W40K
MAELSTROM
TACTICAL OBJECTIVES

From

RULEBOOK

DARK ANGELS

ASTRA MILITARUM

TYRANIDS

CRAFTWORLDS

CHAOS SPACE MARINES

DEATH GUARD

SPACE MARINES

GREY KNIGHTS

BLOOD ANGELS

DEATHWATCH

CHAOS DAEMONS

THOUSAND SONS

ADEPTUS MECHANICUS

+ 4 bonus fun cards

by
Lion

11 SECURE OBJECTIVE 1 — *Capture and Control*

Score 1 victory point if you control objective marker 1 at the end of your turn.

12 SECURE OBJECTIVE 2 — *Capture and Control*

Score 1 victory point if you control objective marker 2 at the end of your turn.

13 SECURE OBJECTIVE 3 — *Capture and Control*

Score 1 victory point if you control objective marker 3 at the end of your turn.

14 SECURE OBJECTIVE 4 — *Capture and Control*

Score 1 victory point if you control objective marker 4 at the end of your turn.

15 SECURE OBJECTIVE 5 — *Capture and Control*

Score 1 victory point if you control objective marker 5 at the end of your turn.

16 SECURE OBJECTIVE 6 — *Capture and Control*

Score 1 victory point if you control objective marker 6 at the end of your turn.

21 SECURE OBJECTIVE 1 — *Take and Hold*

Score 1 victory point if you control objective marker 1 at the end of your turn.

22 SECURE OBJECTIVE 2 — *Take and Hold*

Score 1 victory point if you control objective marker 2 at the end of your turn.

23 SECURE OBJECTIVE 3 — *Take and Hold*

Score 1 victory point if you control objective marker 3 at the end of your turn.

24 SECURE OBJECTIVE 4 — *Take and Hold*

Score 1 victory point if you control objective marker 4 at the end of your turn.

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25 — SECURE OBJECTIVE 5 — Take and Hold

Score 1 victory point if you control objective marker 5 at the end of your turn.

26 — SECURE OBJECTIVE 6 — Take and Hold

Score 1 victory point if you control objective marker 6 at the end of your turn.

31 — DEFEND OBJECTIVE 1 — Storm and Defend

Score 2 victory points if you control objective marker 1 at the end of two consecutive turns.

32 — DEFEND OBJECTIVE 2 — Storm and Defend

Score 2 victory points if you control objective marker 2 at the end of two consecutive turns.

33 — DEFEND OBJECTIVE 3 — Storm and Defend

Score 2 victory points if you control objective marker 3 at the end of two consecutive turns.

34 — DEFEND OBJECTIVE 4 — Storm and Defend

Score 2 victory points if you control objective marker 4 at the end of two consecutive turns.

35 — DEFEND OBJECTIVE 5 — Storm and Defend

Score 2 victory points if you control objective marker 5 at the end of two consecutive turns.

36 — DEFEND OBJECTIVE 6 — Storm and Defend

Score 2 victory points if you control objective marker 6 at the end of two consecutive turns.

41 — ADVANCE — Seize Ground

Score 1 victory point if no unit from your army is within your deployment zone at the end of your turn.

42 — BEHIND ENEMY LINES — Seize Ground

Score 1 victory point if you have at least one unit completely within the ennemy's deployment zone at the end of your turn. If you have at least three units within your opponent's deployment zone, scores D3 victory points instead.

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43 — HOLD THE LINE — *Seize Ground*

Score 1 victory point if you have at least three units completely within your deployment zone, and your opponent have no models within your deployment zone, at the end of your turn. This objective cannot be achieved on your first turn.

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44 — MISSION CRITICAL OBJECTIVE — *Seize Ground*

When this Tactical Objective is generated, roll a D6. Score 1 victory point if you control the corresponding objective marker.
If this objective was controled by your opponent at the start of your turn, and you control it at the end of your turn, scores D3 victory points instead.

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45 — SUPREMACY — *Seize Ground*

Scores D3 victory points if you control any three objective markers at the end of your turn.

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46 — DOMINATION — *Seize Ground*

Scores D3+3 victory points if you control every objective markers on the battlefield at the end of your turn.

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51 — OVERWHELMING FIREPOWER — *Purge*

Score 1 victory point if an enemy unit was destroyed during your Shooting phase.
If 3+ enemy units were destroyed, scores D3 victory points instead.

