

THE HUNTED

Mission Overview: You must Hunt down your opponent, and secure the stolen technology.

Deployment Zone: Dawn Of War (p.119)

The Battlefield: After players have set the terrain and selected Deployment Zones, both players nominate one enemy selection. This selection may be anything with the exception of an HQ or vehicle. That selection is "The Hunted" once the last model is destroyed in that unit place an objective (marker) in the proximity. These objectives are **Archeotech Artifacts**.

Victory Conditions

Primary Objectives: Kill enemy Hunted/keep your hunted alive 3vp each
Secondary Objectives: Secure Either Hunted Marker once the hunted have been killed 2vp each
Tertiary Objectives: line breaker, slay the warlord, first blood 1vp each

Battle Point Modifiers:

...If you kill all of your opponents Hq selections (a little disorder never hurts)	+1
... If your enemy's highest point unit is destroyed	+1
... If your highest point unit is alive at the end of the game	+1
...If you have no units at/or above 50% in your opponents' deployment zone	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Archeotech Artifact (106)
Everybody Scores....Almost

Everybody scores....Almost: Any model can secure a marker (almost) Vehicles of any sort can never secure a marker.

FAQ:

The Hunted – The hunted unit may have a dedicated transport it does not count towards the hunted selection.

Archeotech – The marker is Archeotech once the Hunted is killed! (Not the unit while it is alive)

Victory Condition 1 – You earn three points if the unit you are hunting is killed and you can earn three points if you keep the unit chosen by your opponent alive.

FAQ:

Battle Point Modifier #2, 3, 4 & 5: If you have multiple units that are the "highest" cost. You must declare to your opponent which unit will count as your highest point unit.