

# SECONDARY MISSION – ATTACKER ESTABLISH LOCUS

*Whether a teleport homer crackling with arcane energies, a daemonic summoning circle, a pheromonal marker or some other means of guiding forces onto the battlefield, this locus must be set up swiftly to pave the road to victory.*

## ESTABLISH LOCUS (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One unit from your army.

**COMPLETES:** End of your turn, if that unit is within your opponent's deployment zone or within 6" of the centre of the battlefield.

**IF COMPLETED:** Your unit **establishes a locus**.

## ANY BATTLE ROUND

## VICTORY POINTS

**WHEN:** End of your turn.

Your unit **established a locus** this turn and is within 6" of the centre of the battlefield.

**2VP**

OR

Your unit **established a locus** this turn and is within your opponent's deployment zone.

**4VP**

