



## ARCANAÇON XXX – 2012

# GIVE AS GOOD, AS YOU GET!

‘Turn it on... Turn it off... ’

- Objective:** This round is about raising money for the Heart Foundation of Victoria! Have some fun with this cool mission, but remember that it's just a game... and well relax and enjoy... and remember to give a little at the end!
- Deployment:** **Short Table Edges.** Split the table into thirds, place an objective in the centre of each third. Players deploy in the short board edge thirds.
- Victory:** **Seize Ground** (Multiple Objectives p91). (Only 3 Objectives one in the centre of each table third) ‘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 have secured all 3 objectives when the game ends.
- Draw:** Both Players have secured one objective, or secured none.
- Special rules:** **Beacons** If either player has a scoring unit with 3" of an uncontested objective at the end of their turn, then the objective is said to have been ‘secured’. A secured objective counts as being controlled even if the unit that secured it moves off.
- The only way the objective can change hands is for an enemy scoring unit to secure it themselves (just as described above).
- Straight Up The Middle -** Neither side may ‘Outflank’ in this mission. (This isn't just any charity you know!!)
- Give as good as you get -** All mission bonus points may be purchased at the end of the game by donating \$1 per bonus point to the Heart Foundation of Victoria. To buy your bonus points take your battle card up to the front desk, and donate!
- Game length:** Ending the Game ( p.90)