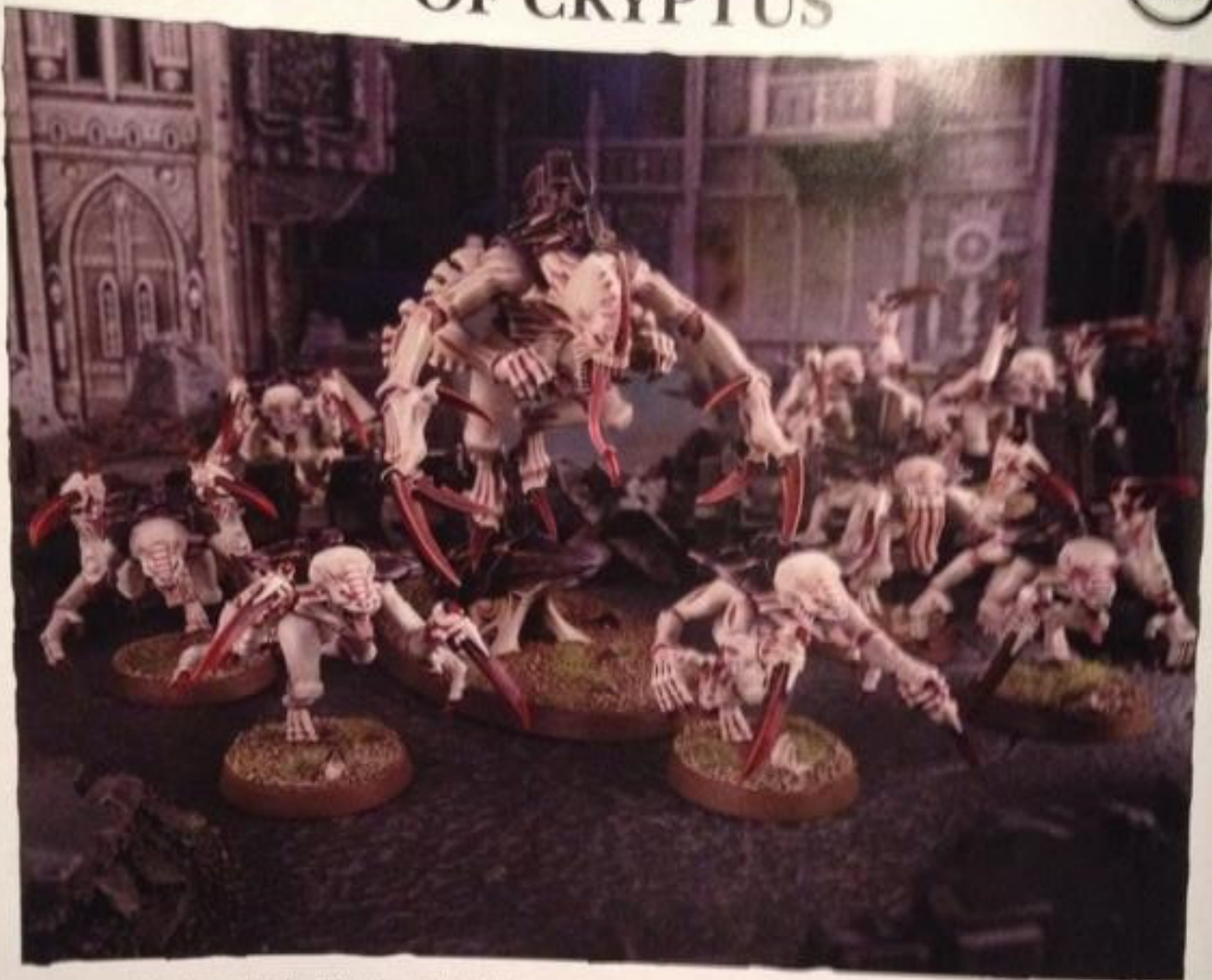




THE CHILDREN OF CRYPTUS

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POINTS



The Spawn of Cryptus and her brood have haunted the Phodian undercity for decades, preying upon the lost and the unwary. Raised in the heart of the governor's palace, the Broodlord is a terrifying and cunning foe that knows the city of Phodia like a true native. This knowledge allows the Children of Cryptus and their progenitor to move about the city unseen, slipping away from battle or springing sudden ambushes. The Spawn of Cryptus is an especially vile specimen of the Tyranid Broodlord genus. Its unique telepathic power, combined with its genetic ancestry, grants the beast a disturbing understanding of the human mind; this was something the Blood Angels would discover when first the Broodlord was revealed.

