



# Pillars of Power

Arc40K

**6 Objective markers, these are the 'Pillars of Power'**

## Primary Objective

### Protect your Pillars

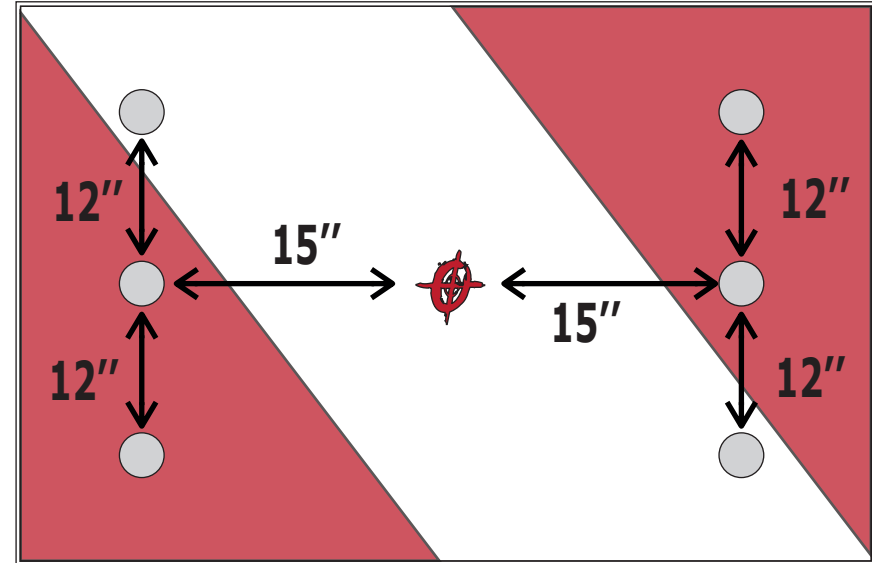
Starting the Second Battle Round, score the following at the end of your Command Phase:

If you have 1 Pillar standing, score 5VP's

If you have 2 Pillars standing, score 5VP's

If you have more Pillars standing than your opponent, Score 5VP's

***The Primary Objective can score a Maximum of 45VP's for the Battle***



## Secondary Objective

### Destroy them! (Action) - End Game

One of your units (except Aircraft) can attempt to complete this action at the end of your movement phase when it is within 3" of an Enemy Pillar.

The Action is completed at the end of your next Command Phase. If you complete the Action, the Enemy Pillar is removed from the table.

At the end of the battle score the following:

4VP's if you destroyed 1 Pillar

9VP's if you destroyed 2 Pillars

15VP's if all 3 Pillars are Destroyed.

***Each Player will also choose 2 more secondary objectives from the Grand Tournament Mission Pack 2021 and / or Army Codex***