

SWARM AT THE GATE

Swarm at the Gate V 1.5 (Updated December 2015) (minor edits by TakUnderhand, see changelog) Scenario for Necromunda by Lorie

Rumours have spread accross the hive city of impending threat of Tyranid invasion. A Marketplace in the outskirts of hive city has a normal market day when, all of a sudden, strummers shriek and lowly people yell "BUGS!"

The Swarm at the Gate scenario represents this kind of encounter. This is a cooperative scenario where Tyranids are played by arbitrator. This is a fight where a desperate alliance is only way to survive. This scenario is based on James Osborn's 'Orks at the Gates' scenario found on toadflax games website. I am using 'Did You Hear That? Underhive Bestiary Pt. 1: Creature Generator' by Nick Jakos and 'Codex: Tyranids' (6th ed.) to recreate Tyranids in Necromunda.

This scenario is meant to be long game so be sure to have enough time to play it. Another thing that I would like to mention right now, is that Leadership tests have a much bigger role in this scenario than in regular necromunda game.

TERRAIN

It is suggested that terrain is set up within an area of 4' x 4'. Depending on gang sizes and player count it might be better to play this scenario in 6' x 4' table.

First, players place a fortification approximately 18 inches from the Tyranid table edge. These fortifications should be ruined and battleworn. There might be few watchtowers and other stuff to represent edge of the hive city and outlands.

Terrain between the fortifications and Tyranid table edge should be relatively open. Perhaps a small rocky formation, barrels or crates might end up there, but it is intended that the swarm has a hard time crossing the no man's land before reaching the inner city.

There is also a marketplace which should be rather open terrain. Some stands and shops should be included. The marketplace is placed at least 12 inches from the players. It should be approximately 16 inches wide and 12 inches deep. It is intended that this is another area of relatively open terrain, that players could use to form a second line.

After placing fortifications and marketplace each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Buildings that represents settlement around the marketplace would be ideal.

After the terrain is placed, the Arbitrator places 6 Sewer / Vent tokens in the table. Tokens should be at least 6 inches away from any entry zone and from any other sewer / vent token. Tokens cannot be placed inside marketplace. Genestealers use these tokens to enter battle.

Tokens can be destroyed with shooting or close combat attacks, following the "Attacking Terrain" rules in the NCE rulebook. They are considered normal target (not small). They have toughness 6, armor save of 4+ and 2 wounds.

NOTE: Tokens don't grant experience from wounding hits.

There are 5 Entry/Exit zones. In a 4' x 4' setting, they are 16 inches wide and 1 inch deep. Three of the zones are at the players table edge and two are at the sides touching the players edge. This represents the idea that every gangs home territory is in that direction. It also gives nice tactical detail in the battle. The tyranid player has three 16 inch wide zones on his table edge.

"Say hello to my little friend"

Players place mounted weapons tokens on the fortifications. Total number of weapons is player count + 2. There should be as equal number as possible of weapons placed in left and right parts of fortifications. They should be placed 6 inches apart or closer to each other.

Players may choose which kind of weapons they are from:

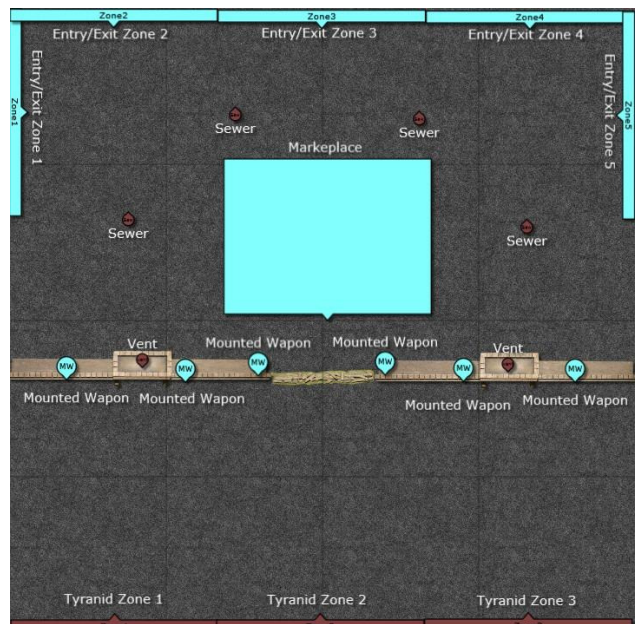
- Heavy stubber
- Missile launcher, with krak and frag missiles
- Heavy flamers (str 5)

Preferably there are many different kinds of weapons.

These weapons pass all ammo rolls automatically. Fighters may mount the weapon by moving, but not running, in base contact with them. Heavies may use weapon on the turn they mounted it, others need their next shooting phase to get the weapon ready.

A mounted fighter is considered to be in hard cover and may always try to escape pinning, even if they wouldn't usually be able to. This represents the psychological boost from large weapons. A mounted fighter is hindered by the heavy weapon so they receive -1 combat score and cannot use two close combat weapons. If a fighter survives the round, he may unmount himself to next round of combat.

A mounted fighter may not move, but can spin on the spot.



GANGS

This scenario is suggested to be played with 2 – 5 players + arbitrator. Each player rolls dice and the highest scorer picks first entry/exit zone from the table. In case of tie, player with the most beard wins. After that the next highest player picks zone until all players have their starting zone.

"Oh what a lovely Mung Vase you have here!" (deployment)

First determine whether some old battlewounds, spore caves etc. prevent any model from joining the battle. If gang leader is left out of battle during this scenario the ganger/juve with most leadership will serve as substitute leader. If leadership is tied the ganger with most experience will be "leader".

