

MISSION



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.

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ACHIEVEMENTS



Directly remove enemy units from play:

- 3 characters.
- 3 psykers.
- 3 non-flying vehicles/creatures.
- 3 flying vehicles/creatures.
 - Superheavy vehicle.
 - Gargantuan creature.
 - Building.
 - Warlord.

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.

Control the battlefield:

- Score a particular objective outside 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.

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