



SECURE BUILDING 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

11

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

TYPE: CAPTURE & CONTROL

SECURE BUILDING 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

14

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

TYPE: CAPTURE & CONTROL

GARRISON BUILDING 1

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

21

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

TYPE: TAKE & HOLD

SECURE BUILDING 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

12

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

TYPE: CAPTURE & CONTROL

SECURE BUILDING 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

15

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

TYPE: CAPTURE & CONTROL

GARRISON BUILDING 2

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

22

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

TYPE: TAKE & HOLD

SECURE BUILDING 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

13

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

TYPE: CAPTURE & CONTROL

SECURE BUILDING 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

16

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

TYPE: CAPTURE & CONTROL

GARRISON BUILDING 3

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

23

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

TYPE: TAKE & HOLD

GARRISON BUILDING 4

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

24

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

TYPE: TAKE & HOLD

SEIZE BUILDING 1

A vital building is held by the enemy. You are ordered to take it at any cost.

31

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

TYPE: STORM & DEFEND

SEIZE BUILDING 4

A vital building is held by the enemy. You are ordered to take it at any cost.

34

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

TYPE: STORM & DEFEND

GARRISON BUILDING 5

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

25

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

TYPE: TAKE & HOLD

SEIZE BUILDING 2

A vital building is held by the enemy. You are ordered to take it at any cost.

32

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

TYPE: STORM & DEFEND

SEIZE BUILDING 5

A vital building is held by the enemy. You are ordered to take it at any cost.

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

TYPE: STORM & DEFEND

GARRISON BUILDING 6

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

26

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

TYPE: TAKE & HOLD

SEIZE BUILDING 3

A vital building is held by the enemy. You are ordered to take it at any cost.

33

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

TYPE: STORM & DEFEND

SEIZE BUILDING 6

A vital building is held by the enemy. You are ordered to take it at any cost.

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

TYPE: STORM & DEFEND

COMMAND CENTRE

An enemy command centre has been detected in a building within this war zone. Capturing it will hamper the enemy's efforts to defend this sector.

41

When this Cities of Death Objective is generated, your opponent must select an Objective Marker. Score 1 Victory Point at the end of your turn if you control the Objective Marker. If you control the Objective Marker at the end of the turn in which this Cities of Death Objective was generated, score D3 Victory Points instead.

TYPE: SEIZE GROUND

CAPTURE THE CASTLE

Strike deep into enemy territory and seize the building around which they anchor their defences.

44

Score D3 Victory Points if you control the Objective Marker closest to the enemy table edge at the end of your turn. If two or more Objective Markers are equally close, score D3 Victory Points if you control any one of them.

TYPE: SEIZE GROUND

CRUSHING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed an enemy unit that had all of its models in buildings or ruins terrain during your Shooting phase, score D3 Victory Points instead.

TYPE: PURGE

MAINTAIN PERIMETER

Establish a perimeter and ensure no enemy gets past your defensive cordon.

42

Score 1 Victory Point if no more than one enemy scoring unit is within 12" of the centre of the battlefield at the end of your turn. If there are no enemy units within 18" of the centre of the battlefield at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

THE HIGH GROUND

By capturing the tallest buildings in this sector, you will be able to dominate huge areas of the city.

45

Score D3 Victory Points if you control the two Objective Markers that are on the two tallest buildings and/or ruins on the battlefield at the end of your turn. If more than two Objective Markers are on equally tall buildings or ruins, score D3 Victory Points if you control any two of them.

TYPE: SEIZE GROUND

NO SHELTER

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed an enemy unit that had all of its models in buildings or ruins terrain during your Assault phase, score D3 Victory Points instead.

TYPE: PURGE

SALLY FORTH

The enemy thinks we will simply wait for them to attack. Launch an immediate counter-offensive and engage the foe.

43

Score 1 Victory Point if at least one of your units disembarked from a building, or started the turn in ruins terrain, and successfully charged into close combat during your turn.

TYPE: SEIZE GROUND

REPEL THE ENEMY

Repulse all of the foe's attacks, and drive them out into the streets so they can be slaughtered.

46

Score D3+3 Victory Points if not a single enemy scoring unit is embarked within, on the battlements of, or in base contact with any building or ruin on the battlefield at the end of your turn.

TYPE: SEIZE GROUND

STREETS OF DEATH

Force the enemy to cover in their buildings, exterminating any that dare to venture forth onto the streets.

53

Score 1 Victory Point if an enemy unit that started your turn with one or more models on open ground was completely destroyed during your turn. If between 3 and 5 enemy units that started your turn with one or more models on open ground were completely destroyed during your turn, score D3 Victory Points instead. If 6 or more enemy units that started your turn with one or more models on open ground were completely destroyed during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

SURPRISE ATTACK

Appear suddenly in the heart of the battle and annihilate your foe before he can react.

54

Score 1 Victory Point if at least one enemy unit was completely destroyed by a friendly unit that arrived from Reserves during the same turn.

TYPE: PURGE

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 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.

TYPE: ANNIHILATION

COUNTER-STRIKE

The foe seeks to circumvent our defences by landing troops amidst our ranks. Show them the folly of their ways.

64

Score 1 Victory Point at the end of your turn if at least one enemy unit that arrived from Deep Strike Reserve was completely destroyed during your turn. If 3 or more enemy units that arrived from Deep Strike Reserve were completely destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

CRIPPLE THE VANGUARD

Destroy the swiftest units in the enemy army and cripple his manoeuvrability.

55

Score 1 Victory Point if at least one enemy Fast Attack unit was completely destroyed during this turn. If you completely destroyed 3 or more enemy Fast Attack units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

STRONGHOLD DENIAL

If the enemy should seek to capture a stronghold, reduce it to rubble and rob the foe of his prize.

65

Score 1 Victory Point at the end of your turn if at least one building was destroyed during your turn. If 3 or more buildings were destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

NO WITNESSES

The enemy's leaders cannot be permitted to leave the battlefield alive to report what they have seen.

56

Score 1 Victory Point if every one of your opponent's models with the Independent Character special rule has been removed as casualties during this or any previous turn.

TYPE: PURGE

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

BIG GAME HUNTER

The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION