to invite defeat.

TYPE: STORM & DEFEND

STORM OBJECTIVE 3

The enemy holds a vital objective. Proceed to it at once, locate the enemy and kill them all.



33

Score D3 Victory Points at the end of your turn if Objective Marker 3 was controlled by your opponent at the start of your turn and you control it at the end of your turn.

The only reward for treachery is retribution.

TYPE: STORM & DEFEND

STORM OBJECTIVE 4

The enemy holds a vital objective. Proceed to it at once, locate the enemy and kill them all.



34

Score D3 Victory Points at the end of your turn if Objective Marker 4 was controlled by your opponent at the start of your turn and you control it at the end of your turn.

Reason is the cloak of traitors.

TYPE: STORM & DEFEND

STORM OBJECTIVE 5

The enemy holds a vital objective. Proceed to it at once, locate the enemy and kill them all.



35

Score D3 Victory Points at the end of your turn if Objective Marker 5 was controlled by your opponent at the start of your turn and you control it at the end of your turn.

Intolerance is a blessing.

TYPE: STORM & DEFEND

STORM OBJECTIVE 6

The enemy holds a vital objective. Proceed to it at once, locate the enemy and kill them all.



36

Score D3 Victory Points at the end of your turn if Objective Marker 6 was controlled by your opponent at the start of your turn and you control it at the end of your turn.

Excuses are the refuge of the weak.

TYPE: STORM & DEFEND

CAREFUL TIMING

...ies are won by applying force in the right place,
at the right time.



41

Score 1 Victory Point at the end of your turn if
you control the Objective Marker whose number
corresponds to the current turn number.

Death is the only answer.

TYPE: SEIZE GROUND

ADAPTIVE STRATEGY

No battle ever proceeded exactly to plan. You must
learn to be flexible, or learn to die. Be prepared to
change your tactics at a stroke.



42

When this Tactical Objective is generated, roll
two dice (re-rolling any doubles). Score 1 Victory
Point at the end of your turn if you control
either of the Objective Markers whose numbers
correspond to the results. If you control both
these Objective Markers at the end of your turn,
score D3 Victory Points instead.

A suspicious mind is a healthy mind.

TYPE: SEIZE GROUND

PRIORITY ORDERS RECEIVED

This area is of supreme importance. You are to
lead an immediate all-out assault and capture it
at any cost.



43

When this Tactical Objective is generated, roll a
D6. Score 1 Victory Point at the end of your turn
if you control the corresponding Objective Marker.
If your Warlord controls the corresponding Objective
Marker, score D3 Victory Points instead.

Compassion is a sign of weakness.

TYPE: SEIZE GROUND

CONTROL THE FIELD

These objectives must be captured and secured.
The enemy must be denied any future foothold.



44

Score D3 Victory Points at the end of your
turn if you control at least two even-numbered
Objective Markers.

Fools fear naught and know less.

TYPE: SEIZE GROUND

SECURE THE FIELD

These objectives must be captured and secured.
The enemy must be denied any future foothold.



45

Score D3 Victory Points at the end of your
turn if you control at least two odd-numbered
Objective Markers.

Know your duty!

TYPE: SEIZE GROUND

COMMAND THE FIELD

These objectives must be captured and secured.
The enemy must be denied any future foothold.



46

Score D3+2 Victory Points at the end of your turn
if you control at least two even-numbered Objective
Markers and two odd-numbered Objective Markers.

My armour is contempt.

TYPE: SEIZE GROUND

CLEANSE AND BURN

The enemy are a sore that blights this land. Attack them, sear them to ashes, and cauterise the wound.



51

Roll a D6 when this Tactical Objective is generated.

Score 1 Victory Point at the end of your turn if there are no enemy units within 3" of the Objective Marker whose number corresponds to the result. If there are no enemy units within 9" of the Objective Marker, score D3 Victory Points instead.

Hope is the beginning of unhappiness.

TYPE: PURGE

DRIVE THEM BACK

The enemy has a foothold in your sector. Retake the lost ground and send them to oblivion!



52

Score 1 Victory Point at the end of your turn if at least one enemy unit that was controlling an Objective Marker at the start of your turn was completely destroyed. If, in addition, one of your units is controlling that Objective Marker at the end of your turn, score D3 Victory Points instead.