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52 — BLOOD AND GUTS — *Purge*

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn.
If 3+ enemy units were destroyed during the Fight phase, scores D3 victory points instead.

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53 — NO PRISONERS — *Purge*

Score 1 victory point if an enemy unit was destroyed during your turn.
If between 3 and 5 enemy units were destroyed, scores D3 victory points instead.
If 6+ enemy units were destroyed, scores D3+3 victory points instead.

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54 — AREA DENIAL — *Purge*

Score 1 victory point if there are no ennemy models within 6" of the centre of the battlefield at the end of your turn.
If there are no ennemy models within 12" of the centre, scores D3 victory points instead.

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55 — PSYCHOLOGICAL WARFARE — *Purge*

Score 1 victory point if your opponent failed a Morale test during this turn.
If your opponent failed 3 or more Morale tests, scores D3 victory points instead.

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56 — MASTER OF THE WARP — *Purge*

Score 1 victory point if your manifested or denied a psychic power during this turn.
If you manifested or denied 3 or more psychic powers, scores D3 victory points instead.

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61 KINGSLAYER — *Annihilation*

Score D3 victory points if your opponent's Warlord has been destroyed during this or any previous turn.

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62 WITCH HUNTER — *Annihilation*

Score 1 victory point if at least one enemy **PSYKER** was destroyed during this turn.

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63 SCOUR THE SKY — *Annihilation*

Score 1 victory point if at least one enemy unit that can **FLY** was destroyed during this turn.

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64 ASSASSINATE — *Annihilation*

Score 1 victory point if at least one enemy **CHARACTER** was destroyed during this turn. If 3 or more enemy **CHARACTERS** were destroyed during this turn, scores D3 victory points instead.

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## 65 BIG GAME HUNTER — *Annihilation*

Score 1 victory point if at least one enemy unit with a Wounds characteristic of 10 or more was destroyed during this turn. If at least one enemy unit with a Wounds characteristic of 20+ was destroyed during this turn, scores D3 victory points instead.

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66 PRIORITY ORDERS RECEIVED — *Annihilation*

When this Tactical Objective is generated, immediately generate a bonus T.O. that does not count toward the number of Active T.O. you currently have in play, and that only your Warlord model can achieve. If your Warlord achieve it (because he killed the last model in a unit, or because he controls the right objective marker, and so on), score the victory point(s) stated on the bonus T.O. and an additional 3 victory points.

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11 NO ONE STEP BACK — *Dark Angels*

When this Tactical Objective is generated secretly choose either your next turn, your next two turn or your next three turn; score 1, D3 or D3+3 victory points respectively if this T.O. is still active at the end of the turn you chose. This T.O. is inmediatly discarded if the battle ends or any friendly **DARK ANGELS** unit Falls Back or fails a Morale test.

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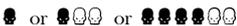
12 NO FORGIVENESS — *Dark Angels*

Score 1 victory point if you destroyed any ennemy units that were controlling an objective arker at the start of the turn.

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13 CONFESS ! — *Dark Angels*

Score 1 victory point if a friendly **INTERROGATOR-CHAPLAIN** killed any ennemy models in the Fight phase of this turn, or if you successfully manifested any psychic power from the Interromancy discipline during the turn.

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14 SEIZE AND INTERROGATE — *Dark Angels*

Score 1 victory point if any enemy **CHARACTERS** were slain by a **DARK ANGELS** unit in the Fight phase of this turn. If your's opponent's Warlord was slain, scores D3 victory points instead.

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15 — FLAWLESS STRATEGY — *Dark Angels*

Score 1 victory point at the end of your turn if one ore more friendly **DEATHWING** units arrived as reinforcements using the Teleport Strike ability and were set up within 12" of any ennemy units.
If your units were also set up within 6" of a **RAVENWING** unit, scores D3 victory points instead.

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16 — THE PATH OF REDEMPTION — *Dark Angels*

Score 1 victory point if, during your turn, a friendly **DARK ANGELS** unit charged an ennemy unit with a higher Power Rating than its own.

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11 — OVERKILL — *Astra Militarum*

Score 1 victory point if an **ASTRA MILITARUM VEHICLE** from your army destroyed an enemy unit during this turn. Score D3 victory points instead if it was a **TITANIC VEHICLE**.

