

TOTAL RECALL

The thoughts in my mind don't seem to last

- Objective:** Memorise your objectives and prevent the enemy from capturing theirs.
- Deployment:** Dawn of War – Table halves (p.93).
- Before** deciding deployment zones, determine the position of **6 objectives** as per the instructions for Seize Ground (p.91).
- When all objectives have been placed, clearly number them from **1 to 6** by placing a dice next to each, and make a rough map on the back of this mission sheet.
- Each player should then **secretly** write down the numbers of 3 objectives that their **opponent** must capture (e.g. 2, 4, 5).
- Players should **then** roll off for sides as described under Dawn of War (p.93).
- After** sides have been chosen, each player should take three additional dice and **hide them** under cupped hands. The dice should be arranged so that the sides face up are the ones each player chose earlier for the opponent to capture (these numbers **must** match the ones written down, so take care to get it right). Players should stand so that each will have a clear view when the dice are revealed.
- Players should then count "**1, 2, 3**" and then lift their hands to reveal the dice for as long as it takes both to say "**TOTAL RECALL!**" in a measured tone. Players should then quickly hide the dice again and scramble them up.
- Each player must **memorise** which objectives that he or she has been assigned to capture. Players are **not** allowed to write down the numbers.
- Deploy** as per Dawn of War (p.93), and then **remove** the 6 dice used to number the objectives. After this, players are **not** permitted to refer back to the map, **nor** to the list of objectives that they wrote for the opponent. You must remember!
- Special rules:** Deep Strike, Infiltrators, Scouts, Reserves, Night Fighting (Turn 1 only).
- Game length:** Between 5 and 7 turns (Ending the Game, p.90).
- Victory:** Each player must capture the objectives nominated for them by the opponent. At the end of the game, each player should reveal the list of objectives as a reminder, and also refer to the rough map to confirm that both players agree which is which.
- The player who controls the most of the objectives set for them by their opponent is the winner. Controlling an objective is as described in Seize Ground (p.91). Players cannot control the other 3 objectives, but they can contest them.
- Draw:** The game is a draw if both players control the same number of the objectives set for them, or if neither player controls any.