Each player has up to D3+1 (but at least 1) freely chosen gangers and/or juves at the start of the game (Leaders, leader substitute or Heavies don't shop). They should be placed inside the marketplace within 2 inches of each other. Other models are put in reserves.

"Don't shoot them... for now..." (Alliance rules)

Players play their turns at the same time as "one big happy gang".

There are three types of relations between gangs. Trusted, untrusted and hostile. Any fighter may use trusted gangs leaders leadership within 6 inches as described in the rulebook. They consider every model as a friendly model for the purpose of rules (for example, escaping pinning, panic test etc.). Players don't benefit anything positive from untrusted fighters, but for example will suffer panic tests from them (it is still very frightening to see a human torn up by insects!). Hostile status is explained in the end of this section.

Trust between two gangs is broken if a fighter is accidentally hit by another player. (Accidental hit means stray shot, scattering template, or shooting into close combat). You are not normally allowed to shoot other gangs on purpose during this scenario.

It is possible to regain the trust of another gang by doing something good for them. For example shooting a sewer token near to another gang model, killing a tyrannid that is in cc with another player (or very close), giving medipack healing for other players, regrouping them with your leader etc. In the end the arbitrator will judge whether some deed is worthy of regained trust.

Normally every gang start the game at trusted level. However there are some settings that will modify the trust between gangs.

- It is well known that trust is hard to earn inside hive. Even though outlawed gangs aren't shot at first glimpse in the marketplace, outlaw gangs are viewed untrusted at the start of the game by lawful gangs. They may still gain trust later on.
- Enforcers can never trust outlawed gangs.
- Redemptionists consider every non redemptionist gang untrusted and cannot upgrade their status. They never go untrusted with another redemptionist gang nor shoot other redemptionists on purpose.
- If there are fighters that hold grudge against another gang (hatred) they will poison rest of the gang. They will start game at untrusted status.

[Optional] Hostility. Players should agree before the game, whether it is possible to end up as enemies during this game. If players wish to use hostility rules, then it would be much better to play the scenario so that every player will play their own turn. Order of the turns will be reversed to the zone picking order. Players may shoot / charge other gangs on purpose. If players aren't already at hostile status, this action will be called backstabbing. Both gangs will consider each other hostile even if the shot doesn't hit. Gangs that currently consider the gang doing the backstab trusted, will consider backstabber untrusted after the deed.

"We got reserves!" (reinforcement rule)

At the start of the second players turn each player rolls D6. If the roll is equal or less than the turn number, that player may place a freely chosen ganger from his list on his own entry zone. That ganger may act normally, even charge. Any friendly model near them may escape pinning etc. Rolling a native 1 means the player may place two models. A native 6 is always failure. If the player doesn't have any eligible gangers left, he may give his reinforcement roll to one of his trusted allies. NOTE: You cannot give a reinforcement roll to untrusted player.

"I want my mom!" (Special rule for broken fighters)

In this scenario, broken models use a different ruleset. If a fighter loses his nerve, he will start to run 2d6 towards his own Entry/exit zone. He will not go there straight ahead if there is a threat in the way. So, use some common sense when considering where would this person really run off. Broken fighters are, of course, unaware of hiding Genestealers, so they might end up running right towards trap. Broken fighters can rally if they are within 2 inches of a trusted model, or within 6 inches of a trusted leader, or if no enemy can see them. Broken fighters never stay in place and hide, but rather, will try to run to entry / exit zone. If broken fighter manages to get to exit zone he is removed from table and receives Shell Shock injury as reminder of his/her cowardice. In addition, if other players wish, they may change their relationship to the player that just ran off board to untrusted.

"Regroup on me!" (Leaders only - special ability)

Leaders have special ability during this scenario. This is variant from 'Rally Cry' from 'You Better Do Something!' Expansion. As long as the leader is not broken, pinned or down he may choose to regroup by giving up his shooting phase. The leader may use it even after running. Regroup has an effect on models that are either pinned, broken or down and are not enemies. Every such model under the leaders 6 inch bubble may immediately take escape pin test (even if they have already tried to escape it), rally test with the regrouping leaders LD. Models that are down may take an injury roll, and in this instance, ignore out of action. Regrouping an untrusted model will turn relationship to trusted. For every model that a leader successfully regroups, he receives 1 experience.

No model may be affected more than once per turn from a regroup.

Coalition leadership (Leaders only special ability)

If model taking leadership test is within range of two or more trusted leaders, they may roll twice with both leaders leadership and choose either result. For example there is leader with 9 ld and 8 ld, and the models own ld is lower than 8, player rolls twice and choose either one.

"Screw you guys, I am going home" (Special rule for

yielding)

There is no Bottle test in this scenario. Once at least two gang members have gone out of action, a player may voluntarily go to his Entry/Exit zone with his remaining fighters. He may take the models in Exit zone out of the battle. If he takes models voluntarily out of the battle and the players win the scenario, they don't receive winners bonuses. They will suffer the consequences if the Swarm defeats the gangers.

If player is going to take a run for it, and it is extremely obvious (this requires fluffy eye), in the end, it is up to Arbitrator to judge whether one players acts is running on purpose. NOTE: Walking backwards and shooting the Tyranids isn't enough to judge player from purposely retreating even if that might be the ultimate purpose to get near of the exit zone. In case someone is ruled to retreat on purpose other gangs lose their trust on that gang.

[optional] "They are not taking our home!"

Players may choose to place Hive Dwellers in the market place at the start of game. These Hive Dwellers are considered to be lonely models, they are either bounty hunters, local residents, some minor gangers from minor gang. They are not considered part of players gang and are not hirelings. Hive Dwellers consider every player as trusted and every player consider them trusted (save redemptionists). Players aren't normally allowed to shoot hive dwellers on purpose.

