

# **VOLUME FOUR - THE ANPHELION PROJECT**

WARHAMMER 40,000 EXPANSION









### VOLUME FOUR THE ANPHELION PROJECT SECOND EDITION

Jurge World



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#### **USING THIS BOOK**

This book contains profiles for a variety of different units, both units introduced in the Warhammer 40,000. Apocalypse expansion and those intended for use in standard games of Warhammer 40,000. In order to make it clear at a glance what type of unit a given profile represents, you will find a number of stamps' used on the entries in this book, as shown below



This unit is intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and force Organization charts. As with all our models these should be considered official, but as they may be unknown to your opponent, it's best to make sure they are happy to play a game using force World models before you start.







These units are intended for use in games of Warhammer 40,000: Apocalypse and in larger games utilising Lords of War units, within the game restrictions decided upon beforehand. As with other Forge World units these should be considered "effects", but as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

### INTRODUCTION

Welcome to the sealed archives of the Ordo Xenos, wherein rest the long forgotten records of the ill-fated expedition to Beta Anghelion IV

This is the story of Ordo Xenos Inquistor Solomon Lok, and his journey into darkness, horror and treachery For what was once caged within Beta Anghelion IVS inquistorial research facility has escaped, and is now stailing inst human prey anongst the moors' ammonia-wamps, and along the corridors of Anghelion base itself – hordes of ferocous Tyrands driven to kill and consume all by the prevariang influence of the Hike Mind. Bester on all sides by this deadly for, Lok, aided by the §Sace Marines of the Red Scorpions Chapter, the Episan Drop Toops of special detachment D-99 and Cadian Guardsmen of the 266° Regiment, is soon fighting for this life andices the fog-enshruoded exele landscape as his doom Closes in

When originally released in 2006, *Impenal Annour Volume 4. The Anphelion Project was* the perfect showcase for forger Works expanding range of Yrands models, and with the release of this second edition, it note again serves that purpose. Every aspect of the original book has been revewed and improved, and the entire Tyrands bestrary updated for the current edition of the Warhammer 40,000 rules. Once again *Impenal Annour Volume 4.* The *Anphelion Projects* the duitant ersource for any Tyrands player containing rules and extensive background information for all of the Hive Mind's minions currently produced by Forge World – ruleJuding one entirely new monstrativity, the terrifying Dimachaeron.

As well as the expanded Tyranis material, this book also contains a wealth of resources for the forces of the Imperium Presented within are the surgicial altered wearinos of special detachment D-99, one rem of produced lysia, now indentured servants of the Emperor's grain Inquisition. Also featured are the Adeptia Astartes of the feed Scorpions, with full details on a number of ther most famous wearins to be added to Space Namer a mines representing the Chapter.

In addition to all of this is the Anghelion Project campaign. Featuring scenarios for standard Warhammer 40,000 games and several for use with Forge World's Zone Mortale expansion, this narrative campaign allows playes to mount their own expedition to Beta Anghelion IV With extensive optional rules for representing the limited forces available to Inquistor Lok during his meson, the campaign with challenge playes to succeed where finguister Lok could not.

As with all of our books, the feedback we have received from hobbysts across the world for the first edition of this book has proven invaluable in forging it nuts its current incarnation. Within this updated and improved edition of the Anaphelion Project, the Forge World team of actists, writers and designers have restored the take of this dark episode of the Imperium's history to its full gloy, instring hobbysts to once again venture to Relat Anphelion IV to withers the full horner of the Tryraid menace.

This book is not a stand-shone supplement – reference is made to other Warhammer 40,000 publications and you may find the helpful to have read these before reading this book. To use this book in games of Warhammer 40,000 you will need the Warhammer 40,000 rulebook and the following. Codex: Astra Militarum, Codex: Tyranids and Codex: Space Mannes. Some of the vehicles mentioned in this book have rules that appear in *imperal Ammor Volume 1 – Second Editors imperal addrand Imperal Ammor Volume 2 – Second Editors. War Mechanis of the Address Astrates Having these books will assist in playing the scenarios and enriching the background to the campaign. For updates on this book and other Imperal Armour books, visit our website at www for orgevoid co. uk.* 

The Forge World Team



# ORDO HERETICUS DEPARTMENTO ANALYTICUS



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> PRODULT OF DRDO HEALTON

### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

TRANSMITTED Conclave of Har	TELEPATHIC DUCT Terminus Kale
Astropath Zarneck	REF: Ordo Xenos/454228290/HT
RECEIVED ANTOPACIE DESTINATION. Inquisitor Solomon Lok MISSION TIME 8030850.M41	AUTHOR Inquisitor-Lord Varia

By the Authority of the Immortal Emperar of Mankind, this mission briefing (and any transeript thereof) is classified information for the eyes of Ordo Xenas Inquisitor Solomon Lok (or his duly appointed deputies) only

#### Priority Grade: Omega-Absolutum

Re: Beta Anphelion IV

As of 6071850 M11, routine astropathic communications with the research facility on RerA Apphelon IV were broken of mid-transmission. Repeated efforts to re-establish contact with the facility's enomenad complex have failed. It is a mainter of nonw urgues that contact is re-stored, and to the end an investigation near to to be assembled, under your command, and dispatched to the Apphelion system in order that this matter be investigated and residved.

It is my suspicion that the facility at Beta Amphelion IV has been the location of proscribed and hereitaal activity by radial elements within the Adoptus Mechanicus Departments Biologis. The holy guidance of the Empered Tarot would indicate such. Because of the potentially high-risk nature of this mission, the following forces have been assigned to your command for the duration:

++ Cadian 266th Regiment (see attachment). Redeployment orders have been transmitted and confirmed

- ++ Special Unit Assignment: Detachment D-99 (see attachment). Redeployment orders have been transmitted and confirmed.
- ++ Adeptus Mechanicus Biologis Exploritas team, led by Magos Biologis Arthon seconded for the mission's duration from Forge World Gryphoane IV.

Communications have been forwarded to the Adeptus Astartes Red Scorpions battle barge duel's Bans, requesting assistance. This request has been approved and a strike force has been assigned to the mussion.

Attached with this minimize briefing is an Exploritize survey of the system and, in particular, the fourth move M Bets Amphetion. I active su study is closely, all available information has been a solutions. Special solver about the male to the highly degreens and prohibited nature of the work believed to have been underaken an Bers Amphetion V, and the extremely hostile climate all forces will be exposed to for the duration of this minimize Externe exaction should be exercised at all times.

On arrival at the target location, it is imperative that the reasons for the loss of communications are involted and proof is obtained that dangerous and unsancinosed research had been taking place on Bein Amphelion IV. Efforts should be made to recover any specimens and data from the facility as evidence against their who have strayed from the Emperor's light.

These orders are effective immediately. The Emperor's Will guides you.

THOUGHT FOR THE DAY "My Will be Done"



### ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



COMPLED INQUISITOR

FW OR ALLOW TO BE VIEWED

#### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

RECEIVED Astropath Aylor DESTINATION Inquisitor-Lord Varius MISSION TIME 8082850.M41

[Classified]

Terminus Kalch REF: Ordo Xenos/454228290/HV

AUTHOR Inquisitor Salaman Lok

#### Re: Beta Anphelion IV

Receipt of new orders confirmed.

This communique is by request of further information regarding the nature of the threat on Beta Anphelion IV

Your orders refer to 'the potentially high-risk nature of this mission' and 'that dangerous and unsanctioned research had been taking place on Beta Anphelion IV, but do not illuminate any further as to exactly what these entail. I must request further information so that the nature of the threat I am to encounter is clear to me and I can plan to combat it accordingly. I can only assume that by the inclusion of an Adeptus Astartes strike force, the threat rating is Extreme

I will proceed on the basis of the current mission briefing until I receive your response.

Inquisitor Solomon Lok

#### +++ANPHELION SYSTEM SURVEY ANALYSIS+++

#### Segmentum: Tempestus

Sector: Barbarus

#### Sub-sector: Urphir

System: Anphelion, Three planets (Alpha, Beta & Gamma). None inhabited. Survey History: The first recorded survey of the Anphelion system (AN-4511-3086) was conducted in M35 by Rogue Trader Count Van Meer during hus #-Isted expedition through the Ordon Rift.

Summary: Twin low-density, hydrogen/helium rich gas giants. Single ice world. No indicensus life within system

#### Planets

Inner Planets:	Alpha Anphelion – Gas giant	
	Beta Anphelion - Gas giant	
Outer Planet:	Gamma Anphelion - Ice world, no atmosphere.	
Satellites:	Alpha Anphelion – 3	
	Beta Anphelion - 4	
	Gamma Anphelion - 0	

Asteroids: Two significant asteroid belts separate Alpha Anphelion from the system's tat, and Beta Anphelion from Gamma Anphelion. At this lime, no survey has been made of these asteroid belts for mineral resources. Comets: Two Class Three Major/Two Class Four Minor currently passing through star system – Threat Level < 1971. ++Beta Anphelion IV++

#### ++BETA ANPHELION IV++

Parent Planet Composition: Beta Anphelion - Type R hydrogen/ helium gas glant.

Satellite Designation: Fourth moon of Beta Anphelion.

Size: Equatorial distances 1,600 km

Gravity: 99 G

Population: Indigenous lifeforms – Zero. Research facility supports approximately 1,500 personnel.

Duration: The moon's high speed of rotation makes for comparatively short days, but its orbit around its parent planet means it predominantly receives reflected sunlight, with only short periods of direct sunlight.

Orbit: Distance of the orbital ellipse writes between 270,000 km at its periges to 310,000 km at its acopter. All of Beta Anpheticm's satellises maniana a recognised orbit, travelling in the opposite direction to the parent planet's rotation. This suggests that the satellites were originally large atrail bodies that have become trapped in Beta Anphetion's generational public set.

Climate Classification: Cold/exotic. Ammonia-based.

Mean Surface Temperature: -2°C to +4°C

Tropospheric Composition: Nitrogen 78%, Oxygen 19%, Argon 3%, Ozone 0.8%, Ammonia 0.2% and Carbon Dioxide 0.2%.

Climate: Cool to very cold. Beta Anphelion IV's climate is highly changeable, depending upon its position relative to its star and parent planet. The moon's orbital ellipse exposite it to short periods of direct workpit when the mean temperature mas diamatically to approximately 5C-107C. Back temperature a dependent upon the mount's releave diatance from its stat, based goon the parent planet's position on its simtransition to the field light from the meanly saig partic access half the moon to weak swife)r, mantaning its disyste temperature at access 2TC. The short nightsde period caused by the moon's own rotation sees the temperature do to significantly bedow 'CC During the seriod unsugmented humans without specialised coldweather proteins

#### **Climatic Regions**

Polar loc Gaps: The satelline's continent and northern polar (at calls and large ice fields formad from a forcer water/annormal starry a by usingly of the annormal samps that many lower the moon and up optimizers activity. The polar ice caps are in a state of permatriost with temperatures failing as low as -100°C. Both regions are totally hostile to most form of the.

Ammonia Swamps: Approximately 70% of the moon's survive in covered in shellow ammona swamps. These are formed by submarrie geothermic activity (active hydrothermal vents) speening super-histoci infloquen-ich spees into the depths of the moon's water table to four in aqueous solution of nitragen and hydrogen (ammona).

Jungles: On the moon's drier high ground, the naturally occurring an ensure in the atmosphere breaks down to produce highly fertile nitrogen deposits. These form the vital nutrients and the components of proteins, nuclei-



acids and other cellular constituents suitable for plant life and its supporting bacteria, enabling them to flouruh. The moon's ammonia-based flora exist in rich organic compounds that act like fertiliste; allowing plant life to flourish in areas that are not too salurated. On Beta Anghelion N; the higher ground is commonly covered in this danse ungle-like flora.

#### Climatic Phenomenon: Ammonia clouds.

Motis and logs are formed when the moun's notation, and its distance from the parent planet: and its site, cose a ren en are presente. The reluting fluctuations in ar temperature then cause leaded animona to furn to gai, and failing temperatures cause atmospheric water support to condeme. The two mongle forming a low-lying leady (tog, with the detinction sharp, penetrating odcar of amonoas. There low-lying mists can form and exposer within the space of a fee house.

Clocks are formed on the moon in the same fashing, but are effectively huge log banks, which can take several days to dispate. Writien the fog, armona concentrations regularly rise to taxe levels, and personnel must ware full protective suiting and respirator equipment. Photoged apposite to the concourse uponur will cause burning to the threat and scorching of the eyes inhalation will cause burning to the threat and lungs, and prolonged exposure will eventually result in death due to respiratory tract failure.

Flora: The moon has a wide variety of ammonia-based flora, which flourish on the highly fettle ntrogen-rich soil. The flora's amino acids are formed on liquid antmonia and cesium based salts, which replace the potassium and solium based salts of standard life forms. From this, exort bio-chemistry trees, whites and bushes have exoled which do not photographiesise to the same extent as other fins. They are support by very little sullight or heat, and as a result do not contain the demicas required to careful heating even canopies serving on the large works, histexit, the flora is generally very dark, being predominanty gray black and brown in colour, and lacks an abundance of leaf growth – algee and wire growth brieng more common. To ustramed wyst, the flora of bear Anphelion N would look long dead, shriveted and decaying. In facit it s incrediby hards, surviving in low temperatures and thriving on the heavy ammonianch flogrand doud systems which field it.

Fauna: No native fauna has been recorded.

#### Economy: None.

Society: Indigenous – None. The research facility includes Overseers, Magos, Technicians, Servitors, Menials and a gerrison of 300 men.

Water Supply: Water is present in large quantities in the atmosphere and surface water (heavily polluted with animonia) is available from the moon's avamplands. This water can easily be processed and purfiled for human consumption. Part of the research facility's infrastructure includes a water purficient plant.

#### Principal Export: None.

Arphelion Research Failling: The moor's surface is dominated by a research facility with large areast enclosed by a hetwork of force field generators. These are containment areas for the facility primary experiments. The containment field network is controlled from the central compare and powered by a series of force field generator stations.



### ORDO HERETICUS DEPARTMENTO ANALYTICUS Cash Restricted Archive



Data Contents

[[HERETICUS]]

### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD TRANSMITTED Anphelion System

RICEIVED Astropath Aylor DESTINATION Inquisitor-Lord Varius MISSION TIME: B194859.M41

TELEPATHIC DUC	T: .
REF	0
AUTHOR	

	Terminus Kaleb
ordo Xe	nos/454228290/HV
Inquis	itor Solomon Lok

Being the official report and journal of inquisitor Solomon Lok as recorded by the loyal Autosavant Wassily

Cephestus, Anphelion system.

By the Emperor's mercy, the Cephestus has delivered us safely through the perils of the Immaterium to the Anphelion system, and preparations for the investigation into the fate of those stationed upon Beta Anphelion IV have begun.

Despite repeated attempts, the Cephestus has failed to make contact with the control centre on Beta Anphelion IV. From this I must conclude that the facility is no longer inhabited or has rebelled entirely. My Tarot readings indicate that we will find no survivors. As a matter of caution we are treating the moon's surface, and any occupants we do locate, as extremely hostile.

In conjunction with Adeptus Astartes Commander Culln, the Red Scorpions 1" Company Veterans, even as I dictate, are donning their Tactical Dreadnought armour and completing their arming rituals. Their Thunderhawk gunship is prepared, armed and ready to transport them to the surface, and the squads have completed their tactical briefings and made their plans for securing the facility. As commander of the expedition I have requested final approval of all operations, something to which Commander Culln has reluctantly consented, although we have at least agreed that the Red Scorpions' first mission is to search the control complex and landing fields, and secure them for our subsequent landings.

As well as the Space Marines, the other commanders within my force have also been briefed. Major Durra (commander, special detachment D-99) will follow the Space Marine forces to the ground, with the 266th Cadian Regiment providing perimeter security once Magos Biologis Arthon's team and my own retinue relocate to the surface.

I do not expect this operation to last longer than your original two-day plan, during which time the Cephestus has orders to withdraw to the system's outer reaches.

THOUGHTFOR IN IN "Fear Runs as Deep as the Mind Allows"



MISSION TIME: 8198850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: 2\*C VISIBILITY: 100 m - Falling AMMONIA READING: 0.17% - Low

The amound bulk of the Red Scorport Terminators descrided from the Thundehawks front ramp into the cold darkness and fog of Beta Anpheion V, illiminated only by the gunship's landing lights and there Tacical Dreadnought amount's integral spotlights. Each heavy metallic footfall was deadened by the thick white fog, and heimer comos crackled into life as storm bolters and assault canon svept the sumounding upine for targets.

"Squad Raum, deploy right. Squad Rael, deploy left. Squad Darak, with me," ordered Commander Cullin

The three squads moved out, one after another, manoeuving with well-rehered coordination as they approached the command complex's outer buildings. Emerging through the fog, the Terminators identified an entrance and closed in All was lient. All was still. The base served destreted No lights shone. No machinery hummed or whirred. There was no sign of power or ife.

At the sealed doorway his battle-brothers stood servity whist Sergent Dark activated his characteristic With an angry growd the admantum-typed blades noared into life, a whiring blur as the white lightning of its power field crackide in conseating patterns about it. The metal of the doorway screened its resistance in a shower of sparks, and the din shattered the silence as the charits sliced deep. Clean through the door four seconds. In we seconds, six seconds passed as the segreant cut a new entrance for his squad. With a resounding clang the door fell inwards, revealing only a pitch-black comdor beyond.

"Squad Darak, advance. Brother Dayn, take point," ordered Commander Culln, and without a word his squad moved out in response. Brother Dayn's assault cannon nosed through the still smoking doorway as he stepped into the command complex. The other squad members followed behind in single file, the corrido being just wide enough to accommodate one of the massive amoured suits at a time. Cautiously they moved forwards, checking every corner and doorway as they advanced.

