

DATASLATE



WARHAMMER 40,000 DATASLATE

TYRANID VANGUARD RISING LEVIATHAN I

DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

INTRODUCTION

Rising Leviathan is a three-part dataslate that tells of Hive Fleet Leviathan's full-scale planetary assault on the world of Satys and the defence mustered by the Imperium. The first part, Tyranid Vanguard - Rising Leviathan I, details the initial stages of the invasion, when the Tyranid outlier organisms prowl the jungles and manufactorums of Satys ahead of the coming swarm. The chronicle of the events is accompanied by rules for recreating the most infamous Tyranid formations from that stage of the campaign, and missions allowing you to refight the battles in your own games of Warhammer 40,000.

DATASLATES & DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

ALLIED FORMATIONS

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different Codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

FORMATION SPECIAL RULES

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

APOCALYPSE FORMATIONS

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.

DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

RISING LEVIATHAN

TYRANID INCURSIONS

For those in the Imperium unfortunate enough to possess knowledge of the Tyranids, news of an approaching hive fleet is grave in the extreme. Indeed, when Tyranids enter a star system, it is one of the worst possible fates for those planets in their path. Some populations may be evacuated off world entirely, while others are abandoned to their fate. But for strategically important planets the Imperium will often stand its ground and fortify. There is always the chance that it can endure.

THE SHADOW IN THE WARP

Though a hive fleet drifts slowly across the galaxy – or in the case of Leviathan, up through the galactic plane itself – the defenders of many planets are often too late to do anything to prevent their world from falling to the Tyranids. Among the first signs that a hive fleet is approaching is when psychic communication is cut off – a phenomenon known as the Shadow in the Warp. Even whole choirs of Astropaths will be prevented from hurling their visions out into the Immaterium, for the looming presence of the Hive Mind has muted them. Psykers who attempt to use their talents will suffer greatly; many a weak-willed individual has been found dead after the incessant alien scratching in their minds has overwhelmed them.

Resolute populations simply bolster their Planetary Defence Force and gather together what weapons they have in anticipation of the incursion. There is perhaps more hope for those worlds with Imperial regiments already based there, but even veteran commanders will find their optimism stretched when faced with the promise of a Tyranid invasion.

THE FIRST SPORES

While the inhabitants search the skies for signs of spores, outlier organisms may have already managed to land on the planet's surface. People begin to disappear, in ones and twos at first, and then in clusters. Towns are wiped out without explanation, with only bloody trails to denote that some localised atrocity has been committed. Paranoia and mass hysteria begin to spread amongst the populace.

Soon enough, Tyranid bio-ships clutter the skies. Their enormous, hideous shapes form a cloud that only gathers in intensity and darkness. On the ground, weather patterns begin to change: the wind increases as if a storm approaches. Screams – alien and human – travel vast distances. Labourers and any civilians who are unable to leave the world, begin to panic as the Great Devourer comes ever closer.

Spores of varying shapes and sizes plunge towards the ground in their millions. Winged horrors dart erratically alongside them, spitting lethal venom. Great, fleshy sacs, each one dripping with poisonous ichors, open up to spawn hideous creatures. The atmosphere swells with alien biomass and a turbulent wave of slaughter washes across the landscape. The deepest caverns and the highest mountaintops crawl with lesser Tyranid organisms, and eventually gargantuan monsters lumber through cities bringing carnage should any formidable resistance present itself.

For the defenders of their home world, victory becomes a distant thought. The battle is simply for survival.

HIVE FLEET LEVIATHAN

Of all the Tyranid hive fleets, by far the largest is Hive Fleet Leviathan, discovered by Inquisitor Kryptman in the closing stages of the 41st Millennium. Unlike other hive fleets, Leviathan did not attack from the fringes of the galaxy, but rather up through the galactic plane itself, meaning its tendrils reach across a vast swathe of the Imperium, and bring torment to countless worlds.

Whereas the attacks of Hive Fleet Kraken have proven more insidious, and those of Hive Fleet Behemoth have been hammer blows at the worlds of the Imperium, Hive Fleet Leviathan prowls the galaxy and subsumes entire star systems into the clutches of the implacable Hive Mind. It has assimilated the learnings of other hive fleets, and many in the Ordo Xenos maintain that Leviathan demonstrates a greater intelligence than others. Indeed, when Leviathan's Tyranids assault a planet, they have been highly adaptable – the hive fleet is able to change rapidly to counter a defender's tactics or weapons. It quickly learns how to make use of a planet's resources in order to extend the fleet's influence.



THE GATHERING DARKNESS

Governor Ballorax stood with Tech Adept Baltak Tren in the observatory of the Sky Palace, the tallest structure on Satys. Together they peered up through the clear dome, into the darkness beyond. The governor asked the Tech Adept what he thought was wrong with the scene.

Baltak Tren pulled back his hood. He blinked with his left eye while his bionic lens whirred and twisted. Tren was trying to fathom what was different about the stars when one of them disappeared. In its place was total blackness. 'The stars are vanishing,' the Tech Adept muttered, his voice distorted by grating mechanics.

Governor Ballorax gave a sad smile. Baltak Tren, despite having spent most of his life underground, was right. The stars were vanishing. He had seen it himself through the telescopic cognitor many days ago, and in great detail – the blacking out of whole systems, the famous saintly lights being smothered. It didn't seem possible that so many bright lights in the Imperium could be extinguished. Yet it was happening. And the darkness was now gathering around Ballorax's own system.

'You're quite correct,' Ballorax replied.

'What is making them vanish?' Baltak Tren asked. 'I cannot perceive it at this range.'

The reason had a thousand names across a thousand worlds, but they all boiled down to the same thing. The Great Devourer. The Doom of All Things.

'Because of an alien race.' Ballorax thought he might as well be blunt about it. 'The Tyranids. They destroy world after world without the slightest hesitation. They're making their way towards us.'

The governor took his gaze from the darkening stars and looked down across his own world, Satys. Part jungle, part manufactorum, it had been under the charge of generations of his family in the name of the Emperor of Mankind. Thanks to the aid of Imperial forces, Satys had fought numerous wars and triumphed every single time. His great grandfather had even fought alongside the revered Blood Angels here and earned himself a place in local legend. There was history on this planet, this ancient Imperial world. Despite its lethal sun, its people had endured for millennia. They were hard enough and worthy enough – some of them – to become Space Marines. And now the Tyranids were coming, ready to devour all of that in the blink of an eye.

The governor decided to take a more optimistic tone. 'Worry not, Tech Adept – you'll keep the fires burning. Days ago we called for aid. We have old friends who may assist us and, besides, we've many good warriors on the planet already. Adeptus Astartes and Catachans. They'll not permit the planet to fall.'

A man suddenly rushed into the dome, sweat on his bald pate and his robes dishevelled from the journey. It was one of Ballorax's hundreds of menials. The governor couldn't remember his name.

'Governor Ballorax,' the man spluttered. 'Communications offworld are no longer functioning. We've been completely cut off.'

Ballorax gave another one of his sad smiles. 'Yes. I thought that would be the case.'

'The astropaths?' the man replied. 'Perhaps we can still use them?'

'It's far too late to use the choir now,' Ballorax replied.

' – Sir?' The menial looked puzzled.

'Find a psyker and ask them how they're feeling,' the governor snapped. One

from his household had already killed himself. 'Anyway, it is a good thing, is it not, that I took Captain Norensis' advice – I have already made use of the visionary pleas of our choir.'

In the ensuing silence, the menial looked between the governor and the Tech Adept. He replied, 'What are your orders, my lord?'

The governor took a deep breath and tried his best to hide his shaking hands: 'Alert the Aurora Chapter and update them – Captain Norensis will be in charge of the operation, and it will be his orders that are followed. Send word out to both Catachan regiments that our isolation is now complete. They are to prepare defences around the archeoships and processing manufactorums. Until then, well... until then, the rest of us simply wait for the darkness to close in.'

THE CURSED SUN

By 997.M41 Satys had become of vital importance to the Satrym star system, one of several systems located within a radiation belt known as the Red Scar, each of which possesses a viciously irradiating sun at its core. When viewed from the neighboring sectors, these star systems appear as a brutal wound across the firmament, and many myths tell of how a bloody god had rent that part of the sky with his immense sword.

Strangely, it is due to the deadly levels of radiation emitted from its sun, known to its population as the Cursed Sun, that Satys has proven itself to be a vital asset to the Imperium. The world is home to a species of semi-sentient tree, whose sap can be processed and used as a highly effective anti-rad serum. Known as 'satryx', the substance protects billions of people throughout the Red Scar systems from the lethal radiation of their respective suns. Those people who are tasked with harvesting the satryx are known as 'sappers'. Such workers are always vigilant, for the strange trees are known to loop down vines to strangle unprotected humans who come to steal their life-blood. It is no mere folk tale that the forest's grumbling lament can be heard whenever a grove has been tapped.

The reason that Satys is the only planet capable of producing this unique crop is not a natural one. Long ago, ancient archeoships crashed into the planet's surface. These city-sized vessels, which dwarfed anything the Imperium now uses to navigate the stars, had embedded themselves within the planet's crust in an event long-since forgotten by the planet's inhabitants. Along with other archeoship debris – such as the mountain-sized protrusion on which the governor's Sky Palace was constructed – several sets of colossal engines jutted out from the surface, each one towering higher than a hive city to breach the lower atmosphere.

Instead of being left as wreckage, the engines were tended to and many salvage attempts were made, and by mid M39, after many millennia of committed research, the engines

became functional once again. Now tended to by Baltak Tren – a descendant of a long line of Tech Adepts – his retinue of servitors and a giant network of promethium pipes, the forces generated by the engines enable the Tech Adept to manually nudge the rotation of the planet, though it is rare that he interferes with the timings set by his ancestors. Instead he augments the pre-set flares with rigorously orated litanies and binaric cants. Half of the planet is cast largely in cold darkness – but in relative sanctuary from the deadly radiation. The other half remains in the direct light of the Cursed Sun, providing the ideal conditions for the growth of the rare, sentient trees. In the dreary light of the planet's shadowed half, hab blocks sprawl as far as the eye can see. Manufactorums process the jungle crop in order to glean satryx, while billions of menials labour under the glare of the promethium flares from the archeoship engines. Indeed, Satys is a harsh and humid world in both hemispheres, and its people are hardened to extreme conditions.



THE PROVING GROUNDS

It is whispered that the Administratum harbours suspicions concerning the influence of the Cursed Sun's radiation on the planet's populace, but no instances of mutation or notable deviancy have been recorded. Most people maintain that the reason for such a robust Imperial Guard presence on the planet is to put down potential threats that might arise as a result of Satys' unique conditions, as well as to defend the satryx stock from xenos raids.

Two Catachan regiments – the 87th and the smaller 203rd – are stationed on the world. Under the protection offered by the anti-rad serum, which they carry on them at all times, the Catachans excel at guard duty and conduct rigorous training exercises in the deadly jungle environment. Furthermore, it is not uncommon for xenos explorers to infiltrate the jungle or the ruins of the archeoships – so it is that Satys makes for an ideal proving ground. Only by the vigilant presence of the Catachans can the menials continue harvesting sap from the sentient trees, the processing plants continue to function, the archeoship engines continue to burn, and the whole star system reap the benefits. The Catachans are not the only Imperial force on Satys, for more recently, the Space Marines of the Aurora Chapter have stationed a small garrison within the sentient jungle to scout and assess the planet for its suitability as a potential recruiting world.

PREPARING FOR THE SWARM

The first sighting of a Tyranid hive fleet heading slowly towards Satys was greeted with varied responses by Imperial forces. Governor Ballorax – who had first detected the Tyranid presence via an ancient sensor array he had recovered from the archeoship ruins – contacted Captain Norensis of the Aurora Chapter immediately. Though the governor was optimistic about the salvation offered by the presence of the Adeptus Astartes, Norensis knew all too well the devastation a fleet of bio-ships could wreak on a planet. The Space Marines immediately began calculating various stratagems and their likely outcomes, but so small was their presence on Satys that Norensis ordered the governor to make an emergency broadcast for further assistance that would sweep every nearby system and neighboring sectors. So, while the Aurora Chapter prepared the defence, Ballorax commanded his Astropaths to launch their plea into space before the encroaching Shadow in the Warp smothered psychic communications altogether. The governor feared the call may have gone out too late, as the very next day, one of the planet's Sanctioned Psykers threw himself from the walls of the Sky Palace to silence the inhuman noises in his head.

The Catachans, meanwhile, treated the threat of the Tyranids with nonchalance. To them, it was just another foe, ready to be blasted back from the jungle. Only Colonel 'Stormdog' Krelm of the Catachan 87th possessed a grimmer demeanour than was the norm, but this was a stark contrast to Colonel Skree of the 203rd, who possessed a fanatical loathing for the xenos from bitter past experience.

So it was that Skree's eager 203rd spread out into the jungle, and aimed to kill every outlier beast that landed there. Meanwhile, the 87th headed to the manufactorum sector in order to defend the processing facilities, the Tech Adept who maintained the archeoship engines and the districts surrounding the governor's Sky Palace.

Full operational control fell to Captain Norensis of the Aurora Chapter. Norensis had surmised that, since the hive fleet was approaching from the side of the Cursed Sun, it would be the jungle that was most likely to experience the first engagements by the time the Tyranids reached Satys. The Space Marines fortified their garrison and looked to the skies.





SPORES ON SATYS

The orbital defence stations above Satys had been silenced by the advancing hive fleet, so the Captain of the Aurora Chapter was one of the few to identify the initial moves of the Tyranids' vanguard forces on Satys. From the platform of his outpost bunker, Norensis watched the roiling skies darken – as did every person on the planet. But as the bio-ships began to block out the light of the Cursed Sun, only through their auto-senses could the Space Marines identify the faint trails of ominous objects making planetfall.

The jungle screamed with each impact. This was not the wailing of a creature, though, but rather a staccato lament from the sentient forest itself. Each new arboreal screech acted as a brief beacon marking the location of a new threat. Colonel Skree's Catachan 203rd – fewer than four thousand men – spread out in order to cover more ground.

As xenos creatures moved through the undergrowth, sentient vines drooped down in an effort to snare the Tyranids, but alien claws and crushing maws ripped through the strangling vegetation. Within a matter of hours, parts of the jungle began to wilt. Groves of trees began to sag, their colour changing from green to black, and they started to emit a foul odour. As spores continued to slam into the surface, Tyranids concealed within the transformed trees began to emerge. Bark peeled back, and from the blood-slick groves emerged Lictors, which prowled through the jungle after their prey. These cunning Lictor forest broods soon began snuffing out sentries and scouts, and working in concert to assassinate those manning gun emplacements.

Danger was not limited to the jungle. From his Sky Palace, Governor Ballorax was forced to watch in resigned horror as a number of spores crashed down into the manufactorums and hab blocks. Some of these falling sacs disappeared into the vast flares of the archeoship engines and were burned to ash before they got close to the surface, but Leviathan responded by directing more of the spores along the pheromone trails left by those that had landed successfully.

Civilian workers, many of whom had never seen daylight, let alone the arrival of the Tyranids, became easy prey. Large broods of Genestealers, dozens strong at any one time, appeared to strategically utilise the passageways of noisy manufactorums or industrious furnace chambers in order to prey upon the people and defenders of Satys. They thrived in these conditions and shredded the unsuspecting humans with sudden blurs of razored claws, the screams of the dying drowned out by the sounds of screeching metal and groaning pipes. Voracious bioforms skittered from one dark, clattering confine to another. Wherever the Genestealers hunted amid the manufactorums, a trail of severed limbs and

headless bodies was left in their wake.

Chimeras began to plough through the streets, past the clusters of corpses that were the markers of the Genestealer attacks. Flamers tilted this way and that, attempting to burn vanguard creatures, but many darted out of the way just in time, narrowly avoiding the thick gouts of burning promethium.Heavy weapons teams had set themselves up to secure essential shrines and roads, and bolter fire soon began to rip through rapidly scuttling forms, giving the defenders a brief respite. Catachans advanced on foot, Genestealer chitin reflecting the light of their flamers. But the creatures lurched away and united some distance from the inferno. Others seemed to fall behind larger, more sentient creatures, apparently biding their time until they could strike once again at their Imperial prey. The Battle of Satys was truly underway.

THE SCREAMING FOREST

While Genestealers ran amok in the urban regions of Satys, the irradiated jungle saw the Tyranids claiming lives in a more stealthy manner. Determined to kill as many aliens as possible, dozens of squads from Colonel Skree's Catachans were still seeking to destroy spores where they had landed. But on the paths towards these sites, Lictors were waiting. The beasts lurked within the darkness, crawling around the perimeter of squad patrols without being seen. Before most even realised they were victims, the Lictors had hooked their prey by the throat or torso, and dragged their bloody, screaming forms into the shadows. Following trails of innards, troopers fired into the foliage, but the Lictors had already moved on. In this way, the Tyranids picked off the officers first, mauling them one by one. It was as if the Hive Mind was consciously trying to break Skree's resolve.

It was the sentient jungle itself that first began to betray the presence of Leviathan's Lictors. The ethereal wails from the trees intensified, giving away the whereabouts of the Tyranids. Following each trail of screams, Catachans discovered lurking chitinous forms prowling through the undergrowth. Several squads responded with thick sheets of flame or focused volleys of las-fire. Beast after beast hissed and screeched as they were reduced to heaps of smouldering bioplasma. The jungle filled with the stench of burning chitin, yet every time the Imperial forces moved to flush out their assailants, the Lictors appeared to learn from their movements.

The Hive Mind responded and soon the Tyranids used the sentient forest for their own gain. Lictors began to wound the trees in a deliberate manner, using the arboreal screams to lure the squads of Catachans into the clutches of Genestealers, who skittered through the gloom following pheromone trails. Soon known to the Catachans as Tyranid Screamer Broods, these new groups of biohorrors lunged ever closer towards Skree and his squads in rapid bursts. Meanwhile the Lictors moved on, wounding more trees and drawing more Catachans into the Genestealers.

In retaliation, las fire burned outstretched claws, seared off whole limbs or burrowed through wide-open maws. Such was the paranoia that the Lictors had generated, that the colonel, with alien ichor dripping from his face, ordered a barrage of fire unleashed at the

slightest twitch of foliage. The Tyranid assaults became less frequent, and the forest became silent. Skree assumed the 203rd had the upper hand.

The silence heralded the arrival of an even greater threat. Some knew the beast as Deathleaper, and the abominable assassin-creature had been working its way through the jungle towards Skree. Coordinating its own attacks with those of other Lictors, this horror had been striking at the fringes of the Catachan squads, eliminating one screaming soldier at a time. Over a number of hours, its murder-spree was slow and patient, whittling down the Catachan squads, whose discipline broke down as vox communications from their compatriots fell silent. In this way, Deathleaper's assassin brood had meticulously slain nearly all officers, scouts and sentries in Skree's regiment, limiting their cohesion and effectiveness in battle.

Like candles being snuffed out one by one, the Catachan defence forces were thinned to barely serviceable levels. Only Skree's final command squad and a handful of veterans remained to fight their way to the relative sanctuary offered by the Aurora Chapter's garrison. Even then, their furious retreat was manipulated by vicious, stealthy assaults that burst from the foliage. After the Catachans had reached the Space Marines, the Lictors filtered back into the jungle leaving a pheromone trail for their kin to follow.





Sentient Jungle

Hab-blocks



Archeoship Engines

JUNGLE PREY

Upon reaching the Aurora Chapter garrison, Skree identified himself and his surviving men to Captain Norensis. The colonel and his remaining two-dozen men were awed by the sheer physical presence of the genetically enhanced Space Marines. Captain Norensis, meanwhile, had been running rapid exploratory missions to locate pockets of Tyranids, destroying whole clusters of the xenos with every excursion. He continued to map the assault to examine whether or not there was any pattern to the hive fleet's attack. He was convinced he would find one, but such endeavours had thus far proven fruitless. If there was an underlying logic to Leviathan's attacks, it was almost impossible to discern. Furthermore, Skree's retreat to the Aurora Chapter's small garrison had unintended consequences – his survival allowed the Tyranids to locate the Space Marines. Though there was sanctuary to be found within the small compound, Norensis realised that the inevitable swarm, when it manifested, would surround them. So it was that they began to carve an explosive path towards the cities, where they could join the larger force defending the manufactorums. Four Rhinos, which carried ammunition supplies, rumbled out ahead, clearing the path through the forest while the remaining Imperial forces continued as one force on foot.

Their progress soon halted when clusters of sacs began to drift down through the air. Guided across the jungle by broods of Gargoyles, which seemed to understand the layout of the forest, these entities separated into threes from one larger spore. Each projectile veered towards either an Astartes or Catachan victim. Some detonated in clouds of poison while others erupted in a storm of bone shrapnel. They were Leviathan's Spore Mines. Perhaps having learned of the Space Marines' approach from the lurking assassin-beasts, the Gargoyles steering them had followed the Astartes' retreat. The Gargoyle bio-bombs sent the Imperial forces reeling, scattering them into smaller squads. The defenders had scant moments to target the threats through openings in the jungle canopy, and bolter fire echoed through the trees in desperate attempts to halt them before the living bombs could move within range. The Tyranids' projectiles still burst in sprays of toxic acids, but thanks to the penetrating bolt shells they exploded well away from the Space Marines. Trees erupted into rancid blue flames or wilted rapidly upon exposure to the strange ichors. The Catachans fared no better: their skin burned under mists of this toxic bile, while jagged shrapnel pierced their exposed flesh. They screamed in the gloom and crawled desperately into the undergrowth for cover. Relief was short-lived, for they soon stared up into darkly gleaming eyes of the drooling Lictors that had lain in wait.

While Skree desperately dodged showers of poison, Deathleaper finally leapt from the cover of the foliage. The dread creature thrust a serrated claw through Skree's guts and wrenched the colonel's body high into the air in an arc of blood. Captain Norensis turned and fired his bolter repeatedly. Shells rang off Deathleaper's chitin, though some hit home in a cloud of smouldering mucous. With a screech, Deathleaper dropped the body and vanished into the darkness. Skree was left grasping at his spilt innards, and spluttering bubbling blood as he attempted to speak. As he lay dying, clouds of creatures

swooped back and forth in the skies above. Flocks of gargoyles had arrived to add to the defenders' woes.



The noises were strange down here. They played tricks with a soldier's mind. Drekk had heard something grating against the vents in several different places. His orders had been vague at best – clear the area. That was easier said than done when you couldn't see the enemy, only hear them.

Somewhere on the deck below were the great whirring blades of the processing plant, which still continued to rotate and manufacture serum. Enormous iron pipework and scaffolding latticed up into the darkness, and there was a heat and humidity that made the jungle seem refreshing in contrast. Drekk wanted back out there, in the habitat he knew well. Still, there was a job to be done down here.

The Catachans under Drekk's command funnelled through the narrow confines of the underengines. The passageways here were no more than five men wide, so a row marched at the front armed with flamers, while behind them followed another twenty-five with lasguns. The soldiers advanced along the passageways methodically, covering the miles and miles of underengine, but had found nothing so far. The noises were present, as always. That meant there was definitely something down here, but the Catachans always seemed a step behind. Some of Drekk's men were itching to fry whatever was lurking here.

'Sergeant,' a man called. 'A sighting. Tunnel to the right. Ninety feet, no more.'

'Approach with caution,' Drekk replied.

The Catachans carrying the flamers crouched slightly, and moved forward in slow, precise steps. The row of lasguns behind aimed forwards from between their shoulders. Somewhere in the distance, the archeotech engines rumbled, disgorging an inferno to keep the planet stable.

Drekk's squad reached the intersection. At his command, half of them peeled off and burst forward to secure the corridor from either side. Drekk peered into the darkness. A light flickered on and off repeatedly at the far end. When it stuttered on the second time, Drekk noticed a shadow had changed position. When it came on the third time, the shadow had moved again, and the noise got louder – something was scuttling towards them.

Drekk gave the order to fire. Flamers illuminated the tunnel, and in the brightness of the fire, Drekk could see horrible malformed faces. Towering things with four clawed arms and enormous teeth lunged forwards. Drekk reacted in a heartbeat, shooting at whatever was moving in there, at whatever foul things these were, his lasgun deftly searing through creatures that scuttled through the wall of flame. They were incessant though, and where those beasts fell, even more followed.

One of the men at the rear of their patrol shouted, and Drekk was forced to turn around. Yet more of the monsters were approaching from behind their position. Drekk gave the order to split the group – while the flamers held off one pack of the things, a dozen men with lasguns peeled off and fired on the run towards this new threat. It took a while for his eyes to adjust again to the gloom, but Drekk's curse died on his lips when he finally saw the living tide of abominations hurtling towards them.

