

Wonkey Tech

Mission Overview: You have been assigned to secure the center of the battlefield at all costs. There is an invaluable piece of technology there.

Deployment Zone: Vanguard Strike (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed. Place 1 objective marker in the center of the battlefield, this objective is a **Archeotech Artifacts** (with the result of a 8 - see below) 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 center objective markers 3vp each

Secondary Objectives: line breaker, slay the warlord, first blood 1vp each

Tertiary Objectives: destroyed enemy fast attack units 1vp each

Battle Point Modifiers:

... If you have more troop choices left at the end of the game than your opponent.	+1
... If you claimed at least two Secondary Objectives	+1
... If one of your units is in your opponent's deployment zone at the end of the game.	+1
... If you claimed no Secondary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Fast Recon (see page 129)

Archeotech Artifact/Force Dome Generator (pg106 #8)

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Both sides want to recover the techno-maguffin (archeotech, wraithbone construct, mekboy know-wots) from the center of the table. Unfortunately the tech-bits have gone berserk (improperly blessed, corrupted by the warp, not enough rivets). **At the beginning of each game turn** (starting with turn 1) a vortex grenade template (small blast) appears at random, 4D6 inches from the center of the table. **Always measure from the center of the table**, the current position of the template is irrelevant. The template will remain in place until the start of the next game turn when it will disappear.

Any non-vehicle the template touches is instantly killed regardless of wounds, **invulnerable saves allowed**. Monstrous creatures take D6 wounds, vehicles take D3 penetrating hits. Any units not engaged in CC that suffer casualties due to the template must pass a leadership test or else they immediately fall back. Anything that comes in contact with the template for whatever reason during the turn is subject to the rules above. Any models not killed/destroyed must move out of the way by the shortest distance, leaving at least 1" between them and the template and maintaining unit coherency. If for any reason a model is unable to do so it is destroyed and removed from the table.

FAQ:

Wonkey Tech – The template placed, and removed each turn. The place/location the template was last turn is irrelevant and has no bearing on the current position.

FAQ:

Battle Point Modifier #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.