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12 — REGIMENTAL PRIDE — *Astra Militarum*

Score 1 victory point if an enemy **CHARACTER** was slain as a result of an attack made by one of your **<REGIMENT> CHARACTERS** during this turn.

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14 — CHAIN OF COMMAND — *Astra Militarum*

Score 1 victory point if you issued 3-5 different orders or tank orders this turn.
If you issued 6+ different orders or tank orders, score D3 victory points instead.

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14 — TROOPS ON THE GROUND — *Astra Militarum*

Score D3 victory point if you control 3-5 objective markers with **INFANTRY** units.
If you control all six objectives markers with **INFANTRY** units, score D3+3 victory points instead.

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15 — HAMMER OF THE EMPEROR — *Astra Militarum*

Score 1 victory point if you destroyed an enemy unit that was controling an objective marker at the start of the turn.

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16 — DEATH FROM AFAR — *Astra Militarum*

Score 1 victory point if an ennemy unit that was wholly within their deployment zone at the start of yhe turn was destroyed by a unit wholly within your deployment zoneduring this turn.

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11 — SWARM — *Tyranids*

Score 1 victory point if you control more objective markers than your opponent at the end of the turn.

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12 — CRUSH — *Tyranids*

Score 1 victory point if at least one enemy unit was completly destroyed this turn and its last model was slain by an attack made by a **TYRANID MONSTER** or a **TYRANID** unit of more than 10 models.

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13 DOMINATE — Tyranids

Score 1 victory point if at least 3 psychic powers were successfully manifested by friendly **Tyranids** units in your Psychic phase.

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14 DECAPITATE — Tyranids

Score 1 victory point if at least one enemy **Character** was destroyed this turn. If 2+ **Characters** were destroyed, scores D3 victory points instead.

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15 TERRIFY — Tyranids

Score 1 victory point if at least one enemy unit failed a Morale test this turn. If 3+ enemy units failed a Morale test, score D3 victory points instead.

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16 DEVOUR — Tyranids

Score 1 victory point if an enemy unit was destroyed during the Fight phase this turn. If 3+ enemy units were destroyed, scores D3 victory points instead. If 6+ enemy units were destroyed, score D3+3 victory points instead.

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11 LEGACY OF SORROW — Craftworlds

Score 1 victory point if an enemy **Character** was destroyed during this turn.

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12 MASTER OF RUNES — Craftworlds

Score 1 victory point if you successfully manifested a psychic power from the Runes of Battle or Rune of Fate discipline during this turn. If you manifested 3 or more psychic powers, score D3 victory points instead.

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13 KHAINE'S WRATH — Craftworlds

Score 1 victory point if, during your turn, a friendly Craftworlds unit successfully charged an ennemy unit. If 3+ units charges, scores D3 victory points instead.

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14 THE HIDDEN PATH — Craftworlds

Roll a D6 when you generate this objective. Score 1 victory point if there are no ennemy units within 12" of the corresponding objective marker.

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15 STRANDS OF FATE — Craftworlds

Roll a D6 when you generate this objective. You can increase or decrease by 1 if your Warlord is a **Psyker**. Score 1 victory point if you control the corresponding objective marker.

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16 COMBINED STRIKE — Craftworlds

Score 1 victory point if an enemy unit was destroyed during the Psychic, Shooting or Fight phase of your turn. Score D3 victory points instead if an enemy unit was destroyed during two of these phases. Score D3+3 victory points instead if an enemy unit was destroyed during all three phases.

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11 — FOR THE DARK GODS !
Chaos Space Marines

Score 1 victory point if an enemy unit was destroyed or failed a Morale test this turn.

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12 — RISE TO GLORY
Chaos Space Marines

Score 1 victory point if at least one enemy CHARACTER, VEHICLE or MONSTER was destroyed during this turn and the last wound it suffered was inflicted by a friendly HERETIC ASTARTES CHARACTER.

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13 — THE WILL OF CHAOS
Chaos Space Marines

Roll a D6 when this Tactical Objective is generated, and the start of each of your turns thereafter. Score 1 victory point if you control the corresponding objective marker.