Inside, the Terminator squads secured their entry, corridobycentrolis, room-by-orion, with only their spatiality to guide them through the near impenetrable gloom. Slowly, methodically and with the practiced ease of decades no combat, they advanced in search of the control centre Without any power supply each doar had to be noisy cut down, but nothing within stried. The Terminator surgearity, in-built auspeese remained clear to contact.

The three veteran squads moved deeper into the control complex, until Commander Cullin and Squad Darak to located the command centre. It too was deserted, no inphs blinked on the control panes. Cull n checked the airs purity, his word rights filtekering to show the chemical breakdown of the air sample desertable parameters. The announced as le broke his helmet seal with a repressioning hiss and lifted it off. The air was drink breakdown and cold, with the faint taste of ammona, but it was nothing his enhanced metabolic system couldret cope with Cullins communicate creakled more life.

"All stations, Raum Garrison sector secured. No contact, but there are signs of combat. Blast doors have been sealed. There is some impact damage, and also what could be corrosive damage. There was a fight here, but no signs of bodies. Over "

"Culln confirms. Raum, hold your position. Culln to Rael. Sergeant, confirm your location and status."

"Commander, we have swept the lower level. No contact. This facility is deserted. Squad standing by. Over."

"Confirmed. Raum, secure the perimeter. Rael, regroup at the command centre."

Brother Dayn, veteran Space Marine of the Red Scorpors Clapse 1<sup>st</sup> Company, Squad Darak, During deployment on Beta Angleson IV he was accredited with forty-two confirmed kills

and the second

### **RED SCORPIONS TERMINATOR**

#### 1. Terminator Armour

Brother Dayn wears a suit of Indomitus pattern Tactical Dimedionabil amougi otherwise known as Terminator armour Originality, eno armour was developed for workers operating mode the high pressure casings of plasma reactor shields or in the extremely comove environments invade the holds of Dalit Chemical transports. It was the suit's surveability (suitably augmented by Chapter armoures with extra systems) that created this name.

In many ways a Terminator suth as much in common with power armour, only it is of far heneir construction. Made from heavy gauge plasteel covered in a layer of shaped adiamantum and bonded plasteel plates, and coards in a ceramite ablative layer, a Terminator suit can withstand even the colosis impacts of high speed orbital delivers. The suivability of Terminator armour makes it best suited to the most dangerous missions, such as Zone Mortalis operations including tunnel fighting and boarding actions, and also building to-building combat, where a squad's short-range frepower makes them all but unstopable.

Terminator amour is rare. Most Chapters retain a hew suits, and even the avointed Deathwing (the Dark Angels Chapter's 1° Company) can only loast around one hundred functioning suits. Each suit is a reverted item with a long history of previous wearers and is regarded as the holiest of a Chapter's relics. A Space Manne that has completed Terminator training will be an honoured battle-brother, a veteran of many campaigns and, a such, upon his death in swargene becomes sared.

All Terminators bear the Crux Terminatus on their left shoulder pad, the honour badge that marks them out as the Chapter's most experienced warnors. Legend has it that within each crux is bound a twir fragment of the suit of battle armour worn by the Empeor during the Stege of Terra, in his fight against the archi-Tation Honous Other insignia includes the Chapter badge on the right shoulder pad, and the company number (1<sup>st</sup> Company) on the left Knee pad

#### 2. Helmet

Like power armour, the suits helmet contains its combat systems: Referred to as auto-sense, features include thoughtactivated commis-augers, bio-status readouts, full diagnostic and Self repair functions, a vox amplifen, autoi filters, and auto-reactive photo lenses to prevent the dazzing effect of sudden light burst. Once the wearer is plogged nich as suit (a long procedure which requires the aid of several tech-adepts), the suit's word soldpairs tactical information save as maps, way-point markers, a compass and targeting reticules, and provide access of all of the suit's systems.

#### 3. Assault Cannon

This is a motorised, multi-barrel, self-loading gun which, driven by an internal motor, can pour out thousands of shells. Carried by Terminators for rapid room and corridor clearance, it is a weapon with a deservedly fearsome reputation.



The vespon's barrels are forged of a tempered ceramice alloy, which is resistant to the heat generated by the fast symmingmotor and the vesar of the thousands of shells being fired through the barrels. Despite there heat resistance, the barrels are disposable and standard Codex practice of or them to be replaced after each mission. The assult cannon is not the most high speed amountoin feed result in its failure and to barrels and annual to be and the result in the failure and to barrels and the second standard the second standard the to barrels and the second standard the second standard the second problems are generally overfooked.

The weapon fires a fixed cartridge round with a dense metallic core covered in a non-metallic sheath, with an adamantium tip for amour penetration. This gives stable flight ballistics at the short ranges the weapon is employed at, and keeps the rounds small for increased amountion capacity.

When included in a Terminator suit, the weapon will have gyroscopic stabilisation, along with recoil compensators built into the suit, to assist the gunner in keeping the weapon on target.

#### 4. Chainfist

Brother Dayn's second weapon is his chainfist. This is a modified power fist, used for cutting through heavy bulkheads or reinforced airlocks.

The weapon has adamantium teeth in a 70 cm cutting blade, and is optimised with vibration compensators, automatic tensioning and an acceleration drive for extra cutting power, should it be required.

The chainfist itself contains a small energy field generator When activated, it wreaths the glove and blade in a cracking power field. This field disrupts anything hit at a molecular level, greatly assisting with enemy armour penetration.



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TRANSMITTED	Beta Anphelion IV Astropath Aylor	REF	Terminus Kalel Xenos/454228290/Hy
RECEIVED	Inquisitor-Lord Varius		

Being the official report and journal of Inquisitor Solomon Lak as recorded by the loyal Autosavant Wassily

Anphelion Base, Beta Anphelion IV

The initial investigation force has secured the base's control complex.

There has been no contact with the facility's personnel, and the control complex was found he deserted. All power had been shut down, including the complex's force field generator mide that I can only summise formed containment areas within the base. There were some signs of combat, but no bodies have been found, and the facility remains intact.

I have transferred to the surface to take direct command there. Descending via Arvas Lippe I have had my first sight of Beta Anphelion IV. From orbit much of the moon is swathed in clouds. Breaking the cloud layer I was faced with a gloomy landscape of matted and detay vegetation. Upon landing, I can confirm the surface is dark, dank and strangely silent. The no fecund jungle, but a dreary place of dead plant matter where ammonia-rich mints sheet all in a cold, silencing blanket. Even when directly exposed to the sun and ground temperature rises above zero, the higher clouds diffuse the light, leaving us in a perpetual gloom. This lasts until the moon's orbit returns us to utter darkness.

Harmful levels of ammonia have been detected as the mists rise, and all troops with exterior duttes have been issued chem-augers and are under orders to carry respirators at all time These are to be worn when ammonia readings reach hazardous levels.

Orders have now been issued to all Imperial Guard commanders to begin their own landing operations, and priority has been given to Detachment D-99. Captain Mordin of the Cepher is oversceing unloading operations, and the first landing craft will arrive on schedule.

I have set my team to work on finding detailed plans of the facility as aspects of our location remain unknown to me, and tactical planning for further operations will depend upon first a a schematic of the base. It seems this facility consists of a large command complex, now secured, with an attached landing field.

THE OGHTTOR ALL DAY "Peace is Not in our Vocabulary"





## ORDO HERETICUS DEPARTMENTO ANALYTICUS



Access Wanning-

COMPLET INOVISITOR.

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extinction

DESTINATION MISSION TIME

Beta Anphelion IV Astropath Aylor Inquisitor-Lord Varius 8200850 M41

Terminus Kaleb TELEPATHIC DUCT REF Ordo Xenos/454228290/HV AUTHOR: Inquisitor Solomon Lok

Being the official report and journal of Inquisitor Solomon Lok as recorded by the loyal Autosavant Wassily

Anphelion Base. Beta Anphelion IV

Magos Biologis Arthon has submitted his preliminary report based on the information recovered from the facility's datacore. The following is a brief synopsis:

Since 745 M41, the threat of the Tyranid hive fleets has been continually growing. Losses have been extreme, and the demand for manpower has strained even the Departmento Munitorum's vast resources in affected regions. Projections indicate that such heavy losses are unsustainable in the long term Whilst the Tyranids may be halted, the indirect effect for the Imperium's rule in other segmentums could be disastrous. More efficient ways of defeating the Tyranid threat needed to be sought and Anphelion base was set up to investigate possible solutions

A series of covert Inquisitorial research facilities were established (see Ordo Xenos Order 36519. XX823, classified Absolutum-Ultra) to study Tyranid genetic material and the race's super evolutionary traits in a controlled environment. Ways of interfering in the Tyranids' ability to rapidly evolve, adapt and overcome new threats have been sought, with the experiments leading to new anti-Tyranid biological weapons technology. The first successful outcome was the development of mutagenic acids, now deployed in hellfire bolter rounds by the Adeptus Astartus.

A large part of the surface of the moon has been set aside to function as a research facility. There are three principal laboratory facilities and a central control complex, along with other smaller outposts, which provide support to the main laboratories (such as power generators, water pumps and purifiers, equipment storage facilities, etc).

A network of energy field generators also envelop large areas of the moon's surface, providing containment zones for the experiments. Within these are three principal areas, coded Alpha Beta and Omega, as well as smaller subsidiary isolation zones. The containment field net controlled from its own central control complex and powered via energy field generator stations

[Report extract ends]

I now see the potential peril that my forces and I are in. Swift action is needed to save ourselver if, as I now suspect, there are Tyranids indeed present on this moon-

With the information now at my disposal, my first priorities are:

if To re-activate the containment fences as these represent our most effective defence, and the should keep the enemy at bay long enough for me to complete the mission's objective

PRODUCT OF DEPARTMENTO

it/ Begin operations to search the laboratory facilities with all haste. Commander Colls are already begun the transfer of his forces from the command complex to Laboratory Area Del

THOUGHTTOR MY DAY "Furth without Deeds is Worthless"



#### ORDO HERETICUS DEPARTMENTO ANALYTICUS 000 RESTRICTED ARCHIVE



#### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

DESTINATION Inquisitor-Lord Varius MISSION TIME 8200859.M41

Beta Anphelion IV Astropath Aylor

TELEPATHIC DUCT AUTHOR

Terminus Kaleb REF: Ordo Xenos/454228290/HV Inquisitor Solomon Lok

The plan of action is as follows

1/ Further investigations have revealed that the generators for each of the force field fences have been deactivated. This event is inexplicable to me as they appear undamaged, but it must have led to the loss of the entire facility. All four of the generatorum will need reactivating as they provide the power required to maintain the impenetrable force field barriers. It will be Detachment D-99's first task. I have issued orders for them to take and hold the generators long enough for servitors to restart the system.

ii/ Meanwhile, the Red Scorpions will begin the process of investigating the laboratory sites As yet all three bases remain a mystery, it is probable that hidden within these sites is the valuable research data that this base has collected. The Space Marines will sweep each site systematically in a search and destroy operation. Once secured, Imperial Guard troops will move in and form a new protective garrison, whilst the Space Marines move on to the next site With the Cadians in position, Magos Biologis Arthon's Exploritas team can begin the process of collating any useful data and specimens.

Culln and his 1st Company veterans will again lead the way, with his tactical squads arriving via Thunderhawk as a second wave of reinforcements. Whilst the search and destroy operation is underway, a company of Cadians will move overland to the first laboratory site in an armoured convoy of Chimeras. Only once the Cadians are in position, will the Magos Biologis follow. In all, I expect each operation to take no longer than eight hours (standard Terran time). The

I continue to plan for a two-day deployment on this perilous moon, time enough to search all the laboratory facilities, recover any surviving experimental data and embark back on to the Cophestus, After two days I will gladly abandon Beta Anphelion IV, and submit a request for Exterminatus to deny the Tyranids the resources they are undoubtedly already extracting from this worthless ball of rock.



## ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE

### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

Access WARBING

Data Contrats

DESTINATION Inquisito AUSSION TIME

Re: Beta Anphelion IV

TRANSMETTED RECEIVED: Astr

utmost danger. Recovery of any useful evidence remains your priority.

[Classified]	TELEPATHI
opath Zarneck	REF
r Solomon Lok	AUTHOR.
8200850.M41	

Terminus Kaleh Ordo Xenos/454228290/HV

Inquisitor-Lord Varius

Complete Inquisitor.

[[HERETICUST]

I have, with all haste, dispatched the Inquisitorial cruiser Fearless Resolve to the Anphelion system along with reinforcements. The vessel's captain will be under your command upon arrival in orbit, and should you still feel it necessary, the Exterminatus order has already been signed and scaled, and is onboard. Upon completion of your mission, purge this menace forever from the face of the galaxy.

After receiving your report, I urge you to move quickly as your mission is now in a position of

Unfortunately, given the nature of the Immaterium I can give no approximate time for the cruiser's arrival, but hope that the simple knowledge that aid is already on its way will strengthen yours and your men's resolve.

It is imperative that you continue to keep me fully informed.

As ever, we strive only to fulfil the Emperor's Will.

Inquisitor-Lord Varius

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CHTFOR INTON "Fear is the Reginning of Wisdom"

MISSION TIME: 8200850.M41 LOCATION: Anphelion Base Laboratory Complex Delta TEMPERATURE: 0°C VISIBILITY: 800 m AMMONIA READING: 0.2% – Medium

"Rael. Contact. Enemy movement, 200 metres and closing."

The sudden communication from Sergeant Rael got the attention of everybody in Culln's force.

"Raum I confirm commander. Contact is closing fast."

"Enemy to the front. All squads move to engage," Commander Culin instructed, and before he had finished the command, Sergeant Darak was on the move, his men directly behind him

Over the comms-net all heard the familiar sound of storm bolters opening fire – the distinctive thump of the rounds launching, followed a split second later by the crump of explosive warheads detonating.

"Fael T see them, commander identified as Genestealers, Cosing from the east, 100 meters, Numbers unknown. Squad engaging, for the Empercyl." Behind Sergeant Rael's heef report was the sound of battle. The assault cannon sounded like the tearing of fabric as it opened fire, and the battlebiothers of Squad Rael unleashed a walf of weapons fire that cut the fyranicis down like crops before the scythe. The jungle was tom to shreed by the explose rounds which spintered trees, set smouldering fires within the damp undergrowth and blasted Genetalerism pring as the armour penetrating rounds purched through their chilnous carapaces to explode whin it twas carange, and in a few seconds it was over

#### "Rael Targets eliminated Falling back sir."

Them Augoex reads multiple contexts: Squad engaging " Now it was Squad Baum's turn, and the firing flared across the wavenet again as its imen blatted at the new energy. More Genestaelise wave coming, They were closing in from every direction, and the Red Scorpions Terminators fell back to the laboratory buildings, fighting all the ways, storm bolter baireles stearming from the heat of firing. Inside the complex, Culin organised his fibe battle-botthese to cover all the entrances At the western doorway Brother Dayn watched down the blacked-out corridor as the first creatures reached the sealed blast door, claws impacting outside, buckling the plasteel and gouging huge rends as they battered their way through For just living flesh and muscle, the power in their claws was formidable. In a frenzied attack, the huge door was torn apart like it was made of parchment. As the Genestealers tore through, Dayn engaged his assault cannon's motor, the weapon's six barrels spinning into a blur. The first Genestealers were leaping through now. With a brief litany to the weapon's spirit - "Death to the foes of the Emperor!" - he pressed the trigger. The assault cannon roared, loosing a torrent of rounds that turned the first Genestealer in the doorway into a fine mist of blood and ichor. The second, third and fourth also died as they leapt forwards. Immediately, more were at the doorway, scrambling inside, heedless of the certain death that awaited within. Dayn fired a second sustained burst, and a third. The Genestealers died, arms and claws flailing as if in defiance as the rounds shredded through them.

Again and again Dayn fired, the ammunition counter on his heimet display trugglet to keep up as the assault canon sprayed a stream of shells into the swarm. The runes turned from green to conage to red as his ammunition rain low, the weapon's barrels glowing red-hot. The corndor between Brother Dayn and the door was a sloughtencouse of steaming, shredded zenos. The ammunition warming rune blinked – less than fifty rounds remained. Dayn steped backwards, less than fifty counds mamunition was gone, he would have to activate his power fist and charge. The Genestealers' claws any have torn the blast door apart, but his adamantum and ceramte armour plating would resist longer, keeping him alies long enough to take some of the creatures with him.

Then the Genestealers' furious attack stopped. As the smoke and steam cleared, the Genestealers were gone. Had they realised there was no entrance to be gained here, only destruction, and scurred away to find another way in?

Meanwhile outside, Squads Rael and Raum were fighting there way back to the laboratory complex, pounding across the soft ground, blasting left and right as they lumbered along as fast as their bulky armour would allow. Sergeant Raum brought up the rear of his squad, sweeping behind his men with short bursts of fire at their foe as the Genestealers launched themselves from their cover, sprinting out of the darkness with ferocious speed. Even the veteran sergeant's well-honed reactions were no match for the bio-engineered killingmachines of claws and bone

Unseen from his right a Genesteater pourced, all raking claws and exposed fangs as it barrelied the sergenant over. Tis claws dragged across his amour, funously scrambling for parchase on the adamatitum plates. The sergent fought back, hip power for caraking plathing as he grasped for the Genestealers head. Already a second, hind and fourth Genestealer were closing in for the kill. Raun's group fist raught the first Genestealer its head in his grasp, the crushing fingers of his weapon superzed had. The resistance of the Genestealer's hardened bones made the service squal, before the bones cracked and the Genestealer's skill burst like an over-pre fruit, splattering Raum with blood and brans. He staggered to his feet, only in the time for the second Genestealer to impact him square in the chest, and both fell bakwards in a mass of arms, legis and daws.