TERROR IN THE MANUFACTORUMS

The Tyranids were winning in the jungle, but trees could be re-grown if the planet could be saved. Of greater concern was that creatures were now managing to slip into the manufactorums, the tunnels of the underengines. Genestealers slaughtered Imperial citizens in densely packed neighbourhoods, spreading panic further afield. Meanwhile, from the already darkened skies, gargoyles spewed corrosive venom into the eyes of those defenders foolish enough to peer up at them. Teams of Catachans armed with autocannons and missile launchers spent many hours attempting to purge the skies of Satys of these new tormentors, but the gargoyles were unceasing. Their flapping forms filled the air, shoving troopers screaming from their gun emplacements or dropping Guardsmen from bone-shattering heights.

The Catachan 87th, with thousands of men at their disposal, began to filter deeper throughout the urban districts at Colonel 'Stormdog' Krelm's command. A quarter of the force, split up into smaller squads, headed down into the tunnels to scour the underengines and stop the xenos from infiltrating the Imperial lines. Another quarter spread out to protect valuable shrines and secure essential thoroughfares. The final half fortified the cathedrals around the base of the governor's Sky Palace as well as the streets around the archeoship engines. Such was the measure of the defenders' desperation that a hastily mustered militia comprised of civilians joined them to rid the manufactorums of the Tyranids. Three-dozen Space Marines of the Aurora Chapter and their Rhinos rumbled back behind the Imperial fortifications. Though the sight heartened the defenders, the Space Marines brought with them the grim tidings about the demise of the Catachan 203rd and the loss of a handful of their own battle-brothers. With superior though limited equipment, the Adeptus Astartes took a pragmatic approach and helped prepare a defensive line in front of the gates to the manufactorum fortifications.



Meanwhile, pockets of Genestealers worked their way through the guts of the rest of the manufactorums, spreading through the underengines like an infection. A Broodlord had managed to infiltrate the underbelly of the city, culling the Catachans within the confines, instinctively directing when and where the Genestealers would burst from next. The Broodlord's hunting pack had located the group led by Sergeant Drekk, and hounded them constantly. The Broodlord directed its kin to herd the Catachan squads into dead ends and junctures honey-combed with ambush points. The Catachan's weapons began to overheat with excessive use in the stifling conditions, and their combat blades were no match for bio-forged xenos claws. Genestealers shredded the soldiers into ragged chunks of meat, and Catachan blood pooled before dripping down into tanks of fully processed satryx.

However, as the rampant Genestealers swarmed through immense serum-processing pipe works, they emerged, encrusted with the congealed blood of their quarry, into a cavernous passageway only to be met by slowly advancing Catachan Chimeras. These vehicles, which had been directed into the underengines to reinforce Drekk's faltering mission, opened fire immediately with multi-lasers and heavy flamers. Genestealers burned as they scurried through the darkness. Before long, mile upon mile of underengine was filled the hideous stench of smouldering chitin and boiled serum.

As the fighting continued in violent skirmishes across the manufactorums, Colonel Krelm, Captain Norensis, and Governor Ballorax, along with a commander from the planetary defence forces, convened atop the Sky Palace to reformulate their plans. Their hurried assessment was already grim, but grew suddenly worse as the dark skies swelled once more, and spores began to plummet to the ground in staggering numbers. Hive Fleet Leviathan was disgorging a swarm of new creatures.

THE GLIMMER OF HOPE

Governor Ballorax sat slumped in the observatory of his Sky Palace alongside a handful of the planet's key personnel – the Tech Adept, Baltak Tren, unable to get to his control room; a priest, who Ballorax thought should be out there inspiring the troops; and one of his bureaucrats, who was proving himself altogether useless. Their faces were slack from exhaustion and from the horrors they had seen on Satys.

Every time Ballorax peered out across the planet, there seemed to be more creatures. More horrors. More Tyranids. What had started as pockets of fighting was erupting into a full-scale war. They had already lost a regiment of Catachans to the creatures in the jungle and greater foes were about to strike down on Satys. Would there be no end?

'What now?'

It was the Tech Adept who spoke, the strange augmentations on his head whirring loudly. The governor managed a shrug, and nothing more. A creature smacked against the armoured glass of the dome before a bright flash of lasgun fire saw it fall out of view, breaking the oppressive silence. Ballorax shuddered.

'What does Captain Norensis think?'

'I suspect that he thinks we should evacuate the planet, and that it is pointless to stay here, though he will do his best to fight until the last possible moment.' Ballorax gave a wry smile. 'He doesn't say so; this is merely what I inferred from his reticence when I asked him the same question.'

There came a gasp from the priest, who was staring out to one side of the city, towards the archeoship engines. Something glimmered up in the darkness, but it wasn't the flames of the engines. Ballorax surged to his feet and moved to get a better look.

Something was indeed coming to the ground – something else, something not a Tyranid. Its descent was a glaring white slash amidst the darkness of hundreds of thousands of bio-forms. Another came, followed by another. The sky seemed to open up for them and, whatever these things were, they were about to strike down close by.

Only the Tech Adept spoke up. 'Is this... salvation?'



DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

DATASHEETS

LICTOR FOREST BROOD

The Lictor Forest Broods are among the most furtive and dangerous of Tyranid outlier organisms. These packs of Lictors are secreted by the Hive Mind in advance of the swarm and are able to utilise a planet's environment to their advantage. Their savage cunning is unmatched, and they terrorise and eliminate sentries and scouts, weakening a planet's defences.



Faction: Tyranids

FORMATION

A Lictor Forest Brood Formation consists of the following units:

• 1 Lictor Forest Brood

FORMATION RESTRICTIONS

The Lictor Forest Brood contains 5 Lictors. All models in this formation are a single brood, even though this is a larger number of models than is normally allowed in a single Lictor brood.

FORMATION SPECIAL RULES

Deadly Fruit: Models from this Formation that are within a Forest have the Shrouded special rule instead of the Stealth special rule. In addition, models from this Formation that are deployed within a Forest using the Infiltrate special rule can be set up within 6" of an enemy model.



MANUFACTORUM GENESTEALERS

Manufactorum Genestealers have been developed by the Hive Mind to take advantage of the noise generated by Imperial manufactorums in order to predate upon a planet's defenders. These large packs are able to thrive in the deafening confines, where the screams of the dying are smothered by pounding machinery and thrumming generators. The Manufactorum Genestealers surge through the darkness, leaving a trail of slaughter behind them.



Faction: Tyranids

FORMATION

A Manufactorum Genestealers Formation consists of the following units:

• 5 Genestealer Broods

FORMATION RESTRICTIONS

Manufactorum Genestealer Broods may not include additional Genestealers.

FORMATION SPECIAL RULES Hit & Run.

Unsuspected: Models from this Formation that are deployed within a Building or Ruins using the Infiltrate special rule can be set up within 6" of an enemy model.

DEATHLEAPER'S ASSASSIN BROOD

Deathleaper is an infamous assassin-creature of Hive Fleet Leviathan. When leading a brood of Lictors, Deathleaper and its pack embark upon incessant murder-sprees, wearing down their prey and destroying their morale. Deathleaper's Assassin Brood spreads panic and death wherever it goes.



Faction: Tyranids

FORMATION

A Deathleaper's Assassin Brood consists of the following units:

- Deathleaper
- 5 Lictor Broods

FORMATION RESTRICTIONS

The Lictor Broods in this Formation are individual units each consisting of a single

model.

FORMATION SPECIAL RULES

Preferred Enemy (Character and Independent Character).

Paranoia and Ill Discipline: Any enemy unit within 12" of one or more models from this Formation suffers a -1 penalty to their Leadership characteristic.



BROODLORD'S HUNTING PACK

When Genestealers are led by a Broodlord they are all the more effective at causing carnage. On Satys they were known to the Catachans as the Broodlord's Hunting Packs. At the direction of the Broodlord, these Tyranids infiltrated the tunnels of the underengines, tormented the Imperial defenders and savaged them with claws and razor-sharp teeth.



Faction: Tyranids

FORMATION

A Broodlord's Hunting Pack consists of the following units:

• 3 Genestealer Broods

FORMATION RESTRICTIONS

One Genestealer Brood must include a Broodlord. Only one Broodlord can be taken in the

Formation.

FORMATION SPECIAL RULES

Hidden Beneath the City: Units from this Formation that arrive from Reserve can be set up in an unoccupied Building. Alternatively, they can be set up in Ruins terrain, as long as they are set up more than 6" away from any enemy models.

Hunting Pack: Select an enemy unit when the Broodlord from this Formation is deployed. All models from this Formation have the Preferred Enemy special rule against models from the nominated enemy unit.



GARGOYLE BIO-BOMBS

Spore Mines are deadly, drifting organisms that detonate in a shower of bone-shrapnel or deadly acids. They are sometimes guided through a planet's atmosphere by broods of Gargoyles. When these winged terrors lead the explosive projectiles towards a foe, they are known as Gargoyle Bio-bombs.



Faction: Tyranids

FORMATION

A Gargoyle Bio-bomb Formation consists of the following units:

- 3 Spore Mine Clusters
- 3 Gargoyle Broods

FORMATION RESTRICTIONS

None.
FORMATION SPECIAL RULES

Wings of Death: If a Spore Mine Cluster from this Formation starts a move (including a Run or charge move) within 6" of a Gargoyle unit from this Formation, then the Spore Mine Cluster can move 6" if it is the Movement phase, and does not halve the distance rolled if it Runs or charges.



DEATHLEAPER - 130 POINTS

A second second	A			-	-	120	*		17
Cr. et al.	WS	BS	S	Т	W	Ι	A	Ld	Sv
Deathleaper	9	3	6	4	3	7	4	10	5+
the second second		-	_	-	-		-	-	

Unit Type: Infantry (Character)

Unit Composition:

1 (Unique)

Weapons and Biomorphs:

- Rending claws
- Scything talons
- Flesh hooks

Warlord Trait:

Mind Eater: Your army gains 2 Victory Points for each enemy model with the Independent Character special rule slain by your Warlord in a challenge. Killing an Independent Character as the result of a sweeping advance does not award these Victory Points.

Special Rules:

- Chameleonic Skin
- Deep Strike
- Fear
- Fleet
- Hit & Run
- Infiltrate
- Instinctive Behaviour (Lurk)
- Move Through Cover
- Pheromone Trail
- Stealth
- Very Bulky

'It's after me!': Nominate an enemy character at the beginning of the game and roll a D3. Whilst Deathleaper is alive, that model's Leadership is reduced by the result.

'Where is it?': Enemy models can only fire Snap Shots when targeting Deathleaper.

TROOPS

GENESTEALER BROOD - 70 POINTS

- A	A	4	-	-			-	-	
	WS	BS	S	Т	W	Ι	A	Ld	Sv
Genestealer	6	0	4	4	1	6	2	10	5+
Broodlord	7	0	5	5	3	7	4	10	4+
		~	_	-	-	-	-	-	-

Unit Type:

Infantry. Bloodlord is Infantry (Character)

Unit Composition:

5 Genestealers

Weapons and Biomorphs:

• Rending claws

Special Rules:

- Bulky (Broodlord only)
- Fleet
- Infiltrate
- Move Through Cover
- Psyker (Mastery Level 1) (Broodlord only)

Psyker:

A Broodlord always knows The Horror psychic power.

Options:

- May include up to fifteen additional Genestealers 14 pts/model
- Any model may take scything talons *4 pts/model*
- All Genestealers in the unit may take any of the following biomorphs:
- Adrenal glands 2 pts/model
- Toxin sacs *3 pts/model*
- May add a Broodlord 60 pts
- A Broodlord may take up to one of each of the following:

Toxin sacs.....10 pts

Acid blood.....15 pts

Adrenal glands.....15 pts Regeneration30 pts

ELITES

LICTOR BROOD - 50 POINTS



Unit Type:

Infantry

Unit Composition:

1 Lictor

Weapons and Biomorphs:

- Rending claws
- Scything talons
- Flesh hooks

Special Rules:

- Deep Strike
- Fear
- Fleet
- Hit & Run
- Infiltrate
- Instinctive Behaviour (Lurk)
- Move Through Cover
- Stealth
- Very Bulky

Chameleonic Skin: A Lictor does not scatter when arriving from Deep Strike Reserve.

Pheromone Trail: If a friendly unit from *Codex: Tyranids* arrives on the battlefield via Deep Strike, it will not scatter so long as the first model in the unit is placed within 6" of a model with this special rule. Note that the model with the Pheromone Trail special rule must already be on the table at the start of the turn for this ability to be used.

Options:

• May include up to two additional Lictors - 50 pts/model

And the manage in the second states

FAST ATTACK

GARGOYLE BROOD - 60 POINTS



Unit Type: Jump Infantry

Unit Composition:

10 Gargoyles

Weapons and Biomorphs:

- Fleshborer
- Blinding venom

Special Rules:

• Instinctive Behaviour (Hunt)

Options:

- May include up to twenty additional Gargoyles 6 pts/model
- The unit may take any of the following biomorphs:
- Adrenal glands *2 pts/model*
- Toxin sacs *2 pts/model*

And the second and the second state of the sec



SPORE MINE CLUSTER - 15 POINTS

	A		-		-		1000	*		1
1		WS	BS	S	Т	W	Ι	A	Ld	Sv
Spore Mine		-	-	1	1	1	1	-	1	- *
	-	-		_	-			-	-	~

Unit Type: Infantry

Unit Composition:

3 Spore Mines

Special Rules:

- Deep Strike
- Fearless

Floating Death: Spore Mines move 3" in the Movement phase and, when they Run or charge, move half the distance rolled. Spore Mines are never slowed by difficult terrain, but must take Dangerous Terrain tests as normal.

Spore Mines do not attack in close combat. Instead, at the Initiative 10 step, the entire cluster detonates! To resolve this, centre the large blast marker over any one of the unit's Spore Mines. Every other unit (friend or foe) under the blast marker suffers a number of hits equal to the number of its models under the blast marker. The Strength of these hits is equal to 4, but is increased by 1 for each additional Spore Mine in the detonating cluster (to a maximum of Strength 10). These hits are resolved at AP4 and ignore cover saves. Once all hits have been resolved, remove all models in the Spore Mine Cluster from play as casualties.

Living Bomb: Spore Mine Clusters are non-scoring, non-denial units. They do not award Victory Points when destroyed, and Wounds suffered by Spore Mines in close combat (including those caused by a Floating Death detonation) are not counted when determining assault results.

Options:

• May include up to three additional Spore Mines - 5 pts/model

DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

MISSIONS

ECHOES OF WAR: LEVIATHAN RISING

On the following pages you will find a selection of Echoes of War missions, which represent key historical battles inspired by the campaign described earlier in this book. The Armies section of each of these missions provides guidance on the forces present so that you can replay the pivotal events using the armies, characters and war machines described in this book. Similarly, each Echoes of War mission includes a map that depicts the battlefield on which these vital conflicts were fought.

For those with a mind for historical accuracy, you'll notice certain restrictions and rules that we use to replicate the conditions of the battle in question. Whilst the Echoes of War missions have been inspired by specific events, with a little imagination they can easily be repurposed to recreate battles of your own invention. As such, if you choose to go down this route, you can modify these missions using any combination of forces and terrain you have in your collection.

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Echoes of War mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

RESERVES

Echoes of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in Reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules for Fighting a Battle in the *Warhammer 40,000* rulebook are used as normal.



THE SCREAMING FOREST

The Imperial Guardsmen of the 203rd Catachan Regiment, under the command of Colonel Skree, were ordered to protect Satys' jungles. Although initially successful, the increasing numbers of Tyranid invaders quickly began to overwhelm the regiment, which was forced to fall back to the command bunker controlled by Captain Norensis and the Space Marines of the Aurora Chapter. Though there was sanctuary to be found within the small compound, Norensis realised that the inevitable swarm, when it manifested, would surround them. So it was that they began to carve a path towards the cities, where they could join the larger force defending the manufactorums.

THE ARMIES

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. One player must choose a primary detachment from *Codex: Tyranids*, and should include either a Lictor Forest Brood and/or Deathleaper's Assassin Brood. The other player must choose a primary detachment from *Codex: Space Marines*, and can take an allied detachment from *Codex: Imperial Guard*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described on page 120 of the *Warhammer 40,000* rulebook.

The players then roll-off. The winner of the roll-off can decide which of the short table edges will be the Space Marine table edge. All other table edges are the Tyranid table edges.

DEPLOYMENT

Players should first roll for Warlord Traits (pg 111 of the *Warhammer 40,000* rulebook).

The Space Marine player deploys first, anywhere in the half of the table that is opposite to the Space Marine table edge, and which is more than 12" from any of the Tyranid table edges (see deployment map). No Space Marine units can be placed in Reserve.

The Tyranid player deploys second. Tyranid models can be deployed anywhere that is within 3" of a Tyranid table edge.

Tyranid table edge



Tyranid table edge

FIRST TURN

The Space Marine player goes first unless the Tyranid player can Seize the Initiative.

Seize the Initiative

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

The mission continues until there are no units from the Space Marine player's army left on the battlefield.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, the Space Marine player receives 1 Victory Point for each unit that has been evacuated (see Evacuation, below), and the Tyranid player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back, or otherwise not on the table, at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

MISSION SPECIAL RULES Night Fighting, Reserves.

Evacuation: Any unit from the Space Marine player's army that starts its Movement phase within 3" of the Space Marine table edge can be 'evacuated'. Remove the unit from play – it cannot return. Units that are Falling Back cannot be evacuated, and if they exit the table are considered to have been completely destroyed.

Lines of Retreat: Any Tyranid units that fall back must do so towards the nearest Tyranid player's table edge, as depicted on the map.

Jungle Events: All Forest terrain is considered to represent Jungle in this mission. At the start of each of their turns, players must roll 3D6 on the following Jungle Events Table. The player making the roll is allowed to pick which unit(s) are affected by the roll, if there is a choice. Events can affect units that are not in Jungle terrain, unless the event specifically states otherwise.



Jungle Events Table

3D6 Event

3 Lashworm Attack: One enemy unit that is at least partially in Jungle terrain suffers D6 Strength 4 AP5 hits.

4 Stifling Humidity: Units cannot run this turn, and subtract 1 from their charge distance, after any other modifiers.

5 Hopelessly Lost: One friendly unit that is fully within Jungle terrain Goes to Ground. The player may not select a unit which cannot Go to Ground.

6 Foul Vapours: One enemy unit must subtract 1 from their Strength characteristic for the turn.

7 Jungle Haze: The ranges for all psychic powers and ranged weapons is halved for the turn.

8-13 All Is Well: Nothing happens.

14 Native Guide: One friendly unit can treat Jungle terrain as open ground for the purposes of Movement for the turn.

15 Insect Swarm: One enemy unit immediately takes D6 Strength 1 hits, with no armour saves allowed. In addition, the selected unit may not fire Overwatch if it is charged this turn.

16 Massive Carnivorous Plant: One enemy unit within 3" of a piece of Jungle terrain takes a single Strength 6 AP3 hit with the Instant Death special rule.

17 Poisonous Spore Cloud: One unit (friend or foe) must take a Leadership test. If the test is failed, the unit suffers D6 Wounds with no armour saves allowed. Whatever the result of the Leadership test, the unit has the Fearless and Rage special rules for the rest of the battle.

18 Quicksand: Nominate one enemy unit that moved in the previous turn. Each model in the unit must take a Dangerous Terrain test.



BATTLE FOR THE UNDERENGINES

The defenders of Satys discovered to their dismay that swarms of creatures from the Tyranid vanguard had infiltrated the tunnel networks below the planet's manufactorums. These tunnels were known as the underengines, and ranged in size from narrow access crawlspaces to vast underground caverns hundreds of yards across. Guardsmen from the Catachan 87th headed down into the tunnels to scour the underengines of Tyranid creatures, and to stop them from infiltrating Imperial lines.

THE ARMIES

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. One player must choose a primary detachment from *Codex: Tyranids*. The other player must choose a primary detachment from *Codex: Imperial Guard*.

Army Contingents

The players must split their armies into contingents, using the following method. Each player has three contingents, named Contingent A, Contingent B, and Contingent C.

To organize your army into the contingents, first select a unit from your army roster. This unit joins Contingent A (place the letter 'A' next to the unit on your roster to show this). Then pick a second unit, which must join Contingent B, and then a third unit, which must join Contingent C. The fourth unit you select must join Contingent A, and so on until all of your units have been assigned to one of the contingents, in the order A, B, C, A, B, C, A, B, C, etc.

The Battles

Having selected your contingents, you must fight three battles to determine the winner of the mission. Each of the battles is fought using the following mission instructions. Before either player has set up, they must first note down which of their three contingents they will use. Each contingent may only be used in one of the three battles you fight, but they can be used in any order you desire.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. The battle is being fought in underground tunnels and chambers, and you should use appropriate terrain from your collection to represent the gloomy depths in which the forces are clashing.



Representing the Underengines

Do not be put off from playing this mission if you lack terrain that has a suitably subterranean appearance. An easy way to represent the tunnel complex is to cut out black or grey cartridge paper or cardboard into irregular shapes. These pieces can be used to represent the solid rock walls of the tunnels, and placed on the battlefield to create a suitably maze-like set of tunnels and large chambers.



DEPLOYMENT

Players should first roll for Warlord Traits (pg 111 of the *Warhammer 40,000* rulebook).

In this mission the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll-off and the winner chooses the two opposite corners to be used and which half of the table each player will deploy in.

The player that won the roll-off must deploy their entire contingent first. Before deploying the contingent, roll a dice for each separate unit. On a roll of 1 the unit must be held back in Reserve. After all units have been rolled for, those not in Reserve can be deployed in their side's deployment zone, anywhere that is more than 12" from the centre line. Note that you can add additional units to your Reserves.



Tyranid Table Edge

Imperial Guard Table Edge

FIRST TURN

The player that deployed first goes first unless the opposing player can Seize the Initiative.

Seize the Initiative

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

The mission uses Variable Game Length.

Variable Game Length

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of each battle, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the battle is a draw. If you win two of the battles, or win one and draw the other two, then you win the mission.

Primary Objective

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

MISSION SPECIAL RULES

Reserves.

Gloom & Darkness: The Night Fighting rules apply to every turn in this mission – no dice rolls are required.

Low Ceilings: Any model that uses a jump pack or jet pack, or that is a Flying Monstrous Creature, a skimmer or a flyer, must take a Dangerous Terrain test after it completes a move (including Run or Charge moves).

Maze of Tunnels: All units have the Outflank special rule in this mission. However, all units must subtract 1 from the dice roll when rolling to see if they arrive from Reserve.

DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

GLOSSARY

GLOSSARY

ACID BLOOD

For each unsaved Wound a model with the acid blood biomorph suffers in close combat, the enemy unit that inflicted the Wound must take an Initiative test at the end of the current Initiative step. For each test that is failed, the unit that inflicted the Wound immediately suffers a Strength 5 AP2 hit with the Ignores Cover special rule.

ADRENAL GLANDS

A model with the adrenal glands biomorph has the Fleet and Furious Charge special rules.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

BLIND

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example nonwalker Vehicles, Fortifications etc) are unaffected by this special rule.

BLINDING VENOM

In close combat, a model with this biomorph can exchange all of its normal Attacks to make a single blinding venom attack, which uses the following profile:

Range -

S - 3

AP -

Type - Melee, Blind, Poisoned (6+)

BULKY

Bulky models count as two models for the purposes of Transport Capacity.

CHAMELEONIC SKIN

A Lictor does not scatter when arriving from Deep Strike Reserve.

CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on pages 63-65 of the *Warhammer 40,000* rulebook.

DEADLY FRUIT

Models from this Formation that are within a Forest have the Shrouded special rule instead of the Stealth special rule. In addition, models from this Formation that are deployed within a Forest using the Infiltrate special rule can be set up within 6" of an enemy model.

DEEP STRIKE

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

ARRIVING BY DEEP STRIKE

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count nonruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of the *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

DEEP STRIKE MISHAPS

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

EVACUATION

Any unit from the Space Marine player's army that starts its Movement phase within 3" of the Space Marine table edge can be 'evacuated'. Remove the unit from play – it cannot return. Units that are Falling Back cannot be evacuated, and if they exit the table are considered to have been completely destroyed.

FEAR

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

FLEET

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

FLESH HOOKS

Models equipped with this biomorph don't suffer the penalty to their Initiative for charging enemies through difficult terrain but fight at their normal Initiative. In addition, they can be fired as a ranged weapon with the profile below.

Range - 6"

S - User

AP -

Type - Assault 2

FLESHBORER

Range - 12"

S - 4

AP - 5

Type - Assault 1

FLOATING DEATH

Spore Mines move 3" in the Movement phase and, when they Run or charge, move half the distance rolled. Spore Mines are never slowed by difficult terrain, but must take Dangerous Terrain tests as normal.

