









999.M41

NEW MONTER CONT WAR ZONE: VALEDOR

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NORTHERN EUROPE Games Workshop Ltd. Willow Rd. Lenton, Nottingham, NG7 2WS

NORTH AMERICA Games Workshop Inc. 6211 East Holmes Road, Memphis, Tennessee 38141

AUSTRALIA Games Workshop. 23 Liverpool Street Inglebum. NSW 2563

INTRODUCTION

Across the galaxy, unfathomable aliens wage wars of conquest against Humanity. There are many battlefronts, though, where xenos fights xenos, pitching their war machines and biological horrors against one another in bloody battle.

Many such conflicts have become pitotal events in the inatory of the 41st Millennum. Each leaves a scar upon the racial psyches of those involved. The Octatina War, the Doom of lyanden, the War in Heaven – all these and more have entered into legend, and some of the resultant enumies still rage to this day. Since the coming of the Tymain Tarce, a glachtic superperiator that feeds on every living thing, these campaigns have become ever more frequent. Each new battlefront turns planets and star systems into ravaged war zones, where the only surety is thunderous destruction.

This book describes the Valedor war zone. It centres around the fate of Duriel, jewel of the Valedor System, an Eldar paradise planet that was colonized by the ambitions humans of the Imperium. Yet the actions of an Eldar craftworld half a galaxy away set in motion terrible consequences that see Dand caught in the juws of not one but two Tyranid hive flees. The Eldar of lyanden and Biel-Tan join forces for a counter-invasion, fighting not to reclaim theri H-lated paradise world, but to prevent the two Tyranid flees from combining theri forces, regardless of the cost.

APOCALYPSE WAR ZONES

Each Apocalypse war zone is a self-contained supplement to the Apocalypse rules, based on a famous campaign from the history of the Warhammer 40,000 galaxy. Each war zone starts off with a detailed history that describes the campaign, the famous battles that were part of it, and the combatants that waged war within it. This section is followed by special rules, strategic assets, scenarios and Apocatypse Formations, all of which are based on the history and background for that military campaign. You can use all of these things when you fight an Apocatypse game set in that war zone, though the game organiser will need to use a bit of common sense ti he wishes to adapt them for use in battles set anwhere else.

The only exception to this are the new Apocalypse Formations that you will find in cach war zone. They can be used for battles set in the war zone, but can also be used in Apocalypse battles set cleavhere without adjustment. After all, many of the new formations represent military units and organisations that have fought all over the Warhammer 40,000 galaxy, even if they are most famous for the impact they had in a specific campaign.

Last, but not least, each Apocalypse war zone includes a gatefold that unfolds to reveal a battle report of an Apocalypse game. The battle shown in this book was set upon Dùriel in the Valedor System, and played out in the Games Workshop Design Studio using several collections that we mustered. We hope that these battles will serve as examples of what can be achieved with time and effort, and as an inspiration for games of Apocalypse you will take part in yourselves.







THE VIOLENT DEATH OF VALEDOR A PLANET TORN ASUNDER

The battle for the Valedor System culminates upon Valedor itself, known to the Eldar as Duriel – a once-beautiful planet invaded by Mankind, brought to ruin by the Tyranids, and pushed over the brink of destruction by the Eldar themselves.

THE GREAT DEVOURER STRIKES

Since the brutal intrusion of the hive fleets across the Eastern Fringe, even the proudest Eldar mind has quailed at the Tyranid threat. So great is the menace of the invaders from beyond the void that the prophets of the Eldar race cred tears of blood at their coming.

The Aurachs and Farscers of the crafitwolds know well that the tactic of evasion is of luitle use against an enemy capable of assaining such great worthers of space. Waiting for the invaders to expend themselves is not a viable solution either. The Tau Empire is but a single shield against a tide and, to the incredulity of the Eldar, the Imperium of Man is making matters worse by feeding the travenous hive fleets entire generations of warriors in a ham-fisted attempt to stop their advance. The seers and scholars of the Eldar craftworlds had long suspected that the Tyranid race gree stronger with every world it conquered, primarily due to the gragmana hioships at the heart of catch hwe fleet. These monstronics render down the harvested matter of their victims, combining it with the liquefied corpsets of those Tyranids killed in the attack and subsequently reclaimed. Each new race the Tyranids encounter is killed, consumed, boiled down to biological gruel, and used to create ever more deadly weaponebasits from the resultant raw materials.

It was this accelerated evolution that the Eldar sought to stop in the Valedor System, for should the hive fleets continue on their rampage, the craftworlds of the future would be doomed. Unbeknownst to them, the resultant was would force them to destroy the world of Diritel alogenher





THE VALEDOR SYSTEM, 999.M41 VALEDAN (PRIMOVITAE-CLASS STELLAR BODY)

Valedan is a relatively stable star, and its light and warmth allow complex ecosystems to flowrsh on several of its orbiting planets. It is benosed by Imperial Cosmologicos that only stable, lifegrving stars such as Valedan attract the attention of Tyranid hive flexis, to whom a planetary system that allows the proliferation of biomass is the most vital of all resources.

DAEA (DEATH WORLD)

The dash world of Dava barrist into flame every time its elliptical orbit draws it close to Valedan. Oddly, this did not stop the advance of Hive Fleet Leviathan approaching the planet in 999 MH, presumably socking the genetic secrets of hyper-durable life forms with which to bolster their own weaknowheasts.

MEGUS (MINING WORLD)

Until the future part of 999 M41, the mining planet of Megas was a throngo subsidiary to Videou The trek views of admannium that rain through its crust meant that its mining effementix muchared in the thousands, and its planet and effective stress and the sector. The planet was immoded and effectively descrept within six days by the secting works of Hise Floet Levitahan, despite a spinted orbital defence from the guardwests that second its inch hours to Valolor, and the coursepons that ultimately hopeless efforts of the Imperial Guard registeries stationed there.

The second of the second of the

C. C. F. MARTING

VALEDOR (CIVILISED WORLD)

Known to the Eldar as Dirid, Valador was flanetscoped along with the rat of the system in the missi of perkistry. It was intended as a safe haven for the ancient Eldar when their empire rose again. However, the arrival of Imperial suttless in 311. MS9 satisfies the stand brought into compliance with Imperial tube bands within a decade. By the end of 321. MS9, it was reclassified from Virtulancelass Mundus Novum to full evolution work status. The flanet's thriving fortunes were to come to an abrupt end in 999.MH values the Warp breach Vartes of Dogain Flaned back into B(s spitting out what appeared to be a translocated spinter of Hure Flac Knohen.

ECTOR (HIVE WORLD)

The two world of Ector was the first Imperial world to bear the brann of the questing two leads of Hive Fleet Kuben. The planets ice cajes were invested first, for they harboared a general biomass in the form of large and aggressive plant guana. Ector was a recruiting gound for the Crismon Gastellane Chapter, and housed a garrison of twenty Space Marnies at the time of the invasion. The Space Marnies coordinated the defines of Ector's princepla live crites with such efficiency that is held out a full three months before the Tyrandi warem scorema them.

NUEN (PERDITAS)

Nuen is tainted by the Warp rift that interrupts its orbit. It has been declared Perditas ever since the Daemonstorms of 442, M35.

The second second

Tor Dran ----WAR ZONE VALEDOR





THE WARHOSTS OF DURIEL

The craftworlds of Biel-Tan and Iyanden, two of the mightiest of their kind, joined forces to cull the Tyranids that infested Duriel. It was the Swondwind of Biel-Tan that first took the fight to Duriel's surface, though the ghost warnors of lyanden were pivotal in the latter stages of the war.

The rapid evolutionary leaps made by the womb-beasts known as Norn Queens ensure the Tyranid swarms adapt at shocking speed to overcome their prey's technological advantages. With each piece of knowledge gained, and with each grotesque adaption, the hive fleet increases the lethality of its warriors in preparation for the next wave of assaults.

To the Eldar, the Tyranids represent an aspect of their mythological Dragonconcept - mindless destruction made manifest and set loose upon the stars. The Eldar know in their hearts that they must take up the challenge and fight the monster laying waste to their ancient domains, for only they have wisdom enough to defeat it. Yet they fear to do so, for their numbers are few, and the Tyranids are many - functionally infinite, if the Farseers are to be believed.

One such visionary was Taec Silvereye of Ivanden, a gifted but eccentric seer whose prophecies of invasion were proved unerringly accurate during the Fall of Ivanden. Perhaps, had his peers listened to him, they would have avoided disaster. Perhaps the craftworld's neardemise was inevitable. Either way, the tragic fate of Iyanden had become well known throughout the ruins of the Eldar civilisation, a cautionary tale against underestimating the Tyranid race

A single tendril of Hive Fleet Kraken had detected, hunted down and slaughtered the greater part of Craftworld Iyanden's populace before being repelled at great cost. In the process, the once-vibrant worldship was reduced to skeletal ruin, and its people were forced to wake their dead and plunge them back into the fires of war so the living could hope to survive

SORROW AND BANISHMENT

A Tyranid hive fleet is of an unimaginable scale; escaping its grasp is no easy feat. This proved truest of Hive Fleet Kraken. the most insidious of their kind.

Unlike the sledgehammer assault of Hive Fleet Behemoth, Kraken attacked in a series of questing, space-faring 'tendrils' each comprised of hundreds of bio-shinsthat probed the defences of the hive fleet's focs before driving home its attack against their weakest point.



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lust as all seemed lost for the beleaguered craftworld of Iyanden, the tendril constricting it had been defeated by the remm of Prince Yriel's corsair fleet. The pyrrhic victory of the Eldar, in conjunction with the actions of the Imperial forces upon Ichar IV, shattered the main tendrils of Hive Fleet Kraken and reduced the bulk of the hive fleet to little more than a painful memory. However, the smaller tendrils that yet floated in the void were still enough to deal the deathblow, should they bring lyanden to battle once more.

In the process of extricating themselves from the devastation of the Eastern Fringe, the seers of Ivanden harnessed the psychic backlash of their craftworld's near extinction. In a long and dangerous meditation ritual, they magnified these negative energies until they resonated through lyanden's infinity circuit - the psychic matrix that forms the skeleton of each titanic worldship.

All the death and terror of the craftworld was focussed to a single point in time and space. The emotional energy pouring out of the mourning craftworld was so intense that it collapsed the veil between realspace and the Immaterium, boring a hole in reality and leaving a temporary Warp storm in the craftworld's wake

Several of the smaller tendrils questing towards the escaping worldship recoiled from the gnawing lesion it left behind, fleeing in disarray from the hellish portal. The tendril of Hive Fleet Kraken that was nearest to Iyanden, however, was not fast enough to escape. Writhing like a living thing, it was drawn into the sea of unreality beyond the vortex.

The grieving Eldar cared little about what became of the splinter fleet they had banished into the Warp. Immediate survival was their first and only priority. For many, it was felt that sending the remainder of the hive fleet into a Daemoninfested hell realm had a macabre elegance. Though the act of opening such a large and potentially permanent wound in reality was strictly forbidden, the tactic had made lyanden's escape a certainty.

It was an act that would come back to haunt them; the tides of the Warp are fickle, and the gods that dwell within the Immaterium revel in cruelty.



THE DARK KIN

Heavily outnumbered by the have fleets, the Eldar had no choice but to seek the aid of their infernal cousins. Asdrubael Vect himself sanctioned the presence of the Kabal of the Black Heart upon Duriel, accompanied by their foremost allies - the Wych Cult of Strife, united under Lelith Hesperax



WAR ZONE VALEDOR

WAR LONE VALLEDO



The Shrine of the Patient Blade, Jamons upon Jyanden and Biel-Ton alike for their excellent tracking skills, methodically hunted down the Lictors of Hive Fleet Kraken in onler to stop the beasts from returning to the bio-ships with knowledge of the Eldar workout's presence.

WARRIORS OF LEGEND

A Gemini squadrom of Revenant Titans was amongst the vanguard of Craftworld lyanden. The Glutering Seream, armol with tians some lances, and the Sound of Smulght, Spring deally accurate plasters, took a heavys toll on the synapse cratarus of Hive Heet Kroken, there twin plates grindly comparing death tolls with very new engement.

edge of panic.

DEBTS AND CONSEQUENCES

The awful scale of the hive fleets' threat

had been made clear. The coming of

fate that could not be borne.

the Tyranids would almost certainly see

Several years after the events that had

the seer Taec Silvereye predicted a far-

off war whose ultimate consequences

would finish lyanden once and for all

were relayed with all haste to the high

Led by the beautiful Spiritseer Iyanna

Arienal, the seers of lyanden cast their

skeins of fate. Together, the seers had the

shadow cast by the Tyranids to investigate

Silvereye's prophecy first-hand. What they

saw in the skeins of fate drove them to the

strength to penetrate the lingering psychic

runes and sent their minds along the

council of the craftworld.

His prophetic abilities had been proven beyond all doubt during the invasion of

lyanden, and so the Farseer's cryptic words

brought Craftworld lyanden to its knees,

the galaxy torn open and the Eldar race

dwindle even further toward extinction - a



Pulsar

At the elimax of the Duriel war effort, the two Revenants fought alongside a towering Phantom Titan, the Curse of Yriel. It was this grant of battle that slew the massed Terrogons commanding the horde from atop the Airic Plateau. THE SPECTRE OF THE KRAKEN

The Tyranid have fleet that had caught lyanden in its grasp still bore the producspoor of the Eldar minds it had tasted during the Battle of Lyanden. Its creatures a thin patina of souls-still that only the most gifted Eldar paykers in the dual most gifted Eldar paykers in the dual could detect. The Spiritsers of lyanden excelled above all others in matters beyond the veil, and their Farseer colleagues guided their journeys across the void with hive fleet's passage could be followed across the trackless wasters of deep space.

As the humting-ritual reached completion, each of the Spiritisers cried out in shock. The spiniter fleet that had been swallowed by the Warp storm had not been destroad as they had hoped, nor trapped amongs immaterial doldrums, but instead vontated out of the lesion in realspace known as the Vortex of Despair. It was heading towards a world already infested by Tyrands – those of Hwe Fleet Levanhan.

The newst of the hive fleets to have penetrated the galaxy, Leviathan had glutted itself on the biomass of hundreds of Imperial worlds before plunging into the Ork empire of Octarius. The Imperium of Man had bought itself into by evacuating or destroying those worlds in Leviathan's path and diversing the hive fleet into Orkoid space, but in the process, it had acceded its insibility to had the have fleet's incorrelate advance. The Eldar would shoulder this burden alone.

A DEADLY CONVERGENCE

The assimilation of two major hive fleets could be disastrous, for the Tyranids' evolutionary process would run riot, producing ever-deadlier strains of warriorconstruct with the biological bounty they reaped. Should the armies of Kraken and Leviathan be reclaimed by the same bio-ships, those Tyranids that had tasted the genius of Iyanden and those grown strong on the tough genetic stock of Orks would combine into a new breed of superpredator. Within the veiny wombs of the brood-ships, an array of physically mighty and fiercely intelligent beasts would be born; an unstoppably potent strain of Tyranids that would spread across the stars to overwhelm the resistance of Eldar, Man and Ork alike

Con Contraction

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THE DESCENT OF DÛRIEL

Deep in the galactic south, the world of Daried glowed golden in the firmament. A hummous world of tropical heat and balmy searons, it orbited at the ideal distance from its sum for sentient colonisation. The planet had abave had a favoured existence under the awapieces of the Eldar, and not merely through chance, for that ancient race had long ago planetscaped whole worlds to their whins.

Iyanna Arienal believed that Silvereye's prophecy pointed to Düriel's recent orquest by the Tyranit voisdpawn. The planet's name meant 'lambent fire' in the Eldar torgue, and the Spritseer claimed that the prophecy's references to a dying flame meant that lambent fire was about to be smuffed out.

