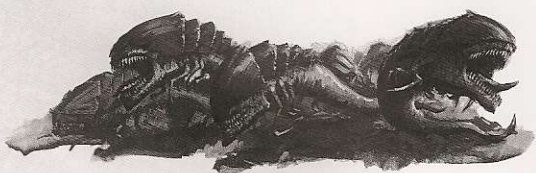


FIRST CONTACT

“ All the warning we had was a sudden rustling in the long grass before they broke over us like a wave of razor-edged death. ”

When a Tyranid Hive Fleet first encounters an inhabited planet it will launch a wave of mycetic spores. These will burn through the planet's atmosphere to fall all across the surface of the world. This first wave of spores will arrive sporadically over the course of several days or even weeks and will be widely scattered. Often the inhabitants of the planet will not even know that the first stage of the Tyranid invasion has taken place.

Suspicious will first be aroused when increasing numbers of reports are received of livestock being mutilated or going missing. Then stories will start to circulate of people going missing and of isolated outposts failing to report in when they were expected to do so. It is only a matter of time before military and police units will be sent to investigate these strange occurrences and the deadly danger that threatens the planet will finally be revealed when they make first contact with the initial wave of Tyranid invaders.



DEPLOYMENT

Split the table into six areas, as shown on the deployment map. The enemy deploy first, by picking a unit, rolling a D6 for it, and deploying it anywhere in the area corresponding to the number rolled. The enemy player then rolls for the next unit and so on.

No Tyranid units are deployed on the table at the start of the battle. Instead the Tyranid player must designate which of his units will enter on his first turn and which (if any) will be kept in reserve.

OBJECTIVES

Place one objective marker on the centre point of each of the six table areas.

RESERVES

The Tyranids may have any number of units in reserve. No enemy units may be placed in reserve.

FIRST TURN

The Tyranid player has the first turn.

GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+.

The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game the player that controls the most objectives markers wins the battle.

SPECIAL RULES

They're All Around Us: Roll a D6 for each Tyranid unit when it is about to enter play. The unit must enter on a table edge of the area that corresponds to the number rolled. Deep Striking units must pick a starting target point in the area rolled.

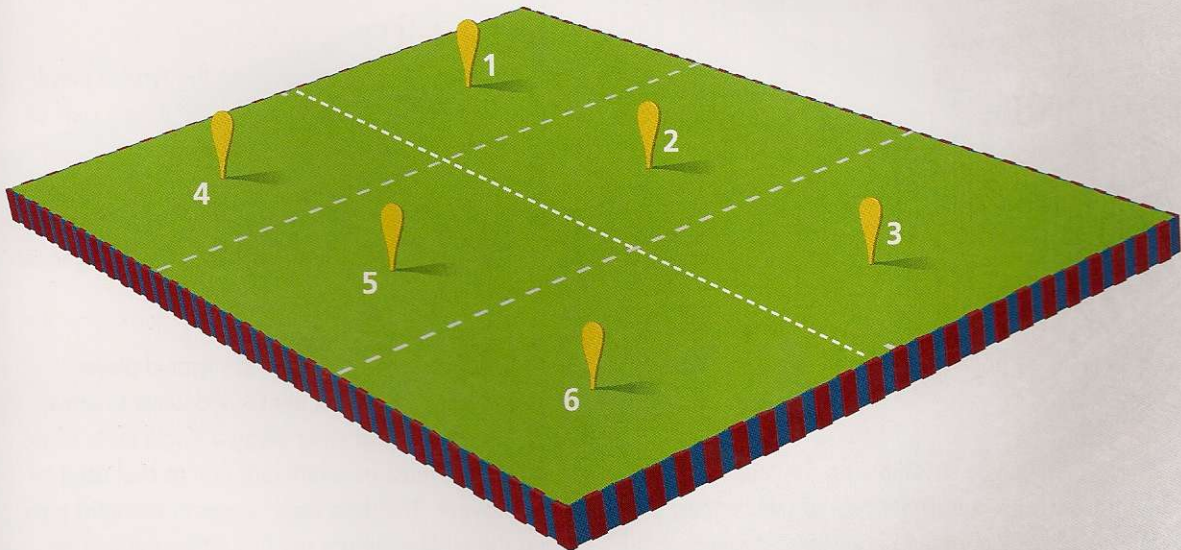
All or Nothing: Any non-vehicle unit can capture an objective in this mission, not just Troops units as would normally be the case.





A Tau patrol is ambushed by Tyranid Genestealers and Lictors.

FIRST CONTACT DEPLOYMENT MAP



Set-up Summary

- Place one objective marker in the centre of each table area.
- The enemy deploy first by rolling a D6 for each unit and placing it in the corresponding table area.
- Tyranid units enter play on the first turn using the 'They're All Around Us' special rule.
- Any number of Tyranid units may be placed in reserve.
- No enemy units may be placed in reserve.