



ARCANAACON XXX – 2012

MOVING WITH THE TIMES!

‘Wait there goes my Objective!!!!’

- Objective:** It is the 41st Millennium and there is only... WAIT there goes my objective!!!! As with all technology over time it advances forward... objectives are no longer stationary... now.... they MOVE! Try to keep up...
- Deployment:** **Dawn of War** (p.92).
- Victory:** **Capture and Control** (p.91)
‘WIPE OUT’ rule (p.90), will **NOT** be used in this mission. Objectives **MUST** be secured. Once the last models are removed as a casualty tournament Battle results are calculated from where models are, they may not use future turns to capture objectives. If no objectives are held the game is a draw... EVEN though you have wiped out your opponent, you **MUST** play the mission.
- Total Victory:** You control BOTH Objectives.
Draw: Both players control the same amount of Objectives.
- Special rules:** **Run Forest Run -** At the start of your turn scatter your own objective 1D6+2 inches in a random direction (as per the scatter dice). The Objective will move into and out of terrain without penalty, if it touches impassable terrain then place the objective on the opposite side of the impassable terrain. If the objective touches models, move the objective the SHORTEST distance in order to place it.
- Objectives will NOT scatter off the table. If your scatter roll would take the objective off the table then re-roll the scatter (Both dice).**
- Game length:** Ending the Game (p.90)