NOTE: Hive Dwellers are to compensate smaller gangs / low player count. They are not needed if there is many players and gangers in the game. It is not supposed to use Hive Dwellers to undermine other gangs. For example moving them on purpose behind another players models and shoot in hope of stray shots are not allowed. They are not, by long shot, players allies that do their bidding. Originally I thought that Arbitrator would control them, but then I felt that would make arbitrator too busy. This also gives players that don't receive so many models in the game to have some meaning. Of course if players agree, one player, perhaps even another arbitrator controls Hive Dwellers.



Hive Dweller

Rating: 85

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Equipment: Autogun, Autopistol

"You don't need them anymore"

When Hive Dweller goes out of action, unless his weapon is jammed by ammo roll his weapons are placed on table as loot. Any model going on the loot can pick up an Autogun and Autopistol from the corpse. These are permanently added to the ganger (which can subsequently be sold, put on stash, give to another ganger or just keep them). When the game ends, if no one has picked up Dwellers possessions, they are lost for good.

"You shot me!"

As Hive Dwellers come from many different backgrounds they are not governed by harsh gang leaders. So their reaction to an accidental hit may vary. Some may just take the hit, some may go berzerk. Roll D6 after accidental hit.

- 1 Hive dweller goes to berzerk. Dweller gains frenzy. Hive dweller tries to charge the shooter as soon as possible. If target isn't in charge range, then he will try to move closer and shoot him. Dweller ignores closest enemy rule. NOTE: Hive dweller isn't considered as enemy of the gang until he makes shot or charges on purpose. Gangers are too busy with the tyrannid threat to realize what is coming. In other words, you cannot shoot dweller that is coming at you on purpose.
- 2 Hive dweller panics and lose his nerve. NOTE: Dweller is pinned so he will be immobile at first, but if he doesn't regain his nerve he will start to run towards closest exit zone. Hive dweller considers shooting gang untrusted. Dweller may recover his nerves as normal gangers do withing trusted ally.
- 3 Hive dweller considers the shooting gang untrusted
- 4 - 6 Hive dweller understood that it was accident and doesn't hold any grudge against the shooter

THE SWARM

All tyranids have following special rules:

"Bugs! Bugs, everywhere!"

An Overwhelming swarm is a really terrifying sight. Especially the unsuspected invasion. Every tyranid model causes Terror, if they have more models within 8 inches, than the fighter has trusted models, and there are more tyranids on the table than the total number of models on the player side (including hive dwellers). Genestealers counts as two models for this purpose. In addition every tyranid causes fear.

"You can "try" to run, but you can't hide!"

Tyranids can smell your fear and it's a stench! They can spot hidden models from 3x initiative.

"Swarms know no fear! Swarm is selfless" (Fearless)

Every tyranid is immune to pinning and fearless. They don't take any type of leadership based tests. Tyranids will always go to out of action if their wounds are reduced to zero.

NOTE: This is free because it is the normal setting in the 'Did you hear that!' Document.

"Larvas needs fresh meat"

If players loses the fight, every captured or serious injury is equal to death by hungry hungry Tyranid. However escape artists, concealed blades and other similar effects may be used. Of course one funny way would have a scenrio starting inside the hive cluster surrounded by Tyranids... just for the fun of actually seeing the fighters die.

If the players win the battle, captured is equal to survives against the odds.

Organic weaponry:

Tyranid weapons don't take ammo rolls, nor explode on scattering missfire + hit result.

Tyranid Swarmlings

Here are stats and abilities of the swarmlings. I have used 'Did you hear that part I' as a guide line of doing these Tyranids. I have also broken some of rules in that document.

Each Tyranid has instict behavior. It is more of a guideline for the arbitrator, not a hard rule. They are "common" knowledge among hive city residents, so gangers can pretty much guess how these insects will behave.

Hormagaunt



Rating: 70

M	WS	BS	S	T	W	I	A	LD
6	3	0	3	3	1	5	2	6

Medium (10 pts) Crawler 6 M (10pts)

Traits: Hostile +1 A (10 pts), Quick +1 I (10pts)

Abilities: "Bugs! Bugs, everywhere!" (10 pts), "You can "try" run to, but you can't hide!" (10 pts) "Swarm knows no fear! Swarm is selfless!" (Free)

Bounding leap: (10 pts) (Agility skill Leap)

Hormagaunt may roll D6 and add that to its movement, running, charging etc.

Instict behavior: Hormagaunts prefer advancing as soon as possible, directly into close combat. They will most likely advance against nearest enemy and surround a single enemy than engage multiple models. They use their follow up move to advance even closer. They use their muscular legs to boost their movement everytime it is possible. Hormagaunts choose direct route over a longer route with more cover. Hormagaunts dislike charging into the same combat with a Tyranid Warrior, but if there isn't any nearby target to engage on that turn, they will most likely try their chances. Hormagaunts usually don't try to avoid barricades or other obstacles, between them and their prey. Thus they are easily fought with the help of some fences.