The Sert Council was assembled and they mene of sering were cast. As the Eldar sened the paths of the future, they were appalled by Dùriel's fate. Since its days as a radiant genesation in the crown of the Eldar empire, the runes implied that the loweglorous world had not only been conquered by Mankind but also brought to the brink of run by the Tyranids.

Ten thousand years ago, the planet of Dairel had been scoured clean of Eldar by the pychic shock wave of their empire's self-destruction. All that was left were the cadavers of those whose souls had been taken by Slaanesh, soulless husks which eventually rotted and crumbled to dust.

() I and the born a bundlessed at



The Eldar were greatly unnerved by the fact that Duriel's moon, Ulanucl, turned the colour of blood as they entered the system – the red moon has been a portent of disaster for the Eldar since the death of Eldanesh many millennia ago.

However, the works of the Eldar are built to endure the passage of time. When the crude warships of the Imperium's settler fleets made planetfall, the Eldar's architecture, art, and landworks endured.

The Imperium slowly settled the abandoned world with its own people, and set about the systematic destruction of every single thing the Eldar had made. Alter a decade of hard labour and controlled detonations, the lands of the world were carpeted by wory-hued dust punctuated by fistizied chunks of psychoplastic and spars of wrathhome.

The Imperium rebuil Duriel with grinding predictability, covering the oncessphere meadows with thick black ferrocrete and erecting cathedrain and hab-blocks in which the constant influx of settlers could he and worship their Emperor. Over the years, Dhriel was changed completely. Millennia of abuse saw the planet's forests wither away to bwisted, pertrified stumps. Its warm occans dried up entirely as the populace coased more and more geothermic power from the planet's core, gust, discussed more and more geothermic power from the planet's core, bur, discase and sinfer aged back and forth across the planet as the Imperium beat its destiny mito the world.

Yet the volke of Mankind was a kind fate in comparison to the coming of the Tyranids. The warriorswarms of Levathan overcame the Imperial defences in a series of bloody victories that took less than a week. Then the feeding process began in earnest, but still the planet's wees were not over *Even* as Levathan rained billions of voracious feeder-organisms onto the planet's surface, the splinter flect of Hive Flect Kraken dirfiel towards Duriel to join the feast.





The Ascendant Echo shrine look to anointing themselves with alien ichor in the early stages of the Düriel campaign, daubing the rune of the Howing Banshee on their bone-coloured armour in the hope of attracting the favour of Khaine.



Aluinnthralann, Exarch of the Strangling Veil shrine, came to promunence during the balle for Spanden, where he used his word jump generator to leap vertically into the path of a Harpy, Locking his powerblades into the beast's carapace, he reduced the creature's head to a fine red mist before teleparting away once more

And and a state of the state of

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THE MYSTIC'S EYE The ancient Farser, Tue Stlvereye, guided his craftworld's presence on Diried. Though he lost his right eye to a Genestendr's claus in the invasion of Yanden, the elderly serv's third eye'- that which is said to see the unseable – was second only to that of Ethra Uthran himsdf

VOICES IN THE VOID

The runic divinations of lyanden's Farstersimplied that the sphinter fleet had been cast out of its strange objecty in the Warp - deliberately cjetted, if the runs spheterus - and had poured forth from Diricl. Even if handen's armutes risked the shattered tunnels of the webway en masse, the chances of them making planetfall in time to stop the Tyranid hive fleets merging were dangerously small. Only Carfaworld Biel-Tan, gliding through business, had any hope of reaching the warsone before the line fleet formingled.

Wasting no time, the Seer Council of lyanden sent a psychic pleaf for the intervention of their cousins on Biel-Tan. Concerned that this was not their fight to own, Biel-Tan's war council were divided as to shether they should unleash the Swordwind, until lyanna Arienal sent them a message consisting of single word she knew would resonate within their warrior hearts – extermination.

THE SWORDWIND STRIKES

Within the space of a few hours, Craftworld Biel-Tan was drifting purposefully towards Dùriel. To make their final approach directly through realspace, and hence stray into the path of

THE FORMS OF THE BEAST

When Tyranids invade a world, the creatures the hive ships release upon it range from trillion-strong clouds of spores to looming giants the size of hab-blocks.



the converging hive flects, would be purefolly – Biel-Tan would likely suffer the same fate as lyanden. Instead, the Swordwind's warhosts made careful use of the webway's widest passageways to complete the journey to the Tyranid-infested planet.

A steady stream of sleek grav-tanks and swooping flyer squadrons flashed out of the ancient webway portals that glittered atop Duriel's highest mountains. The Tyranids in the valleys below were entirely unaware of the skimmers taking position in the spore-choked clouds above. The component parts of the Swordwind carefully maintained arrowhead formations at the heart of each cloudbank, and clue wings of Crimson Hunters swooped past the Falcons and Wave Serpents as they took up prearranged positions. Before the sun had set, an invisible army of Eldar had gathered in the skies. By the next morning, they had spread out across the planet, located the Tyranids of the Kraken swarms that were to be their prev. and reconvened above them, all without leaving the cover of the clouds. By the time the sun rose, the Eldar were in position to strike from a muster point high above the mountain known as the Godpeak Beneath them, a crimson sea of Tyranid chitin stretched across the valley and beyond A great swathe of Tyranids from the Kraken splinter fleet swept across the plains, bounding towards the distant swarms of Hive Fleet Leviathan with the intent of harvesting as much biomass as possible rival Tyranids included.

The cater-bensts of Leviathan were oblivious to the approach of Kraken's armies. They were preoccupied with devouring the biomass of Dariel's brasted forests and, once their gulles were full, hurling themselves into the steaming pool of acid that dotted the planet's ranged landscape. Though they knew it not, the warms were about to combute.

Should the Tyranids of the Karken sphinter Reet join the feast, and should their biomass be merged together in the acide digestion pools, all the bio-ships would have to do to reap the bounty of bolt was absorb the biabbling, acide gruef from the capillarit works spronting from each poid There was no time to waste – in order to keep the two Tyranid warms separate, the armies of the Eldar had to strike as hard and as fast as they could.



Out of the skies came the Swordwind, waves of grav-craft bursting from the clouds as pulsars and scatter lasers spat bolts of white-hot death into the massed Tyranids below. The shuriken catapults and cannons of Biel-Tan's Guardian battlehosts raked great furrows across the vanguard of the splinter fleet swarm, clawing up Tyranids and cracked earth alike. The fury of the sudden assault forced the Tyranids to seek cover amongst the twisted vegetation. As the beasts milled in confusion, squads of brightly-coloured Aspect Warriors debarked onto the plateaus that dotted the Valley of the Gods, assessing their prey before falling upon the xenos below.

Attarch Aloec Sumperar of Biel-Tan had ong studied the Tyrands, and the knew well that the swarm's cohesion could be broken by the destruction of a few choice Bargets. As Sumpera calmly relayed his offitting the edges of the Godpeak messs. Their misule subwes detonated at amongst the Tyranid Warriors that were marshalling the swarm below, sending chinons limbs and broken honesworks in all directions.

of War Walkers picked off bulbous Zoanthrope broods whose psychic shields overloaded under the relentless energy beams. Fire Dragons levelled tight volleys of fusion gun fire at the bulky Tervigons hunkering down in the rocks, the searing agony of each kill sending out psychic shockwaves that saw Termagant broods surrounding their progenitors drop writhing to the ground. Sunspear himself led an honour guard of Exarchs against the snake-bodied terrors that were attempting to cut off their retreat. Through the orchestrated slaughter strode the Avatar of Khaine, the boundless battlelust of Biel-Tan made real, Tyranid leader-beasts died by the dozen at his hand, for his blood was fire, and he carried death in his grasp.

As the dusk turned to darkness, Autarch Sumpear's plan came to fruition. Without the guidance of their synapse creatures, the Kraken swams found themselves directionless and confused, milling around like a dammed river swiring back on inself. The Tyrands of Hive Fleet Kraken had been kept separate from those of Levaithan, and the immediate danger averted – for a time.



To the horror of the Farsers that met them in battle, the Zoonthropes the Edar come to know as the Minithtineses bore not only a numbing aura of despair but also the psychic eches of Jyanden's Eldar, who had been amongst the bornass absorbed from their craftworld.

Internet and the second

Madra ----

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THE PHOENIX HOST OF IYANDEN

world Ivanden's armed might was much depleted after their first disastrous encounter with Hive Fleet Kraken in 992 M41. The craftworld's population had been reduced to a fraction of its former glory. Nevertheless, once the previous incarnation of the Kraken swarm had been defeated, almost all of the spirit stones belonging to the fallen had been recovered intact. As the craftworld's much-debleted warhost journeyed through the unbroay to rendezvous with their Biel-Tan allies in the Valedor System. Ivanden's Bonesingers made a productions effort to grow rank after rank of ghost warnor shells in the onceempty holds of their Falcon and Wave Serpent grav-craft. On the final approach to Duriel, the spirit stones of the lost were interred in the stillwarm wraithbone shells and the rituals of summoning performed. An entire generation of warriors were reborn like phoenixes from the brink of oblivion, their spirits hungry for revenge.

THE LEVIATHAN AWAKES

The Hive Mind that controls the Tyranid race has a cold and deadly intelligence, and it cannot be denied for long. After the initial surprise of the invasion, the brood-beasts of the Kraken splinter fleet had scurried into a hundred hiding places, scattering in all directions to evade the deadly hunters that had cut swathes through their ranks. The Eldar began the systematic destruction of those warriorbeasts they could find. Striking Scorpions spattered the scree with alien ichor whilst Swooping Hawks and Warp Spiders flitted from boulder to spire, methodically slaughtering the lesser Tyranids with lasblaster volleys and monofilament webs.

Yet the Tyranids of Hive Fleet Kraken were not alone upon the dying world of Diniel What had first appeared to be storn clouds massing in the distance soon proved to be something far more deadly. Urgent reports from the Vyper outniders of the warhow detailed an arthorne swarm of staggering proportions that was inbound upon the warhow's position. The sleeping gant that was Hive Fleet Leviathan had been awoken.

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The ghost warriors that made up much of lyanden's warhost included massed formations of Wraithguard and Wraithblades, over a down looming Wraithknights, and a gigantic Phanton Trian that strade the bailtifield like a vengeful god.

The horizon buzzed with activity as swarm beyond counting swept across the plains. Thousands of leather-winged Gargoyles flocked towards the flat highlands from which the Aspect Warriors had launched their assault, and though the arrowhead attack runs of the Cloudstrike Squadrons above sent a great many blazing to the plains below, they could not stop them all. The chitinous mass broke over the Eldar position like a living hurricane. Thin screams filled the air as the Eldar were quickly overwhelmed by the sheer number of foes. Squad after squad of Aspect Warriors broke and fell back to the waiting grav-craft hovering at the lip of each mesa. Their pursuers pressed the assault, ravening swarms of fleshborer beetles filling the skies with vile chitinous bodies as the Eldar reached the apparent safety of their Wave Serpent and Falcon transports. Shimmering clouds of the Tyranids' living. ammunition boarded the transports along with them. The grav-tanks sped off into the night, unaware that in the act of scaling their hatches, they had also sealed the fate of those in their holds, now little more than abattoirs filled with Tyranid eaterbeasts and Fldar bones

(Amanes Katowarana

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WAR ZONE VALEDOR

THE LIVING STORM

On the plateaus below, the heavier elements of the Eldar warhost were fighting for their lives against the throng of winged Tyranids that had descended upon them. Harridans the size of small spacecraft burst through the swarm on gigantic wings, snatching up agile War Walkers and dashing the delicate Eldar machines to pieces against the sheer face of the Godpeak. Hive Tyrants and Harpies borne on clawed pinions screamed death into those winged Eldar brave enough to weather the spore-clouds that choked the skies. Hive Crones carved great gouges into the wraithbone of those Eldar Titans that moved to intercept the swarm, whilst below them, the Avatar's fierce red glow was hidden from sight by the volume of weapon-beasts piling atop it.

Autarch Sunspear had no option but to send a commandpulse of withdrawal to what remained of his warhost. His worst fears had closed around him like talons around a throat - the entire planet was infested. The Swordwind's only real hope of achieving a swift victory had been to attack with overwhelming force, slaughter the splinter fleet, and escape before the swarms of Leviathan could bring their impossible might to bear. In this, the Eldar had failed Though a great many of the Kraken splinter fleet had been slaughtered, the deadly threat it represented remained at large. As ferocious as the Swordwind was, the invading swarms were just too numerous to overcome without outside aid.

The price of that aid would prove costly indeed

Directly before the invasion of Ector, the world's Planetary Governor ordered the withdrawal of every man, woman and child into the nearest hives. Each of the twenty hives had but a single Space Marine from the Crimson Castellans Chapter seconded to it. Their presence saved hundreds of thousands of lives. The Tyranids initially invaded from the polar caps, gleaning information about the planet's population from its ice stations. Thousands of warrior-beasts began to swarm across the plains around each of Ector's hives. They were met with disciplined fire solutions from on high. Over a million Tyranids were killed without significant loss. Meanwhile, a single space lane was cleared on the far side of Ector, towards Valedor, allowing the Crimson Castellans to evacuate a great portion of the population.

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The next wave of invaders evinced a daunting evolution without exception, these Tyranids had wings. The larger beasts fell upon the hive's artillery from above, its Crones ripping open the thinnest parts of the outer exostructure to allow great swarms of Gargoyles to flood its corridors. There were persistent rumours of mysterious xenos warriors that shone like crystal fighting alongside the hive gangers, led by one who introduced himself as the Hand. It was none other than Asurmen, fighting to slow the Hive Fleet's advance. Despite his intervention, the mountainous cities fell to the winged Tyranid invaders one after another. In the end, only the intervention of the dispossessed Eldar Exodite Isarion allowed Asurmen to escape an untimely death and reach Duriel in safety.



MEN ----

WAR ZONE: VALEDOR

With the ghostglaive Gift of Alethreah, the Wraithlord Rahinet of the Bitter Sunrise single-handedly drove back the sluthering Raveners and Trygons that breached the sanctity of the webway atop Mount Deus.



Rahinet's wraithbone shell is decorated with the images of the serpentine beasts she slew.

DESPERATE TIMES

The Farscers of Biel-Tan, easting their runes in their craftworld's Dome of Crystal Sees, had long suspected that the Swordwind's pre-emptive sirke would not be enough to destroy the splinter flect altogether. There were simply too many of the creatures. Though one warm might be destroyed by the bladeds of the Swordwind, all it would take was a rain of reinforcements from the bio-ships and the threat would begin a new. To attack the Tyranid forces conventionally was as futile as trying to save a harvest from a locust swarm by killing individual its insects.

The Farseers greeted the returning Autarchs of the Swordwind with grim expressions and bowed heads. There were no debates this time, no ritual observances or titles; simply a declaration that chilled all who heard it. Craftworld Ivanden was inbound, but it was still too far away to help, and even should its warhost successfully negotiate the webway, conventional measures would not be enough. Even scouring the planet clean with a firestorm, a ploy much beloved by the dull-witted human strategists of the Imperium, was not guaranteed to kill those Tyranids that could burrow under Duricl's surface and use its skin as a shield

As tragic as it was, the only certain way to prevent the hive flexts untiling was to physically destroy the planet from the inside out and, in the process, exterminate every hiving thing upon it. This act would have been of little challenge to the Eldar empire of old, but of the craftworlders, it was a different matter - the power of those gloy days is remembered in legend and little else. Bicl-Tan could still depopulate a world over time, but it had long since lost the ability to destroy a planet.

