|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Die Roll | Objective | Active | Discard | Complete |
| 11 | 1 VP if you control O1 at end of your turn |  |  |  |
| 12 | " O2 |  |  |  |
| 13 | " O3 |  |  |  |
| 14 | " O4 |  |  |  |
| 15 | "O5 |  |  |  |
| 16 | "O6 |  |  |  |
| 21 | “O1 |  |  |  |
| 22 | “O2 |  |  |  |
| 23 | " O3 |  |  |  |
| 24 | " O4 |  |  |  |
| 25 | "O5 |  |  |  |
| 26 | "O6 |  |  |  |
| 31 | “O1 |  |  |  |
| 32 | “O2 |  |  |  |
| 33 | " O3 |  |  |  |
| 34 | " O4 |  |  |  |
| 35 | "O5 |  |  |  |
| 36 | "O6 |  |  |  |
| 41 | Score 1 VP if every mys. Objective gets ID'd or has already been ID'd |  |  |  |
| 42 | Score 1 VP if one of your units is within 12" of opp table edge at end of turn, 3+, score d3 |  |  |  |
| 43 | Score 1 VP if at least 3 of your scoring units and no opp scoring units are within 12” of your own table edge at end of turn |  |  |  |
| 44 | Score d3 VP if you control any 3 Obj markers at end of your turn |  |  |  |
| 45 | Score d3 VP if you control at least 2 Obj markers and at least 2x as many as your opponent at the end of your turn |  |  |  |
| 46 | Score D3+3 VP if you control all objective markers at the table at end of your turn |  |  |  |
| 51 | Score 1 VP if an enemy unit was completely destroyed during the shooting phase of your turn, if you completely destroyed 3+, you get d3 VP instead |  |  |  |
| 52 | As 51, but assault phase |  |  |  |
| 53 | Score 1 VP if an enemy unit was completely destroyed during your turn, 3-5? Score d3. 6 or more? Score D3+3 |  |  |  |
| 54 | Score 1 VP if you issued a challenge during your turn, 3+, score d3 instead |  |  |  |
| 55 | Score 1 VP if opp failed a morale, pinning, or fear test during this turn. If your opponent failed 3 or more morale, pinning, or fear tests, score d3 vp instead |  |  |  |
| 56 | Score 1 VP if you successfully manifested a psychic power during your turn, if you successfully manifested 3 or more psychic powers, score d3 instead. For armies with 0 psykers in list, score 1 VP for a successful deny the witch, d3 for 2+ successful denies |  |  |  |
| 61 | Score D3 VP at end of your turn if your opponent’s warlord has been removed as a casualty during this or any other turn. |  |  |  |
| 62 | Score 1 VP if at least one enemy unit with the psyker, psychic pilot, or brother hood of psykers/sorcerers special rule was completely destroyed during your turn. For opponents playing 0 psykers in list, replace this with score d3 VP if, at the end of your turn, you have destroyed the largest (model wise or points wise) unit in your opponent’s list |  |  |  |
| 63 | Score 1 VP at the end of your turn if at least one enemy flyer or FMC was removed as a casualty during your turn. If your opponent is running 0 flyers/fmcs in list, replace with vehicles&monstrous creatures. |  |  |  |
| 64 | Score 1 VP at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3+, score d3 instead |  |  |  |
| 65 | Score 1 VP at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score d3 instead. If your opponent is running 0 fortifications in list, replace with Weapon Destroyed, enemy vehicle, and superheavy vehicle, respectively.  |  |  |  |
| 66 | Score 1 VP at the end of your turn if at least one enemy vehicle or MC was destroyed during your turn. If at least one enemy super heavy or gargantuan creature was destroyed during your turn, score d3 instead. |  |  |  |