

Kill Team Faction-Specific Objectives

By 40 Cray

For all of the below, a Kill Team may not accumulate more than 3 points from their faction-specific objectives in a battle (with the exception of the Kroot and Elucidian Starstriders who may earn up to 5).

Points gained are cumulative with (in addition to) any points earned from any other primary or secondary objectives.

Adeptus Astartes:

Blood angels:

Embrace the rage: Gain one point at the end of a battle round if one of your models took an enemy model out of action in close combat during that battle round.

White Scars:

The thrill of the chase: At the end of a battle round, gain one point if a model from your kill team ends travels more than 10" during that battle round. You may only get one point per battle round in this way.

Dark Angels:

Gather Intelligence for the Hunt: When an enemy specialist or leader is taken out of action, place a marker by their last location. Gain one point if one of your models ends any phase of a battle round within 2" of one of these markers.

Space Wolves:

Epic Stories: Gain a point each time an enemy model with a WS of 3+ or better retreats or falls back, or if one of your models is hit by an overwatch attack which causes them to sustain a flesh wound but does not remove them from battle.

Imperial Fists:

We will hold: gain a point each time one of your models takes an enemy model out of action while your model is behind (entirely or partially--enough that they would be considered obscured) terrain that (partially) obscures them from the enemy model.

Black Templars:

Challenge accepted: At the end of a battle round, gain a point if one of your models was charged by an enemy and you did not retreat or fire overwatch, or if you successfully charged an enemy with WS of 3+ or better. You may only gain one point in this way in a battle round.

Salamanders:

Proof of Craftmanship: Gain a point each time you use your faction attribute to re-roll a hit or wound, and the result takes an enemy model out of action.

Raven Guard:

Embrace the shadows: Gain a point at the end of a battle round if one of your models survived an injury roll caused by a shooting attack or was missed by an enemy shooting attack (as in no hits were landed). You can only get one point in this way per battle round.

Ultramarines:

Codex Formation: If two or more of your models successfully land a hit in the shooting phase or if two or more of your models land a hit in the fight phase, gain a point; you may only gain one point in this way in a battle round.

Iron Hands:

The Flesh is Weak: At the end of a battle round, gain a point if one of your models survived an injury roll or avoided one due to a successful 6+ feel no pain role. You may gain one point in this way in a battle round.

Adeptus Custodes

Fab-stodes: Gain a point at the end of a battle round if two or more of your models took at least one enemy model out of action during the battle round or if one of your models is within 2" of the center of the board and at least one enemy model was taken out of action by one of your models during that battle round. You may gain one point in this way in a battle round.

Adeptus Mechanicus:

Lost Secrets of the Machines: If one of your models is within 1" of an objective for an entire battle round, and neither shoots in the shooting phase nor attacks in the fighting phase (it may be attacked or shot by an enemy model), gain one point.

Astra Militarum:

We will not break: At the end of a battle round, gain a point if one of your models that has accumulated at least one flesh wound or that was previously shaken captures an objective, contributes to the scoring of a point through a secondary objective, or forces an enemy model to take an injury role.

Deathwatch:

The Hand of the Inquisition: Gain one point every time one of your models takes an enemy model that is holding an objective out of action, and/or gain one point every time you successfully capture a point previously held by your opponent (points gained in this way are scored at the end of a battle round).

Grey Knights:

No Secret is Safe: At the end of a battle round, gain 1 point if every enemy model that holds an objective is within 12" of and visible to one of your models (your same model must be within 12" and be able to see the enemy).

Sisters of Battle:

Righteous Penitence: Gain a point if an arcoflagellant or Sister Repentia is taken out of action in close combat, or if an enemy model is taken out of action with a flamer, heavy flamer, or combi-flamer.

Sisters of Silence:

The Emperor's Witch Hunters: Gain a point if an enemy specialist (including a leader) or model with 2 or more wounds is taken out of action in close combat or with a flamer.

Heretic Astartes:**Emperor's Children:**

THINGS SHALL GET LOUD NOW!: one point for causing an injury roll with a heavy weapon or chain weapon.

Iron Warriors:

Nowhere to hide: Gain one point for taking an obscured enemy model out of action.

Night Lords:

Terror of Cruelty: At the end of a battle round, gain one point if any of the following took place in that battle round (max 1 point per round): more than two enemy models take a flesh wound in this round; one enemy model takes two flesh wounds in this round; an enemy model fails a nerve test in this round.

World Eaters:

Let the blood flow: one point when a berserker causes injury rolls on two different models in one fight phase. Gain an extra point for each enemy model taken out of action.

Black Legion:

For the Black Crusade: score an addition point from controlling an objective in a turn in which your controlling model survived a shooting attack.

Word Bearers:

Sacrifice for the Dark Gods: Gain a point in any battleground in which 2 or more cultists or dark apostles are taken out of action, OR if a model which in the previous battle round passed a nerve test is taken out of action.