Spore Mines do not attack in close combat. Instead, at the Initiative 10 step, the entire cluster detonates! To resolve this, centre the large blast marker over any one of the unit's Spore Mines. Every other unit (friend or foe) under the blast marker suffers a number of hits equal to the number of its models under the blast marker. The Strength of these hits is equal to 4, but is increased by 1 for each additional Spore Mine in the detonating cluster (to a maximum of Strength 10). These hits are resolved at AP4 and ignore cover saves. Once all hits have been resolved, remove all models in the Spore Mine Cluster from play as casualties.

FURIOUS CHARGE

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the *Warhammer 40,000* rulebook).

GLOOM & DARKNESS

The Night Fighting rules apply to every turn in this mission – no dice rolls are required.

GO TO GROUND

After the enemy has rolled To Hit and To Wound against any of your units, but before any saves are made or Wounds allocated, you can declare that the unit is going to ground. To represent this, place a suitable marker next to the unit as a reminder.

• Models in a unit that has gone to ground immediately receive +1 to their cover saving throws.

• Models that are not currently in a position that would give them a cover save can still Go to Ground by diving to the floor (or some other evasion technique) and receive a 6+ cover save.

A unit that has gone to ground cannot move, Run or charge. It can only fire Snap Shots when it wishes to shoot, and can fire Overwatch. At the end of its following turn, the unit returns to normal, the marker is removed and the unit is free to act as normal from then on. Whilst it has gone to ground, a unit reacts normally if affected by enemy actions (for example, it takes Morale checks as normal). If the unit is forced to move, for example they have to Fall Back, it returns to normal immediately – remove the marker. If assaulted, the unit will fight as usual, but because they are not set to receive the enemy charge, enemy units do not receive the Initiative penalty for assaulting a unit in difficult terrain. If a unit goes to ground from Overwatch fire, then the charge automatically fails.

HAMMER OF WRATH

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of -. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

HIDDEN BENEATH THE CITY

Units from this Formation that arrive from Reserve can be set up in an unoccupied Building. Alternatively, they can be set up in Ruins terrain, as long as they are set up more than 6" away from any enemy models.

HIT & RUN

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

HUNTING PACK

Select an enemy unit when the Broodlord from this Formation is deployed. All models from this Formation have the Preferred Enemy special rule against models from the nominated enemy unit.

IGNORES COVER

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see page 77 of the *Warhammer 40,000* rulebook) or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

INFANTRY

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

INFILTRATE

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

INSTANT DEATH

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to o Wounds and removed as a casualty.

INSTINCTIVE BEHAVIOUR

This special rule is always followed, in brackets, by a type: either Lurk, Hunt or Feed, which corresponds to the table of the same name. At the beginning of each of your turns, all *Codex: Tyranids* units with this special rule that are outside of the synapse range of any friendly Synapse Creatures must take a Leadership test unless they are: engaged in combat, falling back, have gone to ground or arrived from reserve this turn. If the test is passed, the unit acts normally during this turn. If the test is failed, the unit must roll a D6 on the appropriate Instinctive Behaviour table (see below). The effects of the result rolled last until the beginning of your next turn, unless specified otherwise.

INSTINCTIVE BEHAVIOUR (HUNT) D6 Result

1-3 Burrow and Hide: Without the Hive Mind's direction, the brood burrows to protect itself from enemy fire.

The unit immediately Goes to Ground. Units that contain at least one model with the Fearless special rule treat this result as Prowl (below), instead.

4-5 Prowl: The Tyranids' instincts take over and they advance in search of foes to hunt with their bio-weapons.

In the Shooting phase, the unit cannot Run and must instead shoot at the closest enemy unit that is within range and line of sight of at least one model in the Tyranid unit. If there is no viable target, the Tyranid unit can do nothing during the Shooting phase. The unit cannot charge in the Assault phase.

6 Destroy: The brood catches the scent of fresh prey on the wind and they become hyper-actively agitated, bioweapons spitting death until the prey is utterly destroyed.

This follows all the rules for Prowl (above). In addition, the unit gains the Preferred Enemy special rule.

INSTINCTIVE BEHAVIOUR (LURK) D6 Result

1-3 Survive: The Tyranids' survival instincts take over and they turn tail and flee the battlefield.

The unit is treated as having failed a Morale test and must immediately Fall Back.

4-5 Seek Cover: The brood immediately seeks out shelter to hide from the enemy, ignoring the foe until they are safely concealed from their eyes.

In the Movement phase, the unit is not slowed by difficult terrain, though its models must take Dangerous Terrain tests as normal. In the Shooting phase, the unit can Run, but it can only shoot if it is in a building or area terrain (if the unit is partially within area terrain, only those models within area terrain are allowed to shoot). The unit cannot charge in the Assault phase.

6 Stalk: The Tyranids blend seamlessly into the shadows, stalking their prey from safety until the right time to strike presents itself.

This follows all the rules for Seek Cover (above). In addition, the unit gains the Stealth special rule.

'IT'S AFTER ME!'

Nominate an enemy character at the beginning of the game and roll a D3. Whilst Deathleaper is alive, that model's Leadership is reduced by the result.

JUMP

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. Indeed, a Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as 'moving like' Jump units follow all of the rules for Jump units, and use the same special rules.

Skyborne

When using its jump pack (whether moving, charging or falling back, as we'll discuss in a moment) a model can move over all other models and all terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

Movement Phase

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

Assault Phase

If a Jump model uses its jump pack to charge into assault, it can re-roll its charge distance.

Furthermore, to represent the crushing impact of such a charge, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

Fall Back Moves

Jump units always use their jump packs when falling back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

Special Rules

Jump units have the Bulky and Deep Strike special rules.

JUNGLE EVENTS

All Forest terrain is considered to represent Jungle in this mission. At the start of each of their turns, players must roll 3D6 on the Jungle Events Table. The player making the roll is allowed to pick which unit(s) are affected by the roll, if there is a choice. Events can affect units that are not in Jungle terrain, unless the event specifically states otherwise.

LINES OF RETREAT

Any Tyranid units that fall back must do so towards the nearest Tyranid player's table edge, as depicted on the map.

LIVING BOMB

Spore Mine Clusters are non-scoring, non-denial units. They do not award Victory Points when destroyed, and Wounds suffered by Spore Mines in close combat (including those

caused by a Floating Death detonation) are not counted when determining assault results.

LOW CEILINGS

Any model that uses a jump pack or jet pack, or that is a Flying Monstrous Creature, a skimmer or a flyer, must take a Dangerous Terrain test after it completes a move (including Run or Charge moves).

MAZE OF TUNNELS

All units have the Outflank special rule in this mission. However, all units must subtract 1 from the dice roll when rolling to see if they arrive from Reserve.

MELEE

Weapons with the Melee type can only be used in close combat.

MIND EATER

Your army gains 2 Victory Points for each enemy model with the Independent Character special rule slain by your Warlord in a challenge. Killing an Independent Character as the result of a sweeping advance does not award these Victory Points.

MOVE THROUGH COVER

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of the *Warhammer 40,000* rulebook).

NIGHT FIGHTING

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very

important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

OUTFLANK

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PARANOIA AND ILL DISCIPLINE

Any enemy unit within 12" of one or more models from this Formation suffers a -1 penalty to their Leadership characteristic.

PHEROMONE TRAIL

If a friendly unit from *Codex: Tyranids* arrives on the battlefield via Deep Strike, it will not scatter so long as the first model in the unit is placed within 6" of a model with this special rule. Note that the model with the Pheromone Trail special rule must already be on the table at the start of the turn for this ability to be used.

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

POISONED

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

PREFERRED ENEMY

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

PSYKER

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own section starting on page 66 of the *Warhammer 40,000* rulebook.

RAGE

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of *Warhammer 40,000* rulebook).

REGENERATION

At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less than its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the

Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

RENDING CLAWS

Range -

S - User

AP - 5

Type - Melee, Rending

RESERVES

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

PREPARING RESERVES

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

ARRIVING FROM RESERVE

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and

automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrate table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

ONGOING RESERVES

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always reenter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

SCYTHING TALONS

Range -

S - User

AP - 6

Type - Melee

SHROUDED

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

STEALTH

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

TOXIN SACS

If a model has the toxin sacs biomorph, its close combat attacks have the Poisoned special rule.

THE HORROR

Warp Charge 1

The Horror is a **malediction** that targets a single enemy unit within 24". The target must immediately take a Pinning test (as described for the Pinning special rule) with a -2 modifier to their Leadership.

UNSUSPECTED

Models from this Formation that are deployed within a Building or Ruins using the Infiltrate special rule can be set up within 6" of an enemy model.

VERY BULKY

Very Bulky models count as three models for the purposes of Transport Capacity.

'WHERE IS IT?'

Enemy models can only fire Snap Shots when targeting Deathleaper.

WINGS OF DEATH

If a Spore Mine Cluster from this Formation starts a move (including a Run or charge move) within 6" of a Gargoyle unit from this Formation, then the Spore Mine Cluster can move 6" if it is the Movement phase, and does not halve the distance rolled if it Runs or charges.


SHOWCASE





Lictors are deadly Tyranid scouts and assassins



Broodlords, the most deadly of all Genestealers, with rending claws and scything talons



Genestealers from Hive Fleet Leviathan





DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

DIGITAL EDITIONS

THE INVASION CONTINUES...

Rising Leviathan part two coming February 2014



COLLECT THE FULL RANGE

http://www.blacklibrary.com/games-workshop-digitaleditions

Follow us on Facebook

f

https://www.facebook.com/GamesWorkshopDigitalEdi

DATASLATE: TYRANID VANGUARD RISING LEVIATHAN I

COPYRIGHT

A GAMES WORKSHOP LTD PUBLICATION

Published in 2014 by Games Workshop Ltd., Willow Road, Nottingham, NG7 2WS, UK

© Games Workshop Limited, 2014. All rights reserved.

© Copyright Games Workshop Limited 2014, Games Workshop, the Games Workshop logo, GW, Warhammer, Warhammer 40,000, the Warhammer 40,000 logo, the Aquila logo, 40K, 40,000, Citadel, the Citadel Device, Dataslate: Tyranid Vanguard - Rising Leviathan I, and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2014 variably registered in the UK and other countries around the world. All Rights Reserved.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-505-8

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise except as expressly permitted under license from the publisher.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

Find out more about Games Workshop's world of Warhammer and the Warhammer 40,000 universe at:

http://www.blacklibrary.com/games-workshop-digital-editions

Licensing details and terms of use can be viewed at the following: http://www.blacklibrary.com/Home/games-workshop-digital-editions-ebooklicense.html

Games Workshop Ltd - 25.01.14

DATASLATE

WARHAMMER



DATASLATE: TYRANID INVASION RISING LEVIATHAN II

INTRODUCTION

Rising Leviathan is a three-part dataslate that tells of Hive Fleet Leviathan's full-scale planetary assault on the world of Satys and the defence mustered by the Imperium. The second installment, *Tyranid Invasion - Rising Leviathan II*, tells of the incessant tide of chitinous horrors: when the hive fleet disgorges a deluge of swarm organisms that surge across Satys, promising death for the planet's remaining defenders. The chronicle of the events is accompanied by rules for recreating the most infamous Tyranid formations from that stage of the campaign, and missions allowing you to refight the battles in your own games of Warhammer 40,000.

DATASLATES & DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

ALLIED FORMATIONS

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different Codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

FORMATION SPECIAL RULES

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

APOCALYPSE FORMATIONS

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.



DATASLATE: TYRANID INVASION RISING LEVIATHAN II

RISING JEVIATHAN

RISING LEVIATHAN PART II

The Imperial world of Satys writhed in pain. Its clouds boiled through skies poisoned by trillions of alien spores. Its oceans churned with xenoform monsters. The sentient jungles of its sunward face shuddered, moaning their last as they were slowly devoured by a carpet of squirming horrors. Rock cracked and dirt fountained as monstrous spore chimneys thrust their way from the ground. Vile ichors bubbled and spat as digestion pools began to spread where sunlit groves once stood. Above it all, looming ever closer to blot out the stars, hung the bio-ships of Hive Fleet Leviathan.

Cold as the gulfs of space, ineffable as a god, the Leviathan peered down from myriad eyes at the world it held in its grasp. Its vanguard swarms had exterminated the weaker prey altogether, and had driven the stronger creatures into contained enclaves upon the planet's darkward face. Stealth was no longer the best weapon. Now Leviathan would use sheer numbers to drown what prey remained. All throughout the ships of the xenos fleet, gurgling fluids sluiced down chitinous channels, fibrous sacs pumped in and out with sudden vigour, and foul membranes split and drew back. Brood chambers thrashed with frantic motion as swarm upon swarm of warrior-beasts were spawned for the next phase of the invasion. Fresh waves of spores vomited forth from shuddering sphincters the size of spaceports, rank fluids drifting with them for a time before burning away as the Tyranid hordes plunged into Satys' atmosphere. Vast winged creatures swooped amongst them, untouched by the ice cold of the void and the fires of atmospheric re-entry. The skies of Satys darkened further as the swarm descended like the end of days. Those defenders who still lived looked up at their doom with hollow, defeated eyes.



Yet even as its next attack wave spilled forth, the Leviathan became aware of a clutch of redhulled craft cutting through its blockade above the darkward face. Weapons fire flared in the void, and the Leviathan felt parts of itself dying as they were blasted or split open like ruptured seed pods. It registered these pinpricks as a predatory beast might notice the bite of its pitiful prey. It watched inscrutable as the red machines sowed their own glowing motes into the atmosphere, and then disregarded the entire spectacle. A whole world lay below demanding its attention -- the prey would all be devoured in time.

The warrior gripped his restraints and closed his eyes as the Drop Pod plunged down through the spore-choked atmosphere. His breathing was steady, his mind clear. So fouled were the skies that any second could bring a collision followed by near-instant annihilation, yet he did not fear. He could not, for he was a son of Sanguinius; such emotions were as alien to him as the foe that assailed this world.

He had hoped not to launch this attack using Drop Pods, but the Tyranids had left him little choice. Larger, slower craft would never have made it down the the surface of Satys intact. Even now, the warrior knew that the ships of his small strikeforce would be pulling back into deep space. They were defended against boarding by a garrison of 1st Company Terminators, whose lack of pace had been judged an unacceptable disadvantage in the fast-paced campaign to be waged on the planet's surface. The ships would return in twelve hours – no more, no less. His calculus logi had assured him that Imperial forces on Satys would not hold out against the Leviathan for any longer than that. When the ships returned, he would have a brief window to salvage everything that he could from this world before it was swallowed forever.

A chime sounded through the Drop Pod's red-lit interior, followed by a swelling chorus of cherubic voices. Brother Corbulo opened his eyes and stared into the eager gazes of the battle-brothers around him.

'For the Primarch, my brothers, and the honour of Baal.' A second after Corbulo's pronouncement, the thrusters bit, slowing the pod's descent with a suddenness that would have killed lesser men. The craft slammed home upon Satysian soil, restraints snapping back and hatches blowing as it did so. Weapons at the ready, Corbulo and his Adeptus Astartes battle-brothers strode out into the sepulchral gloom.

AN IMPOSSIBLE TASK

Catachan warriors gaped in awe as the Drop Pods of the Blood Angels slammed down amid the archeoship engines. Yet they had little time to take in the spectacle, for the Leviathan was upon them. Out in the wilds, mighty swarms of Tyranid beasts had been gathering. Many thousands strong, they swirled like storm systems. Their motions were initially random, but swiftly gained cohesion as broods of leader-beasts extended the influence of the Hive Mind across them. Tyranid Warriors and Primes strode through the scrabbling press, order and purpose spreading wherever their onyx gaze settled. Further back, Tervigon broodmothers hunched over the teeming masses like islands in a chitinous sea. They roared to the heavens as their pulsating brood-sacs squirmed with foul new life, ichor slopping forth as Termagant after Termagant wriggled out in a tangle of limbs.

Growing all the time, the vast swarm boiled from the fringes of the dying jungle and thundered like a tidal wave toward the battle-lines of the prey. So great was the onrushing mass that a wind howled before it, stirred by its approach and heavy with alien shrieks and cries. Ahead of the Tyranids towered the archeoship engines, a thin line of defenders stretching in a cordon around the mighty structures.





Archeoship Engines

Broods of Hormagaunts bounded ahead of the horde. They led the attack, squealing flocks of Gargoyles seething overhead as the Hormagaunts' clawed hooves thundered below. As they closed on the prey, weapons fire began to lash the Tyranid ranks. Glowing bolts of laser energy spat and whined, blasting fleshy, smouldering holes in the onrushing horde and pitching dozens of beasts off their feet. Heavy calibre weapons opened up, heavy bolters, missile launchers and autocannons setting up a staccato roar as they cut loose. Explosions blossomed amid the broods, the fury of the prey's barrage robbing the charge of its momentum. Chitinous bodies tumbled into the dirt, piling up in gory heaps as the Imperial guns did their work. Gargoyles fluttered broken from the skies, or else peeled away, shrieking, to regroup with more of their kin. For a moment, a ragged cheer rose from the Catachan lines. And then the second wave struck home.

For hours the Hive Mind had been marshalling what vanguard broods remained beneath the underengines. Now these infiltrators burst forth, overrunning the Catachans who had been left to watch the tunnels. Genestealers and Lictors barrelled down rusted walkways and swarmed through vents. Their coming was like thunder, the pipes and corridors echoing to a tumult of rattles and clangs that left the prey wheeling in terrified confusion. Clawed horrors dropped from the shadows above, burst from grates in the floor, or else surged from side-passages and crawlways to tear their victims limb from limb. Human screams and frantic, directionless bursts of gunfire echoed through the underengines, yet the defenders on the surface were oblivious. Another great wave of Tyranids was descending upon them, a tide of Termagants scuttling into the teeth of the enemy guns with their fleshborers spitting.

Only as the leading broods of Genestealers streaked out of the tunnels did the Catachans realise their peril. Officers screamed frantic orders, heavy weapons teams fumbled and struggled as they tried to redeploy guns hot from long minutes of firing. Guardsmen spun to face this new foe, only to be smashed off their feet by the fire of the Tyranids attacking from out of the jungle. Here and there, the green armour of Aurora Marines stood out along the barricades, their response calm and measured. Bolters thundered, felling Genestealers and Termagants with equal efficiency, yet the Hive Mind knew that in moments its prey would be overwhelmed. However, it had reckoned without the Blood Angels.



Even as the leading Genestealers were about to crash home against the disordered Catachan lines, the xenos came apart like wet rags in a hurricane. Bolters roared, flamers spat and plasma guns howled as the Blood Angels slaughtered the vanguard beasts in a merciless crossfire. Their coming was not a moment too soon. At the barricades, in the shadow of Engine Secundus, a brood of Warriors led by a Tyranid Prime had broken the line. The towering creatures waded through their lesser foes, bone blades and sinew whips throwing men broken into the mud. Around them surged Termagants, the hunched creatures scuttling through the breach with their weapons raised and their fangs red.

Seeing the danger, brother Corbulo bellowed a war cry and held aloft the Red Grail. The Tyranid Prime snapped its head around, tasting the power of the strange artefact on their air. Corbulo was already running to meet the beast, fully half his men charging alongside him. The remainder held their ground, pouring fire into the Lictors and Genestealers still spilling from the underengines. The Prime and its attendant leader-brood lunged toward this fresh prey, seeking to exterminate them quickly and seize victory. The two forces crashed together, and violence exploded behind the Catachan lines.

Deathspitter shots splashed acid across power-armoured bodies, bolt shells tore through chitinous plate, blood and ichor sprayed. The Tyranid Warriors loomed over even their Blood Angels opponents, yet there were dozens of Space Marines and their number quickly showed. The first Tyranid to fall had its torso punched into gory shrapnel by a swinging power fist. The second toppled, screeching, as its legs were cut out from under it by a low swing with a crackling power sword. Red armoured figures stamped, shot, stabbed and punched, laying the Tyranid Warriors low one by one despite their own casualties.

At the same time, Corbulo faced the towering form of the Tyranid Prime. His chainsword sang as it met the creature's boneswords in a shower of sparks. The Prime hacked down again and again, blades moving faster than the eye could follow as the might of the Hive Mind flowed through it. Still Corbulo held his ground, his guard unbroken. Finally, with a savage lunge, the Sanguinary Priest plunged his blade up inside his enemy's guard to punch through the soft flesh of its throat. Corbulo roared, his face and shoulders sprayed with alien ichor as the chainsword burst from the back of the Tyranid Prime's head. Finally, twitching, the creature slumped dead.

The battle did not end there and then, but its pivotal clash had been fought. Even as Corbulo and his brethren were dragging their blades from the carcasses of their fallen foes, the Hive Mind's breakthrough forces were being exterminated. The last of the vanguard beasts died as they hurled themselves from cover into the enemy's guns. Meanwhile, with the loss of localised Hive Mind influence, those Termagants that had scrambled through the barricades ran wild and were cut down like the mindless beasts they were. The Leviathan hurled several more waves of attackers at the prey, but it seemed the hive fleet's moment had passed; each wave was repulsed with heavier casualties than the last. Finally, after several of its Tervigons had been blasted apart, the Hive Mind pulled its remaining broods back. This was but one fight, and it was senseless to keep wasting biomass here when easier prey existed elsewhere. The defenders were cheering again, the meaning of the sound lost on the Hive Mind -- the Leviathan's many eyes were already moving elsewhere.

Even as the Tyranid swarms pulled back into the thrashing jungle, brother Corbulo began issuing orders to his battle-brothers. As he did so, his vox came alive with choppy signals. Pausing for a moment, Corbulo listened with an intense frown to the voices filtering into his ears.

'My lord Blo... ...ngel, this is Governor Ballorax. I am the regent of... ...is world and I believe I speak for all my ...jects when I say that your arrival is m... fortuitous! Together we can sav... ...his world for the Empe...'

Corbulo overrode the man's effusive tones.

'Governor Ballorax, this is Brother Corbulo of the Blood Angels. I am sorry, Governor, mine is not a mission of salvation. This world is lost to the Leviathan, you must see that. I have been tasked with salvaging the most valuable assets from Satys before the end, yourself included. I shall require the full compliance of all remaining Imperial forces to complete my mission. Do you understand, Governor?'

Corbulo waited a beat, the vox hissing with static as red armoured battle-brothers hurried past. The voice that eventually replied was not that of the Governor. This voice was deep, clipped – an Adeptus Astartes.

'Brother Corbulo, I have hea... tales of your glories. I am Captain Norensis of the Aurora Chapter. My men are at your disposal. What is y... plan?'

Corbulo smiled a little despite the severity of the situation. It was good to know they would have the support of other Adeptus Astartes in this battle.

'Captain Norensis, your offer of allegiance is one we shall gratefully accept. The situation at the underengines has been stabilised and the foe for the moment driven off. I intend to sweep the manufactorum districts in a pattern that will bring my forces to the Sky Palace via as many salvageable assets as possible. We are to recover those genetically pure native Satysians who may give a secret to satryx' secrets, what satryx stocks we can, and those Magos Biologis involved in the production of the substance. We have... ten hours and thirty six minutes standard before we must be ready for extraction'.

Corbulo waited again for a moment, taking the chance to glance around the newly reinforced perimeter. The Catachans seemed heartened, but the sky and jungle still teemed with hostile life and the Imperial Guard numbers were painfully few. Corbulo doubted that the perimeter guards would stand up to the next serious offensive, but he could not tarry here. His mission was of greater importance than the lives of these men, no matter how that might leave a bitter taste in his mouth. He raised an eyebrow as a number of the green armoured Aurora Marines saluted their brothers and strode to join Corbulo's command.

'Some of my men have volunteered to remain and defend the underengines. They appre... that this will most likely mean th... deaths,' came Norensis' clipped tones again. 'The rest are under your command, Brother Corbulo. I and my remaining brothers will depart the Sk... ...alace and join you during your sweep.' The Sanguinary High Priest cast his eyes over the battle-scarred armour and hard faces of the Aurora Marines, and nodded once.

'Very good, Captain Norensis, you again have my thanks. We will see you in the

field.' Brother Corbulo looked up to find his warriors ready and awaiting his word. 'Brothers, with me.' Turning, Corbulo jogged away toward the smoke-wreathed manufactorum district, his battle-brothers close on his heels.

INTO THE MEATGRINDER

As they departed the site of their successful defence, the Blood Angels could not know that the Hive Mind was already a step ahead of them. All through the manufactorum district, massive swarms of lesser Tyranid beasts were pouring through the streets to assail the last strongholds of the prey. They moved in heaving tides, attacking from all directions to overwhelm the Catachans' barricades. One by one, the Hive Mind located pockets of resistance and swept them aside with overwhelming numbers. Waves of Termagants and Hormagaunts washed against the defences of the prey, exhausting ammunition supplies with their sheer numbers. The Catachans fought back with wild-eyed determination, firing until their weapons ran dry, attempting to club their hissing attackers to death with lasgun butts when all else failed. The rattle of heavy weapons, the roar of Chimera engines and the crump of grenades echoed over the wartorn cityscape, but the forces of Hive Fleet Leviathan just kept coming.

