

# PRIMARY MISSION

## BURDEN OF TRUST

*The strategic prizes in this region must be guarded at all costs – a duty that falls upon a chosen few.*

### 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).

The player whose turn it is scores **4VP** for each objective marker they control that is not within their deployment zone. Then, for each objective marker that player controls, they can select one unit from their army (excluding **AIRCRAFT**) within range of that objective marker to **guard** it until the start of their next turn.

### SECOND BATTLE ROUND ONWARDS

**WHEN:** End of each player's turn.

The opponent of the player whose turn it is scores **2VP** for each of their units (excluding Battle-shocked units) that are within range of and **guarding** an objective marker they control.