

THUNDERWYRM UP!

A TWIST ON A CLASSIC

Deployment: Dawn of War

Mission: Custom

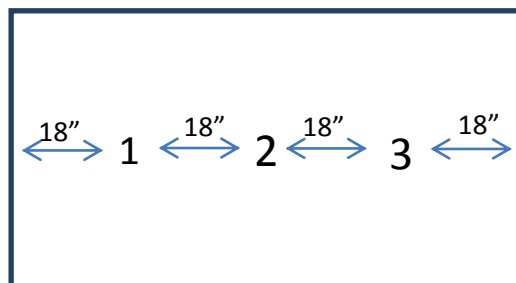
Turn 3 Victory Condition: Destroy an enemy HQ unit.

Total Victory: The player who causes the Thunderwurm to be killed (i.e. causes the last wound) earns this point.

Special Rules: Reserves, Night Fighting, Random Game Length

The Thunderwurm:

At the start of the second game turn, and each game turn thereafter, roll to see if the Thunderwurm arrives just as though it were a unit in reserves (don't apply ANY modifiers, and rerolls aren't used). When it arrives, roll a D3 to determine where the Thunderwurm burrows up from, based on the map below:



Then scatter the wurm d6". Place an objective marker where it arrives. Now place a large blast marker centred on the objective. Models under the template suffer a S6 AP2 hit, with vehicles hit on their rear armour.

The Thunderwurm has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
3	0	6	6	6	3	3	10	3+/5+

Unit Type: Infantry
 Special Rules: Eternal Warrior, Fearless, Slow and Purposeful, Mindless
 Mindless: The Wurm never moves, and never consolidates after winning a combat. Units that tank shock the wym are automatically destroyed.
 Weapons: Power Fangs

Range	Strength	AP	Special Rules
Melee	User	2	None

Once the Thunderwurm is destroyed, it counts as an objective. At the end of the game the player with the most scoring units within 3" of this objective is the winner. If both players have the same number of scoring units in this area, the game is a draw. This objective cannot be contested.