Tyranid Warrior

Rating: 215

M	WS	BS	S	T	W	I	A	LD
5	5	0	5	4	3	4	3	10

Large (20 pts) Crawler 6 M (15pts)

Traits: Predatory +1 WS (15 pts), Resilient+2 W (30pts), Hostile +2 A (30 pts), strong +1 S (15 pts)

Abilities: "Bugs! Bugs, everywhere!" (15 pts), "You can "try" to run, but you can't hide!" (15 pts) "Swarm knows no fear! Swarm is selfless!" (Free)

"Its big!" (30 pts) (Terror & Large target)

Tyranid Warrior always causes Terror. Unlike normal terror, during this scenario, Tyranid Warriors are so fighting that they cause terror in a 12 inch radius. Big size isn't always a good thing. The Warrior is more likely to be hit, thus gives +1 to hit with shooting attacks. Gangers may shoot warriors even if they are not the closest model, however if there is very close threat (within 8 inches) of the shooter, a leadership test is required to overcome that threat and shoot warrior farther away. In addition, because of the large target, if players shoot at a Warrior in close combat, the Warrior is hit on 3+. If there are multiple models in the same combat, make it so that there are two possible chances to hit the Warrior. For example, if 2 models charge at warrior, roll a D4 and Warrior is hit on a 1-2, one of fighters on 3 and the other on 4 .



Heavy carapace (30 pts)

Warrior carapace is so strong that it confers 4+ armor save. (5+ armor save is 15 points, so 4+ extra 15 points) This carapace makes Warrior little slower (-1 movement) and is the reason why they have initiative 4 rather than 5.

"My food!" (free)

Warriors don't share their prey. If a Tyranid Warrior ends up fighting a single enemy with another Tyranid (not warrior), the Warrior will inflict one automatic S4 hit to the other, at the start of each close combat round. If he fights with another Warrior they both hit each other. Warrior is always the first to fight in the multiple combat. In case of double warrior randomize which one fights first. NOTE: this does not ably if the warrior is surrounded by multiple fighters. But if multiple combat shrinks to single enemy "My food!" rule kicks in.

Instinct behavior: Warriors are (By Tyranid standard) tactical creature. Tyranids near hive city have realized how much easier it is for Hormagaunts to catch paniced weak humans. Thus Warriors tend to utilize "Its big!" rule when it is possible. They also will engage pretty straight forward. If it is not possible, unlike Hormagaunts, Warriors prefer to charge unengaged enemies and dislike to share their prey.

Termagants

Rating: 100

M	WS	BS	S	T	W	I	A	LD
6	3	3	3	3	1	5	1	6

Medium (10 pts) Crawler 6 M (10pts)

Traits: Shooter +3 BS (30 pts), Quick +1 I (10pts)

Abilities: "Bugs! Bugs, everywhere!" (10 pts), "You can "try" to run, but you can't hide!" (10 pts) "Swarm knows no fear! Swarm is selfless!" (Free) Organic Weaponry

Weapons: Spike rifle (10 pts) or fleshbhorer (10 pts)

Quick to fire: Spike rifle and Fleshbhorer can be fired even after running with -1 to hit. If shooter stays in place they may fire two times in shooting phase. (Hip shooting & rapid fire)

Spike rifle

Range		To Hit				Save mod.	Amm o roll
Short	Long	Short	Long	Str	Dam		
0-9	9-18	+1	-	3	1	-	N/A

Fleshbhorer

Range		To Hit				Save mod.	Amm o roll
Short	Long	Short	Long	Str	Dam		
0-6	6-12	+1	-	4	1	-2	N/A

Instict behavior: Termagants are more reserved insects than hormagaunts. Rather than using full movement to head bash against enemy, they try to get to a good position, with at least partial cover. Hard cover is preferred. They try to utilize their weapon and quick to fire. If in the open, they tend to run towards cover. When in cover, they tend to stay in place (if in range). They are not likely to change their position to get better modifier for shooting if they can use double shooting. They don't actively seek close combat.



Genestealer

Rating: 215

M	WS	BS	S	T	W	I	A	LD
6	6	0	4	4	1	6	3	10

[NOTE] This is large creature only for the purpose of point cost, they are still medium.

Large (20 pts) Crawler 6 M (15pts)

Traits: Predatory +2 WS (30 pts), Quick +2 I (30pts), Hostile +2 A (30 pts) Armored 5+ (15 pts)

Abilities: "Bugs! Bugs, everywhere!" (15 pts), "You can try" to run, but you can't hide!" (15 pts) "Swarm knows no fear! Swarm is selfless!" (Free)

"Is it behind me?" (15 pts)

Genestealer counts as two models for "Bugs! Bugs, everywhere!" rule. So single Genestealer causes Terror in a lonely model. In addition hiding Genestealer is extremely hard to find. When model would normally automatically see hidden enemy (normally within ones initiative) then it requires a 4+ roll to actually see the Genestealer.

"It is in the sewer!" (15 pts)

Genestealers enter battlefield through sewers and vents. They cannot charge the turn they enter. Genestealer deployment rule is explained with more detail later.

"It feeds another one!" (15 pts) (Ferocity Impetous)

Genestealer may do 4" follow up move instead of 2"



Instinct behavior: Genestealers prefer walking in shadows and cover. They are masters of suspense and know how to make the puny human mind to tremble. They may even hide, just to cause terror in lonely models nearby, and wait for them to break, for easy prey. They prefer to ambush their prey rather than trying to face an opponent in open. They are more likely to use their follow up move to go behind cover, than face another model, especially if another model is in the open.

EXOCRINE

Rating: 400

M	WS	BS	S	T	W	I	A	LD
5	3	3	6	6	5	3	3	10

Large (20 pts) Crawler 6 M (15pts)

Traits: Predatory +1 WS (15 pts), Resilient +4 W (60pts), Hostile +2 A (30 pts), strong +2 S (30 pts), tough +2 T (30 pts) Shooty +3 (45 pts) -1 WS & -1 I

Abilities: "Bugs! Bugs, everywhere!" (15 pts), "You can try" to run, but you can't hide!" (15 pts) "Swarm knows no fear! Swarm is selfless!" (Free) "Its big!" (30 pts) , "Heavy Caparace" (30pts), organic weaponry

"Take cover!" (15 pts)

Add +1 to hit if Exocrine didn't move this turn

"It bleeds, shoot it again!"

