

ARCHEOTECH EXCAVATION

Mission Overview: "There have been some strange readings resonating from some of the strategic points. We can't get a clear reading on the item we're searching for."

Deployment Zone: Hammer and Anvil (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed, place **6 objectives markers**. These objectives may not be in impassable terrain or within 6" of a table edge or 12" of another objective. At the end of the game you control an objective if there is at least one of your scoring units, and no enemy denial unit within 3" of it

One of these objectives can be an **Archeotech Artifacts** (see page 106) At the end of the game you control an objective if there is at least one of your scoring units, and no enemy denial unit within 3" of it.

Victory Conditions

Primary Objectives: secure the Archeotech objective

3vp

Secondary Objectives: securing all other objectives

2vp each

Tertiary Objectives: line breaker, slay the warlord, first blood

1vp each

Battle Point Modifiers:

... If your enemy's highest point unit is destroyed	+1
... If you have more troop choices left at the end of the game then your opponent.	+1
... If you claimed at least two Tertiary Objectives	+1
... If you claimed no Primary or Secondary Objectives	-1
... If you claimed no Objective markers	-1

Special Rules:

Archeotech Artifact (106)

Wild Zoot Chase

Wild Zoot Chase: You must search the Objective markers, for the Artifact your army is looking for & there can be only one.

To inspect a marker, a model must end its movement 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 **Archeotech Artifact** (see page 106); on a 2-4, you have found nothing of consequence; on a 1, you have set off a booby trap! Center the large blast template on the model inspecting the objective. All models touched by the template suffer a S2, AP- hit – **poison 4+**.

A unit may inspect only one objective marker per turn. 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 Zoot Chase" (now don't you both feel silly)

Summary – D6 Result of:

- 1 Booby Trap Str 2 Ap- Poison large Blast
- 2 - 4 Nothing of Consequence
- 5 – 6 Artifact Found (Roll on the Archeotech Chart) pg 106

FAQ:

Returning Players, please read mission carefully, it has changed (A Lot!)