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14 — THE WARP IS YOUR ALLY
Chaos Space Marines

Score 1 victory point if you manifested a psychic power during your turn or if you summoned a unit of DAEMONS to the battlefield with a Daemonic ritual. Score D3 victory points instead if you did both (psychic power and summonig).

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15 — CLAIM AND DESPOIL
Chaos Space Marines

Score D3 victory points if you control an objective marker that was controlled by an enemy unit at the start of the turn.

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16 — THE LONG WAR
Chaos Space Marines

Score 1 victory point if an enemy unit was destroyed during this turn. Score D3 instead if any IMPERIUM units were destroyed this turn. If 3+ IMPERIUM units were destroyed, score 3 victory points, and if 6+ IMPERIUM units were destroyed, score D3+3 victory points.

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11 — DEATH MARCH
Death Guard

Score 1 victory point if at least three friendy DEATH GUARD infantry units are completely within your opponent's half of the battlefield.

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12 — DIGUSTING DEVOTIONS
Death Guard

Whilst this Tactical Objective is active, keep a tally of successful Disgusting Resilient rolls you make in each turn. Score 1 victory point if you successfully made at least 7 Disgusting Resilient rolls during this turn.

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13 — GRANDFATHER'S GIFT
Death Guard

Score 1 victory point if at least one enemy unit was completely destroyed during your turn and the last model in the unit was slain by an attack made by a DEATH GUARD model attacking with a plague weapon (i.e. a plaguesword, the Plague Skull of Glothila or any weapon with Plague Weapon ability).

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14 — SPREAD CONTAGION
Death Guard

When this Tactical Objective is generated, nominate one of your DEATH GUARD CHARACTERS. Score 1 victory point if this character is still alive at the end of the game.

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15 — SYMBOL OF THE FLY LORD — *Death Guard*

Score D3 victory points if you control exactly three objective markers at the end of the turn - no more, no less.

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16 — DEATH BEGETS LIFE — *Death Guard*

Whilst this Tactical Objective is active, keep a tally of the number of enemy models you kill in each of your turns. Score 1 victory point if you killed at least 7 enemy models this turn, and 1 additional victory point for every 7 models killed in excess of this (up to a maximum of 7 victory points).

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11 — DEATH FROM ABOVE — *Space Marines*

Score 1 victory point if at least one enemy unit was destroyed in your turn, and the last model in the enemy unit was slain by an attack made by a unit that can **FLY** or a unit that arrived as reinforcements during the turn.

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12 — HONOUR YOUR CHAPTER — *Space Marines*

Score 1 victory point if an enemy **CHARACTER** lost a wound as the result of an attack made by one of your **CHARACTERS** during this turn. If any enemy **CHARACTERS** were slain as the result of such an attack, score D3 victory points instead.

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13 — NO MERCY, NO RESPITE — *Space Marines*

Score 1 victory point if at least one enemy unit was destroyed or failed a Morale test this turn. If at least three enemy unit were destroyed and/or failed Morale tests this turn, score D3 victory points instead.

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14 — FOR THE EMPEROR ! — *Space Marines*

Score 1 victory point if one or more of your **INFANTRY** or **BIKER** units made a successful charge during this turn.

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15 — LIGTHNING STRIKE — *Space Marines*

Score 1 victory point if at least one enemy unit that was entirely within your opponent's deployement zone at the start of the turn was destroyed during this turn.

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16 — EMPEROR'S RETRIBUTION — *Space Marines*

Score D3 victory points if you control an objective marker that was controlled by your opponent at the start of the turn. Score D3+3 victory points instead if you control three objective markers in this maner.

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11 — DESTROY THE DAEMON — *Grey Knights*

Score 1 victory point if you destroyed at least one enemy **DAEMON** unit during this turn. Score D3 victory points instead if you destroyed between 3 and 5 **DAEMON** units, or score D3+3 victory points if you destroyed 6+.

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12 — PSYCHIC COMMUNION — *Grey Knights*

Score 1 victory point if you successfully manifested at least three psychic powers during your turn. Score D3 victory points instead if you manifested at least six psychic powers.

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13 — NO WITNESSES! — *Grey Knights*

Score 1 victory point if all of your opponent's **CHARACTER** models have been removed as casualties.

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14 — DEEDS OF LEGEND — *Grey Knights*

Score D3 victory points if you killed an enemy **CHARACTER** or **MONSTER** during this turn.