Exocrines weakens if it takes a wound. If Exocrine is wounded its toughness and strength is reduced by 1. If Exocrine has less than 2 wounds left toughness and strength is reduced by additional 1 and it suffers -1 to hit.

Weapon: Bio-plasmic cannon (80 pts)

Bio-plasmic cannon may be fired as mortar or direct shot.

	Range		To Hit		Str	Dam	Save mod.
	Short	Long	Short	Long			
Direct	0-12	12-24	-	-1	7	D3	-4
Mortar	0-16	16-36	-	-1	3	1	-

Penetrating shot: When shooting direct shot draw a straight line that extends from the original target inches equal to artiller dice. Line must be drawn directly away from Exocrine. Make to hit roll for each model underneath the line. Addition to any other to hit modifier add -1 for every model in front of the line. If missfire is rolled shot is lost. Direct shot has high impact rule.

Blast: Firing a mortar shot uses glas cloud template and follow all the regular rules for blast weapons. Exocrine cancel one cover (thus partial is open and hard cover is partial.) Exocrine may shoot even without line of sight, but in that case target is considered to be in hard cover in addition to any other modifier. If shot is missed Exocrine rolls two artiller dice. If exocrine sees the target arbitrator may choose which dice he uses if he cannot, players may choose.

Instinct behavior: Exocrine is mobile artillery. They tend to use direct shot if it is possible to hit multiple targets, but will more likely to shoot mortar shot. Exocrine likes to use "take cover" rule. They prefer to shoot targets they can see.

"Incoming!" (initial Tyranid force)

Tyranid forces are divided into common and rare creatures. Hormagaunts and Termagants are considered common creatures. Warriors and Genestealers are considered rare creatures. Exocrine is considered as two rare creatures.

Arbitrator rolls a D3 for each player, a D3 for each gang rating of 1000 on the players side, then adds the Hive Dweller count, to total score. Arbitrator roughly divides total score in $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{1}{4}$. He may place common creatures equal to $\frac{1}{2}$ of total score in middle and $\frac{1}{4}$ on both flanks. At least half should be Hormagaunts since they are most common part of the swarm.

NOTE: Total Gang rating should be the total rating of eligible fighters which are in the reserves. So for example, not including old battle wounds, spore caves, dog trainers etc. Models that cannot enter the battle shouldn't be included in calculation.

Example: There are three players and two hive dwellers within the players rank. Their compined gang rating is 5423 points so the arbitrator rolls 3D3, because there are three players, 5D3 because there are 5000+ rating and adds 2 for each hive dweller. He got total score of 16, so he may place 8 common creatures to middle and 4 common creatures in both flanks. He has to place at least 8 hormagaunts.

"Another wave incoming!" (Reinforcement for Tyranids)

Tyranid player has reinforcement dice pool. He should keep these dice either tracked in paper, or completely separate from regular dice used during the game. The Tyranid player must divide his dice so that there is roughly half in the middle and $\frac{1}{4}$ in each flank. Arbitrator may change dice between the deployment zones, before rolling for reinforcements, and add reinforcements to that zone. Reinforcements may run, even charge if possible, on the turn it came on to the board.

Reinforcement dice can be D3,D6,D8 and D10 (Designer note: I assume many Necromunda players are roleplayers after all ;)) If players lack needed dice, using D6 as D4 is easy: just reroll every 5 and 6. For D8 roll D4 and with 4+ roll of D6 add 4 to mixture. For D10 first roll d6 and reroll any 6. Then roll another d6 and on 4+ add 5 to score.

Reinforcement dice pool starts with D3 for every 1000 gang rating on the players side. Arbitrator adds another D6 reinforcement die at each time he makes a roll.

The Arbitrator rolls reinforcement dice at the start of his turn (starting from the second turn) for reinforcement and checks the table below. With every natural roll of 1 is always failure and ignored. Arbitrator may always change rare creature pick to 2 common creature pick.

Roll	Reinforcement
2-4	1 Common creature
5	2 Common creatures
6	1 Rare
7	1 Rare and 1 Common creature
8	1 Rare and 2 Common creatures
9	2 Rare
10	3 Rare

"Genestealers lurks underneath... or above"

Genestealers doesn't start the game from deployment zone. Rather assign every vent or sewer token a number from 1-6 and roll D6. Place genestealer touching the marker. Unlike normal reinforcement Genestealer may not charge during the turn it emerges, but rather will seek cover and hide. If the genestealer rolled a destroyed vent or sewer, it will not emerge and will be delayed. Remember to roll again next turn for delayed stealer. If all tokens are destroyed no genestealers will emerge.

"They smell blood, more are coming!"

Whenever the Arbitrator makes a fighter go down or out of action with his attack either, in close combat or shooting, (not counting out of actioning from recovery phase, falling etc) he may upgrade one of his reinforcement die. For example make D6 to be D8, D8 to be D10. Arbitrator may upgrade multiple dice for example if Exocrine does multiple downs / out of actions.

Arbitrator may also upgrade dice if he manages to get his broodlings to players entry/exit zone (more on this later). He cannot upgrade dice more than once per zone.

When Arbitrator starts turn 6 all of his D3 will be upgrade to D6.

"They attack the supply line!"

If common creature (Hormagaunt or Termagant) manages to move inside players entry/exit zone arbitrator may take that model of the table. The players which entry/exit zone was in question must make his next reinforcement roll with two D6 and choose the worse result. After that player may roll as normal, unless another creature harass the supply lines.