Made cautious by its brush with the red armoured prey, the Hive Mind held its leader-beasts back, only committing them when the defeat of the foe seemed certain. Where the defenders held high ground, or funnelled the Tyranids into choke points, airborne broods swept down to remove the obstacle. The Shrine of Saint Atalphas was the first to fall in this fashion, its brave defenders bombarded by waves of spore mines before being swept from the shrine's summit by a whirling storm of Gargoyles. Larger beasts now prowled the skies also, their broad shadows sweeping over the defenders like a premonition of doom. Harpies dived low, claws raking gunners from rooftops while their weapons spat acid death. Elsewhere, Hive Crones flapped ponderously through the skies. Great gouts of acidic drool marked their passage, leaving whole squads of men writhing and screaming as they dissolved into sludge.

By the time Corbulo and his followers fought their way into the manufactorum district proper, half a dozen Imperial positions had been picked clean. Blasting their way through a teeming swarm of Termagants, the Blood Angels broke into the Gamma-Rho Refinery only to find it a charnel ruin. Their next target proved no more hopeful, the Sanctum Inviolis turning out to be a body-choked pile of sizzling rubble. By this point, with the clock running down and the enemy pouring in from all directions, Corbulo's patience began to run thin. Determined not to leave Satys empty-handed, Corbulo spread his forces wider -- they would strike multiple objectives at once, hoping to rescue what they could before the Tyranids devoured it all.

This was precisely what the Hive Mind had been waiting for. The Space Marines' movements had been watched by stalking Lictors; now, as it saw the red and green prey divide their strength, the Hive Mind struck. As squads of Blood Angels and Aurora Chapter kicked down doors, smashed through walls and ran down corpse-choked roadways, they were suddenly assailed by a living tide of foes. Hormagaunts bounded through ruined buildings to fall upon

the prey with sickle arms stabbing. Termagants advanced in hissing packs, the Tervigons that lumbered in their midst lashing the prey with the powers of the Hive Mind. Overhead, the airborne swarms pressed low, diving through volleys of hastily-aimed flakk missiles to spit, rend and tear.

Corbulo's vox was alive with battle cries, calls for help and vehement curses. Here and there he heard a brother succumb to the Red Thirst, their words degenerating into furious snarls as they gave in to the curse in their blood. Yet desperate though the situation sounded, his risky plan was getting results. Thus far the Space Marines seemed to be holding their own, and were finally locating salvageable assets. Squad Talesto reported the rescue of several Magos Biologis from behind Catachan-held barricades in the Delpha Refinery. Sergeant Calasti voxed in to report that, having fought off the attacks of several broods of bio-beasts, his command had successfully secured several thousand units of satryx. These were even now being hauled by labour Servitors toward the distant Sky Palace, under the cover of Calasti's men.

Yet casualties were mounting. Squad Gabrian had dropped off the vox altogether, their last message reporting a vast tide of Tyranids surrounding their position. Meanwhile, Corbulo's own retinue had lost two brothers to fleshborer fire, and a further two to the suicidal headlong assault of a brood of Hormagaunts. It was time to make for the Sky Palace while they still possessed the strength to preserve that which they had rescued. He was about to give the order when the bombardment began.

DESPERATE MEASURES

Screaming in from on high, searing orbs of bioplasma began to fall amongst the streets of the manufactorum district. They blew out walls in showers of burning rubble, blasted promethium tanks sky high, and burned Space Marines to ash wherever they struck home. Amongst the billowing blue balls of flame fell drifting clutches of spore mines, their insidious forms erupting into sudden sprays of bio-shrapnel wherever they landed.

The Hive Mind watched through the eyes of its beasts as the bombardment took its toll. Buildings collapsed in landslides of rockcrete and dust. Red and green armoured prey were buried by the devastation, or else hurled around and cut to pieces by the fire of the Exocrines and Biovores. Signals filtered out through the Tyranid Primes and Tervigons, spurring their swarms forward once more through the fury of the bombardment. Regardless of the cost, the Hive Mind would see these troublesome prey dead.

However, the tables were about to turn. Its attention focussed upon the Blood Angels caught within its closing jaws, the Hive Mind did not notice Captain Norensis and his forces advancing from the direction of the Sky Palace. The first the Tyranids knew of their peril was a rippling series of explosions, tearing through the rear of their living artillery. Bellowing war cries, Captain Norensis and his small band of Aurora Chapter warriors charged into the enemy midst, several ragtag platoons of Catachans hard on their heels. Exocrines bellowed in pain, stamping and writhing as bolts and missiles tore at their flesh. Biovores exploded messily, their hides riddled with shot and the bio-ammunition in their guts triggered by the trauma.

As the Tyranid bombardment slackened, Brother Corbulo and his followers shouted war cries of their own and pressed forward into the horde. The Hive Mind's focus was suddenly torn between two fronts, its local presence insufficient to properly marshal its troops. One moment the prey had been surrounded, on the point of defeat. Now they were attacking, tearing through milling bio-beasts with their guns blazing. Tyranids still surged in from all directions but their efforts were ill-coordinated, and more of them were dying all the time. Finally, in an effort to preserve the more biomass-rich artillery beasts in its rear lines, the Hive Mind hurled everything it had at the prey attacking there.

Captain Norensis and his men fought bravely, but they stood little chance. A mighty tide of Tyranids fell upon them, pouring around their flanks and plunging from the skies above, and the flaming jets of a great mass of Pyrovores lit up the gloom. Even as Corbulo's men came within sight of the defence lines at the base of the Sky Palace, they received one final vox message from Captain Norensis.

The Leviathan regarded the world below, absorbing developments with a speed that belied its immeasurable enormity. The prey were proving tenacious, yet still it mattered little. Much of the rest of the planet was already well on its way to being devoured, providing a rich flow of biomass that the Hive Mind could use to its advantage. Those last enclaves of prey would be absorbed, for their tenacity, resourcefulness and knowledge would all be of use. Vast, alien signals rolled out through the bio-ships once more, spurring them to manufacture other, greater beasts.

The final hours of this world drew nigh. The Leviathan would have its due.

DATASLATE: TYRANID INVASION RISING LEVIATHAN II

FORMATIONS

INCUBATOR NODE

To ensure it can more easily maintain the overwhelming numbers of swarm creatures it unleashes upon prey-worlds during the second stage of a Tyranid invasion, the Hive Mind makes regular use of Incubator Nodes. Following closely on the heels of the main wave, a hyper-progenitive Tervigon will be guided into position, from where it will spawn forth a continuous stream of Termagants to replenish the swarm's losses.



Faction: Tyranids

Formation

An Incubator Node consists of the following units:

- 1 Tervigon
- 3 Termagant Broods

Formation Restrictions

None.

Formation Special Rules

Hyper-progenitive: When rolling to see how many Termagants the Tervigon from this Formation spawns, you must re-roll any rolls of a 1.

SYNAPTIC SWARM

In order to avoid wasting biomass on smaller, disposable swarm creatures by giving them brains large enough to channel its will directly, the Hive Mind instead saves this valuable resource for a secondary wave of leader-beasts. These command swarms are tasked with maintaining synaptic dominance over the greater swarm, acting as a collective beacon through which the Hive Mind can exert its will over the lesser creatures. But such a gathering of leader-beasts acts as far more than just a glorified synaptic conduit, for they can just as readily spearhead an attack of their lesser kin, smashing a hole in the enemy lines through which the swarm can pour.



Faction: Tyranids

Formation

A Synaptic Swarm consists of the following units:

• 1 Tyranid Prime

• 3 Tyranid Warrior Broods

Formation Restrictions

None.

Formation Special Rules Synaptic Conduits: All models in this Formation have a synapse range of 18".

SKYBLIGHT SWARM

The teeming hordes of the Hive Mind have always included winged bioforms, the better to hunt down prey creatures that the earthbound swarms cannot catch. However, the latest Tyranid invasions to assail the galaxy have featured ever more of these creatures. Perhaps this is an adaptive response to conquer the majestic hive cities of the Imperium, perhaps it is purely because a winged warrior-beast is a more efficient killing machine than its terrestrial counterpart. Ultimately such considerations matter little. When the Skyblight Swarms descend in a flurry of leathery wings, lacerating claws and spitting bio-weapons, their victims must either fight or die – escape is not an option.



Faction: Tyranids

Formation

A Skyblight Swarm consists of the following units:

• 1 Hive Tyrant

- 1 Hive Crone
- 2 Harpies
- 3 Gargoyle Broods

Formation Restrictions

The Hive Tyrant must take the Wings Biomorph.

Formation Special Rules

Objective Secured: All Gargoyle units from this Formation have the Objective Secured special rule. A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

Skyswarm: Each time a Gargoyle Brood from this Formation is completely destroyed, roll a D6: on a 4+ you can immediately place a new unit into Ongoing Reserve that is identical in terms of the original number of models, weapons and upgrades to the unit that was just destroyed. These new units count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed. Victory points are awarded as normal for new units in this Formation that have been completely destroyed.

LIVING ARTILLERY NODE

It is said that when Hive Fleet Behemoth first thundered into the galaxy, its swarms were consistently outgunned and outranged by their foes. Since that time, however, the Tyranids have learned and adapted, creating living weapons the equal of any gun their prey may bring to bear. Unsubtle and extremely dangerous, a Living Artillery Node can bombard the foe from a distance, unleashing deadly barrages with unerring accuracy that blast enemy formations apart and disrupt the foe's battle lines.



Faction: Tyranids

Formation

A Living Artillery Node consists of the following units:

- 1 Exocrine
- 1 Biovore Brood
- 1 Tyranid Warrior Brood

Formation Restrictions

The Tyranid Warrior Brood in this Formation must include a model that has taken an item from the **Basic Bio-cannons** list.

Formation Special Rules

Organic Bombardment: All ranged weapons fired by models in this Formation have the Pinning special rule. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll the scatter dice when firing weapons with the Blast or Barrage special rule.



ENDLESS SWARM

To battle the Tyranids of Hive Fleet Leviathan is to live a waking nightmare, one where the odds of survival worsen with every passing minute. The Endless Swarm is the ultimate expression of this phenomenon. Wave after wave of warrior beasts surge toward the foe, a rippling tide of chitin and claws that will eventually sweep all before it. No matter how many individual horrors the foe brings down, more will always pour forward to fill the gaps, for the Hive Mind spends the lives of its broods as a conventional army spends bullets...



Faction: Tyranids

Formation

An Endless Swarm consists of the following units:

- 3 Hormagaunt Broods
- 3 Termagant Broods
- 1 Tyranid Warrior Brood

Formation Restrictions

None.

Formation Special Rules

Endless Swarm: Each time a Hormagaunt or Termagant Brood from this Formation is completely destroyed, roll a D6: on a 4+ you can immediately place a new unit into Ongoing Reserve that is identical in terms of the original number of models, weapons and upgrades to the unit that was just destroyed. These new units count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed. Victory points are awarded as normal for new units in this Formation that have been completely destroyed.


Unit Type: Monstrous Creature (Character)

Unit Composition:

1 Hive Tyrant

Weapons and Biomorphs:

• Two pairs of scything talons

Special Rules:

- Psyker (Mastery Level 2)
- Shadow in the Warp
- Synapse Creature

Psyker:

A Hive Tyrant generates its psychic powers from the **Powers of the Hive Mind**.

Options:

• May take items from the Monstrous Bio-cannons, Melee Bio-weapons, Biomorphs, Thorax Biomorphs and Tyranid Bio-artefacts lists.

- May take any of the following upgrades:
- Indescribable Horror 10 pts
- Old Adversary 15 pts
- Hive Commander 20 pts
- May take any of the following:
- Prehensile pincer tail biomorph 10 pts
- Wings 35 pts

Andrew and the second and the second



Unit Type: Infantry (Character)

Unit Composition:

1 Tyranid Prime

Weapons and Biomorphs:

- Devourer
- Scything talons

Special Rules:

- Alpha Warrior
- Independent Character
- Shadow in the Warp
- Synapse Creature
- Very Bulky

Options:

• May take items from the **Basic Bio-weapons**, **Melee Bio-weapons**, **Biomorphs** and **Tyranid Bio-artefacts** lists.

• May take flesh hooks - 5 pts

and for the 4 Antonio 1



Unit Type: Monstrous Creature

Unit Composition:

1 Tervigon

Weapons and Biomorphs:

- Stinger salvo
- Scything talons

Special Rules:

- Brood Progenitor
- Psyker (Mastery Level 1)
- Shadow in the Warp
- Spawn Termagants
- Synapse Creature
- Synaptic Backlash

Psyker:

A Tervigon generates its psychic powers from the **Powers of the Hive Mind**.

Options:

• May take items from the **Biomorphs**, **Thorax Biomorphs** and **Tyranid Bio-artefacts** lists.

- May replace scything talons with crushing claws 15 pts
- May replace stinger salvo with cluster spines 5 pts

Andred and a second a second



Unit Type: Infantry

Unit Composition:

3 Tyranid Warriors

Weapons and Biomorphs:

- Devourer
- Scything talons

Special Rules:

- Shadow in the Warp
- Synapse Creature
- Very Bulky

Options:

- May include up to six additional Tyranid Warriors 30 pts/model
- One model in the unit may take an item from the **Basic Bio-cannons** list.
- Any model may take items from the **Basic Bio-weapons** and **Melee Bio-weapons** lists.
- The unit may take any of the following biomorphs:
- Toxin sacs 3 pts/model
- Flesh hooks *4 pts/model*
- Adrenal glands 5 pts/model

And the and the second and the secon



Unit Type: Infantry

Unit Composition:

10 Termagants

Weapons and Biomorphs:

• Fleshborer

Special Rules:

- Instinctive Behaviour (Lurk)
- Move Through Cover

Options:

- May include up to twenty additional Termagants 4 pts/model
- For every ten Termagants, one may replace its fleshborer with a strangleweb 5 pts/model
- Any model may replace its fleshborer with one of the following:
- Spinefists free
- Spike rifle free
- Devourer 4 pts/model
- The unit may take any of the following biomorphs:
- Adrenal glands 2 pts/model
- Toxin sacs 2 pts/model

The Scuttling Swarm:

For every Termagant Brood of 30 models included in your army, you can include one Tervigon as a troops choice instead of an HQ choice.





Unit Type: Infantry

Unit Composition:

10 Hormagaunts

Weapons and Biomorphs:

• Scything talons

Special Rules:

- Bounding Leap
- Fleet
- Instinctive Behaviour (Feed)
- Move Through Cover

- May include up to twenty additional Hormagaunts 5 pts/model
- The unit may take any of the following biomorphs:
- Adrenal glands 2 pts/model
- Toxin sacs 3 pts/model

And when had S. A. Antonio

FAST ATTACK

GARGOYLE BROOD - 60 POINTS

A second	 -	-		<u></u>	-1	1000	-		174
	WS	BS	S	Т	W	Ι	A	Ld	Sv
Gargoyle	3	3	3	3	1	4	1	6	6+
	 -	-	_	_	-	_	-	-	-

Unit Type: Jump Infantry

Unit Composition:

10 Gargoyles

Weapons and Biomorphs:

- Fleshborer
- Blinding venom

Special Rules:

• Instinctive Behaviour (Hunt)

- May include up to twenty additional Gargoyles 6 pts/model
- The unit may take any of the following biomorphs:
- Adrenal glands 2 pts/model
- Toxin sacs 2 pts/model

Sector Andrews a deal hay hay

FAST ATTACK

a destanting the

HIVE CRONE - 155 POINTS



Unit Type: Flying Monstrous Creature

Unit Composition:

1 Hive Crone

Weapons and Biomorphs:

- Drool cannon
- Four tentaclids
- Scything talons

Special Rules:

- Fearless
- Instinctive Behaviour (Feed)
- Raking Strike

- May take one of the following:
- Stinger salvo 10 pts
- Cluster spines 15 pts
- May take items from the Biomorphs list.

FAST ATTACK

Burnhald have a second of the second of the

HARPY - 135 POINTS



Unit Type: Flying Monstrous Creature

Unit Composition:

1 Harpy

Weapons and Biomorphs:

- Twin-linked stranglethorn cannon
- Scything talons
- Spore mine cysts

Special Rules:

- Fearless
- Instinctive Behaviour (Hunt)
- Sonic Screech

- May replace twin-linked stranglethorn cannon with twin-linked heavy venom cannon 5 pts
- May take one of the following:
- Stinger salvo 10 pts
- Cluster spines 15 pts
- May take items from the **Biomorphs** list.

HEAVY SUPPORT



Unit Type: Monstrous Creature

Unit Composition:

1 Exocrine

Weapons and Biomorphs:

- Bio-plasmic cannon
- Scything talons

Special Rules:

- Fearless
- Instinctive Behaviour (Hunt)
- Symbiotic Targeting

Options:

- May take items from the **Biomorphs** list.
- May take the thresher scythe tail biomorph 10 pts

And the second and th

HEAVY SUPPORT

BIOVORE BROOD - 40 POINTS



Unit Type: Infantry

Unit Composition:

1 Biovore

Weapons and Biomorphs:

• Spore Mine launcher

Special Rules:

- Instinctive Behaviour (Hunt)
- Very Bulky

Options:

• May include up to two additional Biovores - 40 pts/model

DATASLATE: TYRANID INVASION RISING LEVIATHAN II

MISSIONS

ECHOES OF WAR: LEVIATHAN RISING

On the following pages you will find a selection of Echoes of War missions, which represent key historical battles inspired by the campaign described earlier in this book. The Armies section of each of these missions provides guidance on the forces present so that you can replay the pivotal events using the armies, characters and war machines described in this book. Similarly, each Echoes of War mission includes a map that depicts the battlefield on which these vital conflicts were fought.

For those with a mind for historical accuracy, you'll notice certain restrictions and rules that we use to replicate the conditions of the battle in question. Whilst the Echoes of War missions have been inspired by specific events, with a little imagination they can easily be repurposed to recreate battles of your own invention. As such, if you choose to go down this route, you can modify these missions using any combination of forces and terrain you have in your collection.

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Echoes of War mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

RESERVES

Echoes of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in Reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules for Fighting a Battle in the *Warhammer 40,000* rulebook are used as normal.



ECHOES OF WAR:

THE SWARM UNLEASHED

The world of Satys lies firmly in the grasp of a tendril of Hive Fleet Leviathan. As more and more alien horrors descend to the planet's surface, the Hive Mind adapts its strategy to overwhelm the prey world's defenders to one of overwhelming force. So is a vast swarm of lesser Tyranids mustered by a synaptic network of alpha warriors and leader-beasts, and thrown headlong into the guns

of those foolish enough to stand before their soulless malice.

ARMIES

The Tyranid player chooses an army from *Codex: Tyranids*. He must include at least one of the following Formations included in this dataslate: Living Incubator Brood, Swarm Command Brood and/or Endless Swarm. The Imperial player chooses an army from *Codex: Imperial Guard*. He can also include an allied detachment chosen from *Codex: Space Marines* to represent the warriors from the Aurora Chapter present at the battle.

Both players must also choose an additional force – called a Secondary Force – to an agreed points value of up to half the points cost of their main armies. The Tyranid player must choose his Secondary Force from *Codex: Tyranids*. The Imperial player must choose his Secondary Force from *Codex: Blood Angels*, and must include Brother Corbulo.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map below.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the Imperial player places 3 objective markers anywhere within his deployment zone. No objective marker can be placed within 6" of any battlefield edge or 12" of another objective.

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Warlord Traits. The Imperial player deploys first, placing all of his units in the deployment zone depicted on the map. The Tyranid player then deploys his units anywhere in his deployment zone. Neither player deploys his Secondary Force at this stage (see Mission Special Rules).

Tyranid Table Edge



Imperial Guard Table Edge

FIRST TURN

The Tyranid player has the first turn. The Imperial player cannot attempt to Seize the Initiative in this mission.

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES First Blood, Slay the Warlord.

SPECIAL RULES Mysterious Objectives, Night Fighting, Reserves.

A Danger Unseen: At the start of his Turn 3, the Tyranid player's Secondary Force arrives on the battlefield. These units enter play from any point along the Imperial player's table edge.

Angelic Intervention: At the start of his Turn 4, the Imperial player's Secondary Force arrives on the battlefield. These units enter play from any point along his table edge.



ECHOES OF WAR:

INTO THE JAWS OF THE BEAST

The chittering hordes of Hive Fleet Leviathan are running rampant across the surface of Satys. Its beleaguered defenders are gradually being smothered beneath the sheer weight of xenos numbers, and many of the remaining pockets of resistance have been systematically overrun. Yet for the Blood Angels, retreat from this doomed world is not an option, for their work here is not yet done. So does Corbulo lead his valiant warriors into the Manfuactorum district – one of the few regions of Satys yet to fall to the Tyranid menace – to recover valuable stockpiles of satryx. But as the Blood Angels divide their strength to cover more ground, little do they know that the Hive Mind had been waiting for just such an opportunity to pick them off whilst they are vulnerable.

ARMIES

The Tyranid player chooses an army from *Codex: Tyranids*. The Imperial player chooses an army from *Codex: Blood Angels*. He must include Brother Corbulo to be his army's Warlord.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map below.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of 6 Objective Markers (see the *Warhammer 40,000* rulebook).

DEPLOYMENT

Players should first roll for Warlord Traits and then Deploy Forces as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Tyranid Table Edge



Blood Angels Table Edge

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length (see the Warhammer 40,000 rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, the Satryx Stockpile (see Mission Special Rules, below) is worth 3 Victory Points to the player that controls it. If the Satryx Stockpile has not been revealed before the end of the game (see Mission Special Rules, below), neither player receives any Victory Points for the Primary Objective.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

SPECIAL RULES Night Fighting, Reserves.

Satryx Stockpile: Only one of the Objective Markers represents the stockpile that the Blood Angels are seeking. The following rules apply:

• Each time a non-vehicle Blood Angels model ends its Movement phase within 1" of an Objective Marker, roll a D6. On the roll of a 1-5, remove the Objective Marker from play – this crate is either empty or contains some other miscellaneous contents. On the roll of a 6, that model has found the Satryx Stockpile.

• As soon as the Satryx Stockpile is found, all other Objective Markers are immediately removed from play.

• If five Objective Markers have been searched unsuccessfully, the sixth Objective Marker is the Satryx Stockpile by default.

Moving the Satryx Stockpile: Only non-vehicle Blood Angels models can move the Satryx Stockpile; Tyranid models cannot move it. The following rules apply:

• A non-vehicle Blood Angels model can seize the Satryx Stockpile by moving into base contact during the Movement phase – that model then automatically picks it up at the end of the phase. From that point, the Satryx Stockpile remains with the model (move the Satryx Stockpile with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

• The Satryx Stockpile is fragile, and swift movement will likely damage it, so the model carrying the Satryx Stockpile cannot Run and can never move more than 6" in any phase. If it is forced to do so, the Satryx Stockpile is immediately dropped. A model with the Satryx Stockpile can embark a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Satryx Stockpile is on board (so don't put it on a Flyer, as the Flyer will automatically crash next time it Zooms).

A model carrying the Satryx Stockpile can transfer it to any friendly non-vehicle model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the counter to the new bearer to show who is currently holding the Satryx Stockpile. The Satryx Stockpile can only be passed to a friendly model once per Movement phase.

• The controlling player can choose to have his model drop the Satryx Stockpile at any time, in which case he places the counter 1" away from the model. If the model Falls Back, the Satryx Stockpile is dropped automatically before the model performs its Fall Back move. If the model is removed as a casualty, or is in any other way removed from the table – whether voluntarily or otherwise – the Satryx Stockpile is dropped automatically and placed within 1" of the spot where the model last was before it left the table. Note that embarking onto a Transport is an exception to this, as detailed below.

Note that the Satryx Stockpile can only be brought aboard a Transport vehicle if it is carried by a model that can embark upon the Transport. If the Satryx Stockpile is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined Access Point.

If the Satryx Stockpile is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.



DATASLATE: TYRANID INVASION RISING LEVIATHAN II







Termagants can bear a number of different weapon symbiotes, including fleshborers and spinefists.



Tyranid Prime with deathspitter, lash whip and bonesword



Tyranid Warrior

Gargoyle from Hive Fleet Leviathan



Hormagaunts are swift predators that leap and bound across the battlefield to run down their prey.



This Harpy is armed with a twin-linked stranglethorn cannon. These winged monstrosities also drop Spore Mines – living bombs – on their prey as they swoop overhead.



An Exocrine mounts a powerful bio-plasmic cannon.



DATASLATE: TYRAND INVASION RISING LEVIATHAN II

GLOSSARY

GLOSSARY

ACID BLOOD

For each unsaved Wound a model with the acid blood biomorph suffers in close combat, the enemy unit that inflicted the Wound must take an Initiative test at the end of the current Initiative step. For each test that is failed, the unit that inflicted the Wound immediately suffers a Strength 5 AP2 hit with the Ignores Cover special rule.

