

MISSION

THE HUNT FOR FELLWYRM

A monstrous Tyranid hybrid has been wreaking havoc in this sector, emerging as if from nowhere and leaving only death and ruin in its wake. Thus far, the creature has eluded any attempt at massed pursuit, thwarting its would-be hunters at every turn. In a change of tact, a small, elite band of warriors has vowed to slay the beast, and have tracked it to its lair under the shelter of a psychic storm to mask their approach. Of course, with such a prized trophy up for grabs, an irresistible opportunity for a bit of friendly rivalry has presented itself too!

PLAYING THE MISSION

Designer's Note: *This mission is designed to be a two-player game featuring rival bands of heroes competing against each other. You'll have to battle your way through a number of randomly generated TYRANIDS units before the final 'big boss' enters the fray. The TYRANIDS themselves are controlled by the players using a specific set of rules to determine their behaviour, meaning that both players can concentrate on winning fame, honour and glory by slaying them!*

1 MUSTER ARMIES

Each player first musters a 700-point army. Players may only select **CHARACTER** units in their army. **EPIC HEROES** and Enhancements cannot be duplicated between each player's army. Note that players cannot select **TYRANIDS** as their army faction.

2 CREATE THE BATTLEFIELD

Players now create the battlefield and set up at least 20 terrain features (we suggest using small/medium-sized terrain features) using the map below and the guidelines detailed in the Core Rules. 20 terrain features must be set up so that they are at least 1" from each player's Deployment Zone - these are the **TYRANID** Lair Locations. Place a **TYRANID** Lair dice/marker next to each of these terrain features.

3 CREATE TYRANID LAIR DECK

Grab a pack of playing cards and create a **TYRANID** Lair deck of 20 cards consisting of the following: any three aces, any eight face/court cards (Kings, Queens, or Jacks) in any combination, any eight number cards (2-10) in any combination. Next, place a single Joker card to one side for now, thoroughly shuffle the other cards in the **TYRANID** Lair deck, and place it to one side.

4 DEPLOY ARMIES

Players roll off and the winner picks either Deployment Zone A or B (see map). The players alternate setting up all of their units, starting with the player who won the roll-off. Each player's models must be set up wholly within their Deployment Zone.

5 DETERMINE FIRST TURN

Players roll off and the winner takes the first turn.

6 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

7 BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

8 END THE BATTLE

The battle ends at the end of any battle round in which either **FELLWYRM** was destroyed, or all of the units belonging to both players have been destroyed.

9 DETERMINE VICTOR

At the end of the battle, the player who scored the most Glory Kill Points (GKP) wins the game. If both players have the same number of GKP, and the game ended as a result of **FELLWYRM** being destroyed, the player who destroyed **FELLWYRM** wins the game. Any other result is a draw.



MISSION RULES

Army of Individuals: Faction abilities and Detachment rules are not used in this mission.

Fellwyrn: To represent **FELLWYRM**, use the **TRYGON** datasheet, but with a Save characteristic of 2+, an invulnerable save of 4+, and a Wounds characteristic of 18. **FELLWYRM** also gains the **CHARACTER** keyword. As soon as 15 cards from the **TYRANID** Lair deck have been revealed, add the Joker into the deck and shuffle it once again.

Friendly Rivalry: Only **TYRANIDS** units count as enemy units for each player's army. In addition, aura abilities only apply to the units in each player's army, even if they share the same keyword.

Leading by Example: All **CHARACTERS** (with the exception of **TYRANIDS CHARACTERS**) count as leading a unit for the purposes of any abilities on their datasheets, and automatically pass any Battle-shock tests they are required to make.

Psychic Storm: The Range characteristic of all ranged weapons is reduced to a maximum of 12".

GLORY KILLS

Progressive Objective

Taking the head of Fellwyrn is one thing, but when honour and glory is at stake, every kill counts!







Each time a **TYRANIDS** unit is destroyed, the **CHARACTER** who destroyed it immediately scores Glory Kill Points (GKP) as follows:

- Unit destroyed: 1 GKP
- The unit destroyed was a **MONSTER**: +1 GKP
- The unit destroyed was a **CHARACTER**: +1 GKP
- The unit destroyed was **FELLWYRM**: +2 GKP

The points scored are cumulative, meaning that destroying **FELLWYRM** would award a total of 5 GKP (1 for destroying a unit, 1 for destroying a **MONSTER**, 1 for destroying a **CHARACTER**, and 2 for destroying **FELLWYRM**).