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15 — TELEPORT ATTACK — *Grey Knights*

Score 1 victory point if at least one enemy unit was destroyed by a unit in your army that used the Teleport Strike, Personal Teleporters or Warp Emergence ability to arrive on the battlefield this turn, or was the target of the *Gate of Infinity* psychic power this turn.

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16 — RITES OF EXORCISM — *Grey Knights*

When this Tactical Objective is generated, your opponent must select an objective marker. If you control that objective marker at the end of any turn, score 1 victory point. If you control it at the end of this turn, score D3 victory points instead.

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11 — VALOUR OF THE ANGELS — *Blood Angels*

Score 1 victory point if at least one enemy **CHARACTER** was slain by one of your **BLOOD ANGELS** units in the Fight phase of this turn. Score D3 victory points instead if it was slain by an attack made by a **BLOOD ANGELS CHARACTER**.

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12 — AERIAL ASSAULT — *Blood Angels*

Score 1 victory point if at least one enemy unit was destroyed in your turn, and the last model in this unit was slain by an attack made by a **BLOOD ANGELS** unit that can **FLY**. Score D3 victory points instead if your killing unit arrived as reinforcements during this turn.

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13 — PURITY THROUGH BLOODSHED — *Blood Angels*

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn, and the last model in this unit was slain by an attack made by a **BLOOD ANGELS** unit. Score D3 victory points instead for 3+ units, or D3+3 victory points for 6+ units, so destroyed.

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14 — DECAPITATING STRIKE — *Blood Angels*

When this Tactical Objective is generated, work out which of your opponent's **CHARACTERS** currently on the battlefieldcore has the highest Power Rating. If 2 or more have the same Power Rating, choose one. Score 1 victory point if that character was slain by a **BLOOD ANGELS** unit this turn.

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15 — SWIFT ADVANCE — *Blood Angels*

Score 1 victory point if at least three of your **BLOOD ANGELS** units Advanced this turn.

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16 — NOBLE SELF-SACRIFICE — *Blood Angels*

Score 1 victory point for each of your **BLOOD ANGELS CHARACTERS** that was slain this turn.

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11 — DOMINATE — *Deathwatch*

Score 1 victory point at the end of the turn if you control the objective marker that was the closest to the enemy Warlord when this was generated. If the ennemy warlord has been slain or is not on the battlefield the enemy player picks the objective marker you must control.

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12 — THE LONG VIGIL — *Deathwatch*

Roll aD6.
Score 3 victory points if you control the corresponding objective marker at the end of three conscutive turns.

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13 — KILL TEAM STRIKE — *Deathwatch*

Score 1 victory point if you destroyed at least one enemy unit this turn.
Score D3 victory points instead if the last model in at least one ennemy unit was slain by a friendly unit of Veterans or Intercessors.

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14 — CRIPPLING BLOW — *Deathwatch*

Score 1 victory point if one enemy **CHARACTER** was destroyed this turn.
Score D3 victory points instead if two or more **CHARACTERS** were destroyed.

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15 — PRIORITY TARGET — *Deathwatch*

When this is generated, make a note of witch enemy model on the battlefield has the highest Power Level. If several models are tied, your opponent selects one amongst them. Score 1 victory point if you slay this model. Score D3 victory points instead if it was a **MONSTER**.

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16 — SUFFER NOT THE ALIEN — *Deathwatch*

Score 1 victory point if at least one enemy unit was destroyed this turn.
Score D3 victory points instead if at least one **AELDARI, T'AU EMPIRE, NECRONS, ORKS** or **TYRANIDS** enemy unit was destroyed during this turn.

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666 — WALKING DISASTER — *Fun Game*

Score 1 victory point if your opponent, in his clumsyness, damage one of your model or spill some liquid on your table or terrain piece, etc.
Score D3 victory points instead if your opponent make several damages to your models/table/terrains.

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666 — FEAST FOR CROWS — *Fun Game*

Score 1 victory point if you brought some food or drinks to share with your opponent(s) for the game.
Score D3 victory points instead if your brought food and drinks for everyone. Cheers !

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666 — COLORLESS ENEMY — *Fun Game*

Score 1 victory point if one of your opponent's units on the battlefield is not painted.
Score D3 victory points instead if more than one of your opponent's units are unpainted.

