

PRIMARY MISSION

LINCHPIN

True victory is built upon a firm foundation. If the centre cannot hold then all else swiftly crumbles.

SECOND BATTLE ROUND ONWARDS

WHEN: End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

If the player whose turn it is does not control the objective marker in their deployment zone, they score **3VP** for each objective marker they control.

OR

If the player whose turn it is controls the objective marker in their deployment zone, they score **3VP** for controlling that objective marker, and **5VP** for each other objective marker they control.