Amongst the Farseers meditating in the Dome of Crystal Secret, the runes of lyanden and Biel-Tan were orbiting the runes of dying hope and imminent catastrophe. However, the runic symbol for Lith'antu Khlenk, loosely translatable as 'the knife that stays the blade', was yeeling the rune for dawn. It was a jagged and unpleasant symbol, long associated with the Carltworlders' snister cosisis, the Davk Eldar. Yet it implied that aid could be sought from the unholy cities of the webway and still astimilatom Autarch Sunspear was the only member of the Biel-Tan war council to have viated Commorragh and survived. He still recalled a pathway to that surreal and twisted realm, though many of its portak were metaphysical in nature and had likely shifted over the centuries.

Summoning his peets once more: Sunspeat told the war council of Biel-Enthat there was no way a delegation of the Swordwind could approach Commorage without being delayed or even hunted unto death. Even if they were successful in their journey, they might not return in time to stop the Tyranid bio-harvest, for the Dark Eldar were unlikely to reveal heir secret paths through the welway to outsiders. Yet there was still a slender path into the future that held hope.

STRANGE AMBASSADORS

Slowly and with great dignity, Sunspear made his way across Biel-Tan to the Great Amptiteatre and took down a defeate mask of porcelain – half-laughing, halt weeping – from the apex of its archway. As soon as Sunspear had made his way onto the crescent-shaped stage, the mask tumbled from the Autarch's fingers and shattered into a hundred shards on the platform below.

To the war council's growing fascination each of the shared three wap a glutering pillar of light that coalesced into an Eldar warrior-dancer. Sunspear knelt before the shummering figures, relaving lyanden's dilenma and covering laeElbab recent battle in an archacia form of Eldar language unheard upon the craftworld for centuries. Aid must be gween, he suidand swithy – lest the galaxy face a threat magnified to unstoppable levels.

The Harlequin imagos said not a word, though the regal figure at the heart of their great troupe bowed elaborate/. In a flash of multicoloured diamonds, the warriordancer images shattered apart and vanished back into the shards scattered before the kneeling Autarch.

Sunspear rose back to his feet and stated flatly to the astonished onlookers that the craftworld would prepare for war once more – they were returning to Dûrtel, this time with not one, but two allied annies at their side.



A DEAL IN THE DARKNESS

What infernal bargain was struck on Biel-Tar's behaft in the dark reaches of the webway remained shrouded. Yet Sunsperv³ ploy to use the Harlequina sa ambasadors to the Dark City proved extremely effective. Within the space of a single day, the warfleet of Biel-Tan, taking up position around the webway portal to Diritel, was shatdweed by the blade-like attack craft of the Dark Eldar. Contact had been made between the craftworlders and there made between the craftworlders and there matter of Dariel's fast came to hand.

As tense hours slid past, a rapport was subhished between Sumpera and the leader of the Dark Eldar warfleet – the wirened Lord Sarnak, whose permanent gun was unsetting in the extreme. The Archon claimed to be working under the ubdonir of Asdrubad Vect humelf, a fact that was backed up by the many warships in slifeet. Along swith a key element of the Kabal of the Black Heart, Sarnak had brought fully half of the infanous Wych Gatt of Strife. It was a formidable boost to Bel-Bark schances of victory. Yet the real prize of the Harlequins' bargain with the Commorrites was far more exotic. Vect's Kabalites possessed the power which Biel-Tan sought – a device that could utterly destroy a planet.

This most potent of weapons took the form of a psychically activated doomsday engine. The Fireheart, it was called; a complex nodal resonator capable of causing a planet's molen core to enter violent death throes and send lakes of laca hubbling to the surface. Despite its potency, it was of fintle use to the Dark Eldar, for they had outlawed the use of psyche-based weapony long ago, on the grounds that it attracted the attention of their nemess, Slaunesh, Yet the Fireheart was of great value to the craftworlders.

With satistic relish, Lord Sarnak informed the Eldar high council that, unfortunately, the Fircheart device could not be used remotely. A ritual circle of seers would have to activate it planetiside and remain there to ensure the correct psychic rites were observed in order to fully distabilise Dariel's core. The craftworlders had no choice but to comply.

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THE ELDRITCH RAIDERS

The original followers of Prince Yrel, known after his sexile as the Eldritch Raiders, fought alongside him during the invasion of Jpanden and the battles upon Düriel alike. It was Prince Yriel that dealt the death blow to the Trygon rawging the peaks of Düriel in the clumactic battle.

WAR LONE: VALEDO

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A DESPERATE ALLIANCE The Great Troupe that visited Biel-Tan the night before the Dirief plantefalt had an unusual amount of Death Jesters in its number. Their shrieker bioshurken fire tore the heart out of the Tyranid Warrior boods that directed the success? centre mass.

Each of the warbands of warrior-dancers that formed the Great Troupe wore a different symbol upon their dathedi holosuits and exolic wargear, but as to the true meaning of the icons, even the Eldar of the craftworlds remained ignorant.



The Commorite Eldar that fought alongside the workhost of Biel-Tan took a perverse delight in adorning their armour with the colours of Jonnéen. They mockingly maintained that they wore the colours in support of the belonguend confluently highly, though their constant references to nerrowancy and their own reincarration processes left a stain upon the confluently shows that Jonnées theaders will never forget.



THE AVATAR OF

Long before the Eldar of Craftworld Iyanden made planetfall upon Düriel, their Avatar raged in the heart of their craftworld, impatient to take revenge upon the swarms of Hive Fleet Kraken. The craftworld's seers would have to ride out the planet's extermination as it unfolded around them, their unavoidable death the price of Diricl's certain destruction. Of course, there was no way they could complete the Fireheart's activation without a full-scale military invasion to buy them time.

The Archon giggled manically as he lecred close to the holographic device linking him to Sunspear and his kin, drinking in the dismay of his craftworlder cousins as a torturer revels in the breaking of his prey. The price of Düriel's destruction would be great indeed, costing the lives of the craftworld's greatest paykers.

Still, the course of the future was set. The Swordwind had been gathered, and the fate of Dùriel was set in motion. All that remained was to wage war – or so the Autarchs thought.

Down on the planet's surface, there was a twist in Duriel's fate that even the Farseers had not foreseen. Hidden in the Valley of the Gods, a webway portal – the most secret of gateways – had been breached.

WAR IN THE WEBWAY

In their haste to retreat from Dûriel and formulate a new attack strategy, the amies of Biel-Tan had failed to properly seal the blazing portals to the webway that sat atop the highest of the planet's mountains.

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The Eldar warhost had fought with the fun of Khaine to keep the swarms apart. The skies had been cleared above the vallesy and poisonous ichor had spattered down like rain. In their pride, the carlworld's armies believed that they had bought themselves time enough to regroup. In the dismay of the war council, however, there remained a leadersheast upon Dand powerfol and precisient enough to direct the disparate Kraken swarms toward the mowdefenceless mountaintop portials.

After the Biel-Tan warhoet had withdrawn the Tyrand awarms, driven by the pavhice imperatives of the Swarmlord, preactarde the shimmering gateway in the Valley of the Gods. They leapt and scutted in their hundreds through the portal to the labyrinth dimension. Even the rapid intervention of the Wych Calt of Stafe. Bi The Carnifeces that smashed their way into the Eldar webway proved all but impervious to even the scatter laser fire of the War Walkers that moved to intercept them. Only the intervention of Jyanden's Wraithknights prevented them from destroying a spar of the webway.

searm in an attempt to halt the intrusion, we not enough to sterm the tide of alien bodies. Despite the blades of the Wyches and the victous volless of darklight and splinter rufte fire levelled at the Tyramid bodie, the Dark Eldar warhost could not bold them back indefinitely. A great cry of angush rang out through the webway's tunnels as the Eldar realised that their Norder ireal maked been infested.

Collector Cher Manager

While BielTan's Farscers held a psychic souncel of saw in preparation for a second strike the armnes of Craftworld Jyanden were deployed deep in the reaches of the webway, making all haste for the front line in the Valedor System. As they opened the last few portals between them and their destination, they were met head-on by a rearraing sawar of Tyranuk.

The massed Eldar of lyanden immediately fell back in controlled retreat, unable to fight their way through the wall of crimsoncatapaced bodies flowing towards them. It was then that Tace Silvereye ordered the advance of the ghost warriors. Impervious to the class and talons of Kraken's beasts, the adausegue constructs of the lyanden warhost formed a wall of wraithbone that plugged the tunnels one by one around the Godpeak's webway gate. Roaring Carnifexes that had bullied their way into the webway's tunnels smashed the Wraithguard apart before being destroyed in their turn by the Wraithkuights that stooped through the glowing tunnels.

Yet it was the emergence of the heroes of Eldar legend that saw the tide turn. Led by lyanden's own Avatar and bolstered by the High Council of Yandee, all sax of the fabled Phoenix Lords vaulted and syrang from spart to shattered spart Every sticing shuriken and pinpoint thrust took 4 Tyrand iff. Mangan Ra mowed doon scores of gaunts with his great battlescythe, the Mangear Laim Zar duelled defuly with a pair of Hive Tyrants, and Baharroth blinded Carnifesses one after another, allowing Fuegan to incinerate the beasts with his burning lance.

Slowly, inevitably, the invading Tyranids were pushed back. The grand warhost of Iyanden trampled their bodies to emerge triumphant onto Düriel's peaks. The final battle was just beginning.



WAR ZONE: VALEDOR

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THE CULT OF STRIFE

The massed Wyches that screambled to defend the webway voulked through the scutting broods of Terrangants in its tunnels to form a barrier of blades bellies of Terragons as they passed in order to whittle down the scores. Only in after-action reports did the true motives of the Wyches

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WAR ZONE: VALEDOR

THE WAILING

The ritual weapon of the Avatar of Khaine is the Suin Daellac, an artefact heavy with the weight of slaughter. It crackles with raw munderlust, screaming for mortal blood.



THE MOLTEN HEART

The Fireheart's psychic pulse resonated all the way to Düriel's core, inflaming it to such an extent that magna boiled to the surface across the entire planet.



THE FIREHEART AWOKEN

When the Eldar of Biel-Tan returned to Duriel, a pang of pure sorrow flared in their hears. The planet bore as much resemblance to its former beauty as a flayed skull did to the face of a lovely maiden. It had been systematically stripped bare of all life – all life, that is, save for the Tyranid invaders themselves.

Bubbling, tentacle-fringed digestion pools scarred the surface like open sores, and massed spore-beasts belched alien foulness into the air. Eater-swarms from both hive fleets roamed the valleys, scizing the last scraps of biomass from the planet's crust before plunging bodily into the digestion pools. Left to their own devices, the larger warrior-beasts of the hive fleets fought amongst themselves, slaves to their baser instincts now that Duriel's conquest was complete. In the middle distance, a thin forest of swaving mouth-parts quested for earthbound capillary towers, their ribbed lengths vanishing into the heavens. From afar, they looked like the tentacles of some celestial sea monster hunting for prey.

Autarch Sunspear knew that the bioship tendrils were beyond his reach. Each moult-part was wide enough to accommodate a gravistark in its serpentine guilet, and the swarms that surrounded them would fight like crazed beasts in their defence. The Eldar had houts, at best, to stop the red-inged digestion pools that dotted the valleys from heing dramed by the probing tendrils high above. The absorption process had begun.

THE SPEAR OF KHAINE

As Autarch Sunspear surveyed the dismal landscape of what had once been Dúriel, the discmolodicit voires of his roaming Vyper pilos whapered in his car. A highly ususal point of conflict had been located, asceral leagues to the north - the outriders had found a trail of Traind copy the lithin. The Vyper pilos requested Sunspear's advice on how to proceed. Wasting no ume, the Autarch requisitioned a nearby Falcon and noto to the spore-choled skies.

As Sunspear's sleek grav-tank led a formation of Eldar skimmers over the hellish landscape, he dimly perceived a burning red glow at the heart of the mound of Tyranid dead to the north Sunspear gave a short of elation. He could clearly make out the raging Avatar of Biel Tan amongst the horde, occurs motion metal from a dozen wounds, but still fighting with the fury of Khane himseft. The mighty Sun Dadloc known as the Wailing Doom, burst from the chest of a rearing Mawloc even as his bloody hand crushed the head of a Tyranid Warrior with a wet pop. Here was the supremary of the Eldar with large; here was where they would make their stand.

At Sunspear's command, the armies of Biel-Tan hurtled down from the Godpeak towards the Avatar of their warrior god Debarking atop the mound of alien corpses, the great host of Aspect Warriors raised their voices in a fierce war show and prepared to buy their seers the time they needed to activate the Fireheart. The Farscers, hurrying from the cavernous holds of the Najad-class cruiser Vaul's Caress, bade their escort carry the Fireheart to the thinnest part of Duriel's crust. Scant minutes later, the nodal core of the ancient device began to pulse a deep red. Subsonics thrummed through the parched earth under their feet.

The seers were not the only warriors to emerge from the Caress, Unfolding themselves from the largest cargo bays were giants born only for war. A Phantom Titan reared up to its full height, its noble head reaching the spore-clouds as its ancestral colours shimmered under protective holo-fields. At its flanks strode a pair of Revenant Titans, twin engines of destruction. The trio of war machines moved with a fluidity that belied their size, striding into formation with the practiced ease of the Aspect Warriors below. Zooming past the shoulders of the magnificent Titans came bladed Dark Eldar grav-craft and flocks of murderous Scourges, appearing to the craftworlders much like black-winged vultures whirling in search of their next meal. In their wake came a host of brightly-patterned Venoms. their fluttering pennants proclaiming the glory of the Laughing God.

Atop the Godpeak, the webway portal burned bright as unit after unit of Eldar took up formation, weapons readv and eyes blazing with the need for vengeance No matter the cost, the Fireheart would be activated, and Dûriel would suffer a fiery and violent end.

WAR ZONE: VALEDOR

THE FINAL BATTLE

The precision and speed of the Eldar attack was a military work of art. It took several minutes before the alien hordess became ruly aware of the scale of the threat assuing them Yie as knowledge of the Eldar's presence flowed through the synapse creatures of the swarm, the sea of Tremats recoiled and bunched up, readying for an assuit on upprecedented size. With the fury of a predator that had been cheated of its prey, the swarm screeched as one and punged towards the Eldar massing in the Godpeak vallese

five Fleet Lexiathan's attack was terrifying in its intensity, Lumbering packs of Carnifexes bulldozed their way across the orspacefields, charging headlong into a storm of shunken catapath fire to crush straight through the Aspect Warrios that moved to stop them and then into the ranks of the Eldar Guardians behind. In their wake came massive Trannofts gun-basis, their symbiotic-weapons hurring yile salvos into the air as the Dark Eldar carved through the salvos into the air as the Dark Eldar calved through the disce above. Fariequism sove a deally dance with a horde of Genestealers that lapped around the Eldar flank, the gound below the combatants salurated with blood.

To the south, a trio of Hive Tyrants marched with deadly intent towards the Eldar wathost, the living shields of their escorts protecting them from the worst punishment meted ont by close-knit Shining Spear squadrons that zoomed as fast as the eye could follow. On the slopes, gladiatorial teams of Wyches eviscerated squat-bodied broodbeasts and Succeib matched their peerless agins against the sheer ferovity of the sepremine. Reveness that hurst from the ground under their feet. To the east, the ground trembled as a grganic literophant stalked from the forest of capillary towers, stabbing its way towards the Eldar army 5 position with menace in every step. The Phantom Titan that had debarked from the *Canrs*, and its Revenant escort, leapt from the rear echelons to engage the beast with pulsar and sonic lance, each shot borning a hole straight through the monstrosity. In answer, the bio-itian roared and fired a volley of burning biological gunk, coating one of the Revenants from head to foot and boiling away its systems until it toppled backwards into the dirt.

