

HIVEMIND 2

ASTRONOMI-CON TOURNAMENT SCENARIO

OVERVIEW

You knew you weren't going home. You went anyway. Your force has been bled white by the things in this ship. Everything in here is trying to kill you - and for many of your comrades, it has succeeded. At last you have reached the cavernous central chamber and the Hivemind is before you. It knows you are here. Its creatures are chittering all around you. But none of that matters now. You are already dead, but worlds will die if you fail. Kill this ship. Let nothing else stand in your way!

MISSION SPECIAL RULES

Reserves, **Themed Force Allocation***, **Of One Mind***, **Suicide Mission***, **Bio-ship***, **Low-light***, **Oppressive Surroundings***, **Shadow Of The Hivemind***, **Secondary Organs***, **Central Brain***.

*Refer to the accompanying Mission Special Rules sheet and Additional Boarding Action Special Rules sheet for more information.

PRIMARY OBJECTIVE

The Defender scores Victory Points for destroying enemy units. The Attacker only scores Victory Points for destroying the Central Brain and the Secondary Organs.

The Attacker scores **+100** Victory Points for each Secondary Organ that is destroyed.

The Attacker scores **+500** Victory Points if they destroy the Central Brain.

- +10** If you score 150 Victory Points more than your opponent.
- +7** If you score within 150 Victory Points of your opponent.
- +3** If you score 150 Victory Points fewer than your opponent.

SECONDARY OBJECTIVES

- +1** If any of your opponent's HQ units are destroyed at the end of the game.
- +1** If your highest point unit is not destroyed at the end of the game.
- +1** If you have units in more table quarters than your opponent at the end of the game.

THE PRICE OF FAILURE

- 1** If you have not scored more than 500 Victory Points.
- 1** If none of your opponent's units are destroyed at the end of the game.
- 1** If all of your Scoring Units are destroyed at the end of the game.

***The Attacker's Units Move
In From Their Own Table Edge***

***The Defender's Units
Move in From A Randomly
Determined Table Edge***

SET-UP

1. Determine who will play the role of Attacker and Defender using the **Themed Force Allocation** rules. The Attacker goes first.
2. Players roll-off and the winner then selects a long board edge to be their own table edge. The other player will have the opposing long board edge as their own table edge.
3. The Attacker declares any units to be held in reserve.
4. Infiltrators are then deployed and any scout moves are made. Scouts move onto the table from their home board edge.
5. All of the Attacker's units that were not deployed, and were not declared to be in reserve must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.
6. Games follow the standard Ending The Game rules as detailed in the main rulebook.