NOTE: This is one victory condition for Arbitrator but it is NOT, and I emphasize **NOT** intentional that arbitrator would just zerg zones and ignore players models, since by doing that this scenario is almost always done after turn 3. Thus if players feel like their arbitrator focus too much on ransacking entry zones with hordes for just quick win, there is a rule that arbitrator must engage enemies that are withing their charge range. It is more likely that every now and then single common creature might end up running towards the zone. Or perhaps players might like the idea that there is "raiding" party that starts in tyranid zone and players knows that his party is heading towards random zone.

"Don't worry it gets easier... Or not!"

There is flexible difficulty setting. Players may agree with the arbitrator to grant special bonus or penalty for tyranid reinforcement. By default this modifier is 0. Flexible difficulty modifier is simple +x -x to the reinforcement die that can be allocated as arbitrator (incase of bonus) or players (incase of penalty) sees fit after reinforcement dice have been rolled. For example players think scenario is too hard they may choose to give arbitrator -2 penalty and thus decrease any reinforcement roll. Players and Arbitrator can change this modifier during the game when they see it to be worthy. After we all want to have nice time while playing.

Designer NOTE: I wanted to implement this rule for two main reasons. First of all, this scenario is meant to be fun, not just brutal death of gangers or a walk in a park. I aim difficulty of about 2/3 times arbitrator would win. This scenario will be much easier in the player groups that uses a lot of grenades,

flamers, have extraordinary good close combat fighters or have small gangs without too fat gangers (mainly gang rating). If playing group meta is more lasgun, autogun, large autopistol juve gang orientated they are most likely to face a very, very hard scenario. Secondly for me it is very, very hard to balance up as I am not a professional scenario builder but just a fan with lots of ideas ;). I made these rules mostly from my own gaming group meta perspective. We have small gangs, (mostly 6-7 models) and players like to have versatile builds for their gangers.

STARTING THE GAME

Arbitrator always starts the game. Make sure you have placed all the fighters, tyranids, hive dwellers, sewer/vent tokens and mounted weapon tokens on the battlefield. Note that during the first turn, Tyranid forces are not allowed to run.

ENDING THE GAME

Gangs do not bottle out during this scenario. There are four different endings for this scenario.

Arbitrator wins if:

- All players fighters including hive dwellers are down, out of action or ran off the board. Even if players have reinforcements incoming they lose the battle immediately if there are no figures left on board.
- Arbitrator manages to get at least 3 common creatures in each entry/exit zone as described in "They attack the supply lines" rule. Even there isn't 5 players, there are 5 zone

Players win if:

- They have mounted every weapon in fortification for total two arbitrator turns.
- Players win when overwhelming hive city enforcers arrival at scene. This can happen at the start of 7th arbitrator turn when players roll d6, and if roll is 6 or more the game ends in player victory. Every subsequent turn adds +1, (so at turn 8 they need 5+, turn 9, 4+ and so on. Native 1 is always failure. So in theory the game can last indefinitely.

EXPERIENCE

Fighters who take part in the Swarm at the gate scenario earn Experience points as noted below.

+1d6	Survive (even models that were in reserves)
+1d6	Extra if model was in the battlefield
+1d6	Extra for models that didn't go out of action during the game (including those who were down at the end, but didn't go out of action)
+5	Per wounding hit
+10	Every winning gang leader
+5	Extra for the gang leader whose gang did the most wounding hits during the scenario.
+5	For the leader of the last gang that were standing. (incase players lose)
+X	+1 Experience for gang leaders for every successfully regrouped model.
+X	+1 Experience for every loot ganger holds
+5	For every killed rare creature
+5	Extra for wounding hit against Exocrine. NOTE: Multiple wounds hits counts only 1 extra as does in normal wounding hit rule.

In addition every model that killed a Tyranid in this scenario receives special "Tyranid Hunter" title.

SPECIAL

Depending on the outcome of the battle

Merchants debt

If player coalition wins, each winning player receives following bonuses to the post battle sequence right after this scenario.

"Here is labour for our heroes!" Every player receives extra D6 "ganger" to collect income from territories. This represents merchants personal bodyguards, local residents etc. Gratitude of saving them. Most bad results from territory for example gambling den is covered by merchant, if their employee makes the collection. Some bad rolls like archetech dome will be ruined. It is up to arbitrator to decide whether it is plausible for bad result to be covered by merchants.

"Thank you sir for saving my life" Merchants will offer maximum amount of rare items and charge no random cost for them (In other words this counts as having rolled 3 on rare item D3)

"Good old Painless Doc Johnsonn will patch you up in no time" Every fighter may reroll serious injury, but must accept the second result. This ability stacks with medic and other similar effects.

NOTE: Players don't receive giant killer bonus

Swarm ransack the inner hive:

If Tyranids win each participating gang will have at least one of their randomly selected territory reduced to Old Ruins. If arbitrator managed to send at least one common creature to players entry/exit zone he rolls two dice for randomization and turns the territory to Old Ruins. If the randomized terrain is old ruins already it will be destroyed instead. NOTE: It doesn't upgrade terrains such as Scrofulus Wastes to old ruins.

Remember that if Tyranid wins and capture ganger it is equal to painful slow death in some cocoon inside hive nest.

OPTIONAL RULES

I wanted to add some optional rules to balance things and give it some juicy details that fits the idea. Originally I intended that almost every rule here would be implemented on the scenario, but then I felt that making too many rules (which this scenario sadly has) might turn some people off the hook. In most basic sense some rules makes scenario easier or harder.

To counter balance some rules there is "cost" for every option. Cost is represented inside []. +x -x works same way as "Don't worry it gets easier. Or not." flexible difficulty rule. If there is Dx it means that arbitrator gets additional reinforcement die. If brackets show 0 it means it doesn't cost anything. If something feels too expensive or cheap then adjust it as you see fit.