REVENCE OF THE LOST

The battle raged on, a sublemate at first, though the corpse count rose high on both sides. As yet more Tyrands joined the fray, the odds were stacked further against the Swordsmin and its allers. To Sunspear's mounting uncase, broods from both Leviathan and Kraken were boiling out of the foothills of the Godpeak and faling upon the Guardian withost that sought to protect the Farseer council as they awakened the Fireheart device. The attack was as sudden as it was unexpected, for the devices tending the Kraken splnter fleet had waited for a gap to emerge in the Eldar battle line and then darref forth with all the forty they could muster. There was simply no time to reinforce the Guardian host; every one of the Eldar and their allies were fighting



WAR ZONE VALEDOR

CAPILLARY TUBES

The ribbed tubes of matter that dangle down from the bioships in the last stage of a Tyranid invasion latch on to the bubbling digestion pools on the planet's surface and draw their sickening biograd all the way up to the alien fleet above.



DIGESTION POOLS

Digotion pools act a little like a pland-wide series of external stomachs, breaking down the bioass of Tyranid and pre-creature alike. Their contents were all that remained of Diarel's populace, the human biomatter mingled with those of their Tyranid persecutors and the genetic secies of Orks and Ethar from previous planteary computes. at close quarters against Tyranids of every conceivable kind. The situation was dire indeed, for if the Fireheart was disrupted, then all would be for naught.

Though the Guardian warhost was holding back the vanguard of the swarm with focused shuriker, fire, it had lutle hope of stopping the leader-beast that coordinated headlong into the Eldar ranks, its four glimmering boneswords carving apart any brave enough to bar its path. Nerves allame, the Farseers beneath its gaze began to falter in their psychia activation ritual Only the sindent voice of Lace Silvereye kept their focus intact.

Just as the Hive Tyrant loomed too close to stop, swirling holes in the fabric of reality opened like irises within its body. ripping the creature apart in explosions of ichor. The ghost warriors of lyanden stalked from the Godpeak webway portal towards the beleaguered Swordwind, their wraithcannons ripping apart the largest Tyranids whilst the distortion scythes of speeding Hemlock Wraithfighters snuffed out the lesser gunbeasts by the score. Wraithlords strode confidently into the Tyranid Warriors that were coordinating the assault on the valley, slashing their ghostglaives left and right. The elegant Wraithknights in their wake sniped the remaining synapse creatures with controlled blasts from suncannons and heavy wraithcannons. Screeching Gargoyles flapped and clawed at the ghost-constructs. but to no avail. Their statuesque physiques were so indomitable, and their senses so far removed from the mortal plane, that the Tyranids proved little more hindrance than a cloud of moths to a hunter.

The arrival of Jranden's warhost had bought the Farsheers time to complete the Fircheart's activation. As the psychically charged nodes of the device glowed and hearn to split planet trembled and began to split open. Superheard steam verteed from a thousand fissures as columns of laws soared skyward; and Duriel screamed in protest.

The battle in the valley, already on the brink of madness, boiled over into pure mayhem as the ground shattered into shifting, cracking plates. Massed broods of Tyranids were tupped into the redhot molten rock that rose unstoppably

Das

underfoot. The hisses of their demise sounded like rain on a hot steel plate as the fires of Dûriel consumed them whole

THE GODPEAK SPEAKS

The air had filled with smoke and screams vet instead of panicked withdrawal, the Tyranid broods redoubled their assault Those Eldar still planetside were forced to fight with every ounce of fury they could muster, invoking Khaine to give them strength and springing across the gaps that opened wide in the planet's crust. Not all were successful. Whole chunks of the surface were breaking up and dissolving in the rising lava that gushed from each new wound, pitching Aspect Warriors and Tyranids alike into the cleansing fires. The Godpeak itself shook mightily before its cap burst open in a titanic triple pillar of white-hot lava, an immense pyroclastic cloud billowing out in all directions to consume the warriors on its flanks

The craftworlders' Dark Eldar alies hurdle through the skies as the Freheaut device worked its ancient magicks below pausing in their escape only to subdue the larger Tyranic beasts in a storm of blades and herd their recumbent forms into the runic hexcages that hung from their Ridler transports. Cries of despart foated up from the law as hundreds of embattled Eldar were dissolved in the planet's hielboad, a macabre mockery of the Tyranid digestion cycle that had been boken open by this forced catastrophe

All around was confusion and terror Even the bio-ships in orbit above secred to know that destruction was at hand, for the ribbed capillary tubes were withing fast, sucking up their grucsome harvest with desperate vigour. Autarch Sumper cried out in dismay as he vachced Hive Fleet Leviathan's probing tubes lach onlio the digestion pools filled with Hive Fleet Kasken's ruddy biomass. The capillary towers began to funnel the acidic guide lo the bio-ships with great perstable publis

The Eldar had failed at the last hurdle – the tentacled monstrostics of the have licets needed only a small sample of the mingled biomass to birth a new rate of supernaturally advance bio-constructs Despite the Eldar's best efforts to stop them, the Tyranids had snatched their prize from the fires of defeat.



Il-me.

THE TWISTED STRIKE

Just as Sunspear's heart felt like it was about to turn to cold stone, the roaring thunderclap of supersonic aircraft boomed overhead. The Autarch could just make out the jagged, sickle-winged shapes of Razorwing fighter squadrons hurtling through the skies overhead, the edges of their wings limned with the flicker of monomolecular fields. His eyes widened as the Razorwings darted at incredible speed through the storms of magma and shot towards the capillary towers that were draining the planet dry. Rather than avoiding the great muscled tubes, the jetfighters used their aircraft to carve through the capillary towers one by one, placing their wing-blades with such expert precision that the liquid feast being sucked into the bio-ships spurted out like blood from severed arteries. The variegated tubes of the capillary towers toppled downwards, their precious liquid cargo gushing in all directions from the severed stumps. Sunspear laughed with disbelief and astonishment. The bio-ships of Hive Fleet Leviathan had been cheated of their ugly feast after all, and with Duriel falling apart beneath them, they had no hope of reclaiming it.



THE RED DEATH OF DÛRIEL

This mission complete, Auturch Sunspear withdrev his forces as best he could. As the thorn-patterned graverant of the Swortdwind hurtled skyward towards You's Corea, news of the wider battle reached him. Cardworld Iyanders, contribution to the battle for Ditrice had not been confined to the battle planetside. Prince Yirel, the Grand Admiral of Jyanders' lifeet, had coordinated his towa arranda of spacecraft on a seemingly suicidal attack run against the ghiner fleet of Hwe Pleet Knaken. After his victories at Yandien, he knew well how to sky the Tyranid monstronues and instructed his commanders accordingly.

Though it cost him the better part of his fleet, Yriel's Edirich Raiders and the lyanden armada ensured the destruction of each and every one of Kraken's bio-ships before escaping as Leviathan began to close in. In their death through the phinter fleet's bio-ships expelled yet more organisms towards Düriel's surface, but their deadly cargos died in a sea of Iava as soon as they reached the shattered erust. The splinter fleet shal been slain.

The doomed planet of Dùrich had been led to run by the hmyerum and brought to the edge of destruction by the hmy flexes that followed it. Yet it had been the sons of Klaime who had pushed it over the edge. The last of the Halar left upon the ill-fated world were the Fazers of Biel-Tan, still channelling their psychic power mto the Fireheart and the sons the flate of the sons of the sons of whils the ari tiself gnited, incircating everything upon its surface. As the Eldar fleter fled into the safety of anomymous space, they left behind them a burning world sha in to a miniature sun – a lambent flame, fanned briefly into a ruging inferron before being extrumy shares the sons of the

Meditating in his chambers on the Vaul's Caress, Autarch Sunspear prayed to the Eldar gods of old that Duriel's fate was not a metaphor for that of the entire Eldar race

No one answered.

THE EBON STING

Deep in the bowels of Commorragh, the Succubus Lehul of Hespensa presented her newest prize to the Haemonculo the Edon Sing cown. Her Wyches brough forth sa great hexcages full of spitting, hissing Tyranid warrior organisms, three sets with crimson carapaces and the other three armoured in the deep purple of a livid bruise.

After lengthy examination, the Haemonculi assured her that the beasts could indeed be fused into a single stran, and that the coven's breeding vats were up to the task. The resultant menagerie of weapon-beasts would be the talk of Commorragh's gladiatorial arenas for some time to come

The regally-dressed Harlequin at Hesperax's side chuckled quietly, blowing a theatrical kiss towards the Succubus before bowing deeply and vanishing into the shadows Preparations had to be made; after all, the Great Game never stopped for long.

THE JADE SCIMITARS

The trio of Razorwing Jetfighters known as the Jade Scimilars played a pivotal role in the war effort; each of the fiercely competitive phots was determined to outdo his Jellows in the destruction of the thirsting capillary towers that dotted the landscape.

THE FIREHEART AWAKENS

The Fireheart has the power to cause the molten heart of Dùriel to explode – but taking the life of a planet is never casy. Can the Eldar warhosts keep the Tyranids at bay long enough for the seers to ensure the infested planet's destruction?

THE ARMIES

The armies used are listed on pages 26-27. Each side must select one of their Warlords to be their Warmaster.

DEPLOYMENT

The Tyranid side deploys first. The Kraken and Leviathan Tyranid armies share a deployment zone but cannot deploy anywhere within 36° of the centre of the table.

The Eldar deploy second, anywhere that is more than 12" away from a Tyranid unit. Eldar units kept in Strategic Reserve may enter play from a board edge of their choice.

Units may not redeploy or Infiltrate in this mission.

FIRST TURN The Tyranid side gets the first turn.

GAME LENGTH The battle continues until the time limit is reached

VICTORY CONDITIONS

Immediately before each break, the Tyrand side gain a bonus D5 Strategic Victory Points if there are no Eldar psykers vultim 18° of the Fireheart. The Eldar side gain an additional 3D5 Strategic Victory Points if the Fireheart is fully actuated (pg 27). The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc gg 22). If both sides score an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37),

Modified Valedor War Zone: All of the rules of engagement from the Valedor War Zone apply to this battle. However, instead of using the Tyranid Unnatural Disaster table, use both the Magma Storm and Seismic Explosion Unnatural Disaster tables (roll for each table's Master of Disaster separately each game turn).

The Fireheart Awakes: The Fireheart cannot be harmed-Neither the Fireheart nor units on the same island can be targeted or affected by Unnatural Disasters: Eldar units that Fall Back do so towards the Fireheart and regroup immediately if within 6° of it. Lastly, the Awaken Artifact psychic power is used in this scenario (pg 27).

Lava Streams: The Fircheart Avackens uses a board that includes many hava streams. Lava streams are dangerous terrain for models with the following unit types. Jump, Jehble, Jel Pack, Skimmer, Flyer, Supersheavy Flyer, Flying Monstrous Creature, Hying Garganiuan Creature. Infantry, Reasts, Bikes, Cavalty, Monstrous Creatives or Garganituan Creatures without the Jump or Jet Pack type treat lava streams as lethal terrain. They can cross a lava stream less han 6° wide, but must first pass an Initiative test or be removed as a casually with no saves of any kind allowed. All other unit types treat lava attems as impassible terrain

THE BATTLEFIELD

Place a piece of terrain to represent the Fireheart in the centre of the board. Strategic Objectives are placed at the locations shown on the map.

Designer's Note: The Farseer Council must be deployed in a ting around the Fireheart – in this mission, their suit coherency is 4° instead of the normal 2°. The members of the Farseer Council may not be mounted in Fransports at any point and may not solunitarily mose from there position.



CARLON-WAR ZONE VALEDOR

THE HIVE FLEETS MERGE

Despite the Eldar's best efforts to keep them apart, the mighty Tyranid hive fleets have combined. The jaws of Kraken and Leviathan close around the Eldar, intending to swallow them whole and doom the planet forever.

The Tyranids of Hive Fleet Leviathan and the splinter fleet of Hive Fleet Kraken have swarmed across the surface of the world the Eldar call Duriel. They stand on the brink of a grisly victory, for by merging their biomass, they can ensure an evolutionary leap that will see the Hive Mind strengthened beyond countenance

Yet there remains a tiny flicker of resistance upon the doomed planet, a small possibility that the Hive Mind might be denied its feast. The vast sentience that controls the Tyranid race can feel a psychic pulse of potential power that flares on the sides of the planet's tallest peak. If allowed to grow to full strength, that low hum of psychic activity could flare up to consume the world in fire. To do so would cheat the Hive Mind of its greatest desire - not only the biomass of an entire planet, but the gene-locked secrets within.

So it is that the Hive Mind brings its seething, screeching hordes to the flanks of the Godpeak, closing in upon the mortal flesh-things foolish enough to match their pitiful weapons against the Great Devourer itself. There can be only one outcome.



TYRANID STRATEGIC ASSETS

The following Strategic Assets are used by the Tyranid side: A Blight on the Psyche, The Death of Hope, Synaptic Compulsion, Reanimator, Spore Chimneys.

TYRANID BATTLE PLAN

The Tyranid battle plan was simple - envelop the Eldar army and engage it in close combat as soon as possible. With the warriors of Khaine tied up on the front lines, the remaining Tyranid broods could jump from island to island to join the assaults wherever the Eldar line was weakest, breaking the hard shell of Aspect Warriors and Ghost Warriors around the Fireheart and getting to the squishy Farseer centre inside. The flying Tyranid broods would be able to advance across the lava sections of the board to stymic any Eldar counterattacks. If an Unnatural Disaster result could be used to break open the Eldar battle line, so much the better - just so long as the Eldar Farseers died before they could activate the Fireheart.

This world was once a paradise. But fate has been unkind to Düriel. She has been tortured by the hand of Man, then caten alive by the ravening maw of the Tyranids. It will be a kindness to put her out of her misery, and it must be us that delivers the final blow."

- TAEC SILVEREYE OF IYANDEN

- and - 60 months - 20 months - 20 months

TYRANIDS ORDER OF BATTLE The Tyranid forces are listed below.

Kraken Splinter Fleet

- . The Swarmlord
- . 1 Eye of the Hive
- 1 Vanguard Infestation
- 1 Tervigon Broodnode
- 1 Sporestorm Rmod
- · 1 Kraken Tendril Swarm
- · 1 Ripper Swarm Brood
- · 2 Ravener broods
- 1 Tyrannofex Gunbeast Brood
- . 5 Trypons
- · 1 Haruspex
- · 1 Hierodule
- I Harridan

Hive Fleet Leviathan

- · 2 Hive Tyrants
- · 3 Lictors
- · 1 Zoanthrope Brood
- · 1 Endless Swarm
- · 1 Carnifex Crusher Brood
- 1 Exocrine
- · 2 Carnifexes
- 3 Tyranid Warrior Broods
- · 1 Gargoyle Brood
- · 2 Genestealer Broods
- 1 Subterranean Swarm
- · 1 Harty
- . 1 Hive Crone
- 1 Haruspex
- 1 Tyrannofex
- · 1 Tervigon Conterna Children
 - · 1 Venomthrope Brood



ATTACK OF THE SKYSWARM As the Carnical of Pain horers across the laws streams, they are intercepted by a Leviathan Sty Swarm. Tyranid monster fights Dark den flesh-field whilst Dürel wreaks its wengennee with boiling magna.

THE FIREHEART AWAKENS, Dûriel, 999.M41

A Terringon Broodnode spanons an endless tide of Termagants to bolster the chiltering swarms. Nearby, a Tyrannofes Gruhbeart Brood fores its monstrous bioveopens at the Wraithburghts satoking to intercept them, a gigantic Harridan maring up in support

The very surface of Duriel breaks apart as the Fireheart's immense power is channelled into the planet's molten heart. Tectonic plates splinter and boil away, and gouts of blazing fire are hurled high into the air. On shifting islands and across boiling lava streams, swarming Tyranids fight tooth and nail to kill the Eldar allies determined to deny them they prize in the most final way imaginable. The fate of Duret and a hundred worlds besides - hangs in the balance.