Alpha Legion:

Masters of subterfuge: score an additional point from controlling an objective at the end of a turn in which it was previously controlled by an enemy model at any point in the battle round (including at the start of the movement phase).

Renegade Chapters:

Masters of Their own fate: Gain a point if a specialist from your kill team takes an enemy leader or specialist out of action or is within 2" of an objective for two full battle rounds (you must control the objective for the 2 battle rounds).

Death Guard:

Grandfather's Mirth: If any of your models avoid an injury roll due to their disgustingly resilient save, gain a point. You may only gain one point per model in this way per battle round (i.e., if two models avoid an injury roll in a battle round, you may gain two points, but if the same model avoids an injury roll twice, only one point is conferred).

Thousand Sons:

Dark Secrets: Gain one point if a specialist (including a leader) or a psyker model that is not a specialist from your kill team takes an enemy specialist or leader out of battle (points gained in addition to/cumulative with any points conferred from secondary objectives).

Chaos Daemons:

The Great, Dark Game: Every round, if your models are wholly composed of daemons representing one and only one chaos god (i.e. all Khornate daemons, all Nurgle daemons, etc.), gain one point to a maximum of 3 points; Alternatively, if your army consists of daemons representing multiple gods, gain one point at least one of your units representing each of these gods takes an enemy out of action (i.e., if you have a mixture of Nurgle and Khorne daemons, gain one point if a Khornate daemon takes one enemy out of action AND a Nurgle daemon takes at least one enemy out of action; if you have models from three gods, you must take three enemies out of action to benefit from this rule, and if models from all four gods, must take out 4 enemy models).

Asuryani:

Memories of Greatness: At the end of a battle round, gain one point if at least one of your models has both taken an enemy model out of action and captured an objective within the same battle round. Earn no more than one point per battle round in this way.

Drukhari:

Slaves for Commoragh: when an enemy unit is killed in close combat, place a token near their last position. Gain one point if *all* of the following conditions are met: one of your models remains within 1" of this token for an entire battle round (starting at the beginning of the movement phase); there are no enemy models within 1" of the token at the end of the battle round; your model that is within 1" of the battle round does not shoot in the shooting phase, nor fight in the fight phase. Gain a maximum of 3 points this way.

Harlequins:

The Grand Jest: Gain a point if in a battle round you use a Harlequins tactic that affects one of your models, and that model (whether in the same phase or subsequent phase of the same battle round) takes an enemy model out of action or captures an objective. You may gain point per model per battle round in this way (so if multiple models are impacted by a tactic and take an enemy model out of action/capture an objective, you may gain a point for multiple models).

Kroot:

More Meat for Evolution: When an enemy model fails an armor save, even if that save does not lead to an injury role, place a token within 1" of that enemy model. Gain a point if, at the end of any phase, one of your models is within 1" of one such token. You may gain up to **5** points in this way.

Necrons:

Protect the Tomb (aka: "Get off my lawn"): Gain one point if, at the end of the game, there are no enemy models in your deployment zone; Gain one point if the enemy team becomes broken

during the battle; Gain one additional point if, in the final round, you control more markers than your opponent.

Orks:

Wutz an ubjektif? Let's Krump 'em!: Gain a point if one of your models that started the movement phase within 2" of an objective ends the battle round more than 2" away from any objective and took an enemy model out of action in that battle round.

Tau:

Intelligence for the Ethereals: At the end of a battle round, if you control more objectives than your opponent and all of the objectives you control have a non-drone model from your team within 2" of them, gain a point.

Tyranids:

Guiding the Devourer: Gain a point if, at the end of the battle round, you control more objectives than your opponent and the models that are controlling all of the objectives are within 8" of a synapse creature (or are synapse creatures).

Genestealer cults:

Rise against the oppressors: At the end of a battle round, gain a point if one of your models has taken an enemy leader, specialist, or model with 2 or more wounds out of action. You may only gain one point in this way per battle round.

Elucidian Starstriders:

Lucky Rogues: Gain 3 points. Yup that's it. Good on you for taking on this faction.

Bonus rule: Good doggo!: If Maximillian is on your kill team and he takes a model out of action, gain 2 points. If he dies, any points won in this way are lost, and you lose an additional point. Shame.

In total, Elucidian Starstriders may gain up to 5 points through this combination of objectives.

Gellerpox Infected:

Spread the Blessings: Gain a point if a gnasher-screamer, nightmare hulk, or gellerpox mutant takes one or more enemy combatants out of action in a battle phase. Gain no more than one point in this way per battle round.

Servants of the Abyss:

Onward for the Master: Gain a point if one of your models captures an objective at the end of a battle round after surviving being shot in the shooting phase or surviving combat after having been charged in the same battle round.