

HIVEMIND 2

ASTRONOMI-CON TOURNAMENT SCENARIO

ADDITIONAL BOARDING ACTION SPECIAL RULES

***Themed Force Allocation** – To better keep the scenario in theme, Tyranids will always be the Defender. In the event that there are two Tyranid armies, dice off with the highest score choosing to be the Attacker or Defender.

Of One Mind* – Under the direct influence of the Hive Mind, and being on their own bio-ship, the Tyranid Defenders gain the following rules:

Tyranid Defenders are always counted as being in Synapse range as long as the **Central Brain** is not destroyed.
Tyranid Defenders move on the battlefield as if it were clear terrain as long as the **Central Brain** is not destroyed.
Tyranid Defenders always add +1 to their reserve rolls as long as the **Central Brain** is not destroyed. NOTE: This cannot be combined with other similar abilities.

Tyranid Defenders are not affected by the **Shadow of the Hivemind** Mission Special Rule.

Tyranid Defenders which are in reserve are converging on the Attackers and arrive onto the table as follows:

Roll a D6 for each unit arriving from reserve:

- 1-3: The unit moves on from the Defender's home board edge.
- 4: The unit moves on from the Defender's left board edge.
- 5: The unit moves on from the Defender's right board edge.
- 6: The unit may move on from a board edge of the Defender's choice - even the Attacker's board edge!

Suicide Mission* – The units sent into the bio-ship know that they will almost certainly never return. They are all volunteers and have sworn to sell their lives dearly in order to save the worlds that the node-ship approaches. All Attackers have the **Fearless** and **Preferred Enemy** Universal Special Rules.