"Take these bullets!" [+1]

This option can be purchased multiple times, but no more times than there are players. Also players should agree before rolling reload counts how many times they take this option. For each time bought players place d3 reloads for basic weapons / pistols token to marketplace. Gangers can't pick them up, but they can use such token instead of shooting or moving if they are within 1 inch from the token. In other words if player starts the turn near reload he may then shoot after reloading. It is possible to use reload even after running. It is impossible to reload exploded weapon. NOTE: Any player (even Hive Dwellers) may and will use reloads, not just the player that placed them.

"Take the Dum-Dum! Kill the BUG!" [+1 per player]

If this option is on every fighter in every gang has free stub pistol which will broke down at the end of this scenario (in other words this is only extra weapon for this scenario only). Player may decide whether he has Dum-Dum bullets inside them or not. This represents the merchants, local hobos or some small kids giving extra guns to their valiant protectors.

"Blast them!" [+1]

This option can be purchased multiple times, but no more times than there are players. Each time bought a frag grenade token is placed in marketplace. Any model may pick the frag grenade and use it only during this scenario. If models goes down or out of action, and still has grenades left (in other words haven't got ammo roll) place grenade marker on the ground.

"You want money? You need proof" [D6]

Guilders pays from every killed Tyranid, 10 credits. However Guilders doesn't take your word for it. Every Tyranid leaves loot marker on the ground. This can be anything from a glands, arms, tail, heart... anything. Best counters for this is left over bitz. Any fighter may collect the marker just moving over it. If model carrying loot markers goes to out of action during the game every marker drops within near vicinity of the model.

During the battle If Hive Dweller is in reasonable distance from loot marker (within 4 inches so they may still shoot) and it doesn't put him in unnecessary risk to pick the loot they will pick them. In the end arbitrator may overrule player, but it should be done in most fluffy fashion.

If players play as one big happy gang, and two or more

players wishes to move into the counter they will say their intent. all models will roll D6 and add their initiative to the score. Models with quick draw double their initiative. Skull chip and other similar initiative based items, special rules and effects may be used to modify this results. Highest will get the loot marker. In case of tie break the tie by randomizing it with 50/50. (for example D6 on 4+ your models gets it on 1-3 the other gets) Especially if another fighter, who didn't kill the tyranid he picked up, contested a loot from fighter that actually killed the tyranid, that will make emotions run wild. Model will take leadership test and if failed it will shoot the "thief" and render the relation to at least untrusted, or even hostile depending on players.

If the players win, every fighter (and hive dweller) may try to collect loot markers within 8 inches of themselves. This is done exactly as contested loot during the game, but there will be no shooting even if some loot is "stolen". Models that were down at the end of the game will score their loot even if they die as result of the battle. The reason why all the loot counters aren't looted right away is that there will be scavenging by local hoboes, hive dwellers who "took the part" during scenario, we could easily imagine that there were some npc models that didn't play significant part, but were there for cinematic purpose. And also all the fighters are tired after battle. The real reason is that it might be too big impact on credits to have automatically every counter to players.

If Arbitrator wins only the models that were standing and carried loot can score their loots.

"You tried to hide..." [-1 per player]

Any model that run off the battlefield either voluntarily, or as result of nerves break down, will receive serious injury on roll of 4+. This represents unfortunate encounter with lurking genestealer.

"This isn't over yet!" [0]

If players uses hostile ruleset after victory over tyranids and there are gangs that are hostile against each other, players may continue the battle as special gang fight. Players that are hostile can participate, player that aren't hostile will take his models off the board. Remove rest tyranid and hive dwellers from the board also. If players uses "You want money? You need proof" rule, then remove every loot counter that other players picked up and leave the rest in the field. Players may also form alliance if there is common enemies, or if there are multiple hostiles then they can continue the battle.

If players do so, roll D6 for each downed fighter. 4+ means out of action and 1-3 means fleshwound and they may take part in gang fight and start the game pinned with fleshwound (included any fleshwounds they already had). Roll serious injuries for the models that went out of action in the tyranid fight. Then start the gang fight, keeping models in the positions that they were at the end of tyranid battle. Roll for starting player, highest goes first, lowest last and all the rest in between. In very unlikely event that players doesn't have all his eligible fighters on battle they may continue reinforcement roll as it were in tyranid fight (most likely there has been more than 5 turns, so only 6 will fail to bring more fighters on battle) Bottle test is calculated from the starting number of models (so if you have 5 models left on the board you start to take bottle tests when 2 models goes out or down.) This represents morale boost fighters gain

from winning the tyrannid forces.

All the normal rules for gang fight applies (for example doing 3 out of action and triple damage for territory snatch. When this fight is over combine experience gained from both scenarios and do only one post battle sequence

"The wall will hold!" [+2 per wall]

Players may place wall that is no more than 8 inches wide and 4 inches tall in the fortification. There shouldn't be too many walls within the fortification, at least, there should be some openings. The wall is almost impossible to climb from the outside. Humans cannot climb it and tyrannids climb it at rate $\frac{1}{4}$ and will test initiative with -2 penalty to attempt climbing and holding on the wall. Hormagaunts may try to avoid the wall, if arbitrator wishes. Also fighters on the wall, can fight climbing tyrannids with +2 combat score and if they win the combat tyrannid must pass initiative test. The wall has also shooting spots, which grants hard cover even if the model itself isn't in hardcover.

