

ARC40K 2023: MISSION 4

TOTAL RECALL

MISSION BRIEFING

Whether caused by a piece of enemy technology, a quirk of this planet's geology or simply the random tides of the warp, communication on this battlefield is difficult. Suddenly, a message from your commander comes through identifying important targets for your forces. Then, just as abruptly, the line goes dead. Does anyone remember what our orders were?

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.

Total Recall: At the end of the Choose Deployment Zones step, number each objective on the battlefield from 1-6.

Each player then secretly chooses three objective markers that will be **their opponent's** Priority Objectives and writes them down. Keep this list: you will need it later. The players then each set up three dice showing the numbers of these objective markers and **hide them** under cupped hands.

Once both players have done this, they 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 their opponent selected for them. Players are **not allowed** to write down their own Priority Objective numbers.

PRIMARY OBJECTIVES

This mission has the following primary objective:

GET YOUR ASS TO... UMM?

Progressive Objective

Sites of strategic importance are on this battlefield, though it'd be a lot easier to remember where they were if your Emperor-forsaken vox was actually working.

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 battle:

At the end of the battle, each player scores 5VP for each of the Priority Objective markers their opponent selected for them that they control.

Use the list of Priority Objectives that were written down earlier to verify which objectives markers are Priority Objectives.

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BASED ON A MISSION PLAYED AT ARC40K 2010

