

ARCHEOTECH EXCAVATION



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following addition. The army that is in control of the objective marker at the end of the game receives +300 Victory Points.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

Both players roll a D6. The player with the highest result may elect to go first or second.

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your opponent's highest-point HQ selection is dead, is fleeing, or has fled off the table by the end of the game.
- +1 If you have units at or above 50% of their starting size or undamaged vehicles in your opponent's Deployment Zone. Fleeing units do not count.
- +1 If you control more terrain features than your opponent at the end of the game.
- 1 If no enemy unit is dead, is fleeing, or has fled off the table at the end of the game.
- 1 If you have no units at or above 50% of their starting size or no mobile vehicles.

SPECIAL RULES:

DEEP STRIKE

VICTORY POINTS

Six markers will be placed on the battlefield to indicate potential locations where the archeotech may be hidden. To inspect a marker, a model must end its turn in contact with the marker. In the Shooting Phase, instead of shooting, the model along with its unit may inspect the marker. Roll a D6. On a result of 5-6, you have found the objective; on a 2-4, you have found nothing of consequence (remove the marker); on a 1, you have set off a booby trap! Center the large blast template on the model inspecting the objective. All models completely under the template suffer a S3, AP- hit; those partially under the template suffer a hit on a 4+.

A unit may inspect only one objective marker per turn. Once the objective has been found, remove all other markers. The objective may not be moved by any means. If all the objective markers have been inspected, and none of them is the objective, you are both on a "Wild Zoat Chase" (now don't you both feel silly), and there is no objective.

"Look upon this hammer I hold before me, for it is far more than a weapon. It is a symbol of the Imperial justice that smites the diabolic enemies of the Imperium wherever they are found, just as I. Though it has banished even a mighty Greater Daemon to the hell from which it was spawned, it remains true and pure, just as I. Furthermore it is a symbol of my order and my office, of the authority granted to me by the divine will of the Emperor. By that authority, I am commanding you and your entire regiment to obey me without question or hesitation. Advance, or it will not be daemonic blood that stains my hammer this day."

Inquisitor Lord Hephastostus Grudd,
Addressing Colonel Molian of the 223rd Gudrunite Rifles.

DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.

