

ARC40K 2023: MISSION 3

JAILBREAK

MISSION BRIEFING

On the battlefield, intelligence is a vital asset. You have managed to detain a number of important enemy personnel for interrogation, but so has your foe. Your comrades must be rescued, but take care not to allow your enemy to do the same.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Prisoners: In the Place Objective Markers step, each player, starting with the attacker, places their three non-combatant models as shown on the map opposite.

Prisoners are controlled in the same way as objective markers. A Prisoner that is not controlled by any unit at the end of its owner's Morale Phase will 'fall back', moving 2d6" directly towards their owner's battlefield edge, and ignoring all terrain. A Prisoner controlled by a unit will move with that unit as if it were a model in that unit. If a unit moves a Prisoner in this way, that unit's Move characteristic is reduced to 6" for that phase, unless it would already be lower. This modifier cannot be ignored for any reason. Prisoners may never embark a transport, nor may they leave the battlefield for any reason.

Prisoners can never move into a deployment zone for any reason.

PRIMARY OBJECTIVES

This mission has the following primary objective:

IN THE NAME OF LIBERTY

Progressive Objective

Your captured allies have vital information on your battle plans for this war. Help them escape the clutches of your enemy before they're forced to spill their secrets.

In the second, third and fourth battle rounds:

At the end of each player's Command phase, the player whose turn it is scores 3VP for each of the following conditions they satisfy (for a maximum of 9VP):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

In the fifth battle round:

- The player who has the first turn scores VP at the end of their Command phase as described above for each of the above conditions they satisfy.
- The player who has the second turn scores VP at the end of their turn as described above for each of the above conditions they satisfy.

At the end of the game:

Each player scores 5VP for each friendly Prisoner model that they control.

Each player scores 2VP for each enemy Prisoner model that they control.

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BASED ON A MISSION PLAYED AT ARC40K 2009

