

SECURE OBJECTIVE 1

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

1 VP

SECURE OBJECTIVE 4

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

1 VP

TAKE OBJECTIVE 1

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

Alternately, if the Objective Marker is outside of your deployment zone, score 2 Victory Points instead.

1 VP or 2 VPs

TAKE OBJECTIVE 4

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

Alternately, if the Objective Marker is outside of your deployment zone, score 2 Victory Points instead.

1 VP or 2 VPs

PROGENITOR'S LEGACY

A single Objective outside of your deployment zone which you control at the end of your turn is worth 2 Victory Points if it is controlled by one of the following:

- A Legion Specific Unit that matches your Warlord's Legiones Astartes type
- A Solar Auxillia Household Retinue squad
- A Mechanicum model with the *Cybertheurgy*, *Cybernetica Cortex*, or *Lumbering Advance* special rules

If you have no such unit in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

2 VPs

WE ARE LEGION

A single Objective you control with x2 Troops units at the end of your turn is worth 3 Victory Points.

If you have no such unit in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

3 VPs

SECURE OBJECTIVE 2

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

1 VP

SECURE OBJECTIVE 5

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

1 VP

TAKE OBJECTIVE 2

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

Alternately, if the Objective Marker is outside of your deployment zone, score 2 Victory Points instead.

1 VP or 2 VPs

TAKE OBJECTIVE 5

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

Alternately, if the Objective Marker is outside of your deployment zone, score 2 Victory Points instead.

1 VP or 2 VPs

COMMAND THE FIELD

A single Objective you control with an HQ unit at the end of your turn is worth 1 Victory Point.

If you have no such unit in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

1 VPs

SWIFT VICTORY

A single Objective you control with a Fast Attack unit at the end of your turn is worth 1 Victory Point.

If you have no such unit in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

1 VP

SECURE OBJECTIVE 3

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

1 VP

SECURE OBJECTIVE 6

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

1 VP

TAKE OBJECTIVE 3

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

Alternately, if the Objective Marker is outside of your deployment zone, score 2 Victory Points instead.

1 VP or 2 VPs

TAKE OBJECTIVE 6

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

Alternately, if the Objective Marker is outside of your deployment zone, score 2 Victory Points instead.

1 VP or 2 VPs

VETERAN HONORS

A single Objective you control with an Elite unit at the end of your turn is worth 1 Victory Point.

Alternately, if you control an Objective with a Walker or Monstrous Creature earn 2 Victory Points instead. (This does not have to be an Elites choice.)

If you have no such unit in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

1 VP or 2 VPs

DEVASTATING FIREPOWER

A single Objective you control with a Heavy Support unit at the end of your turn is worth 1 Victory Point.

If you have no such unit in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

1 VP

LONG RANGE RECON

LOYALIST

Score 1 Victory Point if a unit placed on the table from Reserves is not within 24" of the enemy at the end of your turn.

Alternately, score 1 Victory Point if three or more of your units Ran, Turbo Boosted, or Moved Flat Out during your turn.

AGGRESSIVE RECON

TRAITOR

Score 1 Victory Point if a unit placed on the table from Reserves is within 12" of the enemy at the end of your turn.

SACRED ARMAMENTS

LOYALIST

Score 1 Victory Point at the end of your turn if you removed an enemy model or vehicle using the *Master-crafted, Specialist Weapon, Duellist's Edge, Sudden Strike, or Firing Calibration* special rules.

If no such unit is in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

**DEPOT SABOTAGE**

TRAITOR

Score 1 Victory Point at the end of your turn if an enemy model was removed as a casualty or vehicle suffered a glancing hit due to one of their own weapons with the *Gets Hot!* special rule.

SLOW DEATH

LOYALIST

Score 1 Victory Point at the end of your turn if any drawn close combats occur. If you have won a close combat by 1 or 2 wounds you may use this card to treat the combat as a draw instead and earn the VPs listed above.

SAVAGE DEATH

TRAITOR

Score 2 Victory Points at the end of your turn if any of your units have won a close combat by a margin of 3 or more wounds and the enemy is wiped out as a result of those wounds — not a Sweeping Advance.