Brother Vialka turned to see his sergeant grappling on the ground. He took aim, blasted the closest Genestealer in half with a burst of weapons fire, and ran back to aid his squad leader. The swarm was closing in all around them now. claws and fangs bared. Vialka launched himself at another Genestealer, swinging his power fist in an arcing left hook that punched the creature off its feet with bone splintering force As he did so another Genestealer struck, driving its claw directly at his visor. The creature's powerful blow shattered it and drove onwards into the Terminator's face, smashing his cheekbone and gouging the flesh from his face. Disoriented by the vicious wound, his helmet filling with blood, a second crushing blow blind-sided the Space Marine. Brother Vialka stumbled and fell, wildly firing his storm bolter as he did, but the Genestealers were upon him. Wounded and disorientated, they savagely tore him apart

Nearby, the Genestealers were also overwhelming Sergeant Raum, and in a rain of blows his armour eventually cracked. Pinned to the ground, but fighting hard with the last of his strength, the sergeant struggled bravely before the Genestealers' claws also ripped him apart.

On his heftnet display Commander Cullin watched the bornetric read-outs of Sergeant Raum and Brother Vjaka Halline. His first exaualties of the mission. They had ided hononurably, as every Space Manne must, and would soon on the Empeore. There would be no time for italianes to the dead for now though as first he must take vengence for their deaths.

Despite their losses the Terminators regrouped, and directed by Commander Culin they mounted a stout defence, holding back the Genetalese unit they withdrew back multiuingle's darkness. After the din of battle, silence descended once again. In al. Culin had lost two battle-brothers to the sudder and ferocious attack, and four more were wounded, one serious? Commander Culin called down the rest of his strike force use needed reinforcing and a chance to rearm. Minutes liste the thrunderhawks emerged through the ammonia tarnel dousd to touch down, disporting squads of Space Mannes along with their Dreadought, Brother Halar Behind them followed the transporters, Rhinos and Razothacks carried under their belies. The Red Scorpton quckly strengthened their hold on the laboratory complex. The Tyrands would not have gone lag and no doubt at the very moment they were gathering ther strength for a new attack. It was now a race against time – the containment fences were despensely needed.

MISSION TIME: 8200850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: 2°C VISIBILITY: 900 m AMMONIA READING: 0.18% – Low

Whils the Space Marines began their operation to search the three labratory complexes, it was wild that the containment fence network be reactivated. No one knew how many infrainds might be lurking out there in the swamps and jungle, although to khad estimated it was not likely to be many, with the moon only housing enough Tyranids as samples for experimentation, but even so, without the containment fences, Beta Anphelion IV would rapidly become a death trap for anybody out on the surface.

Inquistor Lok had ordered the Drop Troops to see that the power grind was restarted. They would need to secure all four power generators and reactivate them. To assist each platoon the detailed a technical service, pre-programmed with all the information in thereded, to accompany the Drop Troops From the command centre, Major Durna and the Inquisitor would oversee the operation.

The Drop Troops had to move quickly, for every minute lost was a chance for the Tyrands to close in. Major Dura briefd his men. There would be one platono detailed to capture exh generator and a servitor they needed to restart the power gid would accompany each platoon. Each platoon would also move forward, once they were on the ground, under the cover of a Vulture gunship, added protection for when they undobtedly encountered the energy.

After a humed briefing, the four platoons thed off and eased out into the gloom, vanishing from sight as each craft was embraced by the encreding miss. Nowing low and slow over the canopy, flying in close formation, each platoon headed (or its objective From each valkinge nearly bolter bares promuded from the open side doorways, each door gunner scaning the ground for the enemy.

The journey to the target was brief, but in his transport Ueutenant Juree had time to once again reheatse the plan of attack in his mind. When the active confirmed they were over the target, his men would rapped down and surround the generator building, supported by a Sentinel squadron to keep any lurking enerry at bay. Meanwhile his own commund squad and the externant servitor (a highly augmented halmachine, halt-man that currently satirent and lifesis in the



come) would touch down close to the generator building and more swiftly mistle it had to asses any damage and work fast to get the generator operational. The Emperor alone knew what horrors were waiting down there for Jurevand his men, but the longer the jabaon stayed on the ground, the greater the danger would become. Major Durra had emphased that his was to be a raph operation – drop in, get the job done, and quickly get out, back to the relative safety of the contol complex.

Through his helmet Jurev could listen to the comms traffic as the pilots and crew talked over their link. He could also hear Major Durra, overseeing the entire operation from back at the control complex. By the time the Valkynes had dropped down over the jungle for their final approach, the Vulture gunship was already closing in on the target and taking up position for its attack iron, should the ground troops request its frepower Each gunship was fully laden with rockets and autocannon, as the short distance to their target meant that additional fuel tanks were unnecessary. The Vulture would remain on-call for the duration of the operation, like a protective angle howeng over Lueitenant Jureys men. Following the drop the Vulture would circle, awaiting targets, whiles the Valkynes climbed away and circled at a safe distance, to await the missioncomplete evacuation order.

- ++ COMBAT LOG ARCHIVES ++
- + Red Scorpions Chapter +
- + Anphelion Incident +
- + 8200850.M41 +

Xenos Contacts: Estimated in excess of 1,000 Strike Force Status: Ammunition Reserves - Low Fortification - Compromised Reinforcements - Unavailable Situation: Optimal

> Enemy Contact Confirmed: Corporaptor Hominis (Genesisaler)

> > Primary Defence Station Veteran-brother Neehn Veteran-brother Yanelr Kill ratio 42-0

Enemy Contact Confirmed: Corporaptor Horizon [Genestealer]

Operational Command Centre Continuandie Culin Veteran-brother Kalon Kull ratio 29-0

Negative Dio-functions Returns Brother Singaget Raturn Vetbran-Socifier Vjalka Kill patio (11-2

Primary Defence Station Veteran-brother Raid Kill ratio 29-0

Primary Defence Station Veteran-boother Dayn Kill ratio 52-0

> Primary Defence Station Veterate-brother Thain Kill ratio 23-0

Enemy Contact Confirmed: Corporaptor Hominis [Genestealer] Operational Reserve Brother Sergeard Dean Veteran-brother Selar foll serge 46-9

### ANPHELION BASE LABORATORY COMPLEX DELTA LANDING SITE & CONTROL CENTRE

5

- 1. Base central control room
- Commis room
- 3. Defence batteries
- 4. Generatorum control room
- 5. Landing pads
- 6. Officio Administratum
- 7. General storage
- 8. Aeronautica Strategium
- 9. Medicae room
- 10. Barracks complex entrance



5

2

2

3

8

6

10

MISSION TIME: 8200850.M41 LOCATION: Generatorum IV TEMPERATURE: 2°C VISIBILITY: 600 m AMMONIA READING: 0.2% – Medium

The Valignes flared to a hait at about 30 metres altitude and the rappet ropes spralled down to the ground below. From both down, one after another, the Drop Trocks leapt onto the ropes and sid downwards. Frontion have burned through the troopers' upp dows, warming their participation of the troopers' part of the second state of the second state of the or the ground and oblest as peed was of the essence. Squads button with the called as speed was of the essence. Squads through the how of engines from overhead They fanned out armon groups of the ther vegoons and scurned to take cover three Sonnes them plunged to the ground, their grow-bures Sentines unfuled to their full height as ther pluts ran quick sentem check the nativated ther vegoony.

The jungle floor was dark, dank and acrid with the stench of ammona. Boots pounded into the stopy ground as the fosguns' inbuilt flashlights cut through the gloom. Sergenats flicked on their surveyor units, short-range tracker devices built unto their helmest to seek for possible enemy targets. For the moment, all was clear: The chem strips on their uniforms read stafe, but many reliande their respirator units anyway, avoiding the noxous atmosphere for as long as possible.

Then, as the squads and semines formed there delensive permeter, Leutenna Lurey's Valkiers wooped down behind them, the rear ramp already dropping as the craft hovered low, its powerful jet cennes blasting the jungle floor into a souri of mud and debis. The command squad leapt the final metre or somoth en ground, along with the service Leutenan Lurey indicated the way to the generator house and set off at a flat rink. Ihis men directly behind him.

In a scene replicated at each of the generator sites, the squads deployed and prepared for battle. As they dod so, the Tyrands had not remained inactive. Already long, slender claws and fanged maws that oozed posonous bile were being flexed in readness for attack. As one the Tyrands moved with startling speed to react to J993 incurson.

It was as if they knew, by some strange force of precognitive power, that the generator sites would be important to the humans, and they had not left them unguarded. Invisible sentres had been waiting in the undergrowth close by and now moved stealthily into positions to strike.

The first lurev know about the Tyrand attack was a sudden penetoring scenar that achoed off the trees and through the writes, then dowy died in a strangeld gruple. Sudden the common ent was about the through reports. Men were down entropy the the runner action is not obtained from grabbed the handest to rate using support. His me were under attack, as yet from eacytry that or where was unclear, but the luring was growing in intensity. The explosion of a granade the luring was growing in intensity. sounded in the distance Then, as if out of nowhere, the Trans, were ambushing his perimeter squads. The vock-net because a chaso of shouter terports and calls for aid. As battle intensided, Jurey aptered his men at the generator building and ordered a lacuter to work against the satel doorway. "Or the door all acture to work against the satel doorway. To the door her code, and with a blinding flash the lascuter powered molife. The tooper vorked it over the door, turning train nolen ife? The tooper vorked it over the door, turning train nolen dife the second, she door panel fell mixeds with a regounding clargo on the metal floor inside.

Jurey indicated a squad member to go first, and watched him duck into the darkness within. He then pushed the slugash techno-servitor through the blackened, steaming entrance Urgently, torch beams flickered around to check the corners for lurking enemies. In the darkness there was an explosion of movement, the swish of air as a claw slashed downwards with inhuman speed. Ahead of the lieutenant, Trooper Rader screamed Jurev opened fire, as did the squad member next th him. Las blasts impacted on the metal walls and noocheted in crazy patterns. He couldn't see if he had hit anything or not and fired again just in case. Was the creature still in the Kneeling now, the lieutenant carefully scanned the darkness Something moved, blindingly fast, but before he could react a deafening blast of heat beside him sent Jurey sprawing. He felt his skin singe. With a roar of super-heated air the meltagun ht. and whatever it was lurking in the darkness died, turning into a slimy pile of oozing ichor by temperatures that could met plasteel in a fraction of second. Jurev lit a flare and tossed it in to reveal the scene. Trooper Radric had been ambushed by a Lictor Its claw had punched a hole clean through his guts and made a gaping wound in his back that was spraying blood on the ground To Jurey, Radric already looked dead - pale, in shock, his eyes unblinking. The Lictor had taken the full force of the meltagun hit at point-blank range. Its toxic remains steamed, filling the room with a foul stench. Unaware and uncaring of the homble scene within, the servitor went quickly to work, locking the multiple cables augmented into its body to the power generator's control console, and the panel flickered into life.

Outside, the battle was in full effect. The sound of the Vulne graving overhead became a roar as its nodes and canon shredded the jungle below with vergons fire. The vergan Drop Troopers were fighting hard, but there foe was welcamolinged. Something swith, sheat and almost involle had pourced, all claws and fangs, rending two men into bloop preces before anybody had seen it. Nothing had registed on the squad sergeant's surveyor helmet. Then canne the Ganthbounding out of the darkness, synthe-like talons raiking the ar in front as they charged. They had emerged from their, subternane blood ness, eager to kill. Surveyors we subdely swamped with targets. The Drop Troopers find, alumnating be ungle with largues the Gaunts leapt forward, and the method then down.

This foe, brutal and single-minded, would never back down. Victory here could only be won by those willing to fight and de to the last. It was ugly, but the men of D-99 had all fought the Tyranids before and what they faced now came as no surrow There would be no quarter given here, no tactical withdrawas.



In summedies, only dealth, until either one side or the other had onthing left standing. That was the mindset that the men who laced the "tyranids had to have, and Lieutenna Jurev's platoon had all sein the force Lesser men would have turned and run in fear, but not them. They killed and killed again, with lasgun, Satogram ad greande, whist overhead their Viture are cover launched volley after volley into the swarms. Volleys that field these with the force of their explosions, the rounds kicking up dirt and creating a shock wave that knocked the Tyrand Gaunts of their fect. With grim resolution, Detachment D=90 attacked the jungle tiself until the tote turned and the Tyrand swarms stopped coming.

Meanwhile, the service completed its programming and the power generator station came to the again. Power began to hum and fizz through the vast network of cables. Dial needles twirtled and mowel, indicating to Licutenan Juree that the power grid, in this sector at least, was up and running again The service disconnected itself from the console and wini its stange mechanical voice announced, "Programme complete" is with this mon hardpressed, it was all Juree needed to hear it with this mon hardpressed, it was all Juree needed to hear it was time to leave before any more of them died. "All squads, all squads. Fall back on my position for immediate withdrawal and evacuation."

The Vallyres also heard the order and banked down to meet the men now retreating back to the landing zone. Emerging from the jungle the battle-scared sumwors – some vallang wounded, other dragging badly junged casualities – made for the now approaching Vallyries. Covered by the Sentneks and the still fit survivors, lauetenart lauve's men enbacked into their craft, which filled off one by one. Once antisome, Learenart June called through to Mgor Durity of negotiation the imission had been successful. The power generator was online again and the containment force in this sector could be reactivated.

Back in the command complex, the Inquisitor's team were awaiting that confirmation. Confirmation was received from each platoon in turn, and one by one all the generators were working again. They immediately set about the task of reactivating the containment fences. It would keep the Tyrands out, and was ther best defence against this energy.





Tarantula sentry gun deployed by Detachment D-99. The detachment was forced to rely on such weapons due to their limited manpower.



Detachment D-99 Drop Sentinel This vehicle was outfitted with a multi-melta to combat the larger Tyranid organisms Valkyrie airborne assault carrier of Detachment D-99. These aircraft proved invaluable in rapidly re-deploying the surgically enhanced D-99 veterans.



Cyclops remote controlled demolition vehicle. Despite repeated attempts to employ these vehicles to stem Tyranid assaults, Detachment D-99 eventually abandoned the few remaining Cyclops in their armoury.

Vulture gunship attached to special detachment D-99. This aircraft is responsible for the only confirmed airborne kill of a Tyranid Harridan during the Anphelion incident.

# **DETACHMENT D-99 VETERAN**

#### 1. Armour and Helmet

This Inquisitorial inducted Veteran wears the standard pattern armour and Type 5 pressure helmet issued to Imperial Guardsmen recruited on the planet of Elysia. The basic helmet incorporates pressure equalizing ear protectors for high altitude grav-drops, as well as a short-range comms receiver, and a reflective flash suppression visor. It is constructed of reinforced plasteel with extra plates added to the front. This makes the helmet heavy and uncomfortable for the wearer, but affords good protection

A variant of the Type 5 pressure helmet incorporates a data display screen, used by some squad sergeants for displaying tactical data and information relayed from scanner units. The screen fits over the visor and one eye

The Veteran's body armour is constructed of lightweight synthi-plast to help reduce the Veteran's overall encumbrance. The underarm air hose line runs to his respirator (not visible here) from a small oxygen supply - this is required for high altitude drops where oxygen is in limited supply. It can also be employed as a standard respirator unit for a short period. The back plate includes the locator unit for the Veteran's gravchute, and this has a fast release mechanism so that a gravchute can be quickly discarded on landing. During the Beta Anphelion IV deployment the unit did not use grav-chutes, instead being deployed directly from their Valkyrie transports via rappelling lines

The left shoulder pad bears a broad red stripe, the mark of a Veteran. The right shoulder pad bears the platoon number (not visible here). His helmet has numerous scratch marks added, recording each drop survived - a common practice amongst Elysian Drop Troopers. He also has three Tyranid claws as trophies from previous battles - Detachment D-99 had seen combat against Tyranids on numerous occasions before deployment to Beta Anphelion IV



#### 2. Clothing

This Veteran wears a PT-38 jumpsuit in mid-green, which is made of hardwearing synthi-canvas with impact pads on the upper leg and upper arms. The jumpsuit is worn with a the upper leg and upper heat loss at high altitudes, but also proves useful in Beta Anphelion IV's cold climate

The company patch (modified by the inclusion of the Inquisitorial 'I' since the unit was inducted into the service of the Ordo Xenos) is sewn onto the left arm.

The Veteran's heavy jump boots provide extra ankle protection upon landing and his jump gloves provide protection during free fall from windburn.

#### 3 Weapons

This Veteran's main weapon is his Accatran pattern MkI plasma gun. This bulky squad support weapon fires highly energised hydrogen along a linear magnetic accelerator. The super heated plasma explodes on impact, with devastating results. This pattern includes a bipod for stable firing when prone. The more common Mkll version of this weapon has been modified to include a carrying handle

Plasma guns are infamously unreliable, suffering from many overheating problems, and this Veteran has equipped himself with a secondary weapon incase of this - a sawn-off shotoun This weapon is not standard issue and is the sort of illegally manufactured weapon common to street gangs and criminals on many planets. Officers of Detachment D-99 innore such breaches of standard procedure

As a last resort, the Veteran also carries a standard issue combat knife. Used for close combat, it has a 40 cm blade

#### 4. Webbing

Drop Troopers are required to carry more equipment than most other Imperial Guardsmen - missions often result in them being dropped behind enemy lines where resupplying is difficult. This Veteran carries within his distinctive Elysian 68 pattern webbing his canteen and three belt pouches, each containing an extra plasma flask. The backpack fits onto the back plate, hanging around the grav-chute locator The haversack and large pouches carry personal items, spare equipment such as weapon clearing tools, a mess kit and rations and the like Other heavier items, such as demolition charges, can be carried in place of the haversack. Squad medics carry a medi-kit version of the haversack



Veteran Lohgan, plasma gunner of 1<sup>st</sup> Squad, seconded to Inquisitor Solomon Lok. Trooper Lohgan was killed in action on Beta Anphelion IV.



### ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD



TELEPATHIC DUCT Terminus Kaleh

REF Ordo Xenos/454228290/HV

AUTTHOR Inquisitor Solomon Lat

ACCESS WARRING

Compiled Inquisiton

Being the official report and journal of Inquisitor Solomon Lok

Annhelion Base, Beta Annhelion IV

The Tyranids are present on Beta Anphelion IV in, as yet, unknown numbers. One of Magos Biologis Arthon's tasks is, via the research found in the facility's datacore, to estimate the size of the infestation, although I suspect the Tyranids have attacked us with their full strength and been repulsed with heavy losses. The containment fence will keep them at bay until the conclusion of the mission

At Laboratory Area 1 the Red Scorpions have cleared the laboratory complex, and the Cadian 4th Company are on their way to garrison the site. Resistance was reported to be intense, but Commander Culln has proven himself to be a courageous and able commander.

Cadian troops, now on the moon's surface in force, are also constructing a strong perimeter defence about the command complex, using Hellhound flame thrower tanks to clear lines of fire. They have been digging-in their heavy weapons and sentry guns so that should the fence fail, these will be our second line of defence, and each is capable of inflicting withering losses on our foe. I am now confident that the situation is in hand and all sites will soon be secure.

In addition, two Cadian companies are preparing to leave to garrison Areas Gamma and Theia, once Commander Culln reports those sites are cleared

A summary of Magos Biologis Arthon's first findings follows:

The Tyranid Threat on Beta Anphelion IV Submitted by Biologis Magos Arthon (Based upon information recovered from Datacore 7520-0984)

It seems that the project on Beta Anphelion IV had been successful, initially at least. Within the containment areas the Tyranids had been allowed to develop, and a few experimental samples hed been released and observed. What had then happened within the containment areas had surprised all present. From only a few initial organisms their numbers soon started to multiply rapidly. and their racial strains began to diversify with astounding speed, but only into velated genus Even the local flora had been affected, exhibiting alarming specar one unit, such as pointeness spinse and accelerated growth. In Containment Area Alpha, the vines grew with such speed around the containment fence generators that they had to be culled with flamers to precent damage

THORGHT FOR LESS THAY "Truth is Subjective"

TO BE VIEWED THIS RECORD BY DEPERSONNEL

> DEPENDENTO ticus

as recorded by the loyal Autosavant Wassily

We have successfully reactivated the containment fences. All generatorum are now working, and a garrison of Cadians has been posted at each site for additional security.

TRANSMITTED Beta Anghelion IV RECEIVED Astropath Aylor DESTINATION Inquisitor-Lord Varius 8201850.M41 MISSION TIME



#### ORDO HERETICUS DEPARTMENTO ANALYTICUS 20



PRODUCT OF DEPARTMENTO

#### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

TRANSMITTED Beta Anghelion IV RECEIVED Astropath Aylor DESTINATION Inquisitor-Lord Varius MISSION TIME 8201850.M41

AUTHOR .....

TELEPATHIC DUCT Terminus Kaleb Ordo Xenos/454228290/HV Inquisitor Solomon Lok

Within Containment Area Alpha the Tyranids had initially shown rampant aggression, smaller creatures attacking the fence on numerous occasions, but were repulsed with heavy losses each time. When a sample taken from the area was noted to show what was believed to be the beginning of wing development, the entirety of Area Alpha was immolated, and all samples within destroyed. By this time over two hundred creatures were recorded from an initial sample of just three specimens.

In Area Beta, little was seen of the test subjects and observation towers reported very few sightings. Those samples taken from the area were found to be in a predominantly dormant state,

Area Gamma was similarly quiet, until a catastrophic failure of the containment fence (cause still unknown) allowed the test specimens to escape.

It was these creatures, having appeared to carefully bide their time, that suddenly appeared en masse, overran the defences of Laboratory Gamma and killed all the personnel there. What happened next must be a matter of pure speculation, as there were no survivors found of the

#### Adjunct

#### Mission Time: 8201850.M41

Cadian commanders at both the command complex and Laboratory Area Delta report that their perimeters have come under attack. The containment fences have remained intact and proven to be an impenetrable barrier to the Tyranids, which came under heavy fire and quickly withdrew out of range of the garrison's weapons.

These weak attacks support further my theory that the Tyranids have expended their main strength, and now realise that further attacks are futile whilst the containment fences remain

THOUGHTTOR HIT DAY "Defeat is Never an Option"



MISSION TIME: 8201850.M41 LOCATION: Anphelion Base Laboratory Complex Delta TEMPERATURE: 1°C VISIBILITY: 1,300 m AMMONIA READING: 0.12% – Very Low

The Cadita A<sup>III</sup> were on the move, loaded up inside and hanging onto the outside, of ther Chimera carriers. With supporting Sertime's leading the way they moved out, engines gunning them through the tangled jungles and chirming through the shallow swamplands, headlights and gotlights illuminating the gloom ahead as the Guardsmen inside were posted overland. The giong was slow, but the column forced as passage through the entangling vines. Wheneve a path could not be forced by dozen blacks, a Hellowind fame thrower tank simply incincretate the folges to clear the way thrower tank simply incincretate the folges to clear the way thrower tank simply incincretate the folges to clear the way thrower tank simply incincretate the folges to clear the way By the time the Cadars Inited up with the Space Meaned remaining security outpost, the dipining was long over. The Cadars rolled in and debussed to take over, posting men around the permeter and deploying heavy weapons teams with good fields of fire. Also on approach was Magos Biologo Arthon and his services. The squat, square-nosed Arous Lighter emerged from the darkness, landing lights fashing aid set down. The cargo ramp opened and out stock the Magos with his retime of services just behind. A sthey daids O, Cadari toops nushed in behind them to grab the extra supply caths of heavy bolter and missile launcher ammunition inside that the transport had been carrying. Magos Anthon immediately meved to begin an analysis of the laboratory's datcore and recover any surving xenos specimens, to be returned for further investigation.
MISSION TIME: 8202850.M41 LOCATION: Anphelion Base Laboratory Complex Theta TEMPERATURE: 2°C VISIBILITY: 1,200 m AMMONIA READING: 0.14% – Low

At Laboratory Area Theta, Commander Cullin's surviving Terminators began as before, deploying from a Thunderhawk gunship and sweeping the deserted corridors and rooms for any sign of human survivors or Tyrands. Behind the Terminator vanguard followed the tactical squads of 6° Company

\*Darak to Culln. Commander, I have a reading. Movement at 300 metres. Advancing to make contact \*

Sergeant Darak led his squad into the laboratory complex first. He paused as he watched the auspex readings – the enerny was abeed of him. He moved on, storm boller at the ready. Behind him the bulk of his men advanced, power servos whining with each heavy footfall of their Terminator armour the door ahead was sealed.

The sergearts chanfist made short work of the doorway Beyond by a bo-babratory, and in the centre was a machre operating table, complete with a cluster of remote cutting arms. The valls were lined with stass tanks, cylonical flasts inside which dead Tyarand specimens were suppended. He shore his suits light over the tanks – revealing embryone forms of Tyarands, shrwielde lesser versions of their tethal adult equivalents. Several of the tanks were carked and empry

"Some samples may have escaped," he alerted his squad. "Reading is at 100 metres." His suits auspex was tracking the target, it was coming their way.

'Brothers Nams and Malek, get the vestern door. Dayn, yog are rearginged. Zakir, with me: The sergent advanced across the room to another doorway, wedged the blade of his chamfor into the gap and levered it hard open. Before him the contradr was black. His suit light showed a crossroads ahead "Readings at 60 metrs". He stoped forward again, moving purposellully, Brother Zakir at his shoulder. Forty metres: They were getting doore: Thurty metres: Weny suits the reached the junction of corridors and swung his heavy suit round to over left. Zakir covered right Still no targets. His suits light "illuminated the corridor, but the gilled metall floor was gone, instead them way used a black hole leading downwards. The metres. The enemy was right on them, they would appear at any moment. "They're below us!" Darak warned at the last second.

Zakir fired first, a short busit of bolts roared and detonated in the darkness hand something screamed and died. He fired again. The dark hole ahead of Sergeant Darak was a sudden explosed on Howevent, Claws and arms flashing in his spotlight beam. At this range Darak couldn't miss. He fired a sustande Durd downwards and felt the micro-explosions buffet the air. There were more creatures coming. He fired again, but there were too many.

"Back to the laboratory," he ordered Zakr, who stepped backwards, walking with process tridles as he fell back. At the doorway Brother Malek appeared, the barrel of his heavy limer levelled on the corridor Manwhile Sergeant Darak fell back hmself. He fired another long burst, then another as the energing Genestealers flung themselves at him. Blood and bis plashed over his airmounde start. Suddenly a Genestealer leapt down onto the sergeant from where it had been clamberng along the celling above his aim point. The impact of claws on adamantium screeched and choed. Instantly, a second Genestealer pounced Darak fired the last of his airmointon, stumbling under the weight of the Genestealer row clinging to him, triging to price gene his airmour. A third creature leapt at him, pounding a blow square into his chest plate that lefth meeling against the wall.

Zakir stepped past Malek in the doorway and the air in the condor was suddenly an interno. Roaring orange flames engulied the condor, incinerating the Genestealers and spilling burning fuel all over Sergeant Darak. Despite the interne furnace-like heat Darak was safe inside his armour, it would resist the flames long enough for him to escape the Genestealer's clutches. He threw the flaming, blackened body of the Genestealer off his shoulders and stepped past Malek into the laboratory room. His armour was still alight in places, but it would not burn for long, even the paint was fire related in for just such an eventuality. Graia pattern Hellhound flame-thrower tank of the Cadian 266<sup>th</sup> Regiment. The larger promethium capacity of the Graia pattern vehicle allowed the Cadian regiments to repulse increasingly more intense and larger Tyranid attacks

Hanne

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TIT

Chimera armoured carrier of the Cadian 266<sup>th</sup> Regiment. Many of the 266<sup>th</sup>'s vehicles were fitted with flamer weapons in an attempt to combat the Tyranid threat



Tarantula sentry gun with heavy bolters. These weapons were used extensively to supplement the Anphelion lab-complexes' damaged defence weapons arrays Chimera armoured carrier of the Cadian 266<sup>th</sup> Regiment. Destroyed during the initial Tyranid attacks, these lightly armoured vehicles proved easy prey for Tyranid Carnifexes and Hierodules.

Sentinel scout walker, 266<sup>th</sup> Cadian Regiment Instead of their usual scout role, these vehicles were often pressed into action as assault vehicles.

> Sentinel scout walker, 266<sup>th</sup> Cadian Regiment. This vehicle was destroyed in the Tyranid assaults on the Delta lab-complex, overrun after crushing dozens of smaller Tyranids

The whole episode hadn't even phased the veteran sergeant. *'Hold them here*, 'he ordered Brothers Malek and Zakir, who sprayed the burning smoke-filled corridor with more fire to keep the Genestealers at bay

"Darak to Cullo. Commander, the enemy have attacked in force in this sector. Request reinforcements. We are holding them at. "The glanced down at the sign on the doorway, now lying on the floor where it had fallen after his chainfist had cut through it, ". Laboratory Theta-two."

"Culin confirms, sergeant," came the distant crackling reply "field your position. Squad Rael will move up through Laboratory Theathree and approach the crossroads from the east. Once they are in position, your squad is to advance again and you will have the enemy trapped between you. Clear the sector then report in. Over:

"Darak confirms, commander Over" He flipped the ammunition catch on his storm bolter and the weapon's empty magazine hit the floor with a clang. Darak immediately replaced it with a new one, and turned to his men, "Hold these two dooways until give the order to advance."

The Red Scorpions Terminators, supported by their power armourde brethren of 6% Company, methodically swept the laboratory toomplex room by room, corndor by corndor, destroying the lurking Genestealer broods. Within minutes, all three of the laboratory facilities were reported clear of enemies and secured.

Whilst the Space Marines and Impenal Guard were on the move, so were the Tyranids. Deep in the jungles, the Hive Mind had stirred them to action. Unknown to the men of the 4<sup>o</sup> Cadian Company, their convoy had been spotted and the xenos beasts were now closing in behind them.

So far the containment finences had kept the Tyranidas out, but the How Mind had not ost at die whist the Imperial forces, completed their mession. On Beta Anpheion IV, the Tyrandscreporters to being imprisoned was simple. Secretly, in drak recesses deep in the avamplands, hidden in underground brood nests, the Tyrands had begun to evolve to courier there imprisonment. It had taken time, but the distant Hive Mind which controlled them was patient. Very patient. If had the infinite patience of an allen race that had spanned the intergliadictic word, of a hungry hunter that knew easy my would soon be in reach. Now, where once had grown versponcompany limbs or razer sharp class, there grew works

MISSION TIME: 8202850 M41 LOCATION: Anphelion Base Laboratory Complex Delta TEMPERATURE: 1°C USIBILITY: Soo m AMMONIA READING: 0.21% – Medium

Central to the defence of the laboratory perimeter was div Company's long-range ground surveyor unit and searchlight teams. To combat the problems of fighting in darkness, the regiment had deployed a number of ground-mounted searchlights with which to illuminate the surrounding jungle. making targeting any tataking Tyrands far easier To deset Tyrandis as they approached, the regiment was expupped with long-range ground surveyors. This equipment, maned by the company's command unit, was much like a squadteel surveyor of their carried by segments and jurier offlees except with a far longer range. It would make approaching to Guardsmen's perimeter undetected that much harder.

During the Tyrand attack on the Red Scorpions, 4<sup>re</sup> Companys surveyor's screen suddenly filled with multiple energy contacts As if from nowhere, a swarm of Tyrands had appeared from Containment Area C1. The alarm was raised Guardsmen stambled to man their weapon, jumping into their weapon pits or behind sandbags, lasguns at the ready, while the searchlights came on, criss-crossing the area with beams hat in the jungie in pools of white light. At the same time mortan fired a volley of flares in a high arcing tragectory into the say.

Illuminated by the flares. Bying just above the canopy, came swarms of Gargoyles swooping down over the containment free, in the blink of an eye, the Tyranids were inside the perimeter. Heavy weapons and sentry guns started to fire, but too late, the Tyranids were already upon the Gardsmen, dropping down to savage them with clavs and fangs. Captain Ryesk was in shock. The fence was active, but it was worthless.

Behind the swarming Gargoyles came much larger winged Tyrand Shrikes, dorpping down amongst the Guadkems positions, living weapons spitting and and bie, raking leit mai right with poisonous clawed talons. Then behind them came the looming shadow of a Hwe Tyrant, is massive leathery wings beating as it dropped to the ground, powerful talont saling out to exercate two haples Guardsmen in one sweep II: thared its triumph into the sky summoning more creatures to it.

The light from the flares faded. In the darkness confusion reigned as some of the men tried to stand and light. Others field sut most died screaming, Captain Rysek saw his entre company woped out in under five minutes. The containment field had not saved them at all, the Tyranids had already evolved beyond that defence.

The Catilan Guardsmen broke, running for their lives as fast as they could, back to the apparent safety of the laboratory complex, but it was too late. More Gargoyes had already landed behind them, cutting off their retreat. To his righta Hellhound flame tank exploded, sending burning wreckage and white-hot promethium raining down all around them. Men were on fire, human torches screaming as they sumbled Gar, their uniforms allane.

Fire from the Tyranid bio-weapons was criss-crossing the complex, living ammunition that screamed through the arand upon the burrowed into the skin. Captain Revel, desperately waving his sword and lapistol to rally his feerol men, felt and hit tim square in his criapace check platthe impact forced all the air out of him. With horder he saw the acidic round eating away at his arrour. Floc thet was





already burning from the heat, it felt like he was on fre "Get off" he screened to nobody in particular as he fumbled with the support straps. Too late. The ammunion had cut through the amour and into his flesh. Biood boiling up in the captain's throat spilled forth from his nose and mouth. He collapsed backwards convulsing with pain, trying to scream in agoiny, but only spewing a fourtian of blood until his torso was direnched in it. Contorted in excrucating pain, he died as the burrowing creature ate into his heart.

Others died just as grimly or worse. It was a slaughter perpetuated by an enemy incapable of mercy. Those who ran locked themselves inside the laboratories, but it would not take long for the Tyranids outside to break in.

Biologis Arthon looked up from his magnatrope viewer as the droor to the laboratory was thrown open A bleeding, mudspattered Guardann, half crazed with fear, fell inside. Outside Arthon could hear the sounds of battle, he had been so engrossed in his studies he hadn't even noticed the fighting "What is the meaning of this intrusion?" he demanded. In worde a rasping electronic his torough his vocimplant. Another Guardsman followed the first. "Get Arthon or actions," "Arthon ordered. The Guardsman babbied something about"...being under attack", being overunt, "...everybody aed. Suddenly all the lights wertout, plunging everything into pitch darkness. Someone screamed. Arthon receitbrated his boincidal yaugmented eyes to intra-wision and at the doorway, where the Guardsman had just been stood. Was a

looming monster. Wings folded behind it, claws and fangs already drenched in blood, it roared a challenge. With a guick sweep of its claw the last Guardsman flew across the room, crashing into the machinery and leaving a bloody stain as his body fell. The Shrike ducked through the doorway, hissing as it locked the Biologis in its gaze. Backing away, Arthon fumbled for his laspistol. The creature stalked in after him, barging aside laboratory equipment that crashed to the floor The Biologis drew his pistol. Too late, a long, thin claw flicked out, impaling him through the stomach. The claw wrenched him off his feet, the Biologis choking on his last breath as the creature lifted him closer. Face to face with the winged Tyranid Warrior, the Biologis could smell its acrid stench, feel its cold breath from its fang-filled maw. Its eyes were black pits, o lifeless orbs that betrayed no emotion or intelligence. Like a servitor it was just a machine, designed only for killing. For a brief moment the creature stared back, inspecting him. Then, with a flick of its claw, flung the two separate halves of the Biologis across the room, screeching with a sound that might in another race, have been considered triumph.