A DANGER UNSEEN

At the start of his Turn 3, the Tyranid player's Secondary Force arrives on the battlefield. These units enter play from any point along the Imperial player's table edge.

ADRENAL GLANDS

A model with the adrenal glands biomorph has the Fleet and Furious Charge special rules.

ALPHA WARRIOR

All Tyranid Warriors or Tyranid Shrikes in the same unit as a Tyranid Prime use its Weapon Skill and Ballistic Skill rather than their own, unless their own would be higher for any reason.

ANGELIC INTERVENTION

At the start of his Turn 4, the Imperial player's Secondary Force arrives on the battlefield. These units enter play from any point along his table edge.

ARMOURBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

BARBED STRANGLER

Range - 36"

AP - 5

Type - Assault 1, Large Blast, Pinning

BARRAGE

All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

All Barrage weapons have the Pinning special rule.

BASIC BIO-CANNONS

A model may replace its devourer with one of the following:

Barbed strangler 10 pts

Venom cannon 10 pts

BASIC BIO-WEAPONS

A model may replace its devourer with one of the following:

Scything talons free

Spinefists free

Deathspitter 5 pts

BIOMORPHS

A model may take up to one of each of the following:

Toxin sacs 10 pts

Acid blood * 15 pts

Adrenal glands 15 pts

Regeneration 30 pts

* Cannot be chosen by a Haruspex.

BIO-PLASMIC CANNON

```
Blast
Range - 24"
S - 7
AP - 2
```

Type - Assault 1, Large Blast

```
Streams
Range - 24"
S - 7
```

AP - 2

Type - Assault 6

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of o". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BLIND

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.

BLINDING VENOM

In close combat, a model with this biomorph can exchange all of its normal Attacks to make a single blinding venom attack, which uses the following profile:

Range -

S - 3

AP -

Type - Melee, Blind, Poisoned (6+)

BONESWORDS

Range -

S - User

AP - 3

Type - Melee, Life Drain

BOUNDING LEAP

Units entirely composed of models with this special rule Run an additional 3" (this will normally be D6+3").

BROOD PROGENITOR

All Termagants in units within 12" of the Tervigon have the Counter-attack special rule.

BULKY

Bulky models count as two models for the purposes of Transport Capacity.

CATALYST

Warp Charge 1

Catalyst is a **blessing** that targets the Psyker's unit and up to one other friendly unit from *Codex: Tyranids* that is within 12". Whilst this power is in effect, the targets gain the Feel No Pain special rule.

CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found in the *Warhammer 40,000* rulebook.

CLUSTER SPINES

Range - 18"

S - 5

AP -

Type - Assault 1, Large Blast

COUNTER-ATTACK

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counterattack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

CRUSHING CLAWS

Range -

S - +1

AP - 2

Type - Melee, Armourbane, Unwieldy

DEATHSPITTER

Range - 18"

S - 5

AP - 5

Type - Assault 3

DEEP STRIKE

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving By Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing - it must continue to face the same direction as it did before you rolled for scatter.

Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see Warhammer 40,000 rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

DEEP STRIKE MISHAPS

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep
Strike Mishap result applies to both the unit and anything embarked within it.

DESSICATOR LARVAE

Range - Template

S - 1

AP -

Type - Assault 1, Fleshbane

DEVOURER

Range - 8"

S - 4

AP -

Type - Assault 3

DEVOURER WITH BRAINLEECH WORMS Range - 18"

S - 6

AP -

Type - Assault 6

DOMINION

Warp Charge 1

Dominion is a **blessing** that targets the Psyker. Whilst this power is in effect the Psyker adds 6" to its synapse range.

DROOL CANNON

Range - Template

S - 6

AP - 4

Type - Assault 1

ELECTROSHOCK GRUBS

Range - Template

S - 5

AP - 5

ENDLESS SWARM

Each time a Hormagaunt or Termagant Brood from this Formation is completely destroyed, roll a D6: on a 4+ you can immediately place a new unit into Ongoing Reserve that is identical in terms of the original number of models, weapons and upgrades to the unit that was just destroyed. These new units count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed. Victory points are awarded as normal for new units in this Formation that have been completely destroyed.

FEAR

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (see *Warhammer 40,000* rulebook).

FEEL NO PAIN

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

FIRST BLOOD

The first unit, of any kind, to be removed as a casualty during the game is worth 1 Victory Point to the opposing player at the end of the game.

If the mission being played is Purge the Alien, then this unit will therefore be worth 2 Victory Points in total. If the mission being played is Big Guns Never Tire, and the destroyed unit was a Heavy Support unit, it will, therefore, be worth 2 Victory Points in total. If the mission being played is The Scouring, and the destroyed unit was a Fast Attack unit, it will, therefore, be worth 2 Victory Points in total. If two or more units from opposing forces are removed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory Point (in addition to any Victory Points from the mission).

FLEET

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

FLESH HOOKS

Models equipped with this biomorph don't suffer the penalty to their Initiative for charging enemies through difficult terrain but fight at their normal Initiative. In addition, they can be fired as a ranged weapon with the profile below.

Range - 6"

S - User

AP -

Type - Assault 2

FLESHBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

FLESHBORER

Range - 12"

S - 4

AP - 5

Type - Assault 1

FLOATING DEATH

Spore Mines move 3" in the Movement phase and, when they Run or charge, move half the distance rolled. Spore Mines are never slowed by difficult terrain, but must take Dangerous

Terrain tests as normal.

Spore Mines do not attack in close combat. Instead, at the Initiative 10 step, the entire cluster detonates! To resolve this, centre the large blast marker over any one of the unit's Spore Mines. Every other unit (friend or foe) under the blast marker suffers a number of hits equal to the number of its models under the blast marker. The Strength of these hits is equal to 4, but is increased by 1 for each additional Spore Mine in the detonating cluster (to a maximum of Strength 10). These hits are resolved at AP4 and ignore cover saves. Once all hits have been resolved, remove all models in the Spore Mine Cluster from play as casualties.

FLYING MONSTROUS CREATURE

The Flying Monstrous Creature unit type is described in the *Warhammer 40,000* rulebook.

FLEET

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

FURIOUS CHARGE

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

HAMMER OF WRATH

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step. If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

HAYWIRE

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling Armour Penetration normally:

D6 Result

1 No effect

2-5 Glancing hit

6 Penetrating hit

HEAVY VENOM CANNON

Range - 36"

S - 9

AP - 4

Type - Assault 1, Blast

THE HORROR

Warp Charge 1

The Horror is a **malediction** that targets a single enemy unit within 24". The target must immediately take a Pinning test (as described for the Pinning special rule in the *Warhammer 40,000* rulebook) with a -2 modifier to their Leadership.

HIVE COMMANDER

For each Hive Tyrant in your army with this upgrade, choose a single troops selection from the same detachment. All models in the selected unit gain the Outflank special rule.

HYPER-PROGENITIVE

When rolling to see how many Termagants the Tervigon from this Formation spawns, you must re-roll any rolls of a 1.

INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see *Warhammer 40,000* rulebook) or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or

charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

INDESCRIBABLE HORROR

Units taking a Fear test caused by this model must roll an extra dice when taking the test and use the highest two results. In most circumstances, this will mean the unit rolls 3D6 and discards the lowest dice roll.

INFANTRY

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

INSTANT DEATH

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant

Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to o Wounds and removed as a casualty.

INSTINCTIVE BEHAVIOUR (FEED) D6 Feed Result

1-3 Cannibalistic Hunger: The unit immediately suffers a number of hits equal to the number of models in that unit. These hits are resolved using the unit's majority Strength (if drawn, use the highest) and AP-. Wounds are allocated by the owning player and armour saves (but not cover saves) may be taken. After resolving casualties (if any) the unit can do nothing else until the end of its turn. Units consisting of only a single model treat this result as Devour (below), instead.

4-5 Devour: In the Shooting phase, the unit cannot shoot or Run. In the Assault phase, if the unit is able to declare a charge, it must do so against the closest viable enemy unit. If the unit cannot declare a charge, it does nothing in the Assault phase.

6 Kill: This follows all the rules for Devour (above). In addition, the unit gains the Rage special rule.

INSTINCTIVE BEHAVIOUR (HUNT) D6 Hunt Result

1-3 Burrow and Hide: The unit immediately Goes to Ground. Units that contain at least one model with the Fearless special rule treat this result as Prowl (below), instead.

4-5 Prowl: In the Shooting phase, the unit cannot Run and must instead shoot at the closest enemy unit that is within range and line of sight of at least one model in the Tyranid unit. If there is no viable target, the Tyranid unit can do nothing during the Shooting phase. The unit cannot charge in the Assault phase.

6 Destroy: This follows all the rules for Prowl (above). In addition, the unit gains the Preferred Enemy special rule.

INSTINCTIVE BEHAVIOUR (LURK) D6 Lurk Result

1-3 Survive: The unit is treated as having failed a Morale test and must immediately Fall Back.

4-5 Seek Cover:In the Movement phase, the unit is not slowed by difficult terrain, though its models must take Dangerous Terrain tests as normal. In the Shooting phase, the unit can Run, but it can only shoot if it is in a building or area terrain (if the unit is partially within area terrain, only those models within area terrain are allowed to shoot). The unit cannot charge in the Assault phase.

6 Stalk: This follows all the rules for Seek Cover (above). In addition, the unit gains the Stealth special rule.

JUMP

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. Indeed, a Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as 'moving like' Jump units follow all of the rules for Jump units, and use the same special rules.

Skyborne

When using its jump pack (whether moving, charging or falling back, as we'll discuss in a moment) a model can move over all other models and all terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

Movement Phase

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

Assault Phase

If a Jump model uses its jump pack to charge into assault, it can re-roll its charge distance.

Furthermore, to represent the crushing impact of such a charge, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

Fall Back Moves

Jump units always use their jump packs when falling back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

Special Rules

Jump units have the Bulky and Deep Strike special rules.

LASH WHIP AND BONESWORD

Range -

S - User

AP - 3

Type - Melee, Life Drain, Swiftstrike

LIFE DRAIN

Any To Wound roll of a 6 made by this weapon has the Instant Death special rule.

LINEBREAKER

If, at the end of the game, you have at least one model from one or more scoring or denial units wholly in the enemy's deployment zone, you score 1 Victory Point. Units that are falling back or that have gone to ground do not count.

LIVING BOMB

Spore Mine Clusters are non-scoring, non-denial units. They do not award Victory Points when destroyed, and Wounds suffered by Spore Mines in close combat (including those caused by a Floating Death detonation) are not counted when determining assault results.

THE MAW-CLAWS OF THYRAX Range -

S - User

AP - 5

Type - Melee, Assimilate, Rending

Assimilate

If this weapon's close combat attacks cause an enemy model to be removed as a casualty, the model equipped with the Maw-claws of Thyrax gains the Preferred Enemy special rule against all units chosen from the same codex as the model removed as a casualty.

MELEE

Weapons with the Melee type can only be used in close combat.

MELEE BIO-WEAPONS

A model may replace any pair of scything talons with one of the following:

Rending claws 5 pts

Boneswords 15 pts

Lash whip and bonesword 20 pts

THE MIASMA CANNON MIASMIC SPIT

Range - 36"

S - 1

AP - 4

Type - Assault 1, Blast, Poisoned (2+)

MIASMIC SPRAY

Range - Template

S - 1 **AP -** 4 **Type -** Assault 1, Poisoned (2+)

MONSTROUS BIO-CANNONS

A model may replace any pair of scything talons with one of the following:

Twin-linked deathspitter 5 pts

Twin-linked devourer with brainleech worms 15 pts

Stranglethorn cannon * 15 pts

Heavy venom cannon * 20 pts

* One per model. A model cannot have both a stranglethorn cannon and a heavy venom cannon.

MONSTROUS CREATURE

Shooting

Monstrous Creatures can fire up to two of their weapons each Shooting phase – they must, of course, fire both of them at the same target.

Special Rules

Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless and Smash special rules.

MOVE THROUGH COVER

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (see *Warhammer 40,000* rulebook).

MYSTERIOUS OBJECTIVES

Though the fortunes of war may ebb and flow, a strategic position is always hugely valued. A campaigning army often finds that its vital ground has been the site of old battles, with abandoned technology, shattered debris or sinister traps waiting to be discovered. In missions with the Mysterious Objectives mission special rule, the objectives that the armies are attempting to control confer special abilities or particular effects or onto the unit that controls them.

Identifying Objectives

When using Mysterious Objectives, any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it. To do so, the identifying

unit's controlling player must roll a D6 and consult the table on the right. Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

Note that, while any unit can identify the nature of an objective, it is only scoring units that can make use of it. If there is more than one scoring unit within range of an objective, the unit with the closest model is considered to be 'in control' for the purposes of the rules discussed below. If two or more units are an equal distance from the objective, randomise to see which is in control.

D6 Result

1. Sabotaged! At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast marker over the objective. Units suffer a number of Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.

2. Nothing of Note. This has no additional affect.

3. Skyfire Nexus. A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.

4. Targeting Relay. A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.

5. Scatterfield. A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.

6. Grav Wave Generator. Any unit attempting to charge a unit in control of this objective halves its charge range.

NIGHT FIGHTING

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" away are treated as having the Shrouded special rule. Units

between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

THE NORN CROWN

A model with the Norn Crown adds 6" to its synapse range.

OBJECTIVE SECURED

All Gargoyle units from this Formation have the Objective Secured special rule. A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

OLD ADVERSARY

This Hive Tyrant re-rolls all failed To Hit and To Wound rolls of 1 when fighting in close combat.

ONSLAUGHT

Warp Charge 1

Onslaught is a **blessing** that targets a single friendly unit within 24". Whilst this power is in effect, the target unit can both Run and then shoot in its Shooting phase.

ORGANIC BOMBARDMENT

All ranged weapons fired by models in this Formation have the Pinning special rule. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll the scatter dice when firing weapons with the Blast or Barrage special rule.

OUTFLANK

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PAROXYSM

Warp Charge 1

Paroxysm is a **malediction** that targets a single enemy unit within 24". Whilst this power is in effect, the target unit's Weapon Skill and Ballistic Skill are both reduced by D3 (roll once and apply the result to both characteristics).

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

POISONED

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

PREFERRED ENEMY

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

PREHENSILE PINCER

Range -

S - 6

AP - 5

PSYCHIC SCREAM

Warp Charge 1

Psychic Scream is a **nova** power with a range of 6". For each target unit, roll 2D6+2 and subtract their Leadership. That unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by *Psychic Scream*.

PSYKER

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own section starting on page 66 of the *Warhammer 40,000* rulebook.

RAGE

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of the *Warhammer 40,000* rulebook).

RAKING STRIKE

A Hive Crone's Vector Strike is resolved at Strength 8.

THE REAPER OF OBLITERAX

Range -

S - +1

AP - 3

Type - Melee, Life Drain, Shred, Swiftstrike

REGENERATION

At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less than its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.

RENDING CLAWS

Range -

S - User

AP - 5

Type - Melee, Rending

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the

Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

RESERVE

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

Arriving from Reserve

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until

all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrate table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

SATRYX STOCKPILE

Only one of the Objective Markers represents the stockpile that the Blood Angels are seeking. The following rules apply:

Each time a non-vehicle Blood Angels model ends its Movement phase within 1" of an Objective Marker, roll a D6. On the roll of a 1-5, remove the Objective Marker from play – this crate is either empty or contains some other miscellaneous contents. On the roll of a 6, that model has found the Satryx Stockpile.

As soon as the Satryx Stockpile is found, all other Objective Markers are immediately removed from play.

If five Objective Markers have been searched unsuccessfully, the sixth Objective Marker is the Satryx Stockpile by default.

Moving the Satryx Stockpile: Only non-vehicle Blood Angel models can move the Satryx

Stockpile; Tyranid models cannot move it. The following rules apply:

A non-vehicle Blood Angels model can seize the Satryx Stockpile by moving into base contact during the Movement phase – that model then automatically picks it up at the end of the phase. From that point, the Satryx Stockpile remains with the model (move the Satryx Stockpile with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

The Satryx Stockpile is fragile, and swift movement will likely damage it, so the model carrying the Satryx Stockpile cannot Run and can never move more than 6" in any phase. If it is forced to do so, the Satryx Stockpile is immediately dropped. A model with the Satryx Stockpile can embark a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Satryx Stockpile is on board (so don't put it on a Flyer, as the Flyer will automatically crash next time it Zooms).

A model carrying the Satryx Stockpile can transfer it to any friendly non-vehicle model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the counter to the new bearer to show who is currently holding the Satryx Stockpile. The Satryx Stockpile can only be passed to a friendly model once per Movement phase

The controlling player can choose to have his model drop the Satryx Stockpile at any time, in which case he places the counter 1" away from the model. If the model Falls Back, the Satryx Stockpile is dropped automatically before the model performs its Fall Back move. If the model is removed as a casualty, or is in any other way removed from the table – whether voluntarily or otherwise – the Satryx Stockpile is dropped automatically and placed within 1" of the spot where the model last was before it left the table. Note that embarking onto a Transport is an exception to this, as detailed below.

Note that the Satryx Stockpile can only be brought aboard a Transport vehicle if it is carried by a model that can embark upon the Transport. If the Satryx Stockpile is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined Access Point.

If the Satryx Stockpile is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.

SCYTHING TALONS

Range -

S - User

AP - 6

Type - Melee

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

SHADOW IN THE WARP

All enemy units and models with the Psyker, Psychic Pilot or Brotherhood of Psykers special rules suffer a -3 penalty to their Leadership whilst they are within 12" of one or more models with the Shadow in the Warp special rule.

SHRED

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

SHREDDERSHARD BEETLES

```
Range - Template
```

S - 3

AP -

Type - Assault 1, Rending, Shred

SHROUDED

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

SKYFIRE

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

SKYSWARM

Each time a Gargoyle Brood from this Formation is completely destroyed, roll a D6: on a 4+ you can immediately place a new unit into Ongoing Reserve that is identical in terms of the original number of models, weapons and upgrades to the unit that was just destroyed. These new units count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed. Victory points are awarded as normal for new units in this Formation that have been completely destroyed.

SLAY THE WARLORD

If, at the end of the game, the enemy's Warlord has been slain, you score 1 Victory Point. If the mission being played is Purge the Alien, then the enemy Warlord will, therefore, be worth

2 Victory Points in total.

SMASH

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon). Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack. Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

SPINEFISTS

Range - 12"

S - 3

AP - 5

Type - Assault X*, Twin-linked

Spinefists get one shot for every Attack on the unmodified characteristic profile of the Tyranid creature firing them. For example, a Termagant (1 Attack) fires 1 shot while a Ravener (3 Attacks) fires 3 shots.

SONIC SCREECH

When a Harpy charges into combat, all enemy models in the combat suffer -5 to their Initiative (to a minimum of 1) until the end of that Assault phase.

SPAWN TERMAGANTS

At the end of your Movement phase, a Tervigon can spawn Termagants, even if it is locked in close combat. If it does so, roll 3D6 – this is the number of models spawned. Place the new unit of Termagants on the table so that it is wholly within 6" of the Tervigon. Models in this new unit cannot be placed in impassable terrain or within 1" of enemy models. If you cannot place some of the models due to the restrictions above or because you have run out of Termagant models, the excess is discarded.

The spawned unit cannot move during the Movement phase in which it is spawned, nor can it charge this turn, but it is free to shoot or Run as normal. A unit spawned by a Tervigon is identical in every way to a Termagant unit chosen from the Troops section of the army list, and is treated as such for all mission special rules. Models in a spawned unit are armed with fleshborers and may not purchase options.

If any double is rolled when determining the size of a spawned unit, the Tervigon has temporarily exhausted its supply of larvae – the Termagant unit is created as normal, but the Tervigon cannot spawn any further units for the rest of the game.

SPIKE RIFLE

Range - 18"

S - 3

AP -

Type - Assault 1

SPINEFISTS

Range - 12"

S - 3

AP - 5

Type - Assault X*, Twin-linked

Spinefists get one shot for every Attack on the unmodified characteristic profile of the Tyranid creature firing them. For example, a Termagant (1 Attack) fires 1 shot while a Ravener (3 Attacks) fires 3 shots.

SPORE BURST

If, when the final position of the first blast marker in the barrage is determined, there are no models (friend or foe) under it, place D3 Spore Mine models anywhere under the blast marker so that they are in unit coherency and not within impassable terrain or 1" of an enemy model (any that cannot be placed are lost). These act as a Spore Mine Cluster for the rest of the game.

	WS	BS	S	Т	W	Ι	Α	Ld	Sv
Spore Mine	-	-	1	1	1	1	-	1	_

UNIT TYPE: Infantry.

SPECIAL RULES: Fearless, Deep Strike.

SPORE MINE LAUNCHER

Range - 48"

S - 4

AP - 4

Type - Assault 1, Barrage, Large Blast, Spore Burst

STEALTH

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule

always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

STINGER SALVO

Range - 18"

S - 5

AP - 4

Type - Assault 4

STRANGLETHORN CANNON

Range - 36"

S - 6

AP - 5

Type - Assault 1, Large Blast, Pinning

STRANGLEWEB

Range - Template

S - 2

AP -

Type - Assault 1, Pinning

SWIFTSTRIKE

A model attacking with this weapon has a +3 bonus to its Initiative during the Fight subphase.

SYMBIOTIC TARGETING

If an Exocrine does not move in its Movement phase, it gains a +1 bonus to its Ballistic Skill until the end of its turn. An Exocrine cannot declare a charge during the same turn that it uses this special rule.

SYNAPSE CREATURE

Models with the Synapse Creature special rule have a synapse range of 12". Friendly *Codex: Tyranids* models within this synapse range, including the Synapse Creatures themselves, have the Fearless special rule. If a unit from *Codex: Tyranids* is falling back and at least one of the unit's models is within a friendly Synapse Creature's synapse range before the unit

moves, the unit automatically Regroups.

SYNAPTIC BACKLASH

If a Tervigon is slain, roll 3D6 before removing the model as a casualty. Each friendly unit of Termagants within 12" of the Tervigon immediately suffers a number of Strength 3 AP- hits equal to the result. Cover saves may not be taken against these hits and Wounds are allocated as per shooting, with the Tervigon as the firer. After all Termagant casualties have been resolved (if any), remove the Tervigon from play.

SYNAPTIC CONDUITS

All models in this Formation have a synapse range of 18".

TENTACLIDS

Range - 36"

S - 5

AP - 5

Type - Assault 1, Haywire, Seeking, One use only

Seeking

If a model makes a shooting attack with this weapon against either a Zooming Flyer or a Swooping Flying Monstrous Creatures, it re-rolls failed To Hit rolls made with this weapon.

THORAX BIOMORPHS

Thorax biomorphs are ranged weapons. A model may take up to one of the following:

Electroshock grubs 10 pts

Desiccator larvae 10 pts

Shreddershard beetles 10 pts

TOXIN SACS

If a model has the toxin sacs biomorph, its close combat attacks have the Poisoned special rule.

TYRANID BIO-ARTEFACTS

A model may replace any pair of scything talons with one of the following. Only one of each Tyranid Bio-artefact may be taken per army.

The Maw-claws of Thyrax 10 pts

The Miasma Cannon 25 pts

The Norn Crown * 40 pts

The Ymgarl Factor * 40 pts

The Reaper of Obliterax 45 pts

* Does not replace the model's scything talons and so can be taken in addition to any other weapon/upgrade.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover

special rule.

THORAX BIOMORPHS

Thorax biomorphs are ranged weapons. A model may take up to one of the following:

Electroshock grubs 10 pts

Desiccator larvae 10 pts

Shreddershard beetles 10 pts

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

THE MAW-CLAWS OF THYRAX Range -

S - User

AP - 5

Type - Melee, Assimilate, Rending

If this weapon's close combat attacks cause an enemy model to be removed as a casualty, the model equipped with the Maw-claws of Thyrax gains the Preferred Enemy special rule against all units chosen from the same codex as the model removed as a casualty.

THE MIASMA CANNON

Miasmic spit Range - 36"

S - 1

AP - 4

Type - Assault 1, Blast, Poisoned (2+)

Miasmic spray Range - Template

S - 1

AP - 4

Type - Assault 1, Poisoned (2+)

THE NORN CROWN

A model with the Norn Crown adds 6" to its synapse range.

THE YMGARL FACTOR

At the start of every Assault phase, a model with the Ymgarl Factor must alter their form into one of the three listed below. The bonus gained lasts until the end of the phase. The same form cannot be chosen in two consecutive turns.

Slashing Claws: The model has +1 Strength.

Tentacled Limbs: The model has +1 Attack.

Protective Carapace: The model's armour save is improved by 1.

