

No rivals to the king: Your army's general must be the only leader model left alive in your army at the end of the final battle round. You score 5 points if your general is the only leader model left alive from your army. You score 10 points if your general is the only leader model left alive from your army and you lost at least 3 other leader models.

Your land is my land: Select a single piece of terrain outside of your deployment zone. If you control this piece of terrain at the end of the final battle round, you score 5 points. You control a terrain feature by having more models on or within 6" of the piece of terrain than your opponent. You score 10 points if instead you have at least one model on or within 6" of the piece of terrain and there are no enemy models within 12".

Cut off the head of the snake: You score 5 points if you kill your opponent's general (it is removed from play and does not return). You score 10 points if your general personally kills your opponent's general (it is removed from play and does not return) and survives the game themselves.

Total carnage: You score 5 points if you finish with more kill points than your opponent. You score 10 points if you finish with more than twice as many kill points as your opponent.

Shut it down: You score 5 points if you dispel at least 3 of your opponent's spells during a single game. You score 10 points if you dispel 6 or more.

Break their back: You score 5 points if you completely destroy all of your opponent's Battleline units. You score 10 points instead if you destroy all of your opponent's Battleline units and they started the game with 5 or more Battleline units.

Take away their toys: You score 5 points if you destroy the enemy unit with the highest point cost. If multiple units are tied for highest point cost, you may choose one. You score 10 points if that highest point costed unit started the game with 40 or more wounds.

The bigger they are, the harder they fall: You score 5 points if you kill all of your opponent's Behemoth units or units with the MONSTER keyword. You score 10 points instead if your opponent started with 3 or more Behemoth units or units with the MONSTER keyword.

Linebreaker: You score 5 points if you have more units wholly within your opponent's deployment zone than they have at the end of the final battle round. You score 10 points if you have at least one unit wholly within your opponent's deployment zone and they don't have any.

Running away, eh?: You score 5 points if you move at least one unit worth more than 100 points off a table edge in your opponent's deployment zone. You score 10 points if you can move off before turn 4. Only units that were deployed on the table at the start of the game and did not leave the table over the course of the way (not in the Celestial Realm, Summoned, etc.) can complete this objective.

Showing up your boss: Pick one of your Leader models that is not your general. You score 5 points if the model scores more Kill Points than your General and survives. You score 10 points instead if this model scores more than your General and your General didn't inflict any Kill points and survives.

Someone brought their brown pants: You score 5 points if you cause at least 3 different enemy units to fail a Battleshock test (i.e. lose at least 1 model due to a Battleshock roll). You score 10 points if you cause at least 6 units to fail