Searching Tyranid Lairs: At the end of each player's Movement phase, the player whose turn it is can search any terrain features that have not previously been searched. To do so, select any terrain features that are within 1" of a unit from their army, in an order determined by the controlling player. For each terrain feature being searched, remove the **TYRANID** Lair dice/counter and draw a card from the **TYRANID** Lair deck to determine the threat level of the unit that was skulking in that lair. Any number cards (2-10) represent Minor Threats, any Face/Court cards (Kings, Queens, or Jacks) represent Major Threats, while the Aces represent Alpha Threats. However, if you draw the Joker, **FELLWYRM** has been discovered instead!


Roll a D6 and consult the appropriate threat level table to determine which specific **TYRANIDS** unit has been discovered. If there is a choice of unit, the player who didn't search that terrain feature picks which unit has been discovered. **TYRANIDS** units discovered in this manner count as being equipped with whatever wargear is displayed on the model.


D6	MINOR THREAT	MAJOR THREAT	ALPHA THREAT
	3X RIPPER SWARMS	1X WINGED TYRANID PRIME	1X HARUSPEX OR 1X PSYCHOPHAGE
	5X BARBGAUNTS	1X LICITOR OR 3X VON RYAN'S LEAPERS	1X EXOCRINE
	10X TERMAGANTS	3X TYRANID WARRIORS	1X CARNIFEX
	10X HORMAGAUNTS	3X VENOMTHROPES OR 3X RAVENERS	1X MAWLOC
	10X GARGOYLES	3X ZOANTHROPES OR 3X PYROVORES	1X MALECEPTOR
	5X GENESTEALERS	1X BROODLORD OR 3X TYRANT GUARD	1X SCREAMER KILLER


If you don't have the appropriate models available, simply re-roll until you generate a **TYRANIDS** unit of the same threat level that you have in your collection. Once a unit has been generated, the player who didn't search the location sets that unit up so that models in the unit are all in coherency, within 1" of the terrain feature, and not within Engagement Range of an enemy unit. Any models that cannot be set up in this manner are removed and count as having been destroyed by the unit that searched that terrain feature.


Tyranids Instinctive Behaviour: Once both players have taken their turn in each battle round, the **TYRANIDS** have a turn. However, rather than being controlled by a player, resolve the **TYRANIDS** turn as follows:

 **Command Phase:** All **TYRANIDS** units automatically pass any Battle-shock tests they are required to make.

 **Movement Phase:** **TYRANIDS** units that are within Engagement Range of one or more enemy units will Remain Stationary. Each **TYRANIDS** unit will otherwise make a Normal Move up to its maximum Move characteristic directly towards the nearest visible enemy model (rolling off if two or more models are equidistant). If this move would result in the **TYRANIDS** unit ending its move more than 12" from the nearest visible enemy unit, it will Advance towards that unit instead. However, if no enemy units are visible, the **TYRANIDS** unit will Remain Stationary instead.

 **Shooting Phase:** Each **TYRANIDS** unit will fire all of its ranged weapons at the nearest visible enemy model (rolling off if two or more models are equidistant) if eligible to do so.

 **Charge Phase:** Unless within Engagement Range of one or more enemy units, each **TYRANIDS** unit will attempt to charge the nearest visible enemy model (rolling off if two or more models are equidistant).

 **Fight Phase (TYRANIDS Turn):** Resolve this phase in the following order:

1. All eligible **TYRANIDS** units fight.

- If a **TYRANIDS** unit is within Engagement Range of more than one unit belonging to the same player, their opponent chooses which unit it will target with all of its attacks.
- If a **TYRANIDS** unit is within Engagement Range of one or more units belonging to each player, the players roll off and the winner chooses which unit it will target with all of its attacks.
- **TYRANIDS** units that are no longer within Engagement Range after they have fought will consolidate towards the nearest visible enemy model (rolling off if two or more models are equidistant) if eligible to do so.

2. The players roll off and alternate selecting their units with the Fights First ability to fight, starting with the player who won the roll-off.

3. The players roll off and alternate selecting their units to fight, starting with the player who won the roll-off.

Fight Phase (Player Turns): Unless it's the **TYRANIDS** turn, **TYRANIDS** units are only eligible to fight if they are in Engagement Range of units belonging to the player whose turn it is taking place. Units belonging to a player are not eligible to fight in the other player's turn.