The Reaper of Obliterax Range -

S - +1

AP - 3

Type - Melee, Life Drain, Shred, Swiftstrike

Life Drain

Any To Wound roll of a 6 made by this weapon has the Instant Death special rule.

Swiftstrike

A model attacking with this weapon has a +3 bonus to its Initiative during the Fight subphase.

THRESHER SCYTHE TAIL

A tail biomorph is a Melee weapon that allows its wielder to make a single additional Attack. Note that this Attack is resolved separately from a model's other close combat attacks and uses the profile below. Also note that a tail Attack is not affected by other Melee weapons, biomorphs, upgrades or special rules belonging to the owning model, or vice versa.

Range -

S - 4

AP - 4

Type - Melee, Rending

TOXIN SACS

If a model has the toxin sacs biomorph, its close combat attacks have the Poisoned special rule.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

TWIN-LINKED BLAST WEAPONS

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

TWIN-LINKED TEMPLATE WEAPONS

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

TYRANID BIO-ARTEFACTS

A model may replace any pair of scything talons with one of the following. Only one of each Tyranid Bio-artefact may be taken per army.

The Maw-claws of Thyrax 10 pts

The Miasma Cannon 25 pts

The Norn Crown * 40 pts

The Ymgarl Factor * 40 pts

The Reaper of Obliterax 45 pts

* Does not replace the model's scything talons and so can be taken in addition to any other weapon/upgrade.

UNWIELDY

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VERY BULKY

Very Bulky models count as three models for the purposes of Transport Capacity.

VENOM CANNON

Range - 36"

S - 6

AP - 4

Type - Assault 1, Blast

WARP BLAST

Warp Charge 2

Warp Blast is a **witchfire** power. *Warp Blast* can be used as either a Burst or a Lance. Each time this power is manifested, the controlling player must choose which profile is being used, before the target is chosen:

```
BURST
Range - 24"
S - 5
AP - 3
```

Type - Assault 1, Blast

LANCE Range - 18"

S - 10

AP - 2

Type - Assault 1, Lance

THE YMGARL FACTOR

At the start of every Assault phase, a model with the Ymgarl Factor must alter their form into one of the three listed below. The bonus gained lasts until the end of the phase. The same form cannot be chosen in two consecutive turns.

Slashing Claws: The model has +1 Strength.

Tentacled Limbs: The model has +1 Attack.

Protective Carapace: The model's armour save is improved by 1.

DATASLATE: TYRAND INVASION RISING LEVIATHAN II

DIGITAL EDITIONS

RISING LEVIATHAN DATASLATE: TYRANID VANGUARD

Catch up on the first instalment in the Rising Leviathan series



COLLECT THE FULL RANGE

http://www.blacklibrary.com/games-workshop-digitaleditions

Follow us on Facebook

f

https://www.facebook.com/GamesWorkshopDigitalEditio

DATASLATE: TYRANID INVASION RISING LEVIATHAN II

COPYRIGHT

A GAMES WORKSHOP LTD PUBLICATION

Published in 2014 by Games Workshop Ltd., Willow Road, Nottingham, NG7 2WS, UK

© Games Workshop Limited, 2014. All rights reserved.

© Copyright Games Workshop Limited 2014, Games Workshop, the Games Workshop logo, GW, Warhammer, Warhammer 40,000, the Warhammer 40,000 logo, the Aquila logo, 40K, 40,000, Citadel, the Citadel Device, Dataslate: Tyranid Invasion - Rising Leviathan II, and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2014 variably registered in the UK and other countries around the world. All Rights Reserved.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-524-9

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise except as expressly permitted under license from the publisher.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

Find out more about Games Workshop's world of Warhammer and the Warhammer 40,000 universe at:

http://www.blacklibrary.com/games-workshop-digital-editions

Licensing details and terms of use can be viewed at the following: <u>http://www.blacklibrary.com/Home/games-workshop-digital-editions-ebook-license.html</u>

Games Workshop Ltd - 22.02.14

WARHAMMER 40,000 DATASLATE

TYRANID ONSI AUGHT RISING LEVIATHAN III

THU

DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

INTRODUCTION

Rising Leviathan is a three-part dataslate that tells of Hive Fleet Leviathan's full-scale planetary assault on the world of Satys and the defence mustered by the Imperium. The third installment, *Tyranid Onslaught - Rising Leviathan III*, tells the tale of the final death of Satys, as the Leviathan sends down its feeder-beasts to consume the planet. In a desperate bid to escape a terrible fate, the last few defenders are forced to flee. The chronicle of the events is accompanied by rules for recreating the most infamous Tyranid formations from that stage of the campaign, and missions allowing you to refight the battles in your own games of Warhammer 40,000.

DATASLATES & DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

Allied Formations

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different Codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

Formation Special Rules

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

Formation Points Values

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

Apocalypse Formations

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse.*


DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

RISING LEVIATHAN

RISING LEVIATHAN PART III

and all the second

Curling from the darkness of the void, a tendril of Hive Fleet Leviathan had engulfed Satys. Once an important and populous world of the Imperium, the planet was swiftly becoming little more than a half-digested ruin. Billions of Tyranid organisms had infested the planet's surface, burrowed through its soil, and choked its skies. The jungles that had once covered the sunward face of the world were gone, devoured by rapacious feeder organisms. Likewise the oceans were draining fast, their last traces of indigenous life perishing as they were gulped down along with their environment. Soon enough, the Leviathan would be done with this world.

Yet some prey still remained, holed up in heavily defended positions. The Hive Mind desired those prey devoured, for their strength and knowledge would make a valuable addition to its bioharvest. To that end, the Leviathan was even now preparing a final wave of monstrous horrors. Beasts far larger and more terrifying than anything the defenders of Satys had faced thus far, these organisms would smash the last strongholds wide open. As spores continued to rain down upon the dying world, the Hive Mind's attention settled once more upon the prey that had thus far defied it, and its broods began to move with renewed purpose.

Lieutenant Vance peered through his magnoculars at the churning mass of Tyranids pouring towards his position. Around him, scattered through the ruins of Processing Hub Keta-Halo, his surviving men were readying their weapons once again. Four times the Tyranids had attacked, and four times Vance and his boys had seen them off. This time would be no different.

Vance stopped in the act of lowering his magnoculars, something catching his eye just as he was about to turn away. Whining, the apertures of the device refocused, and Vance uttered a colourful string of profanity. Behind the teeming lesser beasts, lumbering their way up the Blackgallows Processional, were a brood of truly huge monsters. Some of them Vance recognised from his primer as Carnifexes, though it seemed the scribe who had drawn the recognition guide had been woefully optimistic about the beasts' size. As to what the great lurching thing was in-between them Vance had no idea, but he knew very large guns when he saw them.

The Lieutenant began bellowing orders to his men, getting lascannon teams up to the barricades, ordering the mortars to get firing. Yet even as gunfire began to sound, Vance felt a sudden lurch from the ground beneath him. Men were thrown from their feet as cracks spread through the floor of the hub. Vance pulled himself up just in time to see the ground explode in a shower of rock and rubble, as an enormous serpentine beast burst up into the half-light with a deafening roar.



Lasguns were firing now, heavy bolters chugging and men screaming, but Vance had a sudden sinking sense that it was hopeless. The burrowing monster was thrashing around, huge sickle claws sweeping men from their feet with every swing. At the same time, smaller, faster beasts were pouring up from the emergence hole, falling upon his soldiers and tearing them apart. All the while, the fire of the monsters on the processional was hammering the barricades, blasting ragged holes in metal and punching through flesh and bone.

Vance scrambled across to his vox operator, firing his laspistol at one of the serpentthings as he did so.

'Contact the Sky Palace,' yelled Vance at the wide-eyed voxman, 'Warn them! Warn them about these monsters!' As his voxman scrambled to follow his orders, Vance braced his feet and fired again and again at the horrors engulfing his position. He was going to die here, of that he was certain, but he'd damn well do so on his feet with a weapon in his hands. Moments later, as the first Carnifex smashed its way through the barricade with its biocannon spitting death, that was precisely what he did...

The gigantic monsters deployed by the Leviathan tore their way through the ruins of the manufactorum district. Carnifexes and Trygons smashed down buildings and ploughed through heaps of rubble and wreckage. Tyrannofexes stalked through the broken streets, their weapons spitting death at those prey that remained to oppose them. Broods of drifting Zoanthropes lashed out with their synaptic artillery, crackling energy mushrooming above the dying city as their Warp blasts struck home. Amidst it all, wading through the swarms of lesser bio-beasts, came Hive Tyrants and their protectors. The towering monsters coordinated the carnage, a malevolent light burning in their alien eyes.

The last enclaves of the Catachan 87th fell in the face of this relentless tide of horror. Yet still, two fortified positions held out – the thin cordon of Catachans and Aurora Chapter around the archeoship engines, and the significantly larger force that defended the base of the Sky Palace.

Upon reaching the safety of the latter, Brother Corbulo had distributed his surviving battlebrothers along the defence line at its feet. He, meanwhile, had contacted Governor Ballorax and begun to implement a plan to evacuate what men and salvageable materials he could. The Sky Palace's landing pad was sizeable, a wide semicircle of adamantium and plasticrete that jutted from the structure just below the Governor's strategium. Now that pad bustled with frantic activity, air crews and Servitors fuelling and prepping several heavy bulk haulers for departure. Quad guns whined and chattered all around them, holding off the harassing flocks of Gargoyles.

Only two hours remained now until extraction, and Corbulo was more determined than ever that his mission would be a success. If they could just hold out for a short while longer, they could make their escape. However, as the vox reports piled up Corbulo realised that they would not be so fortunate. There was a clear pattern in the fall of the Catachan strongpoints, a rolling advance by the living tide making straight for the Sky Palace. It seemed the Imperial forces would have to fight tooth and nail until the very moment salvation came. So be it, thought Corbulo as he took his place at the defences, the Sons of Sanguinius would not be found wanting.

STANDING AGAINST THE TIDE

As the Hive Mind's swarms poured towards the looming immensity of the Sky Palace, they came under withering fire. The palace itself boasted several arrays of archeotech defence lasers, exceptionally potent weapons capable of anti-orbital or ground-based fire patterns. Governor Ballorax had ordered the guns muzzled until this point, for fear of drawing the Tyranids' attention. However, the time for caution was past, and now the mighty weapons spoke in anger. Sun bright columns of laser energy lashed out at the forerunners of the swarms, Tyranids dying in their hundreds as they were blasted to ash.

Heedless of casualties, the Hive Mind drove its swarms forward through the bombardment.

These prey weapons were powerful, certainly, but they were few and their rate of fire slow. They simply were not enough to stop the living tide. As its synapse creatures emerged from the fringes of the manufactorum district, the Hive Mind's many eyes regarded this prey stronghold properly for the first time. Numerous large, armoured structures rose at the palace's feet, hemmed in on either side by sweeping cliffs of stone. Between them stretched obstacles to slow the attacking beasts, and ditches that the prey were even now crouched in. There were a lot of defenders, the red and the green armoured ones amongst them. This was a battle that would require cunning as well as force.

The Tyranid horde swirled and surged for a moment, reaching critical mass in no man's land. Then it lunged. Thousands of lesser beasts poured forth, larger monsters lumbering in their wake. Bioplasma blasts and volleys of spore mines flew high overhead, lobbed by the Tyranids' living artillery to burst amongst the defenders. Scrabbling, leaping, sprinting and flying, the living tide charged headlong toward their prey, who answered with a thunderous bombardment of fire.

From behind the rampart of the rearward command bastion, Corbulo watched the Tyranids approach. The remaining Catachan heavy weapons teams and Chimeras were pouring fire into the xenos, scything down rank upon rank of bio-beasts. The guns of the bastion along the defence line had opened up too, adding their fury to that of the Imperial Guard. Yet none could compete with the Adeptus Astartes, whose punishing fire was cutting through the approaching living tide at an incredible rate. Brother Corbulo had placed his Devastator Squads at key points along the line, allowing them to set up a withering crossfire. Missiles and las beams howled, blowing Tyranid Warriors and Hive Guard to the ground. The larger beasts were hit again and again, hides punctured and torn until they came apart in welters of ichor and gore. But still, foot by foot, scrambling over growing mounds of their own dead, the Tyranids came on.

It was then that the ground before Corbulo exploded, earth showering down on the defenders like shrapnel. Rearing from its emergence hole, a Trygon Prime raised its head and shrieked to the sky. However, forewarned of the subterranean threat, the defenders of the Sky Palace were ready. The last surviving Aurora Chapter Marines, held in reserve for just such an eventuality, now burst from cover with their weapons blazing. Multiple plasma rounds struck the tunnelling horror, blasting great sprays of flesh and gore from its torso. A krak missile streaked out, slamming into the thing's shoulder and tearing one of its bladed arms away. The Trygon shrieked and writhed, slithering free of the earth as it sought to punish its tormentors. Its whipping tail caught one green armoured warrior square in the chest, and Corbulo watched as the battle-brother flew through the air like a rag doll. Still the Aurora Marines came on, pouring fire into their foe, and with a final shuddering heave the Trygon crashed to the ground, its body spasming its last.

Even then, victory was not yet won behind the lines -- in the Trygon's wake came a hissing wave of Raveners, swarming up from the tunnel to attack. Corbulo had no time to worry about these beasts though, for a greater threat was approaching across no man's land.



Shoulders lowered, fire ricocheting from their armoured forms, a brood of Carnifexes charged the defence line. One beast fell, a lascannon beam scything through its leg and toppling it like a felled tree. The others, however, crashed straight into and through the Imperial barricades. Men screamed and blood sprayed as the living battering rams trampled their way over the Wall of Martyrs. Behind them came another beast, a hunched thing with a massive, writhing maw. Even as Corbulo watched in horror, the creature shot out a prehensile tongue, snatching a Catachan Sergeant from his place in the line. The man screamed as he was hoisted into the air then snatched back into the monster's maw. Blood sprayed as its jaws snapped shut with an audible crunch, and the Sergeant's screams stopped abruptly.

Vox messages flew back and forth, coordinating fire patterns and counter-charges. More and more Tyranids were scrambling over the forward defences and Corbulo gripped the rampart as he watched his warriors move to stem the tide. He yearned to be down there amongst the fight, but his was the duty of command. Instead, he barked orders to his battle-brothers, sending Sergeant Calasti's men in a flanking run, enabling them to set up a crossfire against a brood that had broken the line. Corbulo gave a savage grin of satisfaction as he watched the biobeasts torn apart by the deft manoeuvre. The smile broadened momentarily as he watched the linebreaking Carnifexes pinioned between his Devastators and a squad of Catachan heavy weapons. The monsters stumbled to the floor as they were riddled with shots, their vile companion beast suffering the same fate moments later.

And then, with shocking suddenness, the Tyranid assault stopped. One moment the beasts were attacking, the next they were pulling back, swarming through the gaps in the line and back toward the city. All along the Imperial trenches, cheers rose. Yet they were choked, moments later, by an almighty explosion that lit the sky a fiery red. Shrapnel rained down across the defenders, chunks of metal the size of battle tanks slamming through bastions and mashing men to paste. As the blast subsided, and the smoke began to clear, the source of the explosion became apparent. A huge, smouldering wound had been torn in the side of the Sky Palace. Of the landing pad and its precious bulk haulers, only dangling chunks of twisted wreckage remained.

As the Hive Mind withdrew its battered swarms, the human defenders were left to count the cost. Occupied with repulsing the land-bound horde, they had been fully distracted. They had not seen the high-flying broods of Gargoyles and Harpies that plunged down upon their escape vessels. The defence guns had continued to fire as the roiling shadow of the swarm had fallen across the ship nest. The bodies of the Gargoyles had absorbed the shots without difficulty, dozens of lesser beasts tumbling broken from the sky to protect their larger kin.

It was a trio of Harpies that had struck the killing blow, diving low over the prey's ship nest and scattering spore mines in their wake. The bioexplosive spheres had drifted down with languid inevitability, detonating amid drums of volatile liquid and great crates full of ammunition. The results had been spectacular. A chain reaction tore its way across the ship nest, each blossoming fireball feeding into the fury of the ones that came before. Craft were torn apart while the screaming prey were immolated along with their Tyranid tormentors. By the time the fury of the firestorm subsided, there was little left but drifting ash.

Information torn from the brains of fallen prey leaders had told the Hive Mind all it needed to know. Without those craft, its victims could not escape the destruction of their world. Now they would be forced to lurk within their stronghold until the end came, or else emerge from hiding in one last hopeless attempt to alter their fate. Either way the Hive Mind would be waiting to devour them.

THE LAST HOPE

There was less than an hour until the extraction deadline when the defenders of the Sky Palace moved out. With the bulk haulers gone, the Imperial defenders had known long minutes of utter despair. Morale had plunged further with the news that Governor Ballorax had been killed when the fireball from the blast roared through the Sky Palace strategium. Only Tech Adept Tren had been rescued, burned but still alive, from the twisted wreckage. Yet it was the wounded machine priest who presented Brother Corbulo with one last, desperate hope for success.

Though sorely wounded, Tren had explained to Corbulo that the archeoship engines were due to fire within the hour. When they did, the plasma flare would be sure to clear the skies of organisms above the engines, at least for a few precious minutes. It would likely be the last time the engines ever gave vent, coughed Tren, for he was dying and would no longer be able to minister to them. Soon enough Satys' orbit would deteriorate beyond all recovery. However, if it could give the defenders a window through which to escape then even this last gesture would not be completely in vain.

Corbulo knew the plan was desperate, foolhardy even. The Stormravens would have bare minutes to reach the surface through a plasma-scorched corridor of sky, extract the defenders, and escape once more. However, it was a chance, and he would take it. Without something to punch a hole in the enemy air cover, the strikeforce stood absolutely no chance of rescue. Faced with the loss of so many battle-brothers and their gene-seed, the precious Red Grail, and all the vital secrets of Satys, Corbulo knew he had no choice but to grasp whatever chance fate offered him.

The decision made, the clock winding swiftly down towards disaster, the Blood Angels wasted no time in striking out. The Catachans would travel in their remaining Chimeras, giving over much of their transport capacity to carry the remaining assets recovered from the manufactorums. The Space Marines, meanwhile, would advance on foot, their enhanced physiologies allowing them to keep pace with the rumbling Catachan tanks. Not all the teeming masses within the Sky Palace could, or would, depart. Those too wounded to be move, those too frightened to face the beasts outside the gates, and those who had already resigned themselves to their fates would remain behind. More courageous by far, a portion of the Catachan soldiery volunteered to stay and defend them until the last. Corbulo saluted the sacrifice of these men, before turning his back upon them with a heavy heart and leading the way out, towards deliverance or death.

The journey through what remained of the manufactorum district was nightmarish. The roadways were crumbling, writhing in places with feeder organisms and dissolving into acidic pools in others. The buildings were slumped shells, sizzling heaps of rubble being slowly choked by purple tendrils and hungry enzyme rain. Several times Corbulo's force had to turn back, or else skirt their way around some heaving promontory of emergent bio-architecture. All

the time they were forced to fight off sporadic attacks from broods of beasts both airborne and on the ground. All the time their ammunition counters and chronometers dropped lower. Through the soupy atmosphere, they could achieve no vox contact either with the archeoship engine defenders or the Blood Angels ships that should have been approaching in orbit. Still they forged on, pressing ahead through the end of the world with no hope but to continue.

The Hive Mind, meanwhile, was intent on the final destruction of all life on Satys. Much of its attention was spread across the surface of the planet, coordinating trillions of individual organisms in their efforts to devour the world. Vast chitinous towers soared into the heavens, piercing the lower atmosphere with their waving fronds. Around these clustered the Hive Ships, complex arrays of mouthparts and feeder tubes battening on to the nutrient flows. The ships were beginning their ponderous feeding cycles, sucking up the liquidised biomass of Satys like leeches latched to the corpse of a dying man. Down below, swarm after swarm of lesser beasts writhed their way back into the digestion pools, surrendering mindlessly to dissolution so that they could be drawn back into the greater whole. Yet still one last force of creatures awaited the prey, poised like the jaws of a carnivorous plant around the Satysian archeoship engines.





Feeding Bio-Ships

Cold alien eyes watched as the Imperial forces advanced through ichor rain and howling gales toward the engines. Looming in the shadows amid the tangled remains of countless human corpses, a Hive Tyrant watched the prey approach. Closer. Closer. The vehicles were slowing, weapons tracking left and right as though searching for threats. The red prey and the green, the powerful ones, had slowed to a walk. They were cautious. They sensed something amiss. Sending synaptic shockwaves rolling out through its subordinates, the Hive Tyrant raised its weapons and lunged from the darkness to close the trap.



The last of the great monsters on Satys had gathered here, accompanied by a mass of lesser swarmbeasts. They had slaughtered the engines' defenders in minutes, destroying their communications equipment in the first strike so as to stop them from calling for help. They had waited, then, concealed amongst the wreckage and corpses. Now they emerged, a seething horde that rushed to encircle and devour their quarry.

Hive Guard thumped out into the open, their impaler cannons spitting glowing barbs at the Catachan Chimeras. Where the shots hit home they were swiftly followed by the mind blasts of Zoanthropes, crackling spheres of energy that blasted tanks over onto their roofs or tore them apart in billowing fireballs. Carnifexes, Trygons and Haruspexes lumbered forward to attack while Tyrannofexes and Exocrines opened fire from further back. Space Marines fell, hammered off their feet with their armour split asunder, or else melted into pools of glowing sludge. Around the larger monsters swarmed hundreds of lesser beasts, Tyranid Warriors goading their Termagants and Hormagaunts into the fight. The swarm rushed in from all sides, its numbers terrifying.

Brother Corbulo gave a cry of rage as he saw the firestorm engulf his warriors. Some small part of him had still hoped to find the archeoship engine defenders holding out against the foe. Instead, the Tyranids had slaughtered them and lain in wait. Compelled by desperation, conscious of the minutes remaining before his extraction window, Corbulo did not have the luxury of caution. They would fight here and win, or else they would die one way or the other. Blood thundering through his veins, the Sanguinary High Priest raised the Red Grail above his head and bellowed the order for an all out attack.

One last time, the guns of the Imperial force spoke in anger. Mighty Tyranid beasts shuddered and stumbled as they were lashed by heavy weapons fire. The last handful of Captain Norensis' Aurora Chapter sprinted headlong into the teeth of the horde, guns blazing and blades bared. They were engulfed in seconds, Hormagaunts spilling over and around them like a nightmarish locust swarm. Still the muzzle flare of their bolters showed amid the press where they fought on to the last. Corbulo's own brothers pressed forward, drawing now upon the Red Thirst in this most dark of hours. The Blood Angels placed themselves between the Tyranids and the Chimeras, whose precious cargo must be preserved at all costs. Corbulo led at the tip of the spear, his chainsword tearing through chitin and sinew with every sweep.

The Tyranid horde shuddered at the unexpected assault. The swarm had opened its jaws wide to devour its prey, yet now it seemed it might choke upon its meal. A spray of multilaser fire felled first one, then two more Zoanthropes, their bulbous craniums bursting apart in splatters of gore. Devastator Squad Raephus were pounded into red ruin as a brood of Carnifexes ploughed into their midst. Sergeant Raephus himself was the last to fall, legs torn away and torso trampled beneath two of the rampaging beasts. Still he had his revenge, the string of krak grenades he had primed blowing his tormentors to pieces even as they bent to devour his corpse. Catachans sprayed fire into the xenos as they ran screaming towards them, Blood Angels thumping along beside them with bolters roaring. Tyranid beasts fired back as they advanced, their ammunition organisms punching through twitching human bodies or dissolving blood red armour.

Corbulo, caught in the midst of the storm, checked his helmet chronometer and knew despair. Only moments remained until the extraction deadline, and for all their fearless determination his force was being overwhelmed. They could not long fight the Tyranids at their own game, and already whatever element of surprise they might have had was spent. Then, suddenly, Corbulo saw the Hive Tyrant looming through the press ahead and his senses whirled in a moment of prescient surety. His army did not have to defeat every last one of these foes. They just had to fragment them, break their connection to the Hive Mind long enough to enact their plan. Corbulo had never questioned his moments of insight, and he would not start now. Barking a string of orders into his vox, the Sanguinary Priest repurposed every gun at his disposal.

The Hive Tyrant sensed the threat as a sudden crackling overpressure. A moment later the air filled with laser fire, rockets, plasma blasts and explosive shells. The Tyrant thrashed, reeling as the storm of fire engulfed it, yet its node of warrior beasts held strong around it. Venomthrope spores swirled around the monstrous leader beast, fouling the aim of the prey. As shots thundered in, they struck the monster's Tyrant Guard, the mindless beasts hurling themselves in front of every blast and bolt. With a hiss, the Tyrant forged into the enemy lines, ploughing forward even as its bodyguards were felled by the sheer weight of firepower directed against them. The Tyrant's blades lashed out, cutting down two, four, eight humans in a matter of seconds. Its tail lashed out, punching through the visor of its red armoured prey.