"Danger, Mines ahead" [+1]

This can be taken multiple times, but no more times than there are players. Also players should agree how many times this will be taken before rolling. Roll D3 each time taken. Make a map on a paper that has same scale as no mans lands in the scenario. Players will mark mine locations hidden to arbitrator. Mines cannot be placed within 4 inches of deployment zone. After ALL tyrannids have made their movement, if any tyrannid went approximately within 2 inches of the mine, roll D6. On result of 4+ unfortunate tyrannid will receive str 5 multiple wound d3 hit. Reason why this is done at the end, is that Arbitrator couldn't know where mine is if it didn't go off with the 4+ roll. If multiple models passed same mine roll once if it will explode and randomize which tyrannid set the mine off. It is not intentional to make exact measurements of the mine location, since it will reveal the spot. This requires good fluffy eye and hopefully players doesn't exploit this too much. In the end it is supposed to be fun ;)

"Moat" [+2 per moat]

Moat counts as difficult terrain ($\frac{1}{2}$ movement) and can be 12 inches long and 4 inches wide. Players shouldn't place moats right in front of another moat, but rather in line.

"Enforcers are coming" [consider them as one gang following all the rules that gangs have]

Add NPC enforcer gang in the game as vanguard for the large force.

SUMMARY

Name	M	WS	BS	S	T	W	I	A	LD
Hive dweller	4	3	3	3	3	1	3	1	7
Hormagaunt	6	3	0	3	3	1	5	2	6
Termagant	6	3	3	3	3	1	5	1	6
Tyranid warrior	5	5	0	5	4	3	4	3	10
Genestealer	6	6	0	4	4	1	6	3	10
Exocrine	5	3	3	6	6	5	3	3	10

"Bugs! Bugs everywhere!" Every tyranid model causes Terror if they have more models within 8 inches than fighter have atleast trusted models and there are more tyranids on the table than total number of models in player side (including hive dwellers). Genestealers counts as two model for this purpose. In addition every tyranid causes fear.

"We got reserves!" (Reinforcement for players)

First roll is made at the start of second turn. At the start of each players turn player rolls d6. If the roll is equal or less than the turn number player may add freely chosen fighter from his reserves to his entry/exit zone. If there isn't any eligible fighter in reserve player may give his reinforcement roll to another trusted ally.

"Another wave incoming!" (Reinforcement for Tyranids)

Arbitrator divides his reinforcement dices roughly ¼ in left, ¼ in right and ½ to middle zone. He adds D6 at the start of everyturn (after first one) and consults the table below. Arbitrator may change rare creature reinforcement to two common creatures.

Roll	Reinforcement
2-4	1 Common creature
5	2 Common creature
6	1 Rare
7	1 Rare and 1 Common creature
8	1 Rare and 2 Common creature
9	2 Rare
10	3 Rare

Genestealers doesn't start the game from deployment zone. Rather assign every vent or sewer token a number from 1-6 and roll D6. Place genestealer touching the marker. Genestealer may not charge during the turn it emerges, but rather will seek cover and hide. If genestealer rolled destroyed vent or sewer it will not emerge and will be delayed. Remember to roll again next turn for delayed stealer. If all tokens are destroyed no genestealers will emerge.

Arbitrator upgrades his reinforcement dice every time he takes fighter down or out of action (not counting out of actioned in recovery phase, or falling etc) He may also upgrade everytime he takes one of his common creature in players entry/exit zone.

At turn 6 Arbitrator upgrades every D3 to D6

"They attack the supply line"

If common creature goes inside players entry/exit zone that player will roll two D6 instead of one at his next reinforcement roll and choose the worst result.

Mounted weapons:

May be used by moving (not running). Heavies may shoot them at the turn of mounted. Counts as hard cover, may not move, but may spin. At close combat mounted fighters gets -1 combat score and may eject himself after the battle if he survives.

Ending the game

Gangs do not bottle out during this scenario. There are four different endings for this scenario.

Arbitrator wins if:

- All players fighters including hive dwellers are down, out of action or ran of the board. Even if players have reinforcements incoming they lose the battle immediately if there are no figures left on board.
- Arbitrator manages to get atleast 3 common creature in each entry/exit zone as described in "They attack the supply lines" rule. Even there isn't 5 players, there are 5 zone

Players win if:

- They have mounted every weapon in fortification for total two arbitrator turns.
- Players win when overwhelming hive city enforcers arrival at scene. This can happend at the start of 6th arbitrator turn when players roll D6, and if roll is 6 or more the game ends in player victory. Every subsequential turn adds +1, (so at turn 8 they need 5+, turn 9, 4+ and so on. Native 1 is always failure. So in theory, a game can last indefinitely.

CHANGE LOG

8.4. Rewrote the Tyranid forces section for initial forces and reinforcements. Made separate section of optional rules and added new optional rules. Added three new victory condition and removed the original 75% rule. Corrected typos. Updated images. Adjusted Warriors and Genestealers abit.

3.4. Added optional terrain. Corrected typos, changed players reinforcement and tyranid deployment rules little simpler. Added rules for fighting gang fight after tyranid invasion

24.3. Simplified alliance rules. Corrected few typos. Modified regroup, Bugs! Bugs everywhere rule, Tyranid warrior large target rules. Added new option for leaders.

23.3, Added player scaling to Tyranid player reinforcement. Corrected typos. Added rating for most options and added new options for scenario.

V1.5 (December 2015): edits by TakUnderhand.

- Clarified that Sewer / Vent tokens may be destroyed by both close combat and shooting attacks
- Fixed spelling, punctuation and grammar
- Clarified how the Tyranid Warrior strikes other Tyranids, when there is more than one Tyranid in close combat ("my food!" rule)
- Corrected ending of scenario due to enforcers: changed from "A native 6 is always a failure" to "A native 1 is always a failure"