Ther heavy weapons abandoned or destroyed, 4° Company had been all but annihilated by the surprise aeral attack inquistor Lok and Colonel Schalt inter de to ase 4° Company and Biologis Arthon to find out what was happening, but the vor-net was a jumble of garbled cress for help. Then it was silent, just static The company was gone, and the Biologis with them. Both commanders knew that Laboratory Complex Deta had been lost; there would be no survivor's



### ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE





PRODUCT OF RIMENTO

#### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

TRANSMITTED	Beta Anphelion IV
RECEIVED	Astropath Aylo
DESTINATION	Inquisitor-Lord Variu
MISSION TIME	8202850.M4

Terminus Kaleb REF Ordo Xenos/454228290/HV AUTHOR Inquisitor Solomon Lok

Being the official report and journal of Inquisitor Solomon Lak as recorded by the loyal Autosavant Wassily

Anphelion Base, Beta Annhelion IV

Our situation on Beta Anphelion IV has deteriorated. Enemy attacks at the first laboratory facility have resulted in the complete loss of the Cadian 4th. Unbeknown to me in any of my previous encounters with the Tyranids, they have shown the ability to evolve flight. This has rendered the containment fences totally ineffective and my remaining forces are now exposed to the full horror of the Tyranid threat.

It is also my duty to report that during the surprise attack Magos Biologis Arthon and his team were lost. No contact has been made with them since and I must commend their souls to the Emperor. The loss of this team has severely jeopardised this mission, as without them I am no longer able to fully analyse the data recovered.

Astropath Zarneck reports that communications are becoming less reliable. This may be because of unforescen actions of the Warp, but I fear it has more to do with as yet unencountered higher synapse Tyranids on Beta Anphelion IV strengthening their connection to the greater Hive Mind.

These three developments have forced me to reconsider both my position here and the continued validity of this mission. I have not yet ordered an evacuation, but have initiated the process should it become necessary. The Cephestus has been re-called to orbit in order that a swift evacuation can be made.

Commander Gulla has completed his search and destroy operation at Laboratory Complex Theta, and more Cadian troops are now in place to defend that site. In anticipation of further attacks, I have ordered the Red Scorpions back to the command complex to bolster its defences. I expect their return shortly. In the meantime, those scouting forces that have returned have confirmed that the Tyranid presence is increasing within the vicinity of this base

I shall endeavour to recover what data and specimens I can without the Biologis' aid, until such time as evacuation becomes prudent

THOUGHT FOR LOT DAY "Cowards Die Many Times. The Brave Die but Once"

# WINGED HIVE TYRANT

Winds manifesting on Hive Tyrants are believed to be a mutation of the more common genus strain, and are not often seen it is thought that these winder creatures evolve only as an immediate response to their environment and that the wings have replaced the creatures upper limb set and are not additional to the standard Tyrand sav-limb physiology

Other physiological features of winged Hive Tyrants are broadly similar to other Tyrand creatures, with regard carapace and skeletal thickness, and muscle density. The Hive Tyrants thickes protection is its head crest, covering the creature's enkinegi synaptic cortex. This complex synapse network is headly exoparise to the directives of the greater Hive Mind, used I the markestation of the greater Lowe Mind, the Tyrand creatures within range. The Hive Mind is greater han the sum of all its parts, but as a collective intellect the loss of any single creature has little overall effect on it. The Hey Tyrant Synapse acts as a focus on news for this intellect. rand tyrocessing its whims and desires, and daseminating them to others in the unionly. Using this power, the Hive Tyrant care effectively control the actions of other lesser creatures around it. The creature's main offensive weapons are its two claws. These long (220 cm) scything blades of hardened chutin, are capable of cutting a main half or penetrating up to 25 cm of heavy gauge plasteel. They are augmented with small toon sates around the lower end of the claw, which excrete pisson along the blade. This poson is a paralytic neurofoxin that quickly renders its target inactive. Other weapons are present in its mouth, with 20 cm fangs and a barbed tongue. This tongue has been found to deliver corrosteve anthogens straight uting and barbs, which the creature can rake with in all directions and barbs, which the creature can take with in all direction this creature's long who-like tail as it a weapon (although other examples have been identified with weaponsed take, at is purely for blance and control during flight.

The colouring of this creature is typical of the xenos on Beta Anphelion IV. Muted, motified grey-greens and brown carapaces prevail, providing xecilient carmotage amongs the native from. This is unikely to have been a coincidence, and it is a drastic change from the original samples imported to the research base. Tyrandis in general display a vide variety of colouring – the reasons for this are unknown, but are likely to be related to the genetic material a surarn was spawned from the original a surarn was spawned from the colouring a surar was pawned from the research bare.



This illustration shows a winged Hive Tyrant, as encountered at Laboratory Complex Delta.



# ordo Hereticus departmento analyticus



## ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

				115	

Data Contents [[Gold-Omega]] CLEARANCE

Exitus In Extremis

Complete Inquisit



This is an auto-responsive message ...

TRANSMITTED [Classified]

RECEIVED. Astropath Zarneck

DESTINATION Inquisitor Solomon Lok MISSION FIME B203859. M41

Inquisitor-Lord Varius is unavoidably detained at the moment, but will give your report his full attention as soon as he is able. Until then, he leaves matters in your capable hands.

Praise the Emperor.

"Ruthlessness is the Kindness of the Wise

MISSION TIME: 8203850.M41 LOCATION: Apphelion Base Command Complex TEMPERATURE: -2\*C VISIBILITY: 200 m AMMONIA READING: 0.25% -- High

At the main control complex, the men from D-99 stood watch over the perimeter deteness. The report of the surprise attack at laboratory Complex Delta meant reverybody was already on full alert. All knew it would not be long before the winged Yanadi swarm descended upon them too. Syes and weapons scanned the skees for the first signs of an attack. Their surveyor units, for the moment, still reading all clear.

However, it was not from above that the expected attack came. The Hwe Mind would not be so easily predicted as to repeat the same trick. It knew that a new attack would be expected, but not one from below. The key to the human's defence was their containment fence, and it must be destroyed.

Without warning, the ground below the Guardsmen began to shudder. The moment of confusion ended with the earth below their fleet exploding upwards, followed by the fangs and clavs of a Ravener. The first Guardisma hit was litted clarm into the sky, arms and legs fialing as the fell into a bloody heap. Another Ravener, and then another, exploide upwelds in a whirt of scything claws. The Guardismen opened the as the Ravener brood tore into them. As one brood emerged from the ground, a Drop Trooper darted forwards and sturg a heavy domotion charge at it. As the constructs freed themselves from the ground the charge exploded in a fountain of eithhunks of flesh and a red mist of blood as the Raveners were torn apart. Now the creatures were listing across the ground on their powerfully muscular tails, deathspitters and spinetists beiding ling ammunition.

TELEPATHIC DUCT: Terminus Kaleb

REFS Ordo Xenos/454228290/HV

AUTHOR Inquisitor-Lord Varias

Again the Tyrands were upon them before the Guardometcould tring heavy weapons to bear. Again the Hile Mind was one step ahead. Sudden't the Awverse were everywhere, men were fighting for their lives, their weil-prepared defines thrown mere sites in an instant. But D-99 quoky regrouped and poured the weapons time of lasguns, plasma guns and metaguns at the Guardsmen – many died screaming at Guard tore them sites at the Guardsmen – many died screaming at Guard tore them sites at the Guardsmen – many died screaming at Guard tore them sites at the Guardsmen at thir work their field, but the steamant, field corposes of the Revenes ako littered the battlerield. The surrise attack was being republied

## ANPHELION BASE LABORATORY COMPLEX DELTA LABORATORY FACILITY

#### KEY

3

- 1. Officio Administratum and main entrance
- 2. Laboratory control room
- Laboratory preparation area
- Surgical dissection room 4
- contamination room
- Bio-hazard sealed laboratory

10

11

- Bio-hazard sealed laboratory
- 8. Laboratory control room
- 9. Laboratory preparation area
- 10. Surgical dissection room 11. Sample holding area
- 12. Entrance to hab-complex



At the containment fence's control noom, Sergeant Orocs's sigual haf Gound Cover beside a sorthy guina and were pouring fire into the advancing Raveners. The sergeant aimed his undersling greated leancher, fired and six with textk greande impact, its small intense explosion tearing the creature limb from limb. The Raveners had stopped coming now, but still lithe ground below them shook with powerful vibrations, lite an extributake, which quickly intensified. Oxocs's men were being tossed left and right as the floor of the building buckled, bent and then splineted. The forsilines of a huge beast emerged, great daws which swept from side to side, smashing the sentry guin to preces. One Drop Thooper was cut clean in two, his upper forsion hitting the back wall and leaving a bloody stim. The others ducked clear and rain.

A Trygon smashed its way upwards, lasgun rounds neocheting harmlessly off its chitronos carapace. The control room was a mass of sparks and fires as the panels were shattered Sergoan Orose backed away, still shooting until his lasgun's power cell was empty. On the permeter, the electronic hum of the power field suddenly died. The fence sparked then failed,

As suddryly as they had attacked, the Ravener brood was gone. Survord's sithered away back down into the turnels they later the same the bodies of them own dead upon the floor their same thouse the starts. But arrowed too late the container of works the starts, but arrowed too late the containment lense's control centre was a simologing unit making blood legan by the Togons clauss. The men of making blood legan by the Togons clauss. The men of making blood legan by the Togons clauss. Detachment D-99 by scattered all about – some wounded were still cavaling towards safety and caling out for adbut most had been torn into sticky wet piles of offal. The containment fence was gone. The inquistor knew that now they would feel the full strength of the Tyrands, and he also knew he did not have the men to stop them. He had to act now or they were all going to due here.

#### MISSION TIME: 8203850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: -2°C VISIBILIT: 300 m AMMONIA READING: 0.26% – High

"fnemy contact closing fast," the surveyor controller wanned over the vor-net. In response the Cadian gunners reclecked their weapons and the base's reactivated defence turks surveiled into position as new enemy targets approached fast. On the landing fields creas were at work reasimning and refueling the Valkyries and Vultures, preparing them for their next mission.

They saw the enemy too late as they skimmed out of the miss, flying low over the jungle and the defunct remains of the containment fence. Huge leathery wings drove them towards their human targets, great scythe-like claws glistening under their long serpentine torsos as the Harridans wooped in.



"Truth is the most Terrible of Burdens"

The autocamon opened fire, explosive rounds detonating about the targets as they banked and dived. As the fire straked orehead the men on the ground scattered, running for cover. The first Handian swooped just over the landscape, its claws flashing out to smash into a Valkyne with a blow so powerful and fast it severed both the tail booms as the craft was flaged over.

Assected Hamidian struck, smashing craft apart with its claws, left and right: The grounded craft were defenceless volkylies and Volkyres began to burn as fuel and ammunition ignited Therif first tatks chrun complete, the two Hamidians banked away, climking high as the autocamon turrist tracked them, still banking out streams of shells. Soon, the creature swithfly turned and raced down again in a headlong dive, screaming as they attacked all below them.

The second flyppat caused as much deviation as the first. Crich were verced beyond use as the Harrdans cross-crossed the landing field. As one creature dived down again, the autonamon on the base found thera range. Shells impacted, gouting blood from the creature which screamed in pain as it laked out. More rounds hit, transmit phrough its wrong and torso. Senously wounded the Harridan banked again and in one last recides act of distruction, dived harding into the landing field, crashing into the ground, claws still slashing in a smoldal attempt to version kine distruction. Amdits thuring and smaked craft the Harridan finally came to a rest, autocannon rounds still hammeng into its corpse As fast as the attack had come, it was over. Their raid complete, the Harndans climbed away into the sky. Behind them the landing field was a scene of utter devastation, smashed and crippide craft were scattered about, the flames were spreading and enguling all they touched. Shocked, the survivors emerged from their cover. Some of the craft might be salvageable, but the sudden attack had left most as smoldering werekage.

MISSION TIME: 8203850.M41 LOCATION: Anphelion Base Laboratory Complex Theta TEMPERATURE: 0°C VISIBILITY: 700 m AMMONIA READING: 0.19% – Medium

Commander Culh's search and detroy missions were complete but the strutton on the ground haid changed, and the loss of Laboratory Area Delta and the Biologis team haid invalidated much of his men's work. Receiving the communication to withdraw back to the command centre to regroup with the rest of the force, Culin quickly re-embarted and the Thunderhawk with his men for the short journey, back.

As Commander Cullins Thrunderhawk raced through the gloomy atmosphere, the crew suddenly found themselves fung into a dark tangled cloud. Thousands of spore mines, drifting at altitude with long tentacles trailing grotespuely behind them, were all around them like great fetd balloons full of acid, bloated and ready to explode The craft joited and the state of the second s



Mars pattern Razorback of the Red Scorpions Chapter. Razorbacks provided mobile firepower to support the Red Scorpions' efforts to bring down the largest of the Tyranid creatures.



Red Scorpions Mars pattern Rhino. This vehicle has been seconded to the service of the Chapter's Apothecanon, whose members were charged with leaving none of the honoured dead for the Tyranids to consume



Mars pattern Rhino of the Red Scorpions Chapter. The Red Scorpions used these vehicles offensively to clear paths through the Rippers swarms that often confronted the Space Mannes' attacks



suddening as a large spore mine exploded close by and set off a chain rescent. One a fetr another the drifting spores deforated, sending bio-acid and shrapnel spraving out, tearing into the card's hull and melting its armour plating. The Thundenhavk's airframe was rocked hard, and rocked again as one after another the cloud's spores spontaneously publied. The pilot banked to dive out of the cloud but with the spores' fong fentacles splang against the nose and vindiscrean as the airborne mines homed in, their escape was not certain. The Thundenhavk's as their prey, and driven by some unknown force the spore mines gave chase, exploding all too close. Their askult was referiles.

As the control complex tracked the Thunderhawk's position, they received an emergency distress call. The message was garbled and the voices heavily hidden by a static haze – the Thunderhawk had been badly damaged and its pilot was going to attempt a crash landing.

The Thunderhawk's warning beacons blared as the heavy gunship plunged towards the swamps below. The pilot and co-pilot wrestled to regain control, but their ship was critically damaged. They were going down too fast. The spore mine explosions had damaged the engines and large sections of the tail had been torn away. Losing power, altude and control, the pilot and co-pilot fought with the flight controls. The co-pilot managed to shut down its reactor, reducing power in an attempt to slow their descent, the pilot was barely able to get the Thunderhawk's nose up, aiming for a flat flanding as, engines screaming, the quinship raced towards the ground.

In a massive cascade of muddy awamp water, over 100 tonness of heavity armed and armoured drops ship plunged more-first into the swamps. Crashing through trees and tearing up the wines, the stricken aircraft ploughed through the water on its bely. Wings and weapons were torn of in the impact, and restraining harnesses buckled and broke, sending all inside crashing to the floor.

MISSION TIME: 8203850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: 3\*C VISIBILITY: 800 m AMMONIA READING: 0.15% – Low

"Odds are there will be no survivors from the crash. Sending more men out to look for them is condemning those men to death as well. It is a fool's errand. I will not sanction any reacule mission. Our priority must be our survival until an exercision can be effected. We must complete the mission." Apothecary Rael glowered at the Inquisitor barring his way "We will not leave our brothers to rot in this place. Dead or alive, they must return to the Chapter. The Chapter must have its dues," the Space Marine growled his response, and before the Inquisitor could answer, snapped his helmet into place.

"This mission is under my command. You, and your brothers, are under my authority. The power of the Emperor is vested in me. Dare you gainsay the word of an Inquisitor?" warned Lok.

The Apôthecary simply ignored him, flicking his comms channel open, "Squads Rael and Avna rendezvous on me." He called his men to him, brushing past the Inquisitor as he left. The argument was over.

Eok let the Space Marine go, but not without a final warning, You and your Chapter have not heard the last of this insubordination!" The blast door slid shut behind the Space Marine as he stepped out into the darkness

Apothecary Rael's men moved to their vehicles and marched onboard. The Thunderhawk's locating beacon was giving off a weak signal, but it was enough for them to home-in on. Once all were onboard, the corway of Razorbacks and Rhinos headed off into the jungle.

MISSION TIME: 8204850.M41 LOCATION: The Vicinity of Containment Area Omega TEMPERATURE: 0°C VISIBILITY: 600 m AMMONIA READING: 0.19% – Medium

Super-heated engines steamed in the water as the mud and spary cleared. After the volence of the impact, everything was again quiet and still. Slowly a side door cracked open and from within merged the Spate Mannes that had survived the crash landing. The Thunderback's thick amound belly plates had taken the brunt of the crash. They had buckled and were torn, but had protected the Space Mannes within and the space mannes within and the space fragments within the space fragment of the space Mannes within the space space

The survivors emerged into the dark and forbidding jurgle. Helmet bjöts fukered on The jurgle here was strange, the seemingly dead plants had become twisted with new growths of long sharp spines. Close by, several huge Tyrand bediructures had thrust their way upwards from the ground Another spine-like plant was larily billowing clouds of small spores into the are. The jurgle test was changing, it too had become infacted by the Tyranis. Their strange, twisted biology was taking over the moon and exolong it to their own needs.