Delar

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Briggs

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•100 •1m ·10 ·27d •1版

· TEN Date E ·1.400

A undnil of Hive Fleet Kraken prepares to hurl itself across a fiery chasm, hoping to exploit the opening made by the tunnelling Tyranids that have burrowed their way towards the Fireheart.

In the heart of the battlefield, the Eldar Farseers pull every trick and ploy available to them in order to bring the Fireheart to full power. Only by distroying the planet can the craftworlders deny the Hive Fleets their biological hourd, and they intend to do so, no matter the cost.

Meanwhile, the most mobile of the Eldar and Dark Eldar forces scramble across to claim the strategic objectives on the smaller islands, exterminating the Tyranid units that get in their way with focused vollegs of free

MONSTERS AND MAYHEM

Hive Fleet Leviathan matches its bio-cannons against the fireforcer of massed Fire Dragon and Dark Reaper Aspect Warnors. Though they take a heavy toll, the Tyranids prove an unstoppable force. With no fewer than fav Carnifexes and a Have Tyrant to throw at the Eldar line, the Tyranids make it across the laws stream. The killing starts in earnest when close combat is joined, and grav-tanks are hurled into the magma by a rampaging Carnifex Crusher brood



THE BLADES OF KHAINE

The fate of the Valedor System hangs in the balance, and with it the fate of an entire segmentum. The Eldar must emerge triumphant, denying the Tyranids their prize – yet to do so, they must destroy Dúriel utterly.

The Eldar have secured not only the aid of their Harlequin and commortic allies, but also the Fireheart, a psychically activated device with the power or against the core of a planet to such an extent that the entire world breaks apart. Now they must activate i – a task that is caster begun than completed. To ensure the planet's destruction, the device must be afull power until the tectorie plates break apart and hava consumes the tortured world entirch. Not only that, but the Tyrandi blive fieses have converged

ELDAR ORDER OF BATTLE

The Eldar and Dark Eldar forces are listed below

Eldar

- . 1 Avatar of Khaine
- 1 Farseer Council
- 1 Guardian Battlehost
- 1 Windrider Jetbike Squad
- The Crystal Sons of Asuryan
- . 1 unit of Howling Banshees
- 1 unit of Striking Scorpions
- · 2 units of Dark Reapers
- · 3 units of Fire Dragons
- . 1 unit of Swooping Hawks
- . 1 unit of Warp Spiders
- 1 unit of Shining Spears
- . 1 unit of Harlequins
- . 1 unit of Rangers
- 1 Crimson Hunter
- · 2 Falcons
- 1 Night Spinner
- · 1 Wraithlord
- . The High Council of Iyanden
- · 1 Autarch
- . 1 Gemini Revenant Squad
- 1 Mindstorm Squadron
- . 1 Ghost Warrior Warhost
- · 2 Vyper Squadrons
- 1 Fire Prism
- Dark Eldar
- . I Archon and Retinue
- 1 unit of Incubi
- · 1 Dark Olympiad
- · 1 Storm of Blades
- . 1 Carnival of Pain
- . I unit of Mandrakes
- and of mananakes
- · 2 Ravagers
- 1 Sickle Squadron

within the Godpeak safley, perhaps sensing that the doom of the planet is imminned. Surrounded by the terming hordes of the Tyranid have fleets, the Eldar must unit to hold back the foc, buying the Farseers who are selflessly activating the Fireheart as much time as they can. If they fail, the world will have been destroyed for nothing, and the Tyranid hive fleets will unit, evolving new and horifying biological terrors that will destroy not only precious Eldar cardivolds but also potentially conquer that the galaxy.

ELDAR STRATEGIC ASSETS

The following Strategic Assets are used by the Eldar and Dark Eldar side: The Avatar Resurgent, A Deadly Harvest, Revenge of the Lost, Shield Generator, Strands of Fate.

ELDAR BATTLE PLAN

The Eldar Warmster coordinated his side's efforts to protect the Farseers in the middle of the board at all costs. To thus end he ringed the Fireheart with as many mits as he could fit on the island. The idea was to keep the siland as crammed full of Eldar as possible, denying the Tyranids a chance to get a foothold there. Whils the central island was secure, the Eldar and their Dark Eldar alles were free to mount hit and run attacks on the Tyranid-Paid objectives, stalling their advance and perhaps snagging a few Strategic Victory Points into the largan.

Designer's Note: In the Fireheart Awakens mission, the Eldar side has access to a special psychic power (see below). All Eldar psylers with a Mastery Level of 2 or more automatically know this psychic power in addition to generating their other psychic powers as normal.

AWAKEN ARTEFACT.......WARP CHARCE 2 The Eldar sees awaken the psychic core of the Fireheart.

Another Artificit is a blessing with a range of 12° that targets the Frichart and many only be used once per turn. Place an Awakening counter next to the Fricheart. For each counter, Eldar units within 12° subtract 1 from all Leadership tests. Lastly, roll D3+1 at the end of each game turn; if the result is equal to or less than the number of Awakening counters next to the artefact, its fully activated (see Victory Conditions, gg 25).

Assessment And Assessments

Concentration of the second

willing a

TOTAL DESTRUCTION

The Eldar used every trick in their repertoire to keep the Tyranids at bay, but slowly but surely the endless minions of the Hive Mind closed in for the kill...

The Eldar battle plan - to keep the Tyranids away from the central island and in the process enable the Farseer Council to activate the Fireheart - was initially successful. They used the Shield Generator stratagem to keep the psychic choir safe from bio-weapon fire for the first turn, and the Guardian Battlehost's Celestial Shield to mitigate the Tyranid side's Shooting phase in the second. The Tyranids closed in, hoping to swamp the Eldar on the central island with sheer weight of numbers. The Eldar side mobilised the concentric circles of Aspect Warriors surrounding the Fireheart to intercept them, whilst Dark Eldar strike forces darted across the lava to snag critical strategic objectives. However, the Tyranid side had more than enough resources to strike back effectively, and had control of the majority of strategic objectives from the start. The climax of the game saw an entire section of the board destroyed by a Total Collapse result on the Seismic Explosion table, taking a small army of Dark Eldar with it! The Farseers survived until the end of the game, activating the Fireheart, but the Tyranid side had already amassed so many victory points that ultimately the day was theirs.

Tyranid Warriors ensured the merging of the hive fleets on the ground, evolving their swarm tactics to swamp the Eldar hosts.



Autarchs of Biel-Tan and Iyanden alike coordinated the war effort from the front line.




leader and warrior supreme.

Asurmen and his Crystal Sons took a great toll on Ector and Duriel alike.





The raging Avatar of Biel Tan Craftworld proved an unstoppable for, even when buried alive by Tyranids!



Iyanden's Farseers guided the Eldar grand strategy from the beginning.



Iyanden's Spiritseers were led by Iyanna Arienal.



Baharroth and his fellow Phoenix Lords plunged fearlessly into the Tyranid swarms.

1. Jesuna



WAR ZONE: VALEDOR







Leith Hesperax killed countless Tyranids with her razor-sharp blades.

Archon Sarnak ensured his aid came at a very high price.

The Kabal of the Black Heart is the most potent of its kind.

Wracks of the Ebon Sting Coven

were sent to fight upon Dûriel.



The Beastmasters and Khymerae of the Cult of Strife took a sinister interest in the Tyranid swarms they fought.



The Wyth Cult of Strife take pleasure in setting their Donorian Claused Frends on the foe.



The Murderflocks of Commorragh contain a great many Scourges. A Talos Pain Engine is a truly grotesque foe.





RULES OF ENGAGEMENT

A planetary system that has been ravaged by a Tyranid invasion is a seething hell of biological terrors. The following rules allow you to fight battles on the ravaged planets of the Valedor System as the hive fleets fight to consume it.

On the following pages we have included additional environmental rules, Apocalypse Missions, Strategic Assets, Finest Hours, and Apocalypse Formations.

The missions and environmental rules in this section have been designed to represent a series of pivotal battles fought on the Tyranid-infested wastelands of the Valedor System, and the vile changes the hive fleets wreak upon those worlds they intend to consume.

The Assets and Finest Hours allow you to recreate the strategies and heroics of the Eldar and Dark Eldar, plus the exertions of the Tyranid warrior-beasts that fought them.

The additional Apocalypse Formations represented in this section represent the most vital forces that clashed upon Diriel. However, these military formations have been seen in many different war zones, so they may be used in any Apocalypse game. FORGING A NARRATIVE

The worlds of the Valedor System have been invaded by the countless swarms of the Tyranid race. Duriel is one of many such planets all across the Imperium – Prandium, Ichar IV, Taris Ultra, and of course Tyran – first of the





WAR ZONE: VALEDOR

WAR ZONE: VALEDOR TERRAIN

The Valder System plays host to several worlds that have been choked by the industry of the Imperium and then invaded by the Tryania the flexts. Some or the more commonly encountered types of terrain that can be encountered on the paradichids of Dhriel, and its sister planets, are described holow. For live to use these in games set in the Valedor War Zone.

CAPILLARY TOWERS

parage the secondary stage of a Tyrani diversion, capillary score pack here way the from the planet's crust, ground, tables and tables as they reach the questing tables to even the data of the groun, digetato pools which and the ground, advorce the groun, digetato pools bubble out of the ground, advorce the groun, digetato pools bubble out of the ground, starging indication to the bio-shifts of burners. The in presence is a sample in dication that the Tyrani bine for the Association and the trop world, and the Shadow in the Warp resonates disrupted the forware trans.

Capillary towers are impassible terrain. If a non-Tyranid Psyker is within 36° of one or more towers, he takes his Psychic tests on 3D6 and suffers Perils of the Warp on the roll of any double 1 or double 6.



SPORE CHIMNEYS

Spore chimneys pump out alien spones which not only pollute the atmosphere, but quickly alter the native faurna as they belch their corrupting foulness into the skies. When under threat, spore chimneys can hurl out clusters of deadly, bloated spore mines that drift towards the unrecognized biosignatures of the chimney' assantias before deformating.

The Tyranid side rolls a D6 for each spore chimmey at the beginning of their turn. On a 5+, the spore chimmey release D3 clusters of 3 Spore Mints – the Tyranid side Deep Strikes these clusters into play anywhere within 12° of the spore chimmey (see *Cadex Tyranids* for details). Lastly, all friendly Tyranid units within 6° of a spore chimmey have the Shrouded Special rule.



DIGESTION POOLS

Digitim pole open like uset sorre across the surface of a Transd pressworld, their volatile acidic contents gurgling and pitting as every scrap of biomass captured by the lyranid cater averas is balled down into a dowing moras within them. Transly senten proclike tentific flop and worthe at the edges of and poor, ready to snatch the legs of any unwary omboders and posk them into the wide leghts of the digestion pool visit, there to be moder down into primordial soury ready for consumption by the arising biologies of the here feet.

Digestion pools are lethal terrain. If a non-Tyranid model is within 2° of a digestion pool at the end of his move, it must take a Strength test. If the test is failed, that model takes a Strength 3 AP3 hit.



The rectar fellow methr is such them.

WAR ZONE VALEDOR

WAR LONE: VALEDC

FICE

VALEDOR UNNATURAL DISASTERS

Tons

The worlds of the Valedor System are thoroughly trapped in the grip of the marauding hive fleets. Their meteorology, cosystems and even planetary crusts have been polluted by the pernicious organisms of the Tyranid invaders. Oblivion is near, for the system was dying even before the Eldar unleashed their fury upon it.

D3+ TURN	EFFECT	D3+ TURN	EFFECT				
2-3	Phagespore Clouds: The skies are filled with eater sports. The Master of Disaster must roll D3+1 Starting with the Master's side, the opposing sides take it in turns of nominate a unit on the table as the target of a phagespore cloud. Each unit targeted by a phagespore cloud takes 2D0 Strength 3 AP3 bits. This process is carried out a number of turnes equal to the D3+1 total. Rain of Bite: The descending feede-tubes of the bio-ships hering in view orbit and or each ta shifted.	6+	Questing Monthparts: The groteque mass of the hos- ships more in loss, studing up the half-plaud badageat dates of the battlefield – and many firsh badaes with ut. The Master of Disaster selects a capillary tower or digestion pool on the battlefield. If there are no capillary towers or digestion pools in play, he may choose a unit on the battlefield. Centre the Apocalyptic Blast marker over the target point and oill for scatter. The Questing Mouthparts are then				
	The Master of Disaster must roll a D3. Starting with		resolved as a weapon with the following profile:				
	the Master's side, the opposing sides take it in turns to resolve a number of Rain of Bile attacks equal to the		Range S AP Type				
	D3 result. For example, on a roll of 3, the Master's side would make two Rain of Bile attacks, and the opposing side would make one.		Unlimited 10 2 Assault 1, Instant De				
2	side would make one. Range S AP Type Unlimited 5 5 Heavy D3, Apocalyptic Blast, Poisoned (2+)		and				



THE MIRRORED SHIELD

The Eldar of Biel-Tan struggle to keep the hive fleets from uniting in the Godpeak valley, diving out of the clouds to cull the converging awarms before they can merge their biomass. The Swordwind must act now, or see the Tyranid swarms united to the period the tentire galaxy.

THE ARMIES

Select three armies (of roughly equal size) using the rules in the Fighting an Apocalypee Battle section (Apoc. pg 1820). One army must be composed of Eldar units, and the other two composed of Tyranid units. The Tyranid armies treat each other as Desperate Allies for the purposes of this mission.

Escar

DEPLOYMENT

The Tyrand side deploys first. If there is more than one Trand player, the Tyrand players roll off, and the winner choose a Tyranid deployment zone (see map), deploying lawhole army in that section. He may not place any ums cloer than 12° to the Eldar deployment zone. The other Tyrand player then deployment zone. The other Tyrand player then deploys his army likewise, in the other Tyrand player then deploys his army likewise, the place deployment zone. The Eldar side deployment zone. Eldar Strategie Reserves enter play from the short edges of their deployment zone. Tyranid Strategie Reserves enter park from the short board edge in their deployment zone.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN The Eldar side gets first turn

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The Tyranid side scores an addinonal Strategic Victory Point for each of their units that is wholly in their Desperate Alfs's deployment zoone at the end of the game. The Eldar player scores an additional D342 Strategic Victory Points' in entitler Tyranid player has any of his units wholly in his Desperate Alfs's deployment zone at the end of the game.

CICCUT

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides score an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Ambush from Above: For the duration of the first game turn, Tyranid units may not charge.

Fury of the Swordwind: All units in the Eldar army have the Furious Charge and Hit & Run special rules.

Valedor War Zone: All of the rules of engagement from the Valedor War Zone apply to this battle; use the Tyranid Invasion Unnatural Disaster table (opposite).

Wreathed in Mists: The entire Eldar side has the Shrouded rule for the duration of the first game turn

THE BATTLEFIELD

The Eldar player divides the playing arca lengthwise into three roughly equal sections. The borders between the sections do not have to be straight lines. Then set up your largest pieces of terrain so that they line the long board edges to represent the walks of the valley, with a smattering of terrain in between. Finally, Staragic Objectives are placed (Apoc. pg 20).

Designer's Note: The Mirrored Shield is the first clash upon Düriel, taking place before the Living Storm mission.



THE LIVING STORM

The Farscers' suspicions have been proven correct – the Tyranid infestation is too widely spread for complete extermination. Attach Sunspear's warhost must withdraw from the planet and choose another path of attack – assuming he and his warriors can evade the skyborne warrans of Tyranis that are closing in on their position...

THE ARMIES

Select three armies using the rules in the Fighting an Apocalypse Battle section (Apoc. pg 18-20). One army must be composed of Eldar units, and the other two composed of Tyranid units. When combined, the Tyranid armies should be roughly equal in size to the Eldar army. Each side must select one of their Warlords to be their Warmster.