Negotiation is surrender.

TYPE: PURGE

NO MERCY

This must be total war. Engage with your targets and annihilate them. Take no prisoners!



53

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during either your Shooting phase or your Assault phase. If at least one enemy unit was completely destroyed during both your Shooting phase and your Assault phase, score D3 Victory Points instead. If at least 3 enemy units were completely destroyed in both your Shooting phase and your Assault phase, score D3+3 Victory Points instead.

Only in death does duty end.

TYPE: PURGE

PRIMARY TARGET

The enemy looks to their champions and war machines for courage. Identify and destroy them and their courage will fail.



54

Score 1 Victory Point at the end of your turn if at least one enemy model that had 5 or more Wounds (or Hull Points) remaining at the start of the Assault phase was removed as a casualty or destroyed during that phase. If the model had 5 or more Wounds (or Hull Points) remaining at the start of the Assault phase, score D3 Victory Points instead.

Power resides in the will of the righteous.

TYPE: PURGE

LET THEM BLEED

Attrition has assured many great victories. Just as the strength of a warrior saps away with every wound, so does that of an army as it suffers continued losses.



55

Score 1 Victory Point at the end of your turn if at least one model was removed as a casualty from at least 3 different enemy units during your turn. If at least one model was removed as a casualty from 6 or more different enemy units during your turn, score D3 Victory Points instead.

The keenest blade is righteous hatred.

TYPE: PURGE

AREA CONTROL

It is critical that this area is dominated. No enemy vanguard or guerilla units can be allowed to disrupt our plans.



56

Score 1 Victory Point at the end of your turn if there are no enemy units within 6" of the centre of the battlefield. If there are no enemy units within 12" of the centre of the battlefield, score D3 Victory Points instead.

A weapon cannot substitute for zeal.

TYPE: PURGE

DECIMATE THE ENEMY

Annihilate your foe to the last. Take no prisoners. Show no mercy. Leave none to tell their tale.



61

Score 1 Victory Point at the end of your turn if at least one enemy Troops unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy Troops unit was completely destroyed during the Assault phase of your turn, score 2 Victory Points instead.

Faith without deeds is worthless.

TYPE: ANNIHILATION

TARGET ENEMY VETERANS

Battle-hardened warriors are an army's backbone. Identify the enemy's champions and eradicate them.



62

Score 1 Victory Point at the end of your turn if at least one enemy Elites unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy Elites unit was completely destroyed during the Assault phase of your turn, score 2 Victory Points instead.

Leniency is weakness.

TYPE: ANNIHILATION

CRIPPLE THE FOE

Deny the enemy his speed and surprise and you will steal an easy victory.



63

Score 1 Victory Point at the end of your turn if at least one enemy Fast Attack unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy Fast Attack unit was completely destroyed during the Assault phase of your turn, score 2 Victory Points instead.

No victory can be earned through heresy.

TYPE: ANNIHILATION

PRIORITISE ARMoured TARGETS

If the tanks and big guns succeed, then victory will surely follow. You are ordered to eliminate the enemy's armour and heavy support.



64

Score 1 Victory Point at the end of your turn if at least one enemy Heavy Support unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy Heavy Support unit was completely destroyed during the Assault phase of your turn, score 2 Victory Points instead.

Prayer cleanses the soul, but pain cleanses the body.

TYPE: ANNIHILATION

DISRUPT THEIR COMMAND

Destroying the enemy's command structure is of supreme importance. Attack their strategy and the battle is all but won.



65

Score 2 Victory Points at the end of your turn if at least one enemy HQ unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy HQ unit was completely destroyed during the Assault phase of your turn, score D3+2 Victory Points instead.

Success is measured in blood: yours or your enemy's.

TYPE: ANNIHILATION

THE BIGGER THEY ARE...

Kill the enemy's great leaders and god-machines, and triumph is yours.



66

Score 3 Victory Points at the end of your turn if at least one enemy Lords of War unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy Lords of War unit was completely destroyed during the Assault phase of your turn, score D3+3 Victory Points instead.

The truly wise are always afraid.

TYPE: ANNIHILATION