Cultin immediately ordered the twisted plant life destroyed with a filame thrower, whils the surviving light crew engaged the energiesty beacon aid met of roase their battle-bottkers on the commis-net. The locating beacon silently flashed out the Thunderhavk's location, but the comms had been reduced to a pile of sparking wrise and broken fuses in the impact Other battle-bottlers were at work cutting their Dreadnought. Bentler Halar, free from the wreckage. He had survived the space Marines managed to open the hold's front ramp and the Dreadnought was freed. Commander Cultin knew it would not take the Tyranids long to find them. Fifteen Space Mannes and one Dreadnough How long could they appect to survive in this Tyrand-infetted helthole? Regardless, Cultin was determined to make it long anough for a rescue mission to reach them. He congarised a defence of the crash site, whilst the flight crew set about sulvaring what they could from the wireckage

#### MISSION TIME: 8204850.M41 LOCATION: The Vicinity of Containment Area Omega TEMPERATURE: 0°C VISIBILITY: 700 m AMMONIA READING: 0.19% – Medium

The journey of ten kilometres would not take long, but the jungle terrain made the going difficult. Despite this Apothecary Real's convoy smashed through the undergrowth at a furous pace, tracks churring up the muddy ground as the Razonacks and Rhinos wollowed through the wet swamplands. With less than a kilometre to go, he watched he Rhinos control screen as the locator beacons' flashing light drew ever closer. Still no communication with the thrunderhawk on his commander, and the auspex read-out now showed multiple targets just ahead. The armoured convor aced into the battle, weapons blazing

#### MISSION TIME: 8204850.M41 LOCATION: The Vicinity of Containment Area Omega TEMPERATURE: 0°C VISIBILITY: 700 m AMMONIA READING: 0.19% – Medium

Off to his right, a boltgun sounded. A burst of weapons fire ripped through the surrounding undergrowth, followed by the drumbeat of rapid explosions. His final hour had begun He saw Brother Halar, knee deep in swampy water forwards, his inferno cannon it and aimed

Cullip placed the sighting retricule of his helmet display only, and opened fire. The storm bolice braket and roaderd, its bolic rounds cutting into a Gaunt and exploding within, tearing the creature again, then again. The crescendo of battle rose about fired again, then again. The crescendo of battle rose about him. Halar's inferior cannon roared a flaming jet of burning promethum into the jungle, Gauntis screeched as the flames shrivelled them into blackened husks. The Dreadhought waded forwards again as the survivors portuned on him. Hapwerf 16'





Trygon, designated 'Omega-3' This creature led the assault on Lab-complex Alpha and was only destroyed by concentrated heavy weapons fire.



## ordo Hereticus departmento analyticus به Restricted archive



REF Ordo Xenos/454228290/HV

Inquisitor Solomon Lok

AUTHOR

Access WARNING-

Data Contents {[Gotb-Omega]} CLEARANCE

-Exitus in Extremis-

Complete Inquisitor

OKPO

CONCLAVE [{BAKKA}]

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

TRANSMITTED Beta Apphelion IV RECEIVED Astropath Aylor DESTINATION Inquisitor-Lord Yarius MISSION TIME 8204850.MAI

Being the official report and journal of Inquisitor Solomon Lok as recorded by the loyal Autosavant Wassily.

Anphelion Base, Beta Anphelion IV

I write this with great urgency.

Our situation worsens by the how: It is clear to me now that we are facing a Tyranid threat far greater than could have been imagined from what little briefing was provided. From a few samples we have accertained that this moon is now infested with Tyranids of all genue types.

Commander Gulln is out of contact, his Thunderhawk having crashed in the jungle after coming under attack. Against my orders a rescue mission has been launched; I have little hope that there will be any survivors of this folly.

Laboratory Area Gamma has come under sustained attack. The Cadian garrison force there is encircled and cannot break out. There is no relief force I can send to aid them, and soon they too will be overun.

Most of the Elysians' Vultures and Valkyries have been destroyed. The remaining strength of my force is now trapped at the command complex.

To aggrowte matters further, I have second communication from the capitain of the *Orphertur* that he has received new orders, from a bigher authority than mine own. There has been a delay in my orders for an evacuation reaching him and thus, for the moment, he has left au stranded. Capitain Moralis shall face the full wrath of the laquisition for this incompresence. It is statter of utment urgravy that his confusion be excited and any expansion for the second second statter of utment urgravy.

I feel I must press you for news regarding the promised reinforcements.

#### [Addendum]

Ground surveyor units report that the Tyranids are massing for an overwhelming attack. We will not survive long.

PRODUCT OF ORDERSTITUTOS DEPARTMENTO ADMENTICUS

THORGHT FOR 1915 111 "If you believe you can win, you can win. Faith is necessary before any victory

It is forbidden to view or allow to the of the prothis record of this record of the pro-



caught one Gaunt and crushed it effortlessly. Others bounced off the Dreadnought's great weight as it clubbed left and right.

From the jungle behind the Gaunts came the shadow of a far larger creature. Huge and powerfully built, four long claws extending from its squat, ugly torso, the Carnifex roared a challenge at the Dreadnought and charged forwards, head lowered. The sudden impact of the two leviathans shook the ground. The Carnifex's claws scythed down, smashing into Brother Halar, its barbs tearing away armour plates, but the Dreadnought withstood the blows, grasping forwards with his own power fist, servos screaming as he caught a claw, Halar wrenched it backwards hard and tore the limb away whole. The Carnifex staggered, gushing blood and ichor from its wound Brother Halar didn't pause but barrelled forwards, meeting the Carnifex's ferocity with his own. His power fist hammered into the Carnifex again, smashing bone and splintering its armoured carapace. It was a blow that would have halted a charging battle tank, but the beast would not die Grievously wounded, its claws sliced hard into the Dreadnought. One blow struck Halar's right arm, severing his inferno cannon and causing the ammunition to detonate. A fireball rose above the mélée as ignited promethium sprayed from the ruptured fuel tanks. Heedless, the two great war machines grappled on, still hammering blows at each other as the inferno engulfed them.

Commander Cullin could see the titanic clash of adamantium and steel against flesh and hardened bone. Both were mortally wounded and on fire. The Dreadnought staggered, tottering backwards as if he might fall as blow after blow pummelled into him. The commander was powerless to intervene, afready another wave of Tyrands was massing.

Brother Halar knew his systems were failing, his responses were prowing slower, and the complex life support systems. that kept him alive inside his armoured sarcophagus were badly damaged. But the Carnifex was also dving, weakened by its wounds and the flames that had engulfed the two of them Halar levelled his storm bolter and opened fire at point-blank range, round after explosive round ripping into his foe. The Carnifex lunged through the bolter rounds. ignorant of the damage each shell was causing as they blew chunks of armoured chitin and flesh away. With its last strength it drove a long claw at the Dreadnought's sarcophagus, puncturing the front glacis, barbs ripping deep into its inner workings. Impaled, Brother Halar staggered, then fell as the weight of the creature pushed him backwards. The Carnifex also toppled forwards, locked in a deathly embrace. Crashing into the swampy water both came to rest, dead. Brother Halar was gone, and Commander Culln knew the end for all of them was near.

## SCYTHED HIERODULE

After first contact with the Tyrand race on the Exploritas outpost of Tyran, and term subsequent attack (degraded as the Rete Behemath), the Importuni began to realise the true nature of the Threat they faced from the Tyrand's Many due to the work of Inguiset Krytman, I was realised that Here Fleet Behemoth had only been the vangued of a far larger invision. The Tyrand's, Taffer long ears, fad crossed the inter-galactic void and arrived in wast numbers with the single objective of consuming and incorporating all the genetic material in this galaxy into their own genepool. Swage, mercless and driven by an instable desire to feed, the Tyrand's Walk stop at nothing in their hunger for new genetic material Mankind faces a war of annohistion avainst the Tyrand's.

Since the first engagements, the Tyrands have constantly sought to evolve to overcome the impernum's defences and weapons. The Hierodules were first encountered during the defence of Harmans World, where there have built and thick armour allowed them to wade through heavy fire and smash the Planetary Defence Forces strongonism. It is shought that the Hierodule is broadly equivalent to the Imperium's own superheavy tanks, and fulfials a similar role, deployed into the heart of a battle where it can inflict maximum diamage whilst absorbing heavy energy fire.

Physically, the Hierodule is a massive creature standing almost free metrics tail and fourteen metrics long, in access of twontyfree tonnes of armoured, muscleb bulk. Notable physiological features (many of which were first confirmed by Magos Biologis Salk at the New Haleflass research station) include the creature's external carapace, with its elongated and thickneed head crest A study across the various Tyrand genera has identified that carapace thickness increases exponentially with body mass – the inckest carapaces belonging to the largest creatures.

Internal skeleton density also increases in line with the external, allowing the body's inner structure to support the extra weight gain. This gives the Herodule (and Indeed all Tyrands) a unique internal and external skeletal system, allowing lettle in the way of space for internal organs, but making it exceptionally resistant to damage. The internal skeleton is strong and flexible. Salk's important research work led to the dentification of weak points on Tyranid creatures, information that the Ordo Xenos saw fit to distribute to Imperial Guard High Commanders to assist topos on the battlefield with argeing. According to Salk's hypothesis, the weak points on the Hendule should be its eyes and mouth, and the rear and were sides of the head. Significant damage to those areas should result in catastrophic failure of the creature's central nervous system, and a rapid death.

This Headule will have fewer internal organs than is commony understood. No discernable herk stidenys or digestive trad east. Heirodules have no need for them as they do not eat lor susterance. Instead, the space is used for extra muscle mass and adrenaline or toon secreting glands, further enhancing the Hierodule as a pure biological lighting machine. The centures main differsive weapons are its four clavs. These long tapproximately 330 cm<sup>3</sup> synthing blades of hardened full are easily, capable of penetrating up to 40 cm of heavy gauge plasteel at the change. Its secondary weapon system is a synthole creature, a parasite that likes of the host organism. This creature exercises a potent organic add as a natural defensive response to be enemies in close proximy.

The Hierodule's other weapons include a fanged mouth With multiple fangs up to 43 cm in length, it is easily capable of tearing a man to shreds with a single well-arred sharp of its pavs. It also has numerous spines and barts all over its head, thoras and rail, which are extremely effective as the creature barges its way through a crowd, causing lacerators without the creature making a deliberate atak.



This illustration shows a Scythed Hierodule, as encountered at Laboratory Complex Theta. MISSION TIME: 8205850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: 1°C VISIBILITY: 500 m AMMONIA READING: 0.3% – High

"Surveyor readings are off the scale, Lord," reported the Guardsman gravely as he peered at the surveyor screen, a growing look of alarm on his face

Lek knew what was coming. Out there, in the jungle, the Tyrands were massing and soon they would come to finish thm off. Their rads had weakened his defences, but he had. To hidd on in case an execution could be effected. Where'r had issued the Caphestrux with new instructions had made a terrible motake, and if he escaped from this death trap, he would see they and for it.

For now, however, he looked to his defences. His inventory of merimated oscienn reading. Half of D-99 had been eliminated. The Space Mannes had disobeyed his orders and were now pursuing their own agenda – another matter that would need pursuing upon his return. The Cadams had also taken heavy losses, three companies had already been annihilated, the others had all taken some severe losses. In all his force now comprised no more than three hundred men. Yet they must hold out.

Just then he heard the first sounds of weapons fire, the dear stap of logarity in this and the heavy bark of the baavy autocannon defence turrets. The enemy were coming Inguisticit Lok levelled his both pstol and took careful aim time the jungle Heavy as Gaurds saming face, its weapon convolling and spitting maggor-like shells. Squeezing the tingger he fit the heavy pstol recoid as the shell alunched, and watched as the Gaunts head was pulged by the microexplosion of the warhead. He took am and fired again. The Fyrands came on in hordes. Gaunts first, wave after wave of the creatures, barring their fangs, filling the air with screaming beammuniton. From their defense positions in guing ta adbeind sandbaps, the Guardsmein —Cadians and D-99—side by side, returned fire. This way just the strut, a probe to see where he defences were strongest. They would look for a weak spot and attack in strength there. Wherever that attack came, Inquisted took would be holding the line for all the Guardsmein to see.

The Bysians showed remarkable courage. As the Gaunts closed in some leapt up, combat knews in hand, and rushed them back, scenaming like barabless: It was rash and no training manual ever taught such foothardy bravery when fighting fyrands, but it was effective. He saw one mai grapping with a Termagning flugging his kinde repeatedly into its torso as it writhed on the floot, tail labiling. The main staggered clear, covered in his own blood and the bile of the beast he had just butchered, then launched himself at another.

From all around the perimeter the Cadian heavy weapons opened fine, the smoky trail of muscle launchers launcing into the undergrowth to explode, heavy bolters ratifing off a stream of shelk. The Tyrands were dying, but they did not stop. They came on, more and move of them, swarms of Rippers seeking over the ground, and now Lok could see the looming shapes of larger creatures beyond – Tyrand Warmos, perhaps even a Hive Tyrant. They returned fre.

Running to a new firing position he leapt into a sandbagged weapons pit, only to find the crew inside deal Their heavy botter was still hissing and melting from some corroave verion that had splashed over it. The first gunner was fittle more than a heap of sticky entrails and bone, the venom having eath him away. The scond man was still recognisate, but his skull was exposed where his face had been scorched off him stagarne, tossed a frag grenade into the mass of Rippes, reloaded then opened fire again.





To have the best an a Helmourd numble slowly into place, grinding the soft ground to mud, engine throbbing and belong funce. Its furter slowly rotated to take aim at the jungle tree ine. Lok felt the heat wave hit him as the inferno cannon fired. As stream of flaming promethium aread out, splaking the folsage with flery liquid. The jungle burde forphity in the giorni Heas with aning Tyrand creatures charge forwards, headless of the fire that was enguling them. Others to idead, striveled by the interse heat. The Helmound fired again, playing a stream of promethium across the tree line to become a flaming wall.

From the jungle's cover, the burning vines were suddenly flung apart as a massive bulky form charged forwards through the flames. It was huge - six metres tall, all talons, tusks and claws. It ran forward through a storm of lasgun fire, and smashed headlong into the front of the Hellhound. The armoured vehicle, dwarfed by its attacker, was lifted clear off the ground by the impact and the beast's massive claws punched down, clean through the front glacis to where the driver would be sat. From the turret hatch the vehicle's commander bailed out, jumping clear as the beast struck again and again. It seemed unstoppable. They had to fall back and give themselves more room. Lok gave the order over the comms-net and shouted out for all to follow him The Guardsmen rose from their firing positions and joined him in a sprint back towards the buildings, still firing left and right as they ran. Looking over his shoulder he saw the monstrous creature discard the Hellhound like a child's toy, highly volatile liquid leaking from its ruptured fuel tank The still-smouldering beast screamed a challenge and lumbered on

The Inquisitor and his ragged bunch of survivors clustered around a doorway. The Hierodule was coming straight for them. He aimed again and squeezed off a stream of bolts. which exploded, chipping away lumps of carapace, but the beast did not even break its stride. Lok drew his power sword and thumbed the tiny power field generator in the weapon's pommel into life, which throbbed and crackled with power. "With me," he instructed the Guardsmen around him, preparing to charge. As he did so, the creature staggered sideways under the impact. The blinding beam of a lascannon slashed through the darkness, striking the creature and burning through its thick armoured plates. It roared, either in pain or frustration. Beyond it, he saw the headlights of a Razorback approaching, its turret weaponry locked onto the monster in front of him. The lascannon fired again, and this time the creature staggered, then collapsed in a spray of bile and ichor Lok seized his chance. He leapt forwards and plunged his power sword point first into the stricken leviathan's head. The power field sparked lightning as the sword thrust deep. The Hierodule writhed and then died as Lok ducked clear of its flailing claws

The Red Scorpions had returned. A column of armoured (ransports, Rhinos and Razorbacks, came roaning into the permeter. Space Marines debused by squads, boltgans blazing as they did so. The Razorbacks' heavy weapons targeted the larger creatures. Amongst them the Inquisitor rould see Commander Culti, still issuing orders and directing weapons fire. The Space Marines easily turned the tide of the battle, driving the Tyranids back into the jungles with the ferocity of their sudden counter-attack. Soon the creatures had withdrawn, but they would not be far away – like a prediator staving close to its prey hed. The timely arrival of the Space Marines had bought his forces some much needed respite. The first Tyranid assault had been regulated, but ches would soon follow.

#### MISSION TIME: 8206850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: 1°C VISIBILITY: 800 m AMMONIA READING: 0.24% – High

"My authority now supersedes yours, Lord Inquisitor." Commander Cullin stood upon the ramp of his Thunderhawk gunship, Behind him a Thunderhawk transporter was rasing two Razorbacks on its loading claws, the last of the Red Scorpions take force to be loaded.

"My orders are to evacuate the moon's surface. The stuation here means my prombes have changed. My men are no longer at your command. We are not expendable assets," cull no betrayed no emotions. He had received new orders and they would be followed. The Inguistor's anger at his decision to evacuate had not swayed him for a second. He felt no pity.

Inguistor Lok was funous: "This is treachery, commander You strike force still has a mission to complete. The authority of the Emperoris vested in me, I am a bearer of the Inguistonal Mandate. The Conclaive of Har will hear of this base treachery and your Angher will face the severest of retributions. In the name of Emperor, I command your mon to stand fast."

"Your mission is irrelevant," Cullin declared and turned and walked up the ramp. Inside the Thunderhawk, his men were awaiting his order to launch. Powerless to intervene, Lok watched as the nose ramp slammed closed, and the gunshib? engine pitch nose. The Thunderhawk. Ifted off, the engines boomed and it rocketed skywards into the void. It was soon out of sight.