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666 — SHIT BREAK — *Fun Game*

Score 1 victory point if one of your opponents has left the room earlier in the battle to go to the restroom or if he leaves while this objective is still active. Score D3 victory points instead if it was for more than 5 min...

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11 · DELIGHT IN DESPAIR — Chaos Daemons

Score 1 victory point if your opponent failed a Morale test this turn.
Score D3 victory points instead if the test was failed within 3" of any of your **SLAANESH DAEMONS**.

12 · CYCLE OF LIFE — Chaos Daemons

Score 1 victory point if an enemy **INFANTRY** unit was destroyed this turn.
Score D3 victory points instead if it was was killed by one of your **NURGLE DAEMONS**.

13 · TOUCHED BY THE WARP — Chaos Daemons

Score 1 victory point if you manifested or denied a psychic power this turn.
Score D3 victory points instead if you manifested or denied 3+ psychic powers.

14 · THE GLORY OF KHORNE — Chaos Daemons

Score 1 victory point if an enemy **CHARACTER** was destroyed this turn.
Score D3 victory points instead if it was was killed by one of your **KHORNE DAEMONS**.

15 · THE DOMINION OF CHAOS — Chaos Daemons

Score D3 victory points if you control more objective markers than your opponent at the end of this turn.

16 · THE GREAT GAME — Chaos Daemons

Roll a D6 at the end of each turn after generating this objective. Score that number of victory points if you control exactly that number of objective markers.

11 · RITUAL SLAUGHTER — Thousand Sons

Score 1 victory point if at least 9 enemy models were destroyed by units from your army during this turn.

12 · PSYCHIC SUPREMACY — Thousand Sons

Score 1 victory point if you made a successul *Deny the Witch* test during this turn.

13 · VENGEANCE LONG AWAITED — Thousand Sons

Score 1 victory point if at least 1 enemy unit was destroyed by units from your army this turn.
Score D3 victory points if at least 1 **IMPERIUM** unit was destroyed by units from your army this turn.

14 · ARCANE RITE — Thousand Sons

Score D3 victory points if f at least 1 enemy unit was destroyed by units from your army during the Psychic phase of this turn.

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15 — THE WRATH OF MAGNUS — *Thousand Sons*

Score D3 victory points if at least 1 enemy unit was destroyed by units from your army during the Psychic phase of this turn.

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16 — POWER OF THE CABAL — *Thousand Sons*

While this Tactical Objective is active, keep a tally of the number of psychic powers you successfully resolve during the Psychic phase each turn. At the end of the first turn in which you resolved 2+ psychic powers, score 1 victory point for every 2 psychic powers manifested (to a max. of 6 victory points).

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11 — WILL OF THE OMNISSIAH — *Adeptus Mechanicus*

Score 1 victory point if you randomly determined which *Canticle of the Omnissiah* (p.73) was being canted this turn.

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12 — THE MACHINE ETERNAL — *Adeptus Mechanicus*

Score 1 victory point if a **Vehicle** from your army that as suffered wounds during the course of the battle regains all its lost wounds in your turn.

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13 — A VICTORY FOR LOGIC — *Adeptus Mechanicus*

Score 1 victory point if, during this turn, an enemy **Psyker** was destroyed, or an enemy failed a Psychic test, or if an enemy psychic power was denied (or was otherwise negated, for instance by *Steel Mind* or *Iron Logic* Stratagem (p.98).

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14 — RUMOURS OF REVELATION — *Adeptus Mechanicus*

When this Tactical Objective is generated, roll a D6. Score 1 victory point if you control the corresponding objective marker.
Score D3 victory points instead if your Warlord controls it.

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15 — DESTROY AND ACQUIRE — *Adeptus Mechanicus*

Score 1 victory point if at least 1 enemy **Vehicle** was destroyed but did not explode, crash and burn, etc. during this turn.

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16 — A QUEST FOR KNOWLEDGE — *Adeptus Mechanicus*

Score D3 victory points if you control an objective marker that was controlled by your opponent at the start of the turn. If you control 3+ objective markers that were controlled by your opponent, score D3+3 victory points instead.

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TEAM #1

VICTORY POINTS

Set your dice here

TEAM #2

VICTORY POINTS

Set your dice here

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