Corbulo watched in disbelief as the Hive Tyrant waded through his army's firepower unharmed. Suddenly, his vision tinged red, the Blood Angel could take no more. Even as the monster hacked its way through Catachans and Space Marines alike, Corbulo was running, roaring and near berzerk with fury. Weaving under one of the Tyrant's swinging blades, Corbulo rammed his chainsword into the thing's side, arms juddering with the effort as the saw-toothed blades churned through alien viscera and chitin. Ichor jetted from the Tyrant's maw and it reeled back several steps, wrenching the blade from Corbulo's grasp and spilling him to his knees. Even as the Sanguinary Priest scrambled to rise, the beast's sinewy whip lashed out, cutting through his armour to lay his shoulder bare to the bone. Corbulo howled in pain, his cry redoubled as the beast lunged forward and stamped on one of his outstretched hands. Then suddenly, a golden light enfolded the scene.

For a moment the air flexed and warped, a crackling golden halo arcing around the combatants. There was a deafening boom, a billowing stench of incense and ozone, and a dozen red armoured giants stood at Corbulo's side. First Company, he realized through a haze of pain, saviours sent by the Primarch himself. Then the world exploded as the Blood Angels Terminators opened fire.

The Leviathan's synaptic links suddenly started to burn out. Bio-organisms faltered and reeled as the Terminators shredded their commanding Hive Tyrant in a barrage of fire. The Tyranid Warriors were dying too, cut apart as the last of the prey redressed their fire. Suddenly the swarm was losing cohesion, their ranks coming apart as instinct and animal panic took over. Rampaging beasts ran amok before being brought down by precise blasts. At the same time, the Hive Mind sensed further threats, up in the atmosphere – the red vessels had returned, and were bombarding the nearest of its feeding ships with their weapons. They had used energy transport of some sort, a teleportation technology to throw fresh warriors into the jaws of the trap. And yet the worst was still to come. Something was happening down on the surface, some potent energy reaction building to a crescendo...



Corbulo squinted as the archeoship engines began their sequence. Suddenly the shadows peeled back, driven away as Satys' mighty engines burned bright one last time. As the city-sized column of plasma flare roared into the skies, thousands of Tyranid organisms were immolated. They fell from the skies as a rain of ash, while their still-living kin recoiled from the furious blast. The Leviathan pulled back, a single wounded beast in pain, and into the corridor flew the Stormraven Gunships of the Blood Angels. Corbulo staggered to his feet, helped up by one of the Terminators' Sergeants.

'Brother,' he coughed, blood trickling from the corner of his mouth, 'you have my thanks. How did you know where we were?' The Sergeant flashed a quick, savage grin before ripping off a volley of shells into the milling foe.

'The Red Grail, my lord. We detected its energy signatures, extrapolated data on location and strategic probabilities, and deduced your plan. We were sent ahead to ensure safe extraction.' Corbulo looked up at the Stormravens hurtling down towards his men, at the milling Tyranid swarms even now being gunned down by the last defenders of Satys, and thanked the Primarch from the very depths of his soul. Supported by the Terminator Sergeant, Corbulo ripped his sword free from the mangled carcass of the Hive Tyrant and activated his vox.

'Brothers, men of Catachan, abandon your vehicles and gather the samples. It is time for us to leave. Thank the Primarch!' The cheers of his last, bloodied followers were audible even over the downdraft of the first Stormraven's howling engines.

As the prey ships flashed back toward their larger craft, the Hive Mind gradually reasserted control. In their wake, its organisms were closing the skies once again, while rampaging monsters went to work amid the underengines. Another blast of that sort would never occur.

The Leviathan closed its legion jaws upon Satys and bit down hard, seemingly disinterested in the few beings that had escaped their fate. Nowhere else on the planet did a single sentient being remain to resist. All life, aside from Tyranid, had now been extinguished, devoured and rendered into nutrient gruel to feed the fleet. Even now the last of the Hive Mind's great beasts were lumbering into the pools, the last creatures to be reabsorbed. Soon, Satys would be nothing but a barren, airless rock, devoid of any hint that it had ever lived at all. The prey might have won their freedom, but the Hive Fleet had won their world.

The prey could flee in fear. They could run to the farthest stars. It meant little, for the Great Devourer was as timeless as space itself, and it would have them all in time...

DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

FORMATIONS

BIOBLAST NODE

Inexorable and incredibly destructive, the Bioblast Node presents a wall of monstrous beasts armed with some of the most potent ranged weapons the Hive Mind can create. Instead of the headlong charge common to so much of the swarm, these broods advance at a steady trudge, their enormous bio-weapons spitting acidic death. The ferocity of this bio-weapon onslaught is augmented further still by the focused control of the Node's Tyranid Warriors, who guide their hulking charges to engage and relentlessly pummel any prey within the reach of their guns.



Faction: Tyranids

Formation

A Bioblast Node consists of the following units:

- 1 Tyranid Warrior Brood
- 3 Carnifex Broods
- 1 Tyrannofex

Formation Restrictions

The Tyranid Warrior Brood in this Formation must include a model that has taken an item from the **Basic Bio-cannons** list. Carnifex models in this Formation must take at least one option from the **Monstrous Bio-cannons** list.

Formation Special Rules

Bio-deluge: All units in this Formation have the Split Fire special rule. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Shooting phase.

WRECKER NODE

When concentrations of enemy armour or powerful fortifications prove too much for the Tyranids to overcome with the relentless application of lesser swarm creatures, a more uncompromisingly brutal tactic may be needed. This is the purpose of the aptly-named Wrecker Node – a hard core of some of the most devastating creatures at its disposal. This powerful host of Carnifexes is easily the match of an entire Imperial Guard Tank Company, and even superheavy war machines have learned to fear the arrival of this implacable force of destruction. A single Carnifex is capable of tearing apart the most heavily armoured vehicles or smashing its way through walls made of toughened ferrocrete; when an entire Wrecker Node crashes into the enemy lines, the resulting carnage is truly a horrific sight to behold.



Faction: Tyranids

Formation

A Wrecker Node consists of the following units:

- 1 Tyranid Warrior Brood
- 3 Carnifex Broods

Formation Restrictions

The Tyranid Warrior Brood in this Formation cannot take items from the **Basic Bio-cannons** list. Carnifex models in this Formation cannot take options from the **Monstrous Bio-cannons** list.

Formation Special Rules

Rampage of Destruction: Carnifexes in this Formation inflict D3+1 Hammer of Wrath hits instead of the usual D3. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Assault phase.

TYRANT NODE

When battle is raging across large parts of a world's surface, the Hive Mind is forced to spread its web of synaptic control wide in order to keep its swarms pressing forward effectively. The Hive Tyrant that leads each living tide becomes especially important at these times, for the illtimed death of a such an organism can paralyse an entire battle-front. To protect its leadership assets, the Hive Mind ensures that these Hive Tyrants are accompanied by broods of loyal beasts whose sole purpose is to defend their assigned Hive Tyrant to the death. Wreathed in obscuring spore clouds, and shielded by a living wall of heavily-armoured Tyrant Guard, these Hive Tyrants are so protected that they can weather all but the most punishing storms of firepower. Thus does the Hive Mind ensure that its agents are safeguarded while they enact its monstrous will.



Faction: Tyranids

Formation

A Tyrant Node consists of the following units:

- 1 Hive Tyrant
- 1 Tyrant Guard Brood
- 1 Venomthrope Brood

Formation Restrictions

The unit of Tyrant Guard must include three models. The Hive Tyrant cannot be equipped with Wings.

Formation Special Rules

Command Node: The Hive Tyrant in this Formation adds 6" to its synapse range.



SUBTERRANEAN SWARM

The strongest defences of the prey may prove too costly in biomass simply to be worn down or smashed aside. Mighty fortifications, armour-plated bunker lines and the like can prove a serious obstacle to the rapid onset of the swarm. In such instances, the Hive Mind may deploy a Subterranean Swarm to circumvent the enemy defences altogether. Undermining the enemy fortifications, these broods will burst up through the ground to slaughter everything in sight, the Trygon Prime at their heart providing synaptic control for the other burrowing bio-constructs and Raveners that swarm in its wake.



Faction: Tyranids

Formation

A Subterranean Swarm consists of the following units:

- 1 Trygon Prime
- 1 Trygon
- 1 Mawloc
- 3 Ravener Broods

Formation Restrictions

None.

Formation Special Rules

They Came From Below...: All units in this Formation must be placed in Reserve. Make a single Reserve Roll for the entire Formation. When the Formation arrives from Reserve, deploy the Trygon Prime first, by Deep Strike, using its Subterranean Assault special rule. Once the Trygon Prime's final position has been established, the Formation's three Ravener Broods immediately enter play.

Place the Ravener units so that all of their models are wholly within 6" of the Trygon Prime's

base and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. The Formation's Ravener Broods cannot move in the Movement phase or charge on the same turn they arrive, but can shoot or Run.

The Formation's Trygon and Mawloc enter play via Deep Strike as usual.

- -----

LIVING TIDE

A Living Tide is a mass of Tyranid broods large enough to sweep aside the defenders of an entire city in a matter of hours. To the Hive Mind, casualties sustained in such an action are of little consequence, for there will be a plentiful supply of biomass at battle's end to swiftly replenish its fighting strength. To face a Living Tide is to know abject terror, for it can absorb losses almost indefinitely. The only hope for salvation is to prise apart the iron grip that the Hive Mind has over the will of its minions by targeting the leader beasts that compel the Living Tide ever onwards. Yet against this threat, the Hive Mind has an answer, pouring forth its dominance into the Tyrant Node at the Living Tide's heart and channelling its will through a chain of command creatures, widening the synaptic network to compensate for rising casualties.



Faction: Tyranids

Formation

A Living Tide consists of the following units:

- 1 Tyrant Node
- 1 Synaptic Swarm (see Tyranid Invasion Rising Leviathan II)
- 3 Endless Swarms (see Tyranid Invasion Rising Leviathan II)
- 1 Wrecker Node
- 1 Skyblight Swarm (see Tyranid Invasion Rising Leviathan II)

Formation Restrictions

The units in this Formation must adhere to all of the restrictions detailed in each of the corresponding Formation datasheets.

The units in this Formation retain all of the special rules specified in the corresponding Formation datasheets. In addition, the following special rules apply:

Formation Special Rules

Fear.

Synaptic Command Network: As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, then all other Synapse Creatures from this Formation that are within its synapse range add 6" to their own synapse range.

The Swarm Unleashed: As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, you can re-roll failed results when rolling to see if a Termagant, Hormagaunt or Gargoyle Brood from this Formation that has been completely destroyed is replaced (see the Endless Swarm or Skyswarm special rules in *Tyranid Invasion - Rising Leviathan II*).



Unit Type:

Monstrous Creature (Character)

Unit Composition:

1 Hive Tyrant

Weapons and Biomorphs:

• Two pairs of scything talons

Special Rules:

- Psyker (Mastery Level 2)
- Shadow in the Warp
- Synapse Creature

Psyker:

A Hive Tyrant generates its psychic powers from the **Powers of the Hive Mind**.

Options:

• May take items from the Monstrous Bio-cannons, Melee Bio-weapons, Biomorphs, Thorax Biomorphs and Tyranid Bio-artefacts lists.

- May take any of the following upgrades:
- Indescribable Horror 10 pts
- Old Adversary 15 pts
- Hive Commander 20 pts
- May take any of the following:
- Prehensile pincer tail biomorph 10 pts
- Wings 35 pts



Unit Type:

Infantry

Unit Composition:

1 Tyrant Guard

Weapons and Biomorphs:

- Rending claws
- Scything talons

Special Rules:

- Blind Rampage
- Instinctive Behaviour (Feed)
- Shieldwall
- Very Bulky

Options:

- May include up to two additional Tyrant Guard 50 pts/model
- Any model may replace its scything talons with one of the following:
- Crushing claws 20 pts/model
- Lash whip and bonesword 20 pts/model
- The unit may take any of the following biomorphs:
- Toxin sacs 3 pts/model
- Adrenal glands 5 pts/model

And the second and th

- 90 POI	NTS	~,~	4	e due	And in Anna	N			
WS	BS	S	Т	w	I	A	Ld	Sv	1
5	3	4	4	3	4	3	10	4+	
	WS		WS BS S	WS BS S T	WS BS S T W	WS BS S T W I	WS BS S T W I A	WS BS S T W I A Ld	WS BS S T W I A Ld Sv

Unit Type: Infantry

Unit Composition:

3 Tyranid Warriors

Weapons and Biomorphs:

- Devourer
- Scything talons

Special Rules:

- Shadow in the Warp
- Synapse Creature
- Very Bulky

Options:

- May include up to six additional Tyranid Warriors 30 pts/model
- One model in the unit may take an item from the **Basic Bio-cannons** list.
- Any model may take items from the **Basic Bio-weapons** and **Melee Bio-weapons** lists.
- The unit may take any of the following biomorphs:
- Toxin sacs 3 pts/model
- Flesh hooks 4 pts/model
- Adrenal glands 5 pts/model

And the manage in the second states

ELITES						and the				
VENOMTHROPE BROOD - 45	POINTS					11.4.	~			1
r · · · · ·	WS	BS	S	Т	W	I	A	Ld	Sv	1
Venomthrope	3	3	4	4	2	3	2	6	5+	1
And the second s		~	_	-	-	_	-	-		-

Unit Type:

Infantry

Unit Composition:

1 Venomthrope

Weapons and Biomorphs:

- Lash whips
- Toxic miasma

Special Rules:

- Instinctive Behaviour (Lurk)
- Poisoned (2+)
- Shrouded
- Spore Cloud
- Very Bulky

Options:

• May include up to two additional Venomthropes - 45 pts/model

Charling and a second and a sec

AVENER BROOD - 90 POINTS					,	114	C 9			
A deside		4.		1		-	+			1
Crost - 14	WS	BS	S	Т	W	Ι	A	Ld	Sv	
Ravener	5	3	4	4	3	5	3	6	5+	

Unit Type: Beasts

Unit Composition:

3 Raveners

Weapons and Biomorphs:

• Two pairs of scything talons

Special Rules:

- Deep Strike
- Instinctive Behaviour (Feed)
- Very Bulky

Options:

- May include up to six additional Raveners 30 pts/model
- Any Ravener may exchange one pair of scything talons for rending claws 5 pts/model
- Any Ravener may take one of the following:
- Spinefists 3 pts/model
- Devourer 5 pts/model
- Deathspitter 10 pts/model
- One Ravener Brood in the army may add the Red Terror 85 pts

THE RED TERROR



Unit Type: Beast (Character)

Unit Composition:

1 (Unique)

Weapons and Biomorphs:

- Two pairs of scything talons
- Prehensile pincer

Special Rules:

- Deep StrikeInstinctive Behaviour (Feed)
- Swallow Whole
- Very Bulky

A state to a And the house eren 12

ARNIFEX BROOD - 120 POI	PTI				e des	Andre Maria	8 -3		
		A					~		
Contract Lak	WS	BS	S	Т	W	Ι	A	Ld	Sv
Carnifex	3	3	9	6	4	2	3	7	3+

Unit Type: Monstrous Creature

Unit Composition:

1 Carnifex

Weapons and Biomorphs:

Two pairs of scything talons

Special Rules:

- Fearless
- Instinctive Behaviour (Feed)
- Living Battering Ram

Options:

- May include up to two additional Carnifexes 120 pts/model
- Any model may replace one pair of scything talons with crushing claws 15 pts/model
- Any model may take items from the Monstrous Bio-cannons and Biomorphs list.
- Any model may take any of the following:
- Spine banks 5 pts/model
- Bio-plasma 20 pts/model
- Any model may take one of the following tail biomorphs:
- Thresher scythe 10 pts/model
- Bone mace 15 pts/model

And plant and and and and a second and a sec

HEAVY SUPPORT Contraction of the **TYRANNOFEX - 175 POINTS** A Ld Sv WS BS S Т W Ι 3 Tyrannofex 3 6 6 2 8 3 6 2 +

Unit Type: Monstrous Creature

Unit Composition:

1 Tyrannofex

Weapons and Biomorphs:

- Acid spray
- Stinger salvo

Special Rules:

Fearless Instinctive Behaviour (Hunt)

Options:

- May replace acid spray with one of the following:
- Fleshborer hive 5 pts
- Rupture cannon 30 pts
- May take items from the Biomorphs and Thorax Biomorphs lists.

And the man with a second and the se

HEAVY SUPPORT Congrego V **MAWLOC - 140 POINTS** WS BS S T W Ι A Ld Sv 6 8 6 6 4 3 Mawloc 3 0 3+

Unit Type: Monstrous Creature

Unit Composition:

1 Mawloc

Special Rules:

- Burrow
- Deep Strike
- Fearless
- Hit & Run
- Instinctive Behaviour (Feed)
- Terror from the Deep

Options:

- May take items from the Biomorphs list.
- May take one of the following tail biomorphs:
- Prehensile pincer 10 pts
- Toxinspike 10 pts

HEAVY SUPPORT Charles Art **TRYGON - 190 POINTS** WS BS S T W Ι A Ld Sv 6 6 6 8 5 3 4 5 3 +Trygon

Unit Type: Monstrous Creature

Unit Composition:

1 Trygon

Weapons and Biomorphs:

- Bio-electric pulse
- Two pairs of scything talons

Special Rules:

- Deep Strike
- Fearless
- Fleet
- Instinctive Behaviour (Feed)
- Subterranean Assault

Options:

- May take items from the Biomorphs list.
- May take one of the following tail biomorphs:
- Prehensile pincer 10 pts
- Toxinspike 10 pts

Set to have a

RYGON PRIME - 230 POINTS			.,			44.4.	~ J			
		-	-		-		*			174
in the second	WS	BS	S	Т	W	Ι	A	Ld	Sv	
Trygon Prime	5	3	6	6	6	4	5	10	3+	

Unit Type: Monstrous Creature

Unit Composition:

1 Trygon Prime

Weapons and Biomorphs:

- Bio-electric pulse with containment spines
- Two pairs of scything talons

Special Rules:

- Deep Strike
- Fleet
- Shadow in the Warp
- Subterranean Assault
- Synapse Creature

Options:

- May take items from the Biomorphs and Tyranid Bio-artefacts lists.
- May take one of the following tail biomorphs:
- Prehensile pincer 10 pts
- Toxinspike 10 pts

A Antonio And adapted

DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

ECHOES OF WAR MISSIONS

ECHOES OF WAR

On the following pages you will find a selection of Echoes of War missions, which represent key historical battles inspired by the campaign described earlier in this book. The Armies section of each of these missions provides guidance on the forces present so that you can replay the pivotal events using the armies, characters and war machines described in this book. Similarly, each Echoes of War mission includes a map that depicts the battlefield on which these vital conflicts were fought.

For those with a mind for historical accuracy, you'll notice certain restrictions and rules that we use to replicate the conditions of the battle in question. Whilst the Echoes of War missions have been inspired by specific events, with a little imagination they can easily be repurposed to recreate battles of your own invention. As such, if you choose to go down this route, you can modify these missions using any combination of forces and terrain you have in your collection.

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Echoes of War mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

RESERVES

Echoes of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in Reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules for Fighting a Battle in the *Warhammer 40,000* rulebook are used as normal.



ECHOES OF WAR:

JAWS OF THE DEVOURER

The Tyranids have reached the outskirts of the Sky Palace and gather in vast numbers to assail it in force. The surviving Space Marines stand firm beside the brave men of the Imperial Guard, intent on selling their lives dearly in a valiant effort to repel the xenos forces long enough for the planet's final evacuation to begin. Little do they know that this seemingly crucial battle is merely a cunning feint by the Hive Mind whilst it deploys other forces to destroy the palace's landing pad and the bulk landers being loaded there. The brave defenders of Satys fight and die in ignorance of the trap that has been laid, while the jaws of the Great Devourer close in swiftly around them...

THE ARMIES

The Tyranid player chooses an army from *Codex: Tyranids*. He must include at least one of the following Formations included in this dataslate: Wrecker Node and/or Subterranean Swarm. The Imperial player chooses an army from *Codex: Imperial Guard*. He can also include an allied detachment chosen from *Codex: Blood Angels* or *Codex: Space Marines* to represent the warriors from the Aurora Chapter present at the battle.

THE BATTLEFIELD

Use the deployment map included in this mission. The Imperial player can place any number of fortifications anywhere within his deployment zone. He does not pay any points for these fortifications, and none start the game dilapidated. All fortifications deployed in this manner start the game claimed by the Imperial player. Set up any remaining terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the Imperial player places 3 objective markers anywhere within his deployment zone. No objective marker can be placed within 6" of any battlefield edge or 12" of another objective.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

First, the Imperial player deploys his units anywhere within his deployment zone (see map). Then the Tyranid player deploys his units anywhere within his deployment zone (see map).



FIRST TURN

The Tyranid player has the first turn. The Imperial player cannot attempt to Seize the Initiative in this mission.

GAME LENGTH

This mission lasts for 10 game turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES First Blood, Slay the Warlord.

MISSION SPECIAL RULES Mysterious Objectives, Night Fighting, Reserves.

Canyon Walls: The Outflank special rule cannot be used in this mission.

Plenty More Where They Came From: Each time a Troops unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. These units enter play from any point along the Tyranid player's table edge, as depicted on the map.



ECHOES OF WAR:

VICTORY OR DEATH

For Corbulo and his remaining survivors of the bitter fighting on Satys, only one hope of salvation remains – to fight their way through to the improvised evacuation site in the Manufactorum district, where the archeoship engines' last defiant roar will clear the skies of airborne xenos organisms and offer them a brief window of opportunity for extraction. The Hive Mind, however, has other plans for its stubborn prey, and moves to encircle and destroy them before they can make their escape.

THE ARMIES

The Tyranid player chooses an army from *Codex: Tyranids*. He must include a Tyrant Node Formation in his army. The Imperial player chooses an army from *Codex: Imperial Guard*. He must also include **two** allied detachments; one chosen from *Codex: Space Marines* to represent the warriors from the Aurora Chapter present at the battle, and one chosen from *Codex: Blood Angels*. The Blood Angels detachment must include Brother Corbulo, and at least one Terminator Squad chosen from *Codex: Blood Angels*.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map below.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

The Imperial player deploys first, placing all of his non-Flyer units in the deployment zone depicted on the map. Any units of Terminators or Assault Terminators chosen from *Codex: Blood Angels* must be held back in Reserve. The Tyranid player then deploys any of his units in either deployment zone depicted on the map.


FIRST TURN

The Tyranid player has the first turn unless the Imperial player can Seize the Initiative as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length (see the Warhammer 40,000 rulebook).

VICTORY CONDITIONS

At the end of the game, the Imperial player wins if he has any models remaining on the battlefield, including those in units that are falling back. If he has no models remaining, the Tyranid player wins. Units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

MISSION SPECIAL RULES Night Fighting, Reserves.

Final Assault: Each time a Troops, Elites or Fast Attack unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. The Tyranid player can bring on units held in Reserve/Ongoing Reserves from any point on either short table edge.

Lines of Retreat: Any Tyranid units that Fall Back do so towards the nearest short table edge.

No Retreat, No Surrender: Every non-vehicle unit in the Imperial player's army has the Zealot special rule.



DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

SHOWCASE























Tyrant Guard with rending claws and scything talons

Tyrant Guard with rending claws and crushing claws









DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

GLOSSARY

GLOSSARY

ACID BLOOD

For each unsaved Wound a model with the acid blood biomorph suffers in close combat, the enemy unit that inflicted the Wound must take an Initiative test at the end of the current Initiative step. For each test that is failed, the unit that inflicted the Wound immediately suffers a Strength 5 AP2 hit with the Ignores Cover special rule.

ACID SPRAY

Range - Template

S - 6

AP - 4

Type - Assault 1, Torrent

ADRENAL GLANDS

A model with the adrenal glands biomorph has the Fleet and Furious Charge special rules.

ARMOURBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

ASSIMILATE

If this weapon's close combat attacks cause an enemy model to be removed as a casualty, the model equipped with the Maw-claws of Thyrax gains the Preferred Enemy special rule against all units chosen from the same codex as the model removed as a casualty.

BARBED STRANGLER

Range - 36"

S - 4

AP - 5

Type - Assault 1, Large Blast, Pinning

BASIC BIO-CANNONS

A model may replace its devourer with one of the following:

Barbed strangler 10 pts

Venom cannon 10 pts

BASIC BIO-WEAPONS

A model may replace its devourer with one of the following:

Scything talons free

Spinefists free

Deathspitter 5 pts

BEASTS

The Beasts unit type is described in the Warhammer 40,000 rulebook.

BIO-DELUGE

All units in this Formation have the Split Fire special rule. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Shooting phase.