1 VP

1 VP

1 VP

1 VP

1 VP

2 VPs

KNOW NO FEAR

LOYALIST

Score 1 Victory Point if you pass 3 Morale, Pinning or Fear tests during a turn. If you pass 5 or more Morale, Pinning or Fear tests, score 2 Victory Points instead.

SEEDS OF DOUBT

TRAITOR

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during the turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score 2 Victory Points instead.

COUNCIL OF NIKAEA

LOYALIST

Score 1 Victory Point if you nullified a Psychic Power during your opponent's turn. If you nullified 3+ Powers, score 3 VPs instead.

Alternately, after holding this card for one turn, you may discard it at the start of your next turn for the following benefit: When drawing new Tactical Objectives this turn, you may choose to discard a single newly drawn card and immediately replace it with a new one.

BROKEN EDICTS

TRAITOR

Score 1 Victory Point if you manifested a Psychic Power during your turn. If you manifested 3+ Powers, score 3 VPs instead.

DECAPITATING STRIKE

LOYALIST

Score 1 Victory Point if an enemy HQ unit was destroyed during your turn.

Alternately, score 1 Victory Point if one of your units with Deep Strike was placed on the table during your turn.

If no such unit is in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.

**EXPOSE THE ARROGANCE**

TRAITOR

Score 1 Victory Point if an enemy Elites unit was destroyed during your turn.

Alternately, score 1 Victory Point if the enemy fails a Reserves Roll by rolling a 1.

1 or 2 VPs

1 or 2 VPs

1 or 3 VPs

1 or 3 VPs

1 VP

1 VP

HOLD THE LINE

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

BEHIND ENEMY LINES

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn.

Alternately, if 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score 3 Victory Points instead.

ACCENDENCY

Score 2 Victory Points if you control any 3 Objective Markers at the end of your turn.

1 VP

BLOOD AND GUTS

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn.

Alternately, if you completely destroyed 3 or more enemy units during the Assault phase of your turn, score 3 Victory Points instead.

1 VP or 3 VPs

OVERWHELMING FIREPOWER

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn.

Alternately, if you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score 3 Victory Points instead.

2 VPs

NO PRISONERS

Score 1 Victory Point if an enemy unit was destroyed at any point during your turn.

Alternately, if three or more enemy units were destroyed at any point during your turn, score 3 Victory Points instead.

1 VP or 3 VPs

BIG GAME HUNTER

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn.

Alternately, if one enemy Super-heavy vehicle, Gargantuan Creature or 3+ Vehicles were destroyed during your turn, score 3 VPs.

If no such unit is in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.



1 VP or 3 VPs

ANCIENT ENMITY

Score 1 Victory Point at the end of your turn if one of your units has engaged an enemy Walker in close combat. If the enemy Walker is then destroyed in that same close combat earn 3 Victory Points instead.

Alternately if you have destroyed an enemy Walker this turn, earn 1 Victory Point.

If no such unit is in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new Tactical Objective.



1 VP or 3 VPs

1 VP or 3 VPs

KING SLAYER

Score 2 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

Alternately, score 3 Victory Points if 3 enemy units were completely destroyed during the Shooting phase of your turn.

1 VP or 3 VPs

FURY OF THE LEGION

Score 1 Victory Point at the end of your turn if you removed 25% of an enemy unit using the *Fury Of The Legion* special rule. If the Enemy unit was eliminated with this attack, earn 3 Victory Points.

1 VP or 3 VPs

HUNGRY FOR GLORY

Score 1 Victory Point if you issued a challenge during your turn.

If you issued 3 or more challenges during your turn, score 2 Victory Points instead.

If you have no characters in play at the start of your turn or when this Tactical Objective is drawn, you may discard this and draw a new card.



1 VP or 2 VPs

UNLEASH THE DARK ARSENAL

Score 1 Victory Point at the end of your turn if you removed 25% of an enemy unit with an attack that has any of these special rules: *Shred, Rad-phase, Lingering Death, Crawling Fire, Deflagrate, Flesh Ripper, Poisoned, or Toxin.*

Alternately, if an enemy unit was eliminated with such an attack, earn 2 Victory Points instead.

1 VP or 2 VPs