Lot surveyed the base as the tired, wounded, sation-left Guardome dupon around his shroning permeter. His revernow that the hard been betrayed, not just by the Red Scorpors, but also by some higher power still. His authority had been undermined, and new it seemed he was to be sacrificed on Beta Anghelion II. His ittudged back to the control centre resigned her All that was left to do was malke a final log entry atthough he doubted it would ever reach the conclave's Adjource Ludget. The Stadow in the Warp was so dense now, Astropath Zannek was unsure if anything was entring through the same of his fate and retribution could be taken against those who had polited against him.



MISSION TIME: 8207850.M41 LOCATION: Anphelion Base Command Complex TEMPERATURE: 1°C VISIBILITY: 200 m AMMONIA READING: 0.32% – Very High

Even as the finished his dictation to Autosavant Wassily, the linguistic head the fant sound of weapons fingn. The Tyrands were attacking again. As an inquisitor of the Ordo Xenos it wish is sword dury to purge the galaxy of any alient threat to Mankind He would do so with his dying breath. He drew his power sword from its scabadar. "Sign of the log arthy with "Death to the xenos", "he instructed his scribe and made for the exot.

Outside fog had gathered about the base, lending the battle astronge, surray, detached ar. Responserior Faced Quardmen emerged from the thick white blanket like phots to scurry by Searchight beams reflected agarst a white wall of swrling vapours before disappearing whist lasgun blasts made the fog bank glow from the inside. Ike a ling entity he felt the first slight burning sensation of the ammonia in its throat and pulled this own helme time place again.

At the perimeter Lok ducked behind the wreckage of a Valkyrie, destroyed on its landing pad. A squad of Cadians were crouching close by, firing into the jungle. The screams and cries of the Tyranid monsters they hit echoed through the fog. As he watched, a brood of Hormagaunts bounded from the undergrowth with dazzling speed, straight at them Ther reckless charge was cut down by lasgun blasts, but more followed. He took aim, his last clip of bolt pistol ammunition already loaded, adding his own shots to the Cadians' frepower

Behnd the Hormapounts came taller Tyrand Warnors, stalking out of the jungle on their back limbs, erect above the heads of the smaller Gaunts. Still further back something large and heavy was crashing through the jungle. Its footfalls made the ground temble: The skeins of drilling fog parted long nough for fruguestor lock to see the approaching Herophant that towered above the trees on long spiny limbs, its huge upj head full of fangs which dripped bile and mandbles that gleaned with acid. The bo-bind was massive. How could it have avoided detection?

call iter Target the bio-than, "he ordered, directing the weapons fire of his remaining squares. There is bilasis simply glanced off its carapace, but the Cadians' lisscannon blev hung, smouldming chunks out of the beast. It named and smashed its way towards them Lok ducked behind some sandbags and reached to his bett. From the pulled all sat krack grenades he distated there, and quickly bound them together. Heavy weapons fire was slashing over his head as the bio-than came closet, lok pulled on this power avoid once more and prepand himself for one last heroic effort. The cristine was so tall it easily passed over the top of him. Loking us he save its hedros:

maw drooling poison, clouds of spores spewing from rends in its thick armoured plates. Leaping to his feet, Lok aimed the krak grenade bundle. As he did, long stringy tendrils lashed out from the bio-titan's belly, barbed hooks slashing at him. He parried hard with his sword, cutting two tendrils clean off. A third hooked him and with effortless force, flipped him sideways through the air. He hit the ground, dropping his sword and grenades as the bio-killer stamped down hard, trying to impale him with its clawed feet. Lok rolled away just in time, grasping for the grenades. As he did so another lascannon impact rocked the creature, great gobettes of rank blood and ichor rained down on the Inquisitor, his armour sizzling as the acid burned. Seizing the chance he grabbed the grenade bundle, and with his last remaining strength stuffed it between two of the creature's chitin plates. As he did so, the lash whip tendrils slashed out again. Wounded, Lok fell, sprawling in the mud. He tried to crawl but could not move. Above him the bio-titan loomed - and then it was gone. The massive explosion ripped away the underside of the creature, spilling its slimy internal entrails out in a torrent of bile. Its legs buckled and with a last strangled scream the bio-titan collapsed, dead

Exhausted and in tremendous pain, Lok lay in the mud looking skywards. His beautiful, ornate armour was rent and torn, acid had burned clean through in places. His helmet had been tom off, and his body was ruined and broken. As Lok tried to pull himself up, two Cadians ran to his aid With their help he staggerd to his leet, coughing up blodd, his face singed and melted. He looked down for his power sword. Lacking the strength to wield it, it might at least at as a pro- 'Lodd' one graarisman inquired. Lok looked up. Both men were looking gaat him, into the sky. He dared to hope. Was the rescue bar coming? Had reinforcements armed? Would here surve?

Painfully, the Inquisitor turned to look. Appearing through the fog he saw two more bio-titans approaching. Lok was amazed. The Hive Mind had evolved its forces so quickly. From just a few experimental samples the Tyranids had grown out of control, evolving and re-evolving into new forms it knew would defeat its foe. It had been a mistake to think the Hive Mind could ever be tarned. It would never submit like some whipped captive animal, it thirsted for prey, it needed to kill and consume. In those final moments, as the Tyranid swarms broke in and the last of his men died around him, Inquisitor Lok saw the full horror of the truth. The Tyranids could not be stooped. There could be no victory for the Imperium in this war. In his last moments, as the bio-killers closed in, Lok felt cold-hearted despair This small force stood for all of Mankind, and like it they would inevitably be annihilated. Mankind would fight on regardless, but it was already doomed



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ORDO (INTERSTICUS)] MIPET CONCLAYE AIDACAL

#### ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

TRANSMITTED Beta Aughelies IV TELEPATHIC DUCT Terminus Kalek RECEIVED Astropath Aylor REF Ordo Xenos(4542220007) DISTINATION Inguister-Lord Yarius AUTHOR Inquisitor Salomon Lok MINSION TIME 5205450 Md1

Being the official report and journal of Inquisitor Solomon Lok as recorded by the loyal Autosavant Wassily

Anphelion Base, Beta Anphelion IV

The first Tyranid attack has been repulsed, barely. Losses are again heavy, my force is reduced to just one hundred and twenty able budied men.

Still no contact from the Cephestus, although repeated attempts have been made to contact the vessel. The betrayal runs deeper still. Commander Gulla has begun his own evacuation operation, and as 1 dictate this entry we are to be abandoned to our fate. On whose orders? For what reasons? I do not know.

How long we can hold out, I cannot say. We will fight to the last. Hours, days, it matters not, for without assistance death is now certain. I can hear weapons fire. They are coming again.

This is the final entry in this log. The Emperor knows I was His loyal servant until the end

Death to the xenos.



# ORDO HERETICUS DEPARTMENTO ANALYTICUS



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## ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

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### Classified] TELEPATHIC Classified] REF... Classified] AUTHOR ...

[Classified] OrdoXenos/454228290/HV Inquisitor-Lord Varius

The completion of my latest operation on Beta Apphelion IV signals the end of this experimental phase of the Apphelion Project.

It was with great satisfaction that I signed the Externinatus order for Bets Amphelion IV. The facility had long app proved inferies for the purposes it was established for Experiments to reverse the super-evolutionary traits of the Tyranids had all indeed in abject failure. It foll to mot to close down the base and purge the garrison. Instead, I turned the facility to a far better sure. My agant on Bets Amphelion IV arranged for the subology of the containment frence, thus exposing the facility's inhibitoms to the Tyranis and providing the perfect testing ground for our 'Amphelion Project'. The sacrifice of the 1,500 strong garrison was a necessary step to nation our far greater objective, and a small privice to pay in the wave for Mankind's vary survival.

The densite of Inquisitor Solamon Lak not only climinated a potential polinical rival (and Diclines a dangerous paritans with contacts summoust the onlineavel Vanderias faction within the Orles Xono), but provided use with much needed evidence before we praceed to the next phase of the project. In death, Lok has served the Emperory's (and our own) purposes well.

The forces I selected for deployment onto Best Anphelion IV have provided me with all the data l'require to move to the next phase of the Anphelion Project. Program of annylos and data I have requested and received from the Maxter of the Apathcary of the Red Scarpton Chapter have been analysed in detail. Cliven the struke force's excellent performance dama, the project, Tubiteve the Chapter's genesiced is perfectly unied to be the basis of our proposed new Founding. The Chapter's genesiced has proceed by the remarkably antisinted, graining 50% of all systef functions. Wy Hiology's "molecule the Chapter's program to the the entire Chapter's new data we regulate the over service Betcher's Grand common to the entire Chapter, and adays the Omophages's activity to better suit the new Chapter's - forms with the server service.

The data the Chapter has provided will help to sway the members of the Conclave that the founding of new Chapters is now a step closer to being realised. These Red Scorpions' Successor Chapters would form the core of a supreme fighting force, to be placed at our disposal, with the specific mission of halting and then simuliating forever the Tyranial case.

It is my firm belief that so far our afforts to halt the advance of this alten measure have been hampered by restrictive bureaucreey and an overly presultant enably is of the nature of the nature of the nature deforabile, as I proved by no operations on Daniti IV. It will only take the single-minifed will of a barder able to take the necessary attains, and given the necessary reasorres. The longuistrical Representative on Holy Terrs have beind enable to the right to fild the bard on the founding of not-flower Marine Chapters. With the aid of the Ted Scorption gene-seed, adopted to better resist the effects of the life Mind, Thelines our new Chapters would prove the greatest bubbard genesate the hard alter.

Reports of the actions of special detachment D-09 have also interviet integreatly. Nince Dators IV was waved, the possibility of creating new Janperial Guard regiments using the service functional detachingers. Dires sanchined on that world, and which have again proved as offsetive or not al, application IV, also moved a step slower. With regiments of such troops at our command, we could learn a Created to recepture those worlds lost to the Relearnth and, in ture, eventually drive the law flexes to estimation.

For this is our divinely inspired purpose, let nothing stand in our way ...

THOUGHT FOR 1415 1215 " The Ends Justify the Means."

- +++ RE: ANPHELION PROJECT +++
- ++ ORDO HERETICUS: NEW INVESTIGATION ++
- ++ ADDENDUM ++
- This Astropathic transmission was intercepted and decrypted by the Ordo Hereikus Sancturn Telepathica, and brought to the attention
  of the Officio of the Inquastional Representative on Bakka. +
- By direct order of the linguistical Representative, Inquistor-Lord Varius (larely Advocate Judge to the Concise of His, Count of Directin, Cleanore of Dumanca) has been placed under investigation by the Orde Hereticas upon suppicon of exceeding his Inquisitorial Mandate with reserved to the John amore Advocation Protect<sup>1</sup>
- Euclides investigations are also to be made into the actions of the Red Scorpions Chapter with regard to this martine.
- Lots Varius' unsound methods represent a threast to the stability of the Emperor's rule, and can only be tolerated whilst he continues to produce excilient results against the Tyranid how fleets (see related files on the Dantes M campage and the Cleansing of Dumanica).
   For the time being, ha access to procribed bologicate regarding the Tyranids continues to be useful in the on-going fight, but remains the most denotes advanced and the tore advanced and the advanced application.
- Lord Varius' continued close surveilance, and the uncovering and identifying of his allied faction is a matter or priority for the Uncovering Hereticus. Further action avails the Representative's sanction before being forwarded to the Officio Assassinorum's Calificity temple on Terra.
- As a precautionary measure, Lord Varius' death warrant has been prepared, but remains unsigned until such time as he outlives his usefulness to this our bless of imperium.



# ORDO XENOS PROHIBITED ARCHIVES PERPETUA OFFICIUM AD INQUISITION



#### DIMACHAERON Tyranicus Praefactor Interemptus

This monstrous creature has only recently been observed by Imperal forces, though its pattern of battlefield predation matches previously discounted reports of a Tyranid head-hunter beast of tremendous size and ferocity.

The Dimachaeron appears to have evolved for a single purpose, to slaughter those identified among their proy as leaders in the midst of battle, spreading terror and dismay among the ranks of all who resist the Hive Mirds dahance. Bristing with baladearms studded with sidkle-like clavis, it can slice a fully amounded Space Maine in two and, able to leap a Leman Riss battle tank without breaking stude, when stakling its prey the Dimachaeron digenessivist the slow, steatily approach of the Lictor and initiated teles on sheer brutality and animalstic rage, leaving a give-soaked tard of carrage behind it.

Perhaps even more fearsome than the array of sckle claws, inardershap teel and kal spkes is the spine-inged max hidden within the Dimachaeron's thoras. Any foe unfortunate enough table caught in the beatst grags yould be held in place while the thorax hinges open and the fanged max ingulas them. While the trapikle gives of the Dimachaeron's facoage hold the victim in place, the spine-max injects them with a potent the-acid, including their spine-max injects them with a potent the-acid endoring their injects and survey of numeries that are their absorbed by the Tyranid to bolster is sown physiology, allowing it to given all but the most homic's numeries. In 853999 M41, the Star Phantoms Chapter, masters of the Badda Sector, fell under assault from a tendri of Nike Fleet Leviathan. During the fighting on the fortified monor of ban. Tertus, the hive fleet undershed numerous Dimacharons, against the Space Manne defenders, the might beasts esking to kill the Space Manne defenders, the might beast seking to kill the Space Manne defenders, the top the proven more than a match for the Lictors first sent to stalk them. Smaking into the discoplined ranks of the Star Phantoms, the Dimacharons sowed death and destruction amongst their ranks, shruging on of boltgun fire and feasting upon those Space Mannes who barred their path in order to fuel their regenerative biology.

At the height of the fighting, Captain Kharan Heikas of the Star Phantoms 4<sup>th</sup> Company confronted a battle-scared Dirachaeron bearing the near-desiccted corps of one of his honour guard impaled upon its thorax. Unable to slay the bearts as it leaded the life from the trapped Space Manne. Captain Heikas feil under its blochy talons. Though the Space Mannes held fast, even with the death of their leader, the lack of strategic command amongst the defenders alloved the swarm to force the Chapter from the moon, which was later factured by orbital bornbardment.

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#### 

#### DIMACHAERON .....

Dimachaeron

Unit Composition

Unit Type (Leaper)

#### ۸ BS

#### Weapons and Biomorphs

- Sickle claws Grasping talons
- Thorax spine-maw
- Adrenal glands\*

### 1 d **Special Rules** Instinctive Behaviour

(Feed)\* Rampage

SV

- •See Codex Tyranids

A Dimachaeron is a Fast Attack choice for a Codex. Tyranids army



#### Monstrous Creature (Leaper)

Leaper is a sub-type, and as such does not appear as a separate category on its own, but only when paired with another unit type. Models with the Leaper sub-type may choose to use their Leaping ability in either the Movement phase or Assault phase (they may also choose not to use it in either phase if they wish), but may not use it in both phases When not using their Leaping ability, a unit of this sub-type moves normally for a model of its base type. When using Leaper (whether moving or charging), the model can move over all other models and terrain freely. If the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test Leaping models cannot end their move on top of other models or in impassable terrain.

- · Movement phase: If a Leaping model Leaps during the Movement phase, it can move up to 6"
- Assault phase; If a Leaping model Leaps during the Assault phase, it gains the Hammer of Wrath special rule if it did not already possess it, and all Hammer of Wrath attacks are resolved at +1 Strength and gain the Strikedown special rule

#### Grasping Talons

Mounted on the Dimachaeron's lower torso, these stocky spike-like limbs are covered in fine hairs and tendrils, and are used by the beast to immobilise its prey and drag it into the spine-maw in its chest

Weapon	Range	Str	AP	Туре
Grasping talons	-	+1	2	Melee, Spine-
				maw Strike

Spine-maw Strike: When an attack with this special rule results in least one 6 To Hit, it may make a single additional Spine-maw attack in Initiative step 1 (see rules below)

#### Thorax Spine-maw

When locked in combat the Dimachaeron will pluck an unfortunate prey-beast from the battlefield, hinge open its chest cavity and impale the still living prey on the spine-maw furking inside it. Once pinned in place, the rib-jaws snap

shut and the spine-maw drains the prey of its vitality, leaving its desiccated corpse clasped to its chest as it uses the nutrients it has stolen to add to its ferocity as it tears apart the prev's allies.

The spine-maw may only be used to attack during Initiative step 1 of any close combat in which the Dimachaeron attacks with its grasping talons and results in at least one 6 To Hit. The spine-maw makes a single attack using the profile listed below - this is in addition to any other attacks the Dimachaeron makes and automatically hits. A spinemaw attack may target any infantry models that do not have the Extremely Bulky special rule, and no more than one spine-maw attack may be made in a single phase by any one model

Weapon	Range	Str	AP	Туре
Thorax spine-maw	-	+4	1	Instant Death,
				Digestion Spine,
				Melee

Digestion Spine: When a spine-maw removes a model as a casualty, the Dimachaeron gains a number of Plasm tokens equal to the number of Wounds on the profile of the model removed (regardless of the number it possessed when it was removed). At the end of each of its following turns, the Dimachaeron's controlling player removes one of these Plasm tokens. Whilst the Dimachaeron has at least one Plasm token, it gains the Feel No Pain (4+) special rule.

#### Sickle Claws

Each of the Dimachaeron's upper limbs bears a pair of these vicious claws, which in combat scissor through their prey. shearing through armoured torsos and cleaving the heads from lesser organisms.

Weapon	Range	Str	AP	Туре
Sickle claws		User	2	Melee,
				Sickle Strike

Sickle Strike: On a roll of a 4+ To Wound, an attack inflicted by a sickle claw has the Instant Death special rule.



## HIEROPHANT BIO-TITAN

iyrunicus organicus

The Hierophant bic-titian is an immense, hideous creature, that towers over the battlefield and birstles with spines, tendris and symbiote weapons. They are amongst the largest biocreatures yet encountered amongst the swarms of the hive fleets, comparable in size and power to an Imperial Titan

A broad of Hierophants are likely to be at the forefront of a major Tyranid attack – striding forwards, drawing enemy heavy weapons fire away from lesser creatures and absorbing huge amounts of damage before smashing into an enemy's line with devisating force.