BIO-ELECTRIC PULSE

Range - 12"

S - 5

AP - 5

Type - Assault 6

BIO-ELECTRIC PULSE WITH CONTAINMENT SPINES

Range - 18"

S - 5

AP - 5

Type - Assault 12

BIO-PLASMA

Range - 12"

S - 7

AP - 2

Type - Assault 1, Blast

BIOMORPHS

A model may take up to one of each of the following:

Toxin sacs 10 pts

Acid blood * 15 pts

Adrenal glands 15 pts

Regeneration 30 pts

* Cannot be chosen by a Haruspex.

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BLIND RAMPAGE

If a Hive Tyrant (or the Swarmlord) is killed whilst part of a unit of Tyrant Guard (see the Shieldwall special rule, below), from the end of that turn the surviving Tyrant Guard have the Furious Charge and Rage special rules for the remainder of the battle.

BONE MACE

Range -

S - 8

AP -

Type - Melee, Unwieldy

BONESWORDS

Range -

S - User

AP - 3

Type - Melee, Life Drain

BROTHERHOOD OF PSYKERS

A unit with this special rule counts as a Mastery Level 1 Psyker. The unit follows all the normal rules for Psykers, with the following clarifications:

The unit uses the Leadership of its character, if there is one (and he is alive), or the unit, if there isn't a character (or he is dead), for Psychic tests. The unit can never use the Leadership of an Independent Character for Psychic tests.

If the unit suffers the Perils of the Warp, or any other attack that specifically targets Psykers, it is resolved against the character, if there is one (and he is alive), or against a random, non-character model in the unit, if there is no character (or he is dead).

BURROW

An unengaged Mawloc can, at any point during its Movement phases from the second game turn onwards, elect to Burrow. If it does so, remove it from the table and place it into Ongoing Reserves. A Mawloc cannot Deep Strike and Burrow in the same turn.

CANYON WALLS

The Outflank special rule cannot be used in this mission.

CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found in the *Warhammer 40,000* rulebook.

COMMAND NODE

The Hive Tyrant in this Formation adds 6" to its synapse range.

CRUSHING CLAWS

Range -

S - +1

AP - 2

Type - Melee, Armourbane, Unwieldy

DEATHSPITTER

Range - 18"

S - 5

AP - 5

Type - Assault 3

DEEP STRIKE

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving By Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy

model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

DESICCATOR LARVAE

Range - Template

S - 1

AP -

Type - Assault 1, Fleshbane

DEVOURER

Range - 18"

S - 4

AP -

Type - Assault 3

DEVOURER WITH BRAINLEECH WORMS

Range - 18"

S - 6

AP -

Type - Assault 6

ELECTROSHOCK GRUBS

Range - Template

S - 5

AP - 5

Type - Assault 1, Haywire

FEAR

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (see *Warhammer 40,000* rulebook).

FINAL ASSAULT

Each time a Troops, Elites or Fast Attack unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. The Tyranid player can bring on units held in Reserve/Ongoing Reserves from any point on either short table edge.

FIRST BLOOD

The first unit, of any kind, to be removed as a casualty during the game is worth 1 Victory Point to the opposing player at the end of the game.

If the mission being played is Purge the Alien, then this unit will therefore be worth 2 Victory Points in total. If the mission being played is Big Guns Never Tire, and the destroyed unit was a Heavy Support unit, it will, therefore, be worth 2 Victory Points in total. If the mission being played is The Scouring, and the destroyed unit was a Fast Attack unit, it will, therefore, be worth 2 Victory Points in total. If two or more units from opposing forces are removed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory Point (in addition to any Victory Points from the mission).

FLEET

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

FLESHBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

FLESH HOOKS

Models equipped with this biomorph don't suffer the penalty to their Initiative for charging enemies through difficult terrain but fight at their normal Initiative. In addition, they can be fired as a ranged weapon with the profile below.

Range - 6"

S - User

AP -

Type - Assault 2

FLESHBORER HIVE

Range - 18"

S - 4

AP - 5

Type - Assault 20

FURIOUS CHARGE

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

HAMMER OF WRATH

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight subphase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step. If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HAYWIRE

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling armour penetration normally:

D6 Result

1 No effect

2-5 Glancing hit

6 Penetrating hit

HEAVY VENOM CANNON

Range - 36"

S - 9

AP - 4

Type - Assault 1, Blast

HIT & RUN

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in

combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

HIVE COMMANDER

For each Hive Tyrant in your army with this upgrade, choose a single troops selection from the same detachment. All models in the selected unit gain the Outflank special rule.

IGNORES COVER

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

INDESCRIBABLE HORROR

Units taking a Fear test caused by this model must roll an extra dice when taking the test and use the highest two results. In most circumstances, this will mean the unit rolls 3D6 and discards the lowest dice roll.

INFANTRY

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

INSTANT DEATH

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to 0 Wounds and removed as a casualty.

INSTINCTIVE BEHAVIOUR

This special rule is always followed, in brackets, by a type: either Lurk, Hunt or Feed, which corresponds to the table of the same name. At the beginning of each of your turns, all *Codex: Tyranids* units with this special rule that are outside of the synapse range of any friendly Synapse Creatures must take a Leadership test unless they are: engaged in combat, falling back, have gone to ground or arrived from reserve this turn. If the test is passed, the unit acts normally during this turn. If the test is failed, the unit must roll a D6 on the appropriate Instinctive Behaviour table. The effects of the result rolled last until the beginning of your next turn, unless specified otherwise.

INSTINCTIVE BEHAVIOUR (FEED)

D6 Feed Result

1-3 Cannibalistic Hunger: The unit immediately suffers a number of hits equal to the number of models in that unit. These hits are resolved using the unit's majority Strength (if drawn, use the highest) and AP-. Wounds are allocated by the owning player and armour saves (but not cover saves) may be taken. After resolving casualties (if any) the unit can do nothing else until the end of its turn. Units consisting of only a single model treat this result as Devour (below),

instead.

4-5 Devour: In the Shooting phase, the unit cannot shoot or Run. In the Assault phase, if the unit is able to declare a charge, it must do so against the closest viable enemy unit. If the unit cannot declare a charge, it does nothing in the Assault phase.

6 Kill: This follows all the rules for Devour (above). In addition, the unit gains the Rage special rule.

INSTINCTIVE BEHAVIOUR (HUNT)

D6 Hunt Result

1-3 Burrow and Hide: The unit immediately Goes to Ground. Units that contain at least one model with the Fearless special rule treat this result as Prowl (below), instead.

4-5 Prowl: In the Shooting phase, the unit cannot Run and must instead shoot at the closest enemy unit that is within range and line of sight of at least one model in the Tyranid unit. If there is no viable target, the Tyranid unit can do nothing during the Shooting phase. The unit cannot charge in the Assault phase.

6 Destroy: This follows all the rules for Prowl (above). In addition, the unit gains the Preferred Enemy special rule.

INSTINCTIVE BEHAVIOUR (LURK)

D6 Lurk Result

1-3 Survive: The unit is treated as having failed a Morale test and must immediately Fall Back. **4-5 Seek Cover:** In the Movement phase, the unit is not slowed by difficult terrain, though its models must take Dangerous Terrain tests as normal. In the Shooting phase, the unit can Run, but it can only shoot if it is in a building or area terrain (if the unit is partially within area terrain, only those models within area terrain are allowed to shoot). The unit cannot charge in the Assault phase.

6 Stalk: This follows all the rules for Seek Cover (above). In addition, the unit gains the Stealth special rule.

LANCE

Weapons with the Lance special rule count vehicle Armour Values higher than 12 as 12.

LASH WHIPS

Range -

S - User

AP -

Type - Melee, Swiftstrike

LASH WHIP AND BONESWORD

Range -

S - User

AP - 3

Type - Melee, Life Drain, Swiftstrike

LIFE DRAIN

Any To Wound roll of a 6 made by this weapon has the Instant Death special rule.

LINES OF RETREAT

Any Tyranid units that Fall Back do so towards the nearest short table edge.

LIVING BATTERING RAM

When this model charges, it inflicts D3 Hammer of Wrath Attacks, rather than just 1.

MELEE

Weapons with the Melee type can only be used in close combat.

MELEE BIO-WEAPONS

A model may replace any pair of scything talons with one of the following:

Rending claws 5 pts

Boneswords 15 pts

Lash whip and bonesword 20 pts

MONSTROUS BIO-CANNONS

A model may replace any pair of scything talons with one of the following:

Twin-linked deathspitter 5 pts

Twin-linked devourer with brainleech worms 15 pts

Stranglethorn cannon * 15 pts

Heavy venom cannon * 20 pts

* One per model. A model cannot have both a stranglethorn cannon and a heavy venom cannon.

MONSTROUS CREATURE

Shooting

Monstrous Creatures can fire up to two of their weapons each Shooting phase – they must, of course, fire both of them at the same target.

Special Rules

Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless and Smash special rules.

MOVE THROUGH COVER

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (see *Warhammer 40,000* rulebook).

MYSTERIOUS OBJECTIVES

Though the fortunes of war may ebb and flow, a strategic position is always hugely valued. A campaigning army often finds that its vital ground has been the site of old battles, with abandoned technology, shattered debris or sinister traps waiting to be discovered. In missions with the Mysterious Objectives mission special rule, the objectives that the armies are attempting to control confer special abilities or particular effects or onto the unit that controls them.

Identifying Objectives

When using Mysterious Objectives, any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it. To do so, the identifying unit's controlling player must roll a D6 and consult the table on the right. Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

Note that, while any unit can identify the nature of an objective, it is only scoring units that can make use of it. If there is more than one scoring unit within range of an objective, the unit with the closest model is considered to be 'in control' for the purposes of the rules discussed below. If two or more units are an equal distance from the objective, randomise to see which is in control.

D6 Result

1. Sabotaged! At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast marker over the objective. Units suffer a number of Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.

2. Nothing of Note. This has no additional affect.

3. Skyfire Nexus. A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.

4. Targeting Relay. A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.

5. Scatterfield. A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.

6. Grav Wave Generator. Any unit attempting to charge a unit in control of this objective halves its charge range.

NIGHT FIGHTING

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

NO RETREAT, NO SURRENDER

Every non-vehicle unit in the Imperial player's army has the Zealot special rule.

OLD ADVERSARY

This Hive Tyrant re-rolls all failed To Hit and To Wound rolls of 1 when fighting in close combat.

OUTFLANK

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (see Warhammer 40,000 rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

PLENTY MORE WHERE THEY CAME FROM

Each time a Troops unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. These units enter play from any point along the Tyranid player's table edge, as depicted on the map.

POISONED

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

POWERS OF THE HIVE MIND

Primaris Power

Dominion Warp Charge 1

The Tyranid uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

Dominion is a **blessing** that targets the Psyker. Whilst this power is in effect the Psyker adds 6" to its synapse range.

1. Catalyst Warp Charge 1

Through its synaptic conduits, the power of the Hive Mind reaches out to infuse the organisms under its control, invigorating their systems with such unnatural vitality that they can ignore the most grievous of wounds.

Catalyst is a **blessing** that targets the Psyker's unit and up to one other friendly unit from *Codex: Tyranids* that is within 12". Whilst this power is in effect, the targets gain the Feel No Pain special rule.

2. The Horror Warp Charge 1

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

The Horror is a **malediction** that targets a single enemy unit within 24". The target must immediately take a Pinning test (as described for the Pinning special rule in the *Warhammer 40,000 rulebook*) with a -2 modifier to their Leadership.

3. Onslaught Warp Charge 1

The synapse creature reaches out its mind and seizes control of the lesser creatures' weapon symbiotes, guiding their fire whilst simultaneously driving the swarms towards the enemy at a breakneck pace.

Onslaught is a **blessing** that targets a single friendly unit within 24". Whilst this power is in effect, the target unit can both Run and then shoot in its Shooting phase.

4. Paroxysm Warp Charge 1

The Hive Mind debilitates its enemies by triggering every nerve and pain receptor in their bodies, overwhelming their senses with wracking fits of agony.

Paroxysm is a **malediction** that targets a single enemy unit within 24". Whilst this power is in effect, the target unit's Weapon Skill and Ballistic Skill are both reduced by D3 (roll once and apply the result to both characteristics).

5. Psychic Scream Warp Charge 1

Through its vassal, the Hive Mind unleashes a piercing shriek of undiluted psychic energy that shreds the minds of those caught in the wake.

Psychic Scream is a **nova** power with a range of 6". For each target unit, roll 2D6+2 and subtract their Leadership. That unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by Psychic Scream.

6. Warp Blast Warp Charge 2

The Tyranid taps into the raw power of the Hive Mind, unleashing it as a blast of pure Warp energy that arcs from its cranium and vaporises its prey.

Warp Blast is a **witchfire** power. Warp Blast can be used as either a Burst or a Lance. Each time this power is manifested, the controlling player must choose which profile is being used, before the target is chosen:

BURST Range - 24" S - 5 AP - 3 Type - Assault 1, Blast LANCE Range - 18"

S - 10

```
AP - 2
```

Type - Assault 1, Lance

PREFERRED ENEMY

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

PREHENSILE PINCER

A tail biomorph is a Melee weapon that allows its wielder to make a single additional Attack. Note that this Attack is resolved separately from a model's other close combat attacks and uses the profile below. Also note that a tail Attack is not affected by other Melee weapons, biomorphs, upgrades or special rules belonging to the owning model, or vice versa.

Range -

S - 6

AP - 5

Type - Melee

PSYKER

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own see the Warhammer 40,000 rulebook.

RAGE

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of *Warhammer 40,000* rulebook).

RAMPAGE OF DESTRUCTION

Carnifexes in this Formation inflict D3+1 Hammer of Wrath hits instead of the usual D3. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Assault phase.

REGENERATION

At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less than its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.

RELENTLESS

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

RENDING CLAWS

Range -

S - User

AP - 5

Type - Melee, Rending

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

RESERVES

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

Arriving from Reserve

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrate table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is

referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

RUPTURE CANNON

Range - 48"

S - 10

AP - 4

Type - Assault 2

SCYTHING TALONS

Range -

S - User

AP - 6

Type - Melee

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

SHADOW IN THE WARP

All enemy units and models with the Psyker, Psychic Pilot or Brotherhood of Psykers special rules suffer a -3 penalty to their Leadership whilst they are within 12" of one or more models with the Shadow in the Warp special rule.

SHIELDWALL

A single Hive Tyrant (or the Swarmlord) may join a unit of Tyrant Guard exactly as if it were an Independent Character. A Hive Tyrant (or the Swarmlord) in a unit that contains at least one model with this special rule automatically passes Look Out, Sir rolls.

SHRED

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

SHREDDERSHARD BEETLES

Range - Template

S - 3

AP -

SHROUDED

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

SLAY THE WARLORD

If, at the end of the game, the enemy's Warlord has been slain, you score 1 Victory Point. If the mission being played is Purge the Alien, then the enemy Warlord will, therefore, be worth 2 Victory Points in total.

SMASH

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon). Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack. Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

SPINE BANKS

Range - 8"

S - 3

AP -

Type - Assault 1, Blast

SPINEFISTS

Range - 12"

S - 3

AP - 5

Type - Assault X*, Twin-linked

*Spinefists get one shot for every Attack on the unmodified characteristic profile of the Tyranid creature firing them. For example, a Termagant (1 Attack) fires 1 shot while a Ravener (3 Attacks) fires 3 shots.

SPLIT FIRE

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it.

Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of

the unit. These must be at a different target and may not be a unit forced to disembark from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit's initial shooting attack.

SPORE CLOUD

All friendly models from *Codex: Tyranids* that are within 6" of at least one Venomthrope have the Shrouded special rule.

STEALTH

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

STINGER SALVO

Range - 18"

S - 5

AP - 4

Type - Assault 4

STRANGLETHORN CANNON

Range - 36"

S - 6

AP - 5

Type - Assault 1, Large Blast, Pinning

SUBTERRANEAN ASSAULT

If, when a Trygon (or Trygon Prime) deploys via Deep Strike, it scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required to avoid the obstacle.

After the Trygon (or Trygon Prime) has emerged, mark the position under the creature's base with a suitable marker – this represents the tunnel left by its emergence. Any friendly Tyranid Infantry unit that arrives from reserve in subsequent turns may emerge from the Trygon's tunnel instead of arriving from reserve as normal. Only one unit may emerge from each tunnel marker each turn.

If any unit chooses to do so, place the entire unit so that all of its models are wholly within 6" of the centre of the marker and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. A unit may not move or charge on the same turn it arrives from a Trygon's tunnel, but may shoot or Run.

SWALLOW WHOLE

If the Red Terror hits with at least four of its close combat attacks in a single phase (excluding its prehensile pincer attack), you may nominate a single enemy Infantry, Jump Infantry or Jet Pack Infantry model in base contact with the Red Terror and attempt to swallow it whole.

If you choose to do so, no To Wound rolls are made for any of the Red Terror's Attacks (excluding its prehensile pincer attack). Instead, the nominated model must pass a single invulnerable save (if it has one) or be removed from play as a casualty. There is no need to decide beforehand if you will attempt to swallow a model whole; declare after rolling To Hit. Enemy models with either the Very Bulky or Extremely Bulky special rule cannot be nominated as targets to be Swallowed Whole. If no models in the target unit can be nominated, the Red Terror cannot choose to Swallow Whole and must roll To Wound normally.

SWIFTSTRIKE

A model attacking with this weapon has a +3 bonus to its Initiative during the Fight sub-phase.

SYNAPSE CREATURE

Models with the Synapse Creature special rule have a synapse range of 12". Friendly *Codex: Tyranids* models within this synapse range, including the Synapse Creatures themselves, have the Fearless special rule. If a unit from *Codex: Tyranids* is falling back and at least one of the unit's models is within a friendly Synapse Creature's synapse range before the unit moves, the unit automatically Regroups.

SYNAPTIC COMMAND NETWORK

As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, then all other Synapse Creatures from this Formation that are within its synapse range add 6" to their own synapse range.

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the Warhammer 40,000 rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the

template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

TERROR FROM THE DEEP

When arriving from Deep Strike Reserve, a Mawloc can choose to Deep Strike onto a point occupied by another model (friend or foe) – roll for scatter as normal. If a Mawloc Deep Strikes onto a point occupied by another model, do not roll on the Deep Strike Mishap table. Instead, place the large blast marker directly over the spot the Mawloc is deep striking onto. All units except Flyers and Flying Monstrous Creatures beneath the blast marker suffer a number of Strength 6 AP2 hits with the Ignores Cover special rule equal to the number of models that unit has underneath the blast marker. If the blast marker is on a multi-level ruin, only models on the lowest level of the ruin count as being under the blast marker. For Wound allocation purposes, assume the attack is coming from the centre of the blast marker. Hits against vehicles are resolved against their side armour.

If, after removing casualties, it is now possible to place the Mawloc on the table on the spot where the blast marker landed, then do so, even if this is within 1" of another model (but not if it would be in base contact with, or occupying the same space as, another model). If it is not possible to place the Mawloc, replace the large blast marker on the spot and resolve another round of damage as detailed above. If, after removing casualties for a second time, it is still not possible to place the Mawloc, roll on the Deep Strike Mishap table.

THE MAW-CLAWS OF THYRAX

Range -

S - User

AP - 5

Type - Melee, Assimilate, Rending

If this weapon's close combat attacks cause an enemy model to be removed as a casualty, the model equipped with the Maw-claws of Thyrax gains the Preferred Enemy special rule against all units chosen from the same codex as the model removed as a casualty.

THE MIASMA CANNON

Miasmic spit Range - 36"

S - 1

AP - 4

```
Type - Assault 1, Blast, Poisoned (2+)
```

Miasmic spray Range - Template **AP -** 4

Type - Assault 1, Poisoned (2+)

THE NORN CROWN

A model with the Norn Crown adds 6" to its synapse range.

THE REAPER OF OBLITERAX

Range -

S - +1

AP - 3

Type - Melee, Life Drain, Shred, Swiftstrike

THE SWARM UNLEASHED

As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, you can re-roll failed results when rolling to see if a Termagant, Hormagaunt or Gargoyle Brood from this Formation that has been completely destroyed is replaced (see the Endless Swarm or Skyswarm special rules in *Tyranid Invasion - Rising Leviathan II*).

THE YMGARL FACTOR

At the start of every Assault phase, a model with the Ymgarl Factor must alter their form into one of the three listed below. The bonus gained lasts until the end of the phase. The same form cannot be chosen in two consecutive turns.

Slashing Claws: The model has +1 Strength.

Tentacled Limbs: The model has +1 Attack.

Protective Carapace: The model's armour save is improved by 1.

THEY CAME FROM BELOW...

All units in this Formation must be placed in Reserve. Make a single Reserve Roll for the entire Formation. When the Formation arrives from Reserve, deploy the Trygon Prime first, by Deep Strike, using its Subterranean Assault special rule.

Once the Trygon Prime's final position has been established, the Formation's three Ravener Broods immediately enter play.

Place the Ravener units so that all of their models are wholly within 6" of the Trygon Prime's base and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. The Formation's Ravener Broods cannot move in the Movement phase or charge on the same turn they arrive, but can shoot or Run.

The Formation's Trygon and Mawloc enter play via Deep Strike as usual.

THORAX BIOMORPHS

Thorax biomorphs are ranged weapons. A model may take up to one of the following:

Electroshock grubs 10 pts

Shreddershard beetles 10 pts

THRESHER SCYTHE

A tail biomorph is a Melee weapon that allows its wielder to make a single additional Attack. Note that this Attack is resolved separately from a model's other close combat attacks and uses the profile below. Also note that a tail Attack is not affected by other Melee weapons, biomorphs, upgrades or special rules belonging to the owning model, or vice versa.

Range -

S - 4

AP - 4

Type - Melee, Rending

TORRENT

When firing a weapon with this special rule, place the template so that the narrow end is within 12" of the weapon and the wide end is no closer to the weapon than the narrow end. The weapon is then treated like any other Template weapon.

TOXIN SACS

If a model has the toxin sacs biomorph, its close combat attacks have the Poisoned special rule.

TOXINSPIKE

A tail biomorph is a Melee weapon that allows its wielder to make a single additional Attack. Note that this Attack is resolved separately from a model's other close combat attacks and uses the profile below. Also note that a tail Attack is not affected by other Melee weapons, biomorphs, upgrades or special rules belonging to the owning model, or vice versa.

Range -

S - 1

AP - 6

Type - Melee, Poisoned (2+)

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

TYRANID BIO-ARTEFACTS

A model may replace any pair of scything talons with one of the following. Only one of each Tyranid Bio-artefact may be taken per army.

The Maw-claws of Thyrax 10 pts

The Miasma Cannon 25 pts

The Norn Crown * 40 pts

The Ymgarl Factor * 0 pts

The Reaper of Obliterax 45 pts

* Does not replace the model's scything talons and so can be taken in addition to any other weapon/upgrade.

UNIQUE

Each unit marked this way is unique, so a player cannot include multiples of this same unit in an army.

UNWIELDY

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VENOM CANNON

Range - 36"

S - 6

AP - 4

Type - Assault 1, Blast

VERY BULKY

Very Bulky models count as three models for the purposes of Transport Capacity.

WINGS

If a Monstrous Creature has this biomorph, its unit type is Flying Monstrous Creature.

The Flying Monstrous Creature unit type is described in the Warhammer 40,000 rulebook.

ZEALOT

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

DIGITAL EDITIONS

RISING LEVIATHAN DATASLATE: TYRANID VANGUARD

Catch up on the first installment in the Rising Leviathan series



COLLECT THE FULL RANGE

http://www.blacklibrary.com/games-workshop-digitaleditions

Follow us on Facebook

f

https://www.facebook.com/GamesWorkshopDigitalEditions

DATASLATE: TYRAND ONSLAUGHT RISING LEVIATHAN III

COPYRIGHT

A GAMES WORKSHOP LTD PUBLICATION

Published in 2014 by Games Workshop Ltd., Willow Road, Nottingham, NG7 2WS, UK

© Games Workshop Limited, 2014. All rights reserved.

© Copyright Games Workshop Limited 2014, Games Workshop, the Games Workshop logo, GW, Warhammer, Warhammer 40,000, the Warhammer 40,000 logo, the Aquila logo, 40K, 40,000, Citadel, the Citadel Device, Dataslate: Tyranid Onslaught - Rising Leviathan III, and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2014 variably registered in the UK and other countries around the world. All Rights Reserved.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-590-4

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise except as expressly permitted under license from the publisher.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

Find out more about Games Workshop's world of Warhammer and the Warhammer 40,000 universe at:

http://www.blacklibrary.com/games-workshop-digital-editions

Licensing details and terms of use can be viewed at the following: <u>http://www.blacklibrary.com/Home/games-workshop-digital-editions-ebook-license.html</u>

Games Workshop Ltd - 29.03.14