

ARCHEOTECH EXCAVATION



Mission Objectives:

Kill Points, a player gets +1 point for each unit fully destroyed.

Also the player controlling the Archeotech Objective by the end of the game gets +3 points.

Line of Retreat:

Forces that are falling back do so towards their nearest deployment table edge.

Game Length:

6 turns

Battle Point Modifiers:

+1 – If your opponent's highest point value HQ unit is dead or falling back.

+1 – If you achieve Line Breaker

+1 – If you control more terrain features by the end of the game. To capture a terrain feature, a scoring unit, that is uncontested, must be wholly within 3" of, or in/on the terrain feature. *Before the game starts players should clarify which terrain will count.*

-1 – If you fail to destroy an enemy unit by the end of the game.

-1 – If you fail to achieve Line Breaker.

Deployment:

Cornered Forces and roll for sides.

Also units are deployed one at a time and alternating players after each unit is deployed. Finally deploy units in the following order: Lord of War, Heavy Support, Troops, Elites, HQ, and then Fast Attack. Do this until all units are deployed, or until a player has deployed all their units.

Special Rules:

Night Fight, Mysterious Objectives

Archeotech Objective: *Before deployment set up 6 objective markers a per 40K 7th edition rules.* The

archeotech objective is hidden among these objectives. To find the one that it is, a model can inspect an objective they are in base contact with instead of shooting. If they do so roll a D6, on a 5-6 the archeotech objective is found; on a 2-4 you have found nothing (remove the objective); on a 1 it's a booby trap, place the blast marker over the objective. All models under the blast suffer a S3 AP- hit, and then remove the objective maker. Once the archeotech objective is found remove all other objective makers. (It's possible to not find the archeotech.)