Rice-

DEPLOYMENT

The Tyranid side deploss first. If there is more than one Tyranid player, the Tyranid players roll off – the winner may choose either of the two deployment zones adjacent to the short table cedges as their deployment zone. The other Tyranid player uses the opposite zone as his deployment zone. The Eldar side deploys last. They deploy their forces anywhere that is more than 6° away from either of the Tyranid deployment zones. Eldar units may not be kept in Strategic Reserve. Tyranid Strategic Reserves enter play from the short board edge in their deployment zone.

The Infiltrate and Scout special rules are not used in this scenario.

FIRST TURN

The Eldar side gets first turn

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

Keep a tally of Eldar units that have been removed as coasilies or fields units that have voluntarily left play (see below). At the end of the game, multipally left play (see Eldar units that have voluntarily left play (see Eldar units that have voluntarily left play by two. If the total is higher than the number of Eldar units that have been removed as casualless of feld the built shat have been removed as casualless of feld the built shat have been statistically for the statistical state of the state gains an additional 3D3 Strategic Victory Points. The side that has the most Strategic Victory Points at the end of the game wins the built (Apoc. pg 22). If both sides score an equal number of points then the battle is a draw.

EFOTT-

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22:37).

Retreat in Good Order: The Eldar treat both of the short edges of the battlefield as their table edge. Eldar units may voluntarily move off these short table edges. If at least one model from such a unit is moved off the table edge, the entire unit is removed from play and may not re-enter play.

The Storm Incarnate: At the start of the Eldar Movement phase, all Eldar Skimmers and Flyers within 12° of a Tyranid unit with the Jump or Flying Monstrous Creature unit type must take a Dangerous Terrain test.

Valedor War Zone: All the rules of engagement from the Valedor War Zone apply to this battle; use the Tyranid Invasion Unnatural Disaster table (pg 36).



THE RED DEATH

The Fireheart has been activated and the doom of Dùriel all but assured. Yet the capillary towers sprouting from the pools of mingled biomass are greedily seizing the hive fleets' bounty. Can the Eldar's Commorrite allies end the Tyramids' biological fest?

THE ARMIES

Set of four armies using the rules in the Fighting an Apochpage Battle section (Apoc. pg 18-20). One army must be composed of Eldar units, one of Dark Eldar units, and the other two composed of Tyranid units which, when combined, should be roughly equal in size to the combined Eldar and Dark Eldar armies. Each side must select one of new Wardors to be their Warmater.

FICE

Note that in this mission the Dark Eldar side must include a Sickle Squadron.

DEPLOYMENT

The side roll off to see who picks deployment zone. The summ gide deploys their force anywhere in the chosen deployment zone. The losing side then deploys their force in the opposite section of the board. Units may not be deployed within 12° of the diagonal line dividing the two sections of the board. Strategic Reserves enter play from the short board edge in their deployment zone.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRSTTURN

Roll-off to see which side has the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

At the end of the game, the Eldar side gains an additional Strategic Victory Point for each capillary tower that has been destroyed. The Tyranid side gains an additional Strategic Victory Point for each tower still in play. The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides score an equal number of points then the battle is Apox.

A FORT

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

The Red Death: All of the rules of engagement from the Valedor War Zone apply to this battle. Use the Magma Storm Unnatural Disaster table (Apoc. pg 39) as well as the Tyranid Invasion table (pg 36). Lasth, add one to the result each time a roll is made on an Unnatural Disaster table.

Capillary Towers: In this mission, capillary towers are treated as Tyranid Monstrous Creatures with the Fearless special rule that cannot move, shoot or charge.

	WS	BS	S	Т	W	A	I	Ld	Sv	
Capillary Tower	1	0	8	8	5	1	1	2	5+	3

Swooping Strike: If a Razorwing from a Sickle Squadron uses its Sicklewing Fields special rule on a capillary tower, it may re-roll the number of hits it causes with that attack.

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area diagonally into two roughly equal halves by drawing a line from one corner to the opposite corner. The opposing team decides which half of the table they will deploy in. The border between the two halves does not have to be a straight line. The players then toll off once more, and starting with the winner, take it in turns to place a total of six capillary towers on the board. No capillary tower may be placed within 12" of another tower or a board edge. Finally, Strategic Objectives are placed (Apoc. pg 20).





VALEDOR FINEST HOURS

If the following special characters are included in an army, and are one of the army's Warlords or its Warmaster, then they are the following special rules when they take their Finest Hour. These special rules are in addition to the normal benefits of a Finest Hour (Apoc. pg 26).

THE STRENGTH OF THE SACRIFICIAL SOUL PRINCE YRIEL

Even the have fleets' largest monstrosities held little fear for a warrior such as Prince Ynd, for he has already sworn his life and soal in exchange for the strength to defy the Tyranid menace. To this day he leads his kin in the war against Hive Fleet Kraken.

If Prince Yriel calls his Finest Hour at the beginning of any turn in which there is a Tyranid Gargantuan Greature anywhere on the same battlefield, the following applies.

In addition to the usual effects, Prince Vriel's Spear of Twilight is Strength D

THE BLADED HAND ASURMEN

Asurmen, first of the Phoenix Lords, led hundreds of Dire Avenger disciples to war in the Valedor System. Their blades were as sharp as those forged by Vaul himself.

If Asurmen calls his Finest Hour at the beginning of any turn in which there is a unit of 15 or more Tyranids anywhere within 48° of him, the following applies:

In addition to the usual effects, all weapons used by Asurmen and his unit have the Shred special rule – note that this affects both their melee weapons and ranged weapons.

THE SEETHING SWARM THE SWARMLORD

The monstrous Hive Tyrant that led the Tyranid assault was an incarnation of the Swarmlord. Under his control the Tyranids struck wherever the Eldar were weakest.

If the Swarmlord calls his Finest Hour at the beginning of any turn in which the Eldar side controls one or more Strategic Objectives in the Tyranid deployment zone, the following applies:

In addition to the usual effects, all Tyranid Infantry units that enter play this turn have the **Outflank** and **Acute Senses** special rules.







THE CRIMSON DEATH

The Crinson Hunters are amongst the rarest and most treasured of all the Eldar Aspects. The loss of an entire thrine is a crippling blow that may take centuries for a cripploved to hoal. However, when the Eldar's domains are threatened by an energy force of thistins scale, a cardinorid will thave little choice but to mobiles all of its Crinson Hunters at one cand at six them with the destiruction of the renergy most important assets. Known amongst the Eldar as the Crimson Death, these due wings of yelfghters are capable of blasting agains the command bridge of a cumbersome Tian in a single pass or atomising a commander eren as his men mill around him. On Diried, at command bridge of a cumbersome Tian in a single pass or atomising a commander eren as his men mill around him. On Diried, at with the theolecohic condinated frequence of Biel-Tan's Crimson Death that felled the three massive Herophants stalking towards the Erehent device. Their laser for was so accurate that the head of each basit was obliterated, one offer musher. As each monitority's long trubells to the each, dearson feest, Tripmals were curabed underreadin their vast carranses.

3-5 Crimson Hunters

tomotof.

WAR ZONE

VALEDOR

FORMATION RESTRICTIONS One Crimson Hunter must be upgraded to be an Exarch, this must be the Flyer Wing's Command Vehicle.

SPECIAL RULES:

Jewels of Khaine: To represent their value to the Eldar race, if the enemy side destroys all of the Crimson Hunters in the formation, he receives an additional Strategic Victory Point.

Strike at the Heart: Every time a Crimson Hunter from this formation destroys an enemy Warlord, Garganiuan Creature Phyne Granum Creature or Super-heavy Walker, the Ethar player's side receives an additional Strategic Victory Point. If a Crimson Hunter from this formation destroys an enemy Warmaster, the Ethar player's side instead receives D3 additional Strategic Victory Points.

tot at a the state and the second to

CRYSTAL SONS OF ASURYAN

The sythology of the Eldors in replete with lates of tragedy and self-sacrifice. One of the most poignant tells of a darm denigods that surrow areared from therms grystal and entrusted to the testing of his right hand, Aurmen. With the Phoenix Lord's guidance, these simpleds paight so hard they now peace arows the galaxy. Ultimately, they found they could not stop fighting, even in the times of plopus pair followed, and they now peace arows the galaxy. Ultimately, they found they could not stop fighting, even in the times of plopus digits heres that the Dira Avergers' homom as the Crystal Sous of Austryan channel in the forse of battel. Latt the the downed, galax heres that the Dira Avergers' homom as the Crystal Sous of Austryan channel in the forse of battel. Latt to the firm by the same phone. Earl who taught the original Crystal Sous is Austryan channel in the firms of blance that the here is the acht are blooded, there bodies transmite a hitle now. Though their resistince is greath enhanced by the choices of Austryan's power that face blooded, there begins are blowed built game than status of loving crystal. It is a prace the Crystal Sons valency by poy, for any here beginster, the destar Korn whether the blurged once more into the firm 5 year.



3+ units of Dire Avengers

FORMATION RESTRICTIONS Each unit of Dire Avengers must include a Dire Avenger Exarch.

HIT INTERNET SCARE

SPECIAL RULES:

VALEDOR

Crystal Metamorphosis: Dire Avenger models in this formation (this includes Dire Avenger Exarcles, but not Asurmen humsell) have a bonus to their Strength and Toughness equal to the game turn number. This bonus is not cumulative for example, during game turn 8, all Dire Avenger models in this formation have +3 Strength and +3 Toughness. However, at the end of each Eldar unr. ach Dire Avenger unit in the formation must take a number of Toughness tests equal to the game turn number. Remove one model for each Toughness test you pass (not fail) – tilus represents those unfortunate few who turn to crystal. It is your choice shukin models in each nuit are removed

The summer of Stranger

GEMINI REVENANT SQUAD

Where the larger Elder Titans are often created by turns or triplets, Revenants are often manuel by just one of a pair of shiftings, the second of whom well plot another Revenant on the same battlifted. This leads to the lathe Titans husting in plans - codified by the hipperima a Greenin Spands - where each graceful wave machine is psychiatally linked to the other by the inherent blood ties of their turn plots. The bond between Elder turns is so strong that they can communicate on a subhamiad level, warring one endowed anong the share of contour and sharing that relevance does of the other of the endowed of the other busines of productory tunggle and any other bases of emotion and sharing that relevance does of the other busines of the endowed others with the other bases of emotion and sharing that relevance does of the other bases of the other bases of the others base of productory tunggle to the strong bases of emotion and sharing that relevance does of the other bases of the others base of productory tunggle to the strong bases of the other bases of the others bases of the others and the strong bases of productory tunggle to the other bases of the other bases of the others and the strong bases of the others bases o



AR ZONI

ALEDOR

venant Titans

FORMATION RESTRICTIONS

None

A THINKING

Mindlink: The psychic link between the Revenants in the Gemini Squad has two effects:

- If one of the Revenants scores a hit on its target during the Shooting phase, the other Revenant treats its weapons as Twin-linked if it targets that same unit that phase.
- If an enemy unit's shooting attack hits a Revenant Titan's holo-field, place a Forewarned Counter next to the other member of the Gemini Squad (a small con will do). All subsequent shooting attacks that target a Revenant with a Forewarned Counter can only be made as Snap Shots Remove all Forewarned Counters at the end of each plass

Comment The and

CHISENS HOU ELDAR GHOST WARRIOR WARHOST

The Eldar are loathe to rouse the spirits of the dead from their rest within the Infinity Circuit, but when a threat arises that the Aspect The base are version of the spinitseers will assemble a ghost warrior warhost. In battle, the spinit host forms a cadre of Warriors and Guardians cannot defeat, the Spinitseers will assemble a ghost warrior warhost. In battle, the spinit host forms a cadre of Warness and Section 2010 and the enemy attack, and is supported by longer ranged weapons. Able to endure the forest enemy forebower, sealing sources warhost gives the more mobile elements of the Eldar army the time they need to get into the position to strike. Lyanden, the ghan warrier any need to get into the position to strike. Isoand any one time any need to get into the position to strike. Isoanden having suffered heavily in its fight against the Tyranid invasion, has the largest ghost warrier warhost of any craftworld, invariably



BEART INTERNOCOLEMES

THE REAL PROPERTY AND INCOME.

SPECIAL RULES:

ALEDOR

Revered Ancients: Every friendly Eldar unit within 12" of a unit from this formation has the Fearless special rule

date of

Wrath of the Slain: Nominate a codex immediately before determining Warlord traits. Whilst a unit from this formation is within 6" of at least one of the formation's Spiritseers, that unit has the Preferred Enemy special rule against all units from the nominated codex

Contraction in

ELDAR/DARK ELDAR THE GREAT TROUPE

Louis profile

The warriar-dancers of the Harlequins traced constantly through the galaxy, hipping the balance of fate to further their non mysterious agenda. On the eve of a battle that until determine the fate of an entire world, the Harlequins may appear an masse from their haing places within the workwy. They bring the most becouldering of Eldar technologies with them, bolsterid with folded in knowledge gleaned from the dybrds of the Black Library. When the Great Four long goes to war, it is as if a bejenetled safere bursts into semillating existence behind the enemy battle line, thrusting deep into its lumpen mass before exploding into a hundred shards that leave blindness and madress in their worke.

> 3+ units of Harlequins 3+ Venoms OR

FORMATION RESTRICTIONS

One Troupe Master must be nominated as the Troupe Leader. He has the same special rules and wargear as a Troupe Master, though he has profile shown right.

A TI INRUSAS

+ Vypers

DeConcent

SPECIAL RULES: Crusader, Deep Strike, Fear, Preferred Enemy (Codex: Chaos Daemons and Codex: Chaos Space Marines).

Confounding Presence: Ranged weapons carried by Harlequins in this formation have the Blind and Concussive Special rules. Furthermore, if the Initiative rest caused by the Blind special rule is a 6, place a Confusion token by that unit. A unit study no eor orme Confusion tokene treats all of its Melee weapons as if they had the Unwieldy special rule for the rest of the game.

							-					
Trouve		ws	BS	s	т	w	1	A	Ld	Sv		
Inoupe	Leader	7	7	3	3	3	7	4	10	-		
ZONE	ing ing	2 250		0	GARA		1 A	INCOL	-	-		
and the second se		Troupe Leader	Troupe Leader 7	Troupe Leader 7 7	Troupe Leader 7 7 3	Troupe Leader 7 7 3 3		Troupe Leader 7 7 3 3 3 7	Troupe Leader 7 7 3 3 3 7 4	Troupe Leader 7 7 3 3 3 7 4 10		

GUARDIAN BATTLEHOST

in uses of imminent catastrophe, a craftworld wall often have no choice but to mobilise its extremy in support of its Aspeet Warrior draws. Such a decision is not faken lightly, for the Eldar are a dying race, and the loves of its people are precises indeed. Though even warranted Eldar citzens is for more lechal at does guarters than a more human, when they are forced into the fray a stray shall or peop basis can potentially or it the loves of a doesn irreplaceable philosophers or artists in a single hunding straint. Recause of this, its englowable suit for ensure their Caustian Battletonska are engipped rafacts human using both and guards. Recause of this, fore fields that allow the battlehost to verather the enemy firepower whitst advancing to secure vietory at a critical moment.



Stant House C SEARS

9. P. M.

FORMATION RESTRICTIONS e entire formation must fight on foot: no Dedicated Transports may be taken as upgrades.

tilla Contest

SPECIAL RULES:

Celestial Shield: Once per game, at the beginning of any player turn, you may chose to activate the Celestial Shield II you do so, nominate a point on the battlefield that is swithm 1° of a model in this formation and place a marker on that point. Any Eldar unit from this formation swithm 1° of the marker has a 3 in uniterable save against enemy Shooting attacks. At the beginning of each Eldar turn in which the Celestial Shield is in play rol a 3.6 no a 4+, the Celestial Shield remans in play, on a 1-5 it disapates – the marker is removed from play.

