

Tactical Engagement Mission Pack: Score Card

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A	Ground Control		A	Ground Control	
1	Behind enemy lines	At least 2 of you scoring units are wholly within your opponent's deployment zone at the end of your turn..	1	Behind enemy lines	At least 2 of you scoring units are wholly within your opponent's deployment zone at the end of your turn..
2	Take what is theirs	Control the Primary Object closest to your opponent's board edge at the end of your turn.	2	Take what is theirs	Control the Primary Object closest to your opponent's board edge at the end of your turn.
3	No stone unturned	Control at least 3 Primary Objectives at the end of your turn.	3	No stone unturned	Control at least 3 Primary Objectives at the end of your turn.
4	Access denied	Your opponent controls no Primary Objectives at the end of your turn.	4	Access denied	Your opponent controls no Primary Objectives at the end of your turn.
5	Divide and conquer	Control the 2 Primary Objectives furthest from each other at the end of your turn.	5	Divide and conquer	Control the 2 Primary Objectives furthest from each other at the end of your turn.
6	Stacking up	Control at least 1 Primary Objective, and at least twice as many as your opponent controls at the end of your turn.	6	Stacking up	Control at least 1 Primary Objective, and at least twice as many as your opponent controls at the end of your turn.
B	Purge		B	Purge	
1	Slay the Warlord	Enemy warlord has been removed as a casualty.	1	Slay the Warlord	Enemy warlord has been removed as a casualty.
2	Take the fight to them	Destroy an enemy unit that was wholly within their own deployment zone at the start of the turn.	2	Take the fight to them	Destroy an enemy unit that was wholly within their own deployment zone at the start of the turn.
3	Hold the line	Destroy an enemy unit that was within your own deployment zone at the start of the turn.	3	Hold the line	Destroy an enemy unit that was within your own deployment zone at the start of the turn.
4	Clear the point	Destroy an enemy unit that was controlling a Primary Objective at the start of the turn.	4	Clear the point	Destroy an enemy unit that was controlling a Primary Objective at the start of the turn.
5	Look them in the eyes	One of your units destroys an enemy unit that was within 6" of itself at the start of the phase.	5	Look them in the eyes	One of your units destroys an enemy unit that was within 6" of itself at the start of the phase.
6	Long shot	One of your units destroys an enemy unit that was at least 36" away from itself at the start of the phase.	6	Long shot	One of your units destroys an enemy unit that was at least 36" away from itself at the start of the phase.
C	Combat		C	Combat	
1	Weather the storm	Successfully complete a charge while suffering no casualties from overwatch.	1	Weather the storm	Successfully complete a charge while suffering no casualties from overwatch.
2	Hungry for glory	Kill an enemy character in a challenge.	2	Hungry for glory	Kill an enemy character in a challenge.
3	Show them the fear	Cause a unit to fall back from combat.	3	Show them the fear	Cause a unit to fall back from combat.
4	Broad attack	Successfully make a disordered charge into 2 or more enemy units.	4	Broad attack	Successfully make a disordered charge into 2 or more enemy units.
5	Forceful assault	Destroy a unit on the same turn it was charged.	5	Forceful assault	Destroy a unit on the same turn it was charged.
6	Overpower	Win a round of combat while suffering no unsaved wounds.	6	Overpower	Win a round of combat while suffering no unsaved wounds.
D	Psychological Warfare		D	Psychological Warfare	
1	With great power...	Manifest a psychic power with Warp Charge 2 or more.	1	With great power...	Manifest a psychic power with Warp Charge 2 or more.
2	...comes great responsibility	An opponent's psyker suffers a Perils of the Warp.	2	...comes great responsibility	An opponent's psyker suffers a Perils of the Warp.
3	Intervention	Stop a psychic power using Deny the Witch.	3	Intervention	Stop a psychic power using Deny the Witch.
4	Abhor the witch	Destroy an enemy psyker.	4	Abhor the witch	Destroy an enemy psyker.
5	May the force be with you	Destroy a multi wound enemy model with Force.	5	May the force be with you	Destroy a multi wound enemy model with Force.
6	Before the storm	Destroy an enemy psyker before they manifest any power.	6	Before the storm	Destroy an enemy psyker before they manifest any power.

Secret Primary:	Secret Secondaries:	Secret Primary:	Secret Secondaries:
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