	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	6	0	4	4	1	6	2	10	5+
Spawn of Cryptus	7	0	5	5	3	7	4	10	4+

Unit Type
Infantry
Infantry (Character)

Unit Composition
8 Genestealers
1 (Unique)

WEAPONS & BIOMORPHS:

- **Rending claws** (pg 38)
- **Seything talons** (Genestealer only) (pg 38)

WARLORD TRAIT:

Innate Understanding (Spawn of Cryptus only):

This Warlord has been engineered so that it instinctively knows the best methods of defeating its enemies.

This Warlord has the Preferred Enemy special rule.

SPECIAL RULES:

- **Bulky**
(Spawn of Cryptus only)
- **Fleet**
- **Infiltrate**
- **Move Through Cover**
- **Psyker (Mastery Level 1)**
(Spawn of Cryptus only)
- **Stealth**

PSYKER:

The Spawn of Cryptus knows *The Horros* and *Dominion* psychic powers (pg 39).



PHODIAN HIVE WARRIORS

170
POINTS



Swarms of Tyranid weapon-beasts infest the city of Phodia, crowding its streets and crawling through its ruins. Among these lesser beasts stride the Phodian Hive Warriors, generals and shock troops of the Hive Mind. Armed with an impressive range of bio-weaponry, each Tyranid Warrior is a formidable opponent. These bio-warriors were common in the ruins of the Palace District, stalking among the lesser Tyranid creatures as they sought out specific prey. Perhaps the most terrible aspect of the Phodian Hive Warriors was their connection to the Hive Mind, allowing them to influence the broods around them. On Phodia this extended to the very ruins themselves, which were overgrown with Tyranid bio-organisms.

	WS	BS	S	T	W	I	A	Ld	Sv
Phodian Hive Warrior	5	3	4	4	3	4	3	10	4+

Unit Type
Infantry

Unit Composition
3 Phodian Hive Warriors (Unique)

WEAPONS & BIOMORPHS:

- All models in the unit have toxin sacs and adrenal glands (pg 38).
- One model is equipped with a pair of scything talons and a venom cannon (pg 38).
- One model is equipped with a pair of scything talons and a pair of boneswords (pg 38).
- One model is equipped with a pair of rending claws and a lash whip and bonesword (pg 38).

SPECIAL RULES:

- Shadow in the Warp (pg 39)
- Synapse Creature (pg 39)
- Very Bulky

Infested Ruins: Phodian Hive Warriors do not suffer the penalty to their Initiative for charging through ruins but fight at their normal Initiative. Furthermore,

models without the Tyranids Faction treat all ruins terrain within 12" of a Phodian Hive Warrior as dangerous terrain.



THE BEAST OF PHODIA

170
POINTS



It is not the Beast of Phodia, as the defenders knew it, was a single Carnifex or many. Certainly, during the course of the battle, it was reported the creature returning many times, in each encounter the scars of its previous demise readily apparent. Whether this is the result of rapid regeneration or some other altogether more alien means of resurrection, the Beast proved to be practically unkillable. Armed with razor-sharp talons and a massive bio-cannon, few foes could stand against the Beast and live for long. Against those who did, the Beast would spew forth vile torrents of burning plasma from its toxic innards, able to burn through flesh and armour with equal ease.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
The Beast of Phodia	3	3	9	6	4	2	3	7	3+	Monstrous Creature	1 (Unique)

WEAPONS & BIOMORPHS:

- Bio-plasma (pg 38)
- Stranglethorn cannon (pg 38)
- Scything talons (pg 38)

SPECIAL RULES:

- Fearless
- Instinctive Behaviour (Feed) (pg 39)
- It Will Not Die

Living Battering Ram: When this model charges, it inflicts D3 Hammer of Wrath Attacks, rather than just 1.



PHODIAN ANNIHILATION SWARM



When the Blood Angels descended upon Phodia, its defences had all but been overrun. The Hive Mind had turned from conquest to consumption, and the ruins thronged with swarms of digestion organisms. However, broods of Tyranids still remained, hunting down and devouring the remaining survivors. The Blood Angels classified these beasts as the Phodian Annihilation Swarm, and it was these bio-horrors that gathered to repel their invasion. In the shadow of the ruined Planetary Governor's Palace, the Annihilation Swarm consisted mainly of the Children of Cryptus and those larger bio-creatures that stalked the rubble. When the Blood Angels 1st Company Terminators arrived, these deadly swarm-beasts crawled from the shadows to tear them to pieces.

FORMATION:

- The Children of Cryptus (pg 34)
- Phodian Hive Warriors (pg 35)
- The Beast of Phodia (pg 36)

RESTRICTIONS:

None.

SPECIAL RULES:

Crawl from the Shadows: All models in this Formation have the Stealth special rule. Models that already have the Stealth special rule also have the Shrouded Special rule.

Unnatural Intelligence: Whilst the Spawn of Cryptus is alive, all units in this Formation have the Preferred Enemy special rule.

