

## TABLE QUARTERS

You fulfill this objective if your army controls more table quarters (per the conditions described on p. 198 of the Warhammer rulebook) than your opponent's army at game's end.



## CENTER OBJECTIVE

You fulfill this objective if you control a specified objective in the center of the table. Place a counter or small piece of terrain in the exact center of the gaming table. At game's end, you must have a unit of Unit Strength 5+ within 6" of the objective with no enemy units closer to the objective than your capturing unit. Fleeing units can neither capture the objective nor prevent its capture.



## MULTIPLE OBJECTIVES

You fulfill this objective if you control (per the terms described for Center Objective) at least two of three special objectives at game's end. Set aside three counters or small pieces of terrain. After Deployment Zones are chosen but before deployment begins, place one objective. Next, have your opponent place the second objective. Finally, place the final objective. No objective can be placed in either Deployment Zone, within 6" of a table edge, or within 12" of another objective.



## HOLD THE LINE

You fulfill this objective if there are no enemy units, except fleeing units, of Unit Strength 5 or more in your Deployment Zone.



## INVADE

You fulfill this objective if there are two or more units of Unit Strength 5 or more in your opponent's Deployment Zone at game's end. Fleeing units don't count.



## BREAKTHROUGH

You fulfill this objective if you have moved three or more units off of your opponent's table edge by game's end. Units that left this edge by fleeing don't count.



## ASSASSINATE GENERAL

You fulfill this objective if the enemy General is dead, is fleeing, or has fled off the table by game's end.



## ASSASSINATE WIZARD

You fulfill this objective if the highest-level enemy Wizard is dead, is fleeing, or has fled off the table by game's end. If there are two or more Wizards with the same (highest) level, randomly determine which is your target. If your opponent has no Wizards, roll a D6 to determine a different Objective: 1-2, Assassinate General; 3-5, Assassinate Enemy Character; 6, Assassinate Highest-Point Model.



## ASSASSINATE ENEMY CHARACTER

You fulfill this objective if a designated enemy character model is dead, is fleeing, or has fled off the table by game's end. Randomly designate this character before deployment begins.





## ASSASSINATE HIGHEST POINTS MODEL

You fulfill this objective if the enemy model that costs the most points is dead, is fleeing, or has fled off the table by game's end. For purposes of this objective, characters mounted on Chariots, Monsters, and the like count as one model, and their points costs should be added together as you determine which model costs the most. If there are two or more models with the same (highest) points cost,

randomly determine which is your target.



## ARCH-ENEMY

You fulfill this objective if your army's General has taken out an enemy character model of your choice by shooting him, casting spells at him, or defeating him in close combat such that he has been removed as a casualty, is fleeing, or has fled off the board by game's end. Designate the enemy character before deployment begins.



## PROTECT THE OFFICERS

You fulfill this objective if all of your character models survive the battle, are on the board, and are not fleeing at game's end.



## ANNIHILATE

You fulfill this objective if at least half the starting Unit Strength of your opponent's army has been removed as casualties, is fleeing, or has fled off the board by game's end.



## ROUT

You fulfill this objective if at least half of your opponent's units have fled due to combat resolution, Psychology, or other effects over the course of the game. If the opposing force is a Vampire Count, Daemon, or Tomb King force, you may opt to discard this Objective and play with Annihilate, Preserve, Seek & Destroy, or Capture Colors instead.



## PRESERVE

You fulfill this objective if at least 75% of the starting Unit Strength of your army is on the board and not fleeing at game's end.



## SEEK & DESTROY

You fulfill this objective if an enemy unit, specified by your opponent before deployment, has been destroyed, is fleeing, or has fled off the table by game's end.



## SHOCK & AWE

You fulfill this objective if your opponent's army has failed three or more Psychology Tests over the course of the game. If the opposing force is a Vampire Count, Daemon, Slaanesh-themed, or Tomb King force, you may opt to discard this Objective and play with Annihilate, Preserve, Seek & Destroy, or Capture Colors instead.



## CAPTURE COLORS

You fulfill this objective if you are in possession of at least two enemy standards at game's end, or if the enemy army includes only one standard, you are in possession of it at game's end. If the enemy army has no standards, choose one of the following Objectives instead: Annihilate, Rout, Preserve, Seek & Destroy, or Shock & Awe.





## DELAY TACTICS

You fulfill this objective if none of your units engage in close combat until Turn 4 or later in order to buy time for operations to be completed elsewhere.



## RESCUE

You fulfill this objective if you have rescued a captive from your opponent's army. Give your opponent a spare model or marker. Your opponent must assign this "captive" to one of his units. The captive will move with the unit and may be captured exactly like a unit standard. To fulfill this Objective, one of your non-fleeing units must be in control of the captive at game's end. See the Battlefield Objectives article in

WD317 for a complete description of this Battlefield Objective.



## MESSENGER

You fulfill this objective if one of your character models – specified by you before deployment and not your General – delivers an important message by exiting the table via your opponent's board edge by game's end. If you have only one character model in your army, choose Delay Tactics, Rescue, Monster Hunt, Destination, or Final Destination instead.



## MONSTER HUNT

You fulfill this objective if at game's end, at least half of the enemy's models with more than 1 Wound on their profiles, except character models, have been destroyed, are fleeing, or have fled off the table. If your opponent has no multiple-Wound models, except character models, or commands an Ogre Kingdoms army, choose Delay Tactics, Rescue, Messenger, Destination, or Final Destination instead.



## DESTINATION

You fulfill this objective if one of your character models specified by you before deployment (not your General) has occupied a target spot on the board for 2 full contiguous turns (in order to perform a ritual, seek divine guidance at the equinox, pick up a hidden message, or something of the kind). To determine the spot, place a marker on the exact center point of the board and then roll the Scatter Die. Move the marker 3D6" in the direction indicated by the arrow, even if a "Hit" is rolled.



## FINAL DESTINATION

You fulfill this objective if one of your character models specified by you before deployment (not your General) occupies a target spot on the board at game's end. Determine the spot per the process described for the Destination Objective.



## MAGICAL DOMINATION

You fulfill this objective if your army has successfully cast at least three spells over the course of the battle. The first spell listed in any spell list does not count toward this tally. If your army includes no Wizards, reroll a different Objective.



## ANTI-MAGIC

You fulfill this objective if your army has successfully dispelled at least three enemy spells over the course of the battle. If your opponent's army does not include any Wizards, reroll a different Objective. You also fulfill the terms of this Objective if your opponent does have a Wizard or Wizards in his army but does not successfully cast at least three spells.



## ALTERNATE OBJECTIVE





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