



ARCANA CON XXX – 2012

WAR ALL THE TIME

‘War is a sometimes food’ – Cookie Monster

Briefing: The illusive ‘Golden Fez’, WATT have been trying to capture this as a team for years. Now it’s time to see if they can capture it as individuals! Or alternatively as history has demonstrated... NOT.

Deployment: **Pitched Battle (Long table edges p.92).**
1 Objective marker in the centre of the table, this objective has the ‘Golden Fez’ Special Rule.

Victory Conditions: **Annihilation (Kill Points as per p.91).**
‘Wipe Out’ rule (p.90), will be in effect for this mission.
Total Victory: You ‘Wipe Out’ your opponent **AND** you hold the ‘Golden Fez’ on the turn the game ends.
Draw: If each player has the same number of kill points, the game is a draw.

Special rules: **‘The Golden Fez’ -** The Golden Fez is an objective (placed in the centre of the table) and follows all the rules for objectives. In addition, any scoring unit that has ‘captured’ the objective counts as **ZERO** Kill Points whilst in control of the objective. The Golden Fez itself is worth 3 Kill Points for the controlling player at the end of the game.

NOTE: The unit holding the Golden Fez remains worth ZERO Kill Points until it either a) moves off the objective or is b) destroyed **EVEN** if a unit engages them in the assault phase and contests the Fez. In this instance, the fez is contested **BUT** the controlling unit is still worth ZERO Kill Points.

Game length: **Random Game Length** (Ending the Game, p.90)