The Hierophanic at the Tyronds' largest shock toop. It is ameed with masses beycannon, multiple claws and chinh bales, and armoured with a thick chanous hide that exudes poisonous shore from rends in the plates. As well as the many razor sharp claws and spines which cover its body, head and tail, the Hierophani is also armed with two immerse beicannon. These symbote weapons are triggered by a massive electrochemical shock from the host creature. Reacting instructively the bio-cannon symbiote then spexs forth a hail of highly corrosive magoprise creatures. These venomous and andic organisms impact upon the target, splatering gobbets of bio-add and poon that melt through plasted, forcette, and fela and bone in seconds, reducing the unfortunate victim, which or structure to a staeming be of bubbing goo

As well as its main weapons, the creature's vulnerable belly is protected by many spiny tendrils which can lash out in all directions to entangle enemies which get too close. These lash whips are also symbiote creatures, living ropes of muscle and sinew which can entangle, bind and strangle as if with a will of their own.

On top of this, the Hierophant also has one final line of defence. From rends in its armour plates and body, it constantly exudes a cloud of highly toxic spores. These are lethal to all non-Tyrand creatures, forming a dritting vapour about the Hierophant that chokes and burns anyone without proper protection that is brave or foolish enough to get too close to the creature.

Like all Tyranids, the bio-titan seems able to mutate rapidly evolving new weapons and defences as required. Other variants of the Hierophani bio-titan have been identified with huge crushing claws or long soythe-like blades, cluster spines and other bio-weapons.

From the few Tyranid specimens unleashed upon Beta Anphelion IV, the Hive Mind managed to multiply and grow vanous creature-genera with alaming speed, from the smallest Ripper to towering bio-titans, and soon the moon was infested by all manner of Tyranids. The development of such large bioconstructs remains a mystery to the Imperium's Biologis

Combating these massive beasts of war is simply a matter of applying the heaviest firepower available; large ordnance weapons and heavy artillery have so far proved the only effectue weapons in destroying such monstrosities

#### HIEROPHANT BIO-TITAN ......

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Unit Composition

• 1 Hierophant Bio-titan

Unit Type • Gargantuan Creature

\*See Codex: Tyranids

#### Wargear

- Two bio-cannon
   Lash whips\*
- Scything talons\*
- Regeneration\*
- Toxic miasma\*
- And the second
- Special Rules
- Agile
- Bio-titan Warp Field

#### A 8 Options

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<ul> <li>A Hierophant Bio-titan may select one of</li> </ul>	of the following
- Incendiary Ichor	
- Swarm Incubation Chamber	+50 point
- Spine-cloud Spray	+40 point
- Bio-plasma Torrent	+30 point
Coore Mine Swarm Spitter	+30 00101

A Hierophant Bio-titan is a Lords of War choice for a Codex. Tyranids army

#### **Bio-titan Warp Field**

The Hierophant has a 6+ invulnerable save

#### Agile

In the Shooting phase, the Hierophant can choose to either

- Fire all available weapons

- Fire a single weapon and then Run.

- Fire no weapons at all and Run twice

#### **Bio-cannon**

Weapon	Range	Str	AP	Туре
Bio-cannon	48*	10	3	Assault 6

#### **Incendiary Ichor**

Some Hierophant Bio-titans have evolved so that the ichor that flows through their veins is so volatile when exposed to the air it ignites, burning through the flesh and steel of all that opposes it

Whenever the Hierophant Bio-train suffers an unsaved wound in the Fight sub-phase, centre a Large Biast (5\*) template over the model which caused the wound. All models, ofter than the Hierophant Bio-train, underneath the template suffer an immediate wound themselves with no armour saves of any kind allowed Vehicles under the template suffer D3 Glancing his instead. All wounds caused by this bomorph court for combat resolution.

#### Swarm Incubation Chamber

A slime-coated chamber within the bulging carapace of some mutated Hierophant Bio-trans allows them to carry other swarm creatures into barlie. These creatures are then disgorged onto the enemy's frontlines as the massive Tyranid behemoth advances.

The Hierophant Bio-titan gains a Transport capacity of 20 models, and friendly units chosen from Codex. Tyranids may embark and disembark from it as though it was a vehicle with the Transport type and Assault Vehicle special rule.

#### Spine-cloud Spray

As the Imperium learned to target Hierophant Bio-titans with salvos of helistrike missiles faunched by determined tighter wings, so too did the Hwe Mind learn and adapt. Soon Hierophant Bio-titans were able to project clouds of deady razon-edged spines into the sky to destroy the precreatures' fighter-craft.

Weapon	Range	Str	AP	Туре
Spine cloud spray	48"	7	5	Heavy 6, Skyfire,
				Two-linked

#### **Bio-plasma Torrent**

Like their smaller kin the Carnifex, some Hierophant Biotitans are able to produce bio-plasma. However, the sheer size of a Bio-titan allows it to project the plasma over a much larger area, saturating enemy lines in burning phosphorescent bile.

Weapon	Range	Str	AP	Туре
Bio-plasma	Hellstorm	5	3	Heavy 1, Blind,
Torrent				Soul Blaze

#### Spore Mine Swarm Spitter

Housed within its thick carapace, this Hierophant has an array of powerful sphincters that can propel swarms of spore mines into enemy lines.

Weapon	Range	Str	AP	Туре
Spore mine	120*	4	4	Apocalyptic
swarm spitter				Barrage (8)









#### HIVE TYRANT Tyranicus Praefactor

The Hove Tyrant is a large and massively powerful Tyranic creature, the closest thing to a leader of a battlefield swarm yet encountered by the Imperium. Like many Tyranids they are able to mutate rapidly, and several different physical characteristics have been reported.

Various hive fields and splinter fleets have exhibited different physical characteristics and sight differences in physioghnamy. The impertum's Magos Biologis have put this down to each fleet's own rapid evolutionary development, with each new world conquered adding more genetic material to the biomass, the kilve kill mid can bioengrimeer new strains and evolve again "Within larger hive fleets, such as Kraken or Lewathin, this kilve that "Trandk will remain broadij similar, but some Have Tyranis identified amongst splinter fleets have larger theats or different configurations of claws, tables, tals, etc. This is likely to be because the genetic material available to a more solated filterent development path.

Even within these different: "types," there is a range of mutations and physical alterations. Different vegons are common, but the bio-morphication also changes the Hive Yeart. So mutable is the Hive Yrant genus that only rarely, are two found which are alike. On Beta Anphelion IV several Hive Tyrant Severe encountered, including those that had evolved wings. This was the first confirmed sighting of a winged Hive Tyrant, although since the ill fated expedicion to the Anphelion system, other Hive Tyrants across the hive filest. Save also been identified that are capable of flight. Hive Tyrants encountered on the battlefield carry a wide array of symbiote weapons with verom canono, batted stranglers, lash whips and boneswords all being common. The Hive Tyrant seems able to wield any weapon configuration Some are only armed with their own huge scything talons, whilst others evolve to carry multiple deattspitters. The reasons for this are unknown, but may be the result of evolutionary adaptations aimed at neutralizing any threat to the Hive Tyrant.

All Hive Tyrants are highly psychic, and their relationship to the Hive Mind is incredibly close. Although Hive Tyrants embody the Hive Mind completely, their destruction will only disrupt it temporarily, and does not harm the Hive Mind in any way. Every Hive Tyrant that has been killed and subjected to an autopsy has been found to have a vastly expanded synapse network within its cortex. This complex synapse network is highly receptive to the directives of the greater. Hive Mind and is so powerful it is used to overrule the natural instincts of nearby Tyranid creatures, allowing a Hive Tyrant to effectively 'think' for them. These lesser creatures then respond, like automatons, to the Hive Tyrant's will. It is this synapse domination that makes Hive Tyrants the highest priority targets for Imperial forces in battle and those who survive their initial encounter with Tyranids soon learn that Hive Tyrants must be quickly destroyed to achieve maximum disruption to the Hive Mind.




# SCYTHED HIERODULE

The Sythied Hierdule was first recorded during the invasion of Hamman's World, a small impenal colony. During the battle, the planet's garrison put up a brave defence but were ultimately defeated, the Sythied Hierdule playing a major role in the avaguard of Tyrania tatacks, leading swarms of lesser Gauns, particularly against the strongpoints and prepared ferrorete defences occupied by the Planeta. Defence Forces

This massive Tyranic creature is armed with four huge razorsharp claws, each capable of slicing clean through a battle tank's armour, and is heavily protected by chitin plates, in places up to 30 cm thick. A Hierodule is far larger than a Carnifex, being a monstrous killing machine even by Tyranid standards.

After the battles and subsequent evacuation of Hamman's World, a detailed study of the campaign was carried out by why armed wero biologis teams. Upon investigation they concurred that the Herodule did not act as a focus for Hive Mind activity or as a synapse creative – all the attacks were still accompanied by the usual Tyranid Warriots and Hive Tyrants who continued to control the actions of the lesser creature. As well as its claws, the Scythed Hierodule also bears a symbiote creature, which appears to live in the Hierodule's back, growing out between the larger beasts armour plates. This toxic creature helps defend its host from attack, squiring a jet of potent mutagene acid against any enemy that gets too clove. No infact samples of a Scythed Hierodule have been recovered for research as those creatures that have been killed have all been destroyed, by necessity, by heavy weaponry, leaving few viable remains for labbratory investigation.

As yet Soythed Herodule sightings remain rate, and even then they have only been encountered on a handful of worlds, but slowly their presence on the battlefield is growing. The advance of the hive fleets has already seen therodules leading assaults, and the capture of a live specimen has become a high priorty for xeno-biologist if an effective counter-measure to their threat is to be found quickly So far none of the xenos-hunter teams that have been sent to capture a Scythed Herodule have returned

## SCYTHED HIERODULE .....

#### Scythed Hierodule

Unit Composition • 1 Hierodule



## 3 10 Wargear · Two sets of

WS BS S

4

scything talons\*

W

8

· Bio-acid spray

Special Rules • Agile

\*See Codex: Tyranids.



A 7 Ld

3

Agile In the Shooting phase, a Scythed Hierodule can choose

...535 POINTS

- Fire a single weapon and then Run.

Sv

3+

- Fire no weapons at all and Run twice.

#### Bio-acid spray

Weapon	Range	Str	AP	Туре
Bio-acid spray	Hellstorm	6	3	Assault 1

A Scythed Hierodule is a Lords of War choice for a Codex. Tyranids army.

# 094-01665-875-015 DAR:04/0 ATD DELARTMENTO ANALYTICUS RECORD ORDO XENOS ARCHIVE MODUCTOF DESIGNAFION Scythed Hierodule PURPOSE Heavy Assault DEPARTMENTO COMMON TITLE Scythed Slaughterer SPECIES NAME Sica Hierodule Dominator MAIN WEAPONRY 4 & Scything Claws STRICTLYORDO SPECIES NUMBER TY-0970-0623 mper SUP SPECIES NUMBER: CX XIV AVERAGE HEIGHT 1.9 m AVERAGE WEIGHT: M. 14 tonnes MRSTENCOUNTERED Hamman's World

1998.M41 NOTES. Large assault creature - requires ordnance weaponer to hill.



### **BARBED HIERODULE** Uncus Hierodule Domitor

Following the loss of Hamman's World, those Imperial forces stationed in its vicinity were evacuated and moved to the neighbouring Moran system, as well as reinforcements originally intended for Hamman's World. Once this combined force was in place, it created a strong defence ready to meet in battle the so far unstoppable oncoming Tyranid invasion.

Moran did not have long to wait before the onslaught began Hive ships quickly moved in-system and soon the clouds darkened and the skies were filled with the telltale fire-trails of mycetic spores. The veteran Imperial Guardsmen who formed the backbone of the new defenders thought they had seen everything the Tyranids could throw at them on Hamman's World, but it soon became evident that, as the defenders had been busy, the Hive Mind had not been idle either. Now a new threat emerged, the Scythed Hierodule had evolved into a new and much deadlier creature.

Several Scythed Hierodules had been killed during the final days of battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordnance to bear at maximum range The Hive Mind had recognised its weakness and with dazzling speed had responded with a newly evolved threat.

The Barbed Hierodule (as the troops on Moran soon came to call it) had replaced two of its four huge scythe-like claws with a pair of massive bio-cannon. The symbiote acid creature was gone, and the Hierodule's frontal chitinous armour plates had grown and thickened for extra protection. Given the creature's new battlefield role, it all made a chillingly logical sense to the defenders on the ground. Their enemy was learning and adapting faster than anyone thought possible!

Like the Scythed Hierodule, the Barbed Hierodule has since spread throughout the hive fleets. During the hellish fighting on Dantris, twenty-six Hierodules were recorded as being destroyed. On Beta Anphelion IV, Inquisitor Lok's forces encountered at least four Hierodules of both types - Inquisitor destroyed by concentrated heavy weapons fire from Cadian troops defending Laboratory Complex Theta, before they themselves were eventually overrun by a swarm of Tyranids led by one of the remaining Hierodules.

Where these creatures came from, and how it came to pass that a few rogue samples should be able to spawn the largest of then encountered Tyranid assault creatures, is not known Given the time span involved, it seems that Tyranid genetic material is capable of reproducing more rapidly than previously anticipated, meaning that even a small Tyranid raid might be able to develop into a far larger invasion force in a relatively short span of time

#### .565 POINTS

## BARBED HIERODULE

Hierodule	<b>WS</b> 4	85 3	<b>S</b> 10	т 8	<b>W</b> 6	1 3	<b>A</b> 5	Ld 10	Sv 3+					
nposition odule a ntuan Creature						to ei	e Shoo ther ire all a	oting pha available v ngle wea	weapo	ns		ile can choosi	A CONTRACTOR OF THE OWNER	
		• Ag		-			- F - F	ire a sir	weapons	at all a	and Ru	in twice		
gantuan			Codex:		s		Weap	annon pon annon	F	tange 481	Str 10	АР 3	Type Assault б	

A Barbed Hierodule is a Lords of War choice for a Codex. Tyranids army.

Unit Com • 1 Hiero

Unit Type • Gargar









## TYRANID SHRIKE

Tyrand Warnio's have been identified as amongst the most important Tyrand creatures on the battlefield. Not only are they large and powerful fighters in their own right, but they also fulfil a pivotal role in Tyrand attack swams. They act as pixful: resonators, amplifying the pixful: bond of the Hive Mind and transmitting it to the smaller, less developed their Mind and transmitting it to the smaller, less developed the laster of the laster creatures into battle, directing their actions and adapting battlefield Lactics to the situation they face.

Some Magos Biologia actually believe Tyrand Warnors to be the ongons of the Tyrand race, and that other groups types are worked from them to do their bioding. Others believe that tyrand Warnics and Heir Tyrans Thane volved from leser Gaunts, and that eventually the aim of the Hive Mind Is afor all Gaunts to become Tyrand Warnors, with the same strong tyrapes network that allows for more independent thought and action. One issue that the Biologis can agree on is that the Mind Isa adopted a standard scillmeber template for all its creatures and its Tyrand Warnors walk on their back legs, and can use two symbote weapons in their upper limbs.

Tyrand weapons technology is referred to generally as being of the symbole type. Rather than being weapons as in imperium understands them, their ranged weapons are in fact living creatures that exist as part of the host creature. The creature and the weapon are melded together from spawning, Wo parts of a whole – when the host creature is killed, the symbiote dies with it, making all Tyrand weapons an extension of herr bodiel ike a daw, talon or a tal. Ranged weapons such as deathspitters, barbed stranglers and devourers are complex multi-creatures, which launch a variety of highly corrosve maggot-like forms, burrowing organisms, gobbet of viabite bio-acid or diamond-hard spines. These weldled with the same instituctive reactions that a human might use to clinch his fist and strike an opponent.

Tyranid Warriors were first encountered, along with most of the Tyranid race, on the planet of Tyran, an Exploritas outpost on the Eastern Fringe. In 745 M41 the Tyranid threat first. arrived in this galaxy. Having spent millennia in hibernation, crossing the long darkness of the inter-galactic void, the horror of Hive Fleet Behemoth struck. Many Tyranid Warriors were also encountered on Beta Anphelion IV, and to the surprise of Lok's team, some specimens by this point had evolved wings these were later designated as Tyranid Shrikes. How this rapid evolution could happen is not known by those who study the Tyranids hive fleets, but the answer to the question 'why? is more worrying. Having been trapped within powerful containment fields, it seems that the Hive Mind selectively evolved creatures that could escape them, and also had the sense to hide its new traits from its captors, patiently building its strength for an overwhelming onslaught. After hundreds of years of war against the Tyranids, some Biologis are coming to realise that the Hive Mind now represents an alien intelligence far in excess of Mankind's original assumptions





### HARRIDAN Avius Terriblis

Haridans are the largest flying Tyrands the Imperium has yet encountered in its hitter war against the inter-galactic alen menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Haridan watches patiently before dwing down over the battlefield, straling its foes with its bio-cannon, swooping low to rake a flaw with its throm answe claws or snapping its massive fanged jaws around an infantryman. This fearsome armament means the Haridan is capable of attaching just about any larget, and dining at high speed it can punch through just about any amour with its primary claws.

Being a living creature and relying upon wings rather than atticular lenses of propulsion, the Harradina cannot match an imperial card for straight line speed, but its lither, twisting body is far more manoeuvable, allowing its to twist and turn to avoid enemy fighters or ground fire. The beast lacks the speed to orighter if effective with imperial fiyers, although timperial pilots' after-action reports tell of Harndans intercenting card that fit too close or of hem sacrificing themselves in suicidal midiar collisions that destroy both the cards and the Harndan

In contrast, Harridans also seem to act as