Player:	Game 1		Game 2		Game 3		Game 4		Game 5	
Team:	Me	Opp	Me	Opp	Me	Opp	Me	Opp	Me	Opp
11 - 31: Secure Objective #1										
12 - 32: Secure Objective #2										
13 - 33: Secure Objective #3										
14 - 34: Secure Objective #4										
15 - 35: Secure Objective #5										
16 - 36: Secure Objective #6										
21 - 42: Behind Enemy Lines - 1VP If one of your scoring units is within 12" of your opponent´s table edge at the end of your turn.										
22 - 44: Ascendency - 2VP If you control at least 3 objectives at the end of your turn.										
23 - 45: Supremacy - 2VP If you control at least 2 objectives and twice the amount your opponent controls at the end of your turn.										
24 - 51: Overwhelming Firepower - 2VP If you destroyed 3 or more units in the shooting phase.										
25 - 52: Blood and Guts - 2VP If you destroyed 2 or more units in the assault phase.										
26 - 53: No Prisoner - 2VP If you completely destroyed 3 or more enemy units during your turn.										
31 - 54: Hungry for Glory - 1VP Issue a challenge in an assault phase.										
32 - 55: Psychological Warfare - 1VP If opponent miss a morale, Pinning or Fear test during this turn										
33 - 62: Witch Hunter - 1VP Destroy at least one Psyker, Psychic Pilot or Brotherhood of Psyker/Sorcerer unit during your turn.										
34 - 63: Scour the Skies - 1VP Destroy at least one FMC or Flyer during your turn.										
35 - 64: Assassinate - 1 VP Destroy at least one enemy character during your turn.										
36 - 66: Big Game Hunter - 1VP Destroy at least one MC or vehicle during your turn.										
Total:										