

MISSION RULE

RAISE BANNERS

It is not enough this day simply to defeat the foe. Instead you must raise your banners high, announcing your conquests to all who witness them.

At the end of each player's turn, if a **BATTLELINE** unit from their army is within range of an objective marker that player controls, that unit raises a banner on that objective marker: that player scores **1VP** (which is counted towards their Secondary Mission score), and that player's units can no longer raise a banner on that objective marker.