Lifeblood of the Craftworlds: Friendly Eldar units within 12" of a unit from this formation have the Stubborn special rule.

Part and Stranger Stranger

HIGH COUNCIL OF IYANDEN

The High Council of Nanden represents one of the greatest collections of Eldar minds active in the palars. It was brough together during the invasion of Hire Peter Kraken and bound by bonds of mutual respect ever since. In watters military, the Council defines to Prince Yrit, the Administ of Yanden's amnada and the master of the Eldinki Ruiders. Keeper of the enfluendis's spiritual well-being and guardian of its ghost unarriens is Jeanna Arrenal, the Angel of Jeanden. The bountful Spiritser is accompanied by hermater The Shorry en alt the impossible strong Athenian, whose boering wantikhome add houses the levy warrier spirituation of a departed Exercise.



Taec Silvereye (Farseer)



In the stage

(Wraithlord)

Milleculon

WAR ZONI

anna Arienal

FORMATION RESTRICTIONS he High Council may not embark on a Transport of any kind. Taec Silvereye may not take an Eldar jetbike.

SPECIAL RULES:

Angel of Iyanden: Units of Wraithguard, Wraithblades, Wraithlords, Wraithknights, and Henolock Wraithfighters within 12" of Iyanna count their ranged weapons as Twinlinked, and may re-roll failed To Hit rolls in close combat

Burning Fist of Althenian: When making a Smash attack Althenian does not halve the number of Attacks he may make. Furthermore, his flamers are AP3 instead of AP5.

Silvercye's Foresight: At the beginning of the game, your side may take an extra D3 Strategic Assets from the following list (the same Asset cannot be chosen twice). Flank March, Precise Coordinates or Strands of Fate.

The Twin Fleets Above: If Prince Yriel is alive, he may call upon two Orbital Strikes (Apoc, pg 31) over the course of the game. These may not be used on the same turn and must be paid for with Strategic Victory Points as normal

VALEDOR POHICI - 10 Generation - Ales

MINDSTORM SQUADRON

Statabi O)

STERO MANUS

The deployment of even a single Hemilock Wraithfighter is an act of despendion for the Eldar. The variatized fasion of useponised opphics and the energies of the doad is a weapon of last resort. The sight of a spundron of Hemilock blighting the air is as sure a sigigmemonic tactions was fiver mechanisms from the which. Yet there of grant be denied. When operating in close formation, useholded decoming the mixed of those it taches. The there of grant be denied. When operating in close formation, useholded decoming the mixed of those it taches. The though of guardinary base-field actions grant and the distance of the signal state of the s



SPECIAL RULES

Mindsorm: A Mindstorm Squadron of two or more livinoick Wraithfighters may combine their fire to create Alkotstorm. The Mindstorm is of varying size depending on the number of Henlocks within 12° of the Command Vehicle (including the Command Vehicle itself).

NO. OF HEMLOCKS

MAR ZONE

MAX_SIZE OF TEMPLATE Blast/3" Large Blast/5" Massive Blast/7"

Apocalyptic Blast/10"

Instead of firing their heav D-scythes normalls, the formation may place a blat marker of any size up to the maximum listed on the table above. It must be placed anywhere within 2°2 and within line of sight of all of the Hemlocks contributing to the Mindstorm. Then roll for scatter Any mit touched by the blat marker is not hit as normal but instead must pass a Leadership test on 3D6 plus the number of Contributors. If the unif fails hit sets it suffers a number of Wounds equal to the amount by which the test was failed. Armour and cover swess cannot be taken against Wounds caused by the Mindstorm. If the Windstorm nuckes a vehicle, make an unmodified roll on the Vehicle Damage table and apply the result – no Hull Point damage is inflicted

a trail a fing and a log to a star at a strain

DARK ELDAR THE MURDERFLOCK

The Scourges and Helitons that inhabit the touvring cyrtes of Commorragh rarrhy find common furfose. To the Scourges, the Helitons are a cruss rabble, sky-korne vermin to be preyed upon at will. To the Helitons, the Scourges are privileged, preening freaks, transde parodies undescring of their status and power. Yet when the greatest ranks are humched in translapace, wat clouds of unid figures group from the dark Commorrise dynes, forme adol on usings and skyboards able. These aerial tribes put aside their differences to descend upon the bath Commorrise dynes, forme adol on usings and skyboards able. These aerial tribes put aside their differences to descend upon the bathfield en masse as a tornado of boaring talons and hurtling blades, slashing and screaming before scattering wildly to som over marker and panie.

2+ units of Hellions

2+ units of Scourges

Millelowicht

WAR ZONE

ALEDOR

FORMATION RESTRICTIONS Il Hellion units must consist of at least 15 models. All Scourge units must consist of 10 models.

LOR THI THOMAS COLLANS

SPECIAL RULES:

Vicious Descent: All units in a Murderflock begin the game in Strategic Reserve. When they become available, you may deploy a single unit from the formation by Deep Strike without scattering. All other units in the formation must then deploy by Deep Strike without scattering, and within 6' of a model from the first unit deployed.

Once this is done, enemy units within 3° of any model from this formation suffer 2D6 Strength A 425 hits with the **Rending** special rule (vehicles are hot on their side armout) Keep track of the unsaved Wounds caused. Once this process is complete, every unit in the formation gains again token for every five unsaved Wounds (or part thereof) caused For instance; if a Mortelroloc kauses 11 unsaved Wounds with its Vicious Descent, all of the units in the Marderfloek gain three pain tokens.

Contract Descent Contract

STORM OF BLADES

stoor on the Dark Eldar that pride themselves on their powers of flight. Though the Scourges are the most famous advocates of the openancy of the airborne warrior, entire Kabals of Commorrise live and due by the blief that the very a of stituing foot upon the due is an understand or informity. Liet he vermus exercise in the mude bloom, were year of under and on for uniped doubt will find for some enough. The Kabal of the Fleved Skull and the feathered warrior of the mod Lend Matistian are the most aftensi foldent bigs ered - Matastan greatly enjoys watching its meangere of using monsters feed upon their earthbound prov, whereas Lond youngar's Kabal of the Fleved Skull famously conquered Thrandium without a single Kabalies stiming foot you the ground.



BE THE INDURANCE DENTE

TheCoulem

AR ZONE

DOK

SPECIAL RULES:

Siphound: Units from this battle formation may not voluntarily disembark or Go to Ground. Any unit that disembarks, for any reason, immediately loses a pain token. If it has no pain tokens, it instead takes a Pinning test. At the beginning of each Dark Eldar Shooting phase, a unit from this formation may choose to have the Skyfire special rule for the direction of that phase.

Storm of Blades: Raiders from this formation, and units embarked on them, may shoot in the same turn they use the bonus move from their enhanced acthersails. They may then move Flat Out as if they had not shot that turn.

STATION CONTRACTOR

TYRANIDS CRONECOVEN

The weeks a to little

In the second second

Each Hise Come carries a pair of tentacidis under each wing, living electro-missile that enable their symbolic host to criptle or desing energy carly. Yet it is the jug of home that portundes from each Come's thorase that has come to be most found by Imperial plats. A Come can woop them its prevails tasks pool that it editational hand spin or its underside rips apart man can burdine alike. When solide brooks of these beasts flock togethen, they will fly nose to tail after their quarry, disruing down one after another. As they pass, and of there boys spins this home just above its proferessons structures and adverper forms on the there y's some will their armour has been stired through completely. Few war engines can survive this protected ouslength, for the Comes stude will such accuracy and force that there corrected afforts can can be prevent armound basinos and the gradpal' Itanis of the little archiver, and fore that their corrected afforts can can be prevent armound basinos and the gradpal' Itanis of the little archiver, and fore that their corrected afforts can can be prevent armound basinos and the gradpal' Itanis of the little archiver.

SPECIAL RULES:

1 12:

+ Hive Crones

WAR ZONE

ALEDOR

FORMATION RESTRICTIONS

None

Serial Strike: When a Crone from this formation Vector Strikes an enemy unit, the Strength of its Vector Strike is increased by one (to a maximum of 10) for each other Crone from this formation that has already used Vector Strike on that target this phase.

For example: Four Crones from the same Connecoven use Vector Strike against the same target in the same Movement phase. The first Cont Vector Strike at Strength of 8 due to its Rohring Strike special mul-The second Cone then resolves its own Vector Strike, though this time it is resolved at Strength 0. The third and fourth Crones resolve ther Vector Strike at Strength 0.

Carland The second and the second an

TYRANIDS EATER-SWARM

When the Have Mind considers a world to have been claimed, it will release countiless thousand of orthogen the decour the biomass of the planet. It is of little matter to the hive fleet if there are still pockets of sentient brings that mistakenth helices in magin surfaces what is to come - they too will be decoursed and rendered down, for the carlx-basis of the hive fleets are available and there own gruesome defences and have a knack for logennum fibric fleat where the energy line is weaker. It is those of fuer appended there own gruesome defences and have a knack for logennum fibric fleat where the energy line is weakers. It is those of fuers appended the vortaceus appended the Tyranid race, the sight of an Eater-Swarm can be the final blow that craphes there morels are adjusted, for they have the valid shorts be devourded themselves. In this manner, an Eater-Swarm can guar away at morale just as analy as it drowurs flesh and blood, breaking the spirit of their proj suit as the digestion process lengts in arment.



8+ Haruspexes

3+ Pyroyore Broods

FORMATION RESTRICTIONS None.

Proventi Innovan C. SLANKE

5+ Ripper Swarm Broods

MUMON

Assimilation Wave: This formation must be held in Strategic Reserve and cannot enter play before the beginning of the second game turn. Furthermore, a unit in the formation that fails its test for Institutive Behaviour is automatically treated as having rolled the Devour result.

ST. S. M. Same Max

Consume Morale: Enemy characters that have line of sight to a model from this formation have their Leadership reduced by an amount equal to the game turn number

For example, on Game Turn 3, an enemy Independent Character has line of sight to a Haruspex from this formation. His Leadership is hence reduced by 3.

Server and Server States

TYRANIDS EYE OF THE HIVE

A sinsiter sentence lacks within the heart of each Tyranid swarm. The Huve Mind itself observes the builte with cold and alien datahment through its warring broods and synapse creatures, a presence both immortal and unstophoble. In built, it is offer Tyraid Warring that act as the compound cyce of the Huve Mind, accessing the strengths of the energy and relargin ginformation to the basships so they can bread new straws of Tyraind's to counter these strengths. Stranger still, battlefield reports of large Tyraind Warring formations have stated that Tyrainds around them attack with great fervour deeplite suffering mortal wounds, biting and slashing even when the spatie of the has song field proting the other deplites suffering mortal wounds, biting and slashing even when the spatie of the has song field on their black and deplites cyces.



8+ Tyranid Warrior Broods

Mille Contest

VALEDOR

FORMATION RESTRICTIONS Each Tyranud Warrior Brood must contain at least 5 models.

In The Incomment () Lans

SPECIAL RULES:

Hyperadaption: At the beginning of the game, roll a D3 any friendly Tyranid unit that enters play after the game turn corresponding to this number has the Perferred Lasany apecial rule, affecting all units from a codes of your choice for cample. And/s is playing against the frends HEMA His Hyperadaption roll as a 2. From game turn 3, Tyranist units that enter plan have the Porferred Energy (Eduar) special rule.

Obedient Beyond Death: In close combat, models from a friendly Tyranid unit within 18" of a model from this formation attack at their Initiative step even if they were dead before striking.

27 Martin Constant

HARPY SKYHAUNTERS

The Symmal sucrems, when unsufficiented by clouds of their wanged organisms, such as those in Hive Heel Levalans, can be engaged with relative softly by enemy aureruft. Because of his, the Tyranich lave fleets have realved a warnes of methods to ensure the specifing fighers and bonkes of the energy cannot maintain air sufferents?, Hongsig the most peculiar of these is the specific most fighers and bonkes of the energy cannot maintain air sufferents?, Hongsig the most peculiar of these is the specific most through the skee of the prox planes by the large aerial presidents known as Harpies. The Happies lace the skee with epeculity planes by the large aerial president with equilibrial studied and the studies of the set is the specific plane of the prox planes and the studies of the set is the specific planes and the specific planes are been specific planes and the studies and the set above the studied studies and the site specific planes are been specific planes and the studies and the set of the set been specific planes are been specific planes and the specific planes are been specific planes and the specific planes are been specific planes and the specific planes are been specific planes are been specific planes and the specific planes are been specific planes are been specific planes and the specific planes are been specific pl

SPECIAL RULES:



INTI INTOTACIÓ DEATES

Opportunist Hunters: A Harpy that targets an enemy Flee or Super-Heavy Fleer within 12° of a Spore Mine from this formation has the Tank Hunters special rule. Purthermore, each of the formation's Harpies can fire skyhaunter shards at enemy Fleer or Super-Heavy Fleer from uts towiholiked heavy senon cannon/twin-linked stranglethorn cannon. Regardless of the weapon, instead of using the weapon's normal profile, use the profile below:

Comment Descourses

 Range
 S
 AP

 Skyhaunter shards
 36°
 7
 4

Type Assault 2, Skyfire, Twin-linked

KRAKEN TENDRIL SWARM

Hive Flot Kraken employs far more insidious tactics than the interstellar juggernaut known as Hive Flot Behamoth. Upon the fold of balle, the bulk of Hive Heat Kraken operates as distinct and nutrividual forces known as Tendril Swarms. When a Tendril Swarms of the constraint of the ensemption of the task provided the second strategies of the s

> SPECIAL RULES: Acute Senses, Outflank.

3+ Gaunt Broods (Termagants or

tille Contemp

WAR ZONE

ALEDOR

Hormagaunts)

Tyranid Warrior Broods

Gargoyle Broods

FORMATION RESTRICTIONS the Gaunt Brood must have at least 20 models

HUTTERAND (

The Tendril Constricts: Once per game, all units in a Tendril Swarm can more up to 60° in their Movement phase. The move may not be made if any models in the formation have entered play that turn; and no model from the formation may more within 12° of an energy model as part of the move. Units that move in this manner can shoot but cannot make charge moves that turn:



Contraction in source of a second

LEVIATHAN SKY SWARM

The Fleet Levinhan includes a chitch of new adaptations that would make a High Lond of Terra's blood run of all Mongst them and the measuring recurrence of winged weapon-beauts, from Skystaken Riphers, little bager than attack hounds, to swooping Harpies and Harridans, some stargers as a drop ship but with hincire the frippower. Note common amongst these swarms are douted of Gargodos as warmous they blot out the sun with their adproach. Hope invariably flees in the face of tack an automet atde. When a ground assould prove suiterable, the hincif et will send a sky fluid phological hornes phinneting towards the planet, inbude with a terrible and to destroy, smashing bodily into enemy air support and devisating their command curves with basedon fire.



RTI INTONALIS ALTING

SPECIAL RULES:

ZONE

Air Strike: A unit of Gargovles from this formation may charge one or more enewy Fyers in the Assuali phase. Instead of making its normal attacks, each Gargovle in contact with an enewy Fyer rolls a D5. On the roll of a 1-5, that Gargovle is removed from play. On the roll of a 4-5, nothing happens. On the roll of a 6, that Gargovle inflicts a gluencing lit on the target.

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Bypass Defences: Enemy units with the Skyfire special rule that fire at a Sky Swarm unit have a -1 modifier to their Ballistic Skill.

Winged Descent: When deploying by Deep Strike, if a unit from this formation scatters on top of impassible terrain or another model, reduce the scatter distance by the minimum amount required to avoid the obstacle.

