

SOLO/COOPERATIVE MISSION

BUG HUNT

There have been reports of an infestation of an unknown, violent xenos species in an area behind enemy lines. You have been tasked with eradicating the xenos nests in preparation for establishing a forward operating base at said location. Since the position is behind enemy lines, a small but well-armed kill team has been readied for deployment, expect strong resistance.

THE KILL TEAMS

You will play as the attacking force, select a total of 100 points worth of models and up to 4 specialists which must be shared between each player's force.

The xenos force will be comprised of three enemies that may spawn during the mission. The stats for these models will use the following model's rules: **Hormagaunts, Genestealers, Warrior.**

THE BATTLEFIELD

Create the battlefield and set up the terrain as you choose. Place 6 objective markers to represent the xenos nests at least 5 inches away from each other and the board edges. Assign a number from 1 to 6 for each of these nests.

DEPLOYMENT

Roll a single D6 to determine the deployment zone for the player or player(s) kill team:

Outcome:	Result:
1-2	Within 5 inches of the left side short edge
3-4	Within 5 inches of the right side short edge
5-6	Within 5 inches of either long edge

VICTORY CONDITIONS

The player or player(s) win when all of the alien nests have been destroyed. The player or player(s) lose if all of their models have been taken out of action.

DESTROY NEST

Player Tactic

Use this tactic at the end of the battle round. Choose an objective marker you control. Remove that nest from the battlefield.

1 COMMAND POINT

ENEMY SPAWNING

1. At the start of each battle round, roll a D6 to determine which nest is activated.

If the result corresponds to a nest which has been removed via the '**Destroy Nest**' tactic, select the nearest numbered nest to activate instead.

2. Roll a second D6 to determine which models will spawn from that nest:

Outcome:	Result:
1	1 Hormagaunt
2	2 Hormagaunts
3	3 Hormagaunts
4	1 Genestealer
5	2 Genestealers
6	3 Genestealers or 1 Warrior

Place the spawned models within 2 inches of the activated nest.

If a player's model is within 2 inches of the activated nest, that model will be considered to have been charged by any spawned models.

ENEMY BEHAVIOUR

The xenos behaviour will be wild and unpredictable, this is represented by rolling D6 at the beginning of each model's movement phase:

If the xenos is within 12 inches of a player's model:

Outcome:	Result:
1-5	Charge towards the nearest enemy model
6	Advance towards the nearest undestroyed nest

If the xenos is not within 12 inches of a player's model:

Outcome:	Result:
1-3	Advance towards the nearest player model
4-6	Advance towards the nearest undestroyed nest