The second states and the second states and

TYRANIDS SPORESTORM BROOD

When a lave flot encounters a tough morsel of resistance fighting from behind an impassible barrier the Hire Mind will study at psychic imperative that tooks its guadentis with the suppression and ultimate destruction of the skulling for The brook Mint enul from this implies, known as Sporshem Brooks [Julf] much the same role as labed of a consentional army's ittillery. The brook's Biozone spet freng ammunition that either destances within the for's ranks or marks its position as a priority torget, which its Exercises blat depart and distignated howers uith synchronics values in the for's ranks or marks its position as a priority torget, which its Exercises blat depart and distignated howers uith synchronics values of planna. As the meany relet, such BeS pro Minne drift doom from the bioschaps in low orbit towards those that have aterady been launched by the Biovers, probing the cracks of the enersy's defences with there treated and exploiting only once tory have specified the wave provided. Bey the prior of flat section of the soft departs thinking Biaes, the luminous tarces left by the gavy remains of a sporstorm will ensure their doom, for they attract the laving battering ranks known.



Biovore Broods

Spore Mine Clusters

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Exocrines

FORMATION RESTRICTIONS

Biovore Brood must contain three Bie

Sporestorm: Spore Mine Clusters in a Sporestorm Brood are not deployed at the beginning of the game. Instead, they are kept in Strategie Reserve. Spore Mine Clusters from this formation that enter play may reroll the scatter dice when they Deep Strike, so long as the first model is placed within 12° of a friendly Tyrand model that was already on the bastlefield at the start of the turn.

Marked for Death: An Exocrine in this formation that targets an enemy mult within 6° of a friendly Spore Mine counts its weapons as **Twin-linked**. Furthermore, any Carnifex model within 6° of a friendly Spore Mine re-rolls all failed rolls To Hit and To Wound.

COMPANY THE START

A CONTRACTOR TYRANIDS TERVIGON BROODNODE

The walking brood-nests known as Tervigons are amongst the foulest of a hive fleet's warrior beasts, for they are able to eject great The walking over the second se duckes of summery line by the simple propagation of a few dozen Termagants, spurring its by-blown offspring into a killing frenzy with overnan an energy of the several of these beasts operating us by-blown offspring into a killing frenzy with psychic imperatives as alien as they are potent. When several of these beasts cluster together, their close proximity spurs their incubatory with the result of the several of the sev system to genuer, meet case proximity spurs their members under wave after wave of scuttling beasts that burst from their hyper-function into overdrive until the ground around them disappears under wave after wave of scuttling beasts that burst from their hyperaccelerated gestation into shricking, stabbing life.

3-5 Tervigons FORMATION RESTRICTIONS One Tervigon must be nominated as the Brood Queen. All Tervigons in the formation must have the Catalyst and Onslaught psychic powers.

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SPECIAL RULES:

Advanced Gestation: Termagant Broods spawned by a Brood Queen may be armed with fleshborers, spinefists, spikerifles or devourers (your choice).

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Hyperactive Incubators: When rolling to see how many Termagants are spawned, roll a number of 3D6 equal to the number of Tervigons in the Broodnode. You may pick which of the 3D6 results applies to all of the Tervigons in the formation this turn. All spawned units are counted as part of this formation.

Tore and Comment the second

tyranids Tyrannofex Gunbeast Brood

Trannofexes often stalk to war as Gunbeast Broods that are characterised by a slow but unstoppable advance. By simp pheromones to synchronise the bio-weapons that potential from their shells, Gunbeast Broods can fill the air with ravenous Jleshbore bettes, eject recolling tides of digestive acid across the energy line, or hanners read poles sinto the renew arrours with cannonball force.

3-5 Tyrannofexes

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FORMATION RESTRICTIONS At least two of the Tyrannofexes in the Gunbeast Brood must replace their acid sprays with fleshborer hives or rupture cannons.

Thomas

SPECIAL RULES:

Pheremonal Mark: If a model from this formation hits its target mut with a Shooting attack, place a Broodmarked counter by that sum (a small coin wild do). Remove all Broodmarked counters from play at the end of each turn all Tyrannoles weapons firing at a unit with a least one Broodmarked counter are Twin-linked and have the Ignores Gover and Tank Hunters special rules.

Contraction Contraction

THE SHADOW INCARNATE

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When the most foldent synapse creatures in a swarm gather together, their combined mind-presence creates a living embodiment of the free Mind's existinal lerror. The sheer otherness of these creatures is to strong that it disrupts the connection between realispace and de Wardy a mild and powerful encounts to disrupt all apychic energy in the surrounding area. The chittering wold of southers that anamatis from the mightest synapse creatures is so strong it can be focused into a criptioning between very foreing the thrace to there are and sending pyckers screaming into the might. They are the Shadon in the Warp made field, and though their more presence can ware the most here of warriners, only pyckers can appreciate the scale of the threat the present.



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WAR ZONE VALEDOR

APPENDIX

A Tyranid invasion is launched for one reason and one reason alone – to feed. Any world that has been identified as prey by a predatory hive fleet will first be prepared for consumption in a series of gruesome stages that ultimately involve all life forms being assimilated.

THE STAGES OF A TYRANID INVASION

The tendrils of the Tyranid hive fleets spread far and wide, probing ever deeper into the borders of the Imperium and sampling the staggering bio-diversity of the worlds of the galactic rim. Millions of vanguard organisms range light years ahead of each hive fleet. seeking out the choicest prey and preparing the feeding grounds for the coming of the Great Devourer. For decades, the savants of the Adeptus Mechanicus and the Ordo Xenos have amassed fragments of information from the ruined worlds that have faced Tyranid invasion, piecing together the process by which the Tyranid hive fleets identify, locate, invade and assimilate the planets on which they prey. A pattern has been identified that echoes throughout Hive Fleets Behemoth. Kraken and Leviathan - the major invasion forces encountered by the Imperium thus far.

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DISCOVERY

In a galaxy of countless star systems, the worlds of the Imperium are spread impossibly thin. Vast gulfs of space form the largely uncharted wilderness zones between inhabited systems, and it is said entire alien empires may rise and fall before the Imperium even casts an eve in their direction. Through this unexplored space, the vanguards of the Tyranid hive fleets stalk their prey. Their bio-vessels scatter ahead of the main body of each hive fleet, dispersing in every direction across a frontage many hundreds of light years wide. Over the course of decades, even centuries, they investigate every star system they encounter, seeking signs of life that may yield enough biomass to warrant a full-scale invasion

Upon discovering evidence of life, these sourdences disperse infiltrator arganisms such as Lictons and Genescalers. Such creatures are believed to be dispatched to the surface of the world in question by wor of an atmospheric insertion spore, a biological drop-sected that planmarks toward the pre-planet. When the spore lands, an epiens to dispage their as housd of Tyranids or a single, larger creature, often far from any population corres.

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Once introduced to a world, these vanguard organisms seek out life in all its forms, homing in on those of a highly organised and/or intelligent nature. A vanguard organism will prey upon lone targets at first, so as not to reveal its presence before it is fully immersed within its new environment. Evidence has been found of Tyranid victims that have had their brains forcibly invaded by feeder tendrils, suggesting that many vanguard organisms can steal or assimilate knowledge about their prey straight from the remains of their kills. To the natives of the world, these organic dropships may appear as a comet streaking across the night sky, a dire omen that is confirmed as their communities fall prey to the senseless and brutal killings of the Tyranid vanguard

As the infiltrator beasts prosper upon the target world, so their numbers multiply, Genestealers impregnate their prey-creatures with alien taint on a genetic level, forcing their victims to spawn horrific offspring that are nonetheless nurtured as beloved children away from the sight of mortal authorities. As such hidden communities flourish, so does their collective psychic spoor grow stronger. presumably attracting the notice of the ever-hungry Hive Mind as it draws close. A flourishing hybrid community of this kind is a sure indication of rich feeding grounds. In some cases, those in the thrall of the Genestealers may seek to infiltrate the world's ruling classes, aiming to prepare it for the hive fleet's arrival by weakening defences or moral resolve.

On many occasions, hise fresh have handcast filler-lear invasions of a prey world with no sign whatsuever of samplind organized activity. It is threading the sampling of the sampling have free are able to study star systems from sampling life by means of some manners unporting life by means of some manners of allem mabusk. It such a threaty is indeed accurate, it indicates that the have free are accurate, it indicates that the have free are seeking out their prey, because the chahned of randomy discourting a single shadpen that is world orching one star samoget billions is unlikely in the exercise.

APPROACH

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Once a hive floct has descend a peop Janes a splitote trindful will drift towards a with deally intent. Even the largest defensive armadas will struggle to hold hock a Francio phatter floct though they are built a francion of the hove floct's grutesmore built, there tendrist are trequently composed or thousand or bio-vessels. At the splitner floct mass the pery workli, its vessels will dispenter elevang immumerable sporse.

Many of these spores are similar to the variety used to land the original vanguard organisms. These are released from the bio-ships in their millions, sending broods of warrior creatures hurtling towards the planet's surface. Other spores deliver a far more insidious payload, taking the form of zoomorphic symbiotes and parasites. These organisms target the planet's native flora, causing plant life to mutate at a rapid rate into forms that are wholly alien and sickening in appearance. Where verdant forests once covered a world, a riot of hyperevolved, highly aggressive alien vegetation will burst forth. Amongst these growths are the ridged capillary towers that burst from the crust of the invaded planet, it is widely believed that these specialist mutations are connected to the later consumption phase.

The biological functions of the hideously altered plant life slowly transform the world's atmosphere into something immical to the native life forms. As this process accelerates, the sky darkens and the temperature tises, transforming the atmosphere into a hothouse ideal for the next stages of the world's demine:

Other spores introduced during the atteck phase contain viru and paioanous organism that choice the air and margonizate or Mi may millions of defenders before the even get a chance to fire a vacpane againt he invaders. Suita more are simply boge, biological reychombs. These can down upon population centres, housing in male and showering an area many hundreds of netters cross with acide disqueres hie, channeng resutance and breaking down biological matter for future regenion.

Once the xenos attack is well underway, the next phase of the invasion begins - the assault and suppression of the world's defences. As his stage opens, the skies are darkened further by rast swarms of flying Tyranids. The overriding imperative of these winged beasts is to herd native populations into the path of the fast-moving ground swarms that unite with each new wave of reinforcements. rypically consisting of several varieties of Gaunts Defenders are rapidly encircled or forced to make a series of desperate withdrawals, giving ground all the while.

Many defenders of targeted worlds have made the fatal error of underestimating he intelligence of the Hive Mind, believing their fighting retreats will buy them time to regroup, only to find themselves entirely out off from aid and herded like animals nto killing grounds for the endless waves of Guants that swarm across the planet's surface. is the defenders become surrounded and holed in, the efforts of the xenos invaderheasts become more focused. To deprive the defenders any opportunity to dig in or launch a counter-attack, endless hordes of Gaunts throw themselves against these positions, seeking to overwhelm all resistance through theer weight of numbers.

The ground swarms are aided in this by the vanguard creatures that have already infiltrated the enemy lines during the discovery phase. It is during these primary invasions that any infested local communities make their move, acting entirely under the control of the Hive Mind and weking to disrupt what little resistance the defenders are able to mount from within. Once they rejoin the main body of invaders, the vanguard creatures link up with the synapse creatures of the Hive Mind, who, it is believed, communicate information toncerning geography and localised areas of resistance

Inevitably, the world's defences will become centred in a small number of built-up areas where the Hive Mind must focus its effort in order to overcome the last vestiges of resistance. The organisms deployed in the resoltant attack waves become larger and more terrifying, with speed sacrificed for sheer offensive power Trygons, Camifexes, Hive Tyrants and even massive bo-mans are deployed by the hive fleet so ensure the eradication of particularly Baliborn defenders.

Throughout the entire attack phase, the native population will be subjected to the Hive Mind's most effective weapon - terror The sight of the skies turning dark and the vegetation mutating is sufficient to break the will of the weak, and the first sighting of Tyranid organisms inevitably causes mass panic in civilian populations. To those with foreknowledge of the process, the invasion is all the more terrifying, for they know that not only will their world be devastated and their bodies destroyed, but their very biomass will be stolen by the Hive Mind to perpetuate the destruction of their entire race

CONSUMPTION

Strictly speaking, the consumption phase of an invasion begins when the first spores are inserted into the atmosphere to prepare it for eventual biological assimilation. In truth, this process only properly begins once the last major resistance is neutralised.

The surface of a world undergoing the final stages of a Tyranid assault is truly a vision from a nightmare. Feeder organisms pupated in the carcasses of native life forms burst forth and ravage the landscape of every last trace of biological matter. Mawlocs and Haruspexes roam the devastation, gulping down every shred of flesh they can scavenge. These creatures have no true digestive system of their own, instead existing only to swallow everything they encounter before throwing themselves bodily into the lakes of bubbling gastric fluids known as digestion pools. These are where their biological mass, and that of everything they have ingested, is rendered down into a thick, nutrient-rich gruel that will be harvested by the hive ships in low orbit above

As the Tyranid digestion pools swell, the hive ships cluster closer and closer to the planet's surface. Capillary towers grow ever taller near each of the digestion pools, pushing high into the atmosphere. These link up with the writhing, sucking proboscis-tubes of the hive ships, pulsing with peristaltic motion as the rendered biomass is siphoned upwards to the greedy vessels above. At this point, any infested natives the vanguard organisms have cultivated upon the world add their biomass to the harvest. The minds of these creatures are, by this point, entirely subsumed to the Hive Mind's gestalt will, and they march blank-faced into the depths of the digestion pools, along with all the other Tyranids, to be rendered down into nutrients.

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Within days, the rampant mutation of the native plant life is ended, its mass consumed by Rippers or broken down by bacterial agents to add to the digestion pools. By this stage, the processes initiated by the actions of the mutant flora have utterly changed the atmosphere, producing an oxygen-rich environment in which further harvesting is accelerated until all biological matter is deconstructed and transferred to the suckling hive shins.

The final stage is the harvesting of the world's. atmosphere and seas. Fat-bellied drone-ships descend to low orbit and gorge themselves upon every last useful element for later utilisation as fuel. This is then used to power the hive fleet's journey to the next prey world. and to create yet more warrior organisms. The hive fleet then departs, leaving behind it a desolate rock stripped of every last vestige of life, right down to the molecular level.

The hive fleet resumes its endless conquest; its only imperative to feed, survive and multiply until the galaxy is a dry, withered husk, whereupon it will leave once more, setting its unknowable desires upon the next feeding ground, billions of light years distant.

There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained. dead worlds in its wake. This horror, this abomination, has thought and purmpose which functions on an unimaginable. galactic scale and all we can do is try to stop the swarms of bio-engineered monsters it unleashes upon us by instinct. We have given the horror a name to salve our fears; we call it the Tyranid race, but if it is aware of us at all it must know us only as Prey." - INQUISITOR CZEVAK AT THE CONCLAVE OF HAR

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WARHAMMER



A PLANET TORN ASUNDER

Once a glittering jewel in the crown of the Valedor System, the maiden world of Dúriel was long ago colonised by Mankind and reforged into an industrial hellscape. This is the least of its woes, however – a rendril of Hive Fleet Leviathan is constricting around it, and to make matters worse the Warp-magicks of distant Craffworld lynahen have inadvertently redirected a splinter of Hive Fleet Kraken toward the planet. If the Tyranid armadas combine, the horrors that evolve from their union will be nigh impossible to stop. Can nearby Craftworld Biel-Tan hold back the hive fleets long enough for their allies to join the fight, destrop Duriel and rob the Tyranids of their ptraze?

Inside you will find:

THE VIOLENT DEATH OF VALEDOR: The devastating story of Dûriel's fall from grace and the terrifying forces brought to bear upon it by Man, Tyranid and Eldar alike.

THE FIREHEART AWAKENS: A titanic battle that sees the Eldar and Dark Eldar battle against two Tyranid hive fleets as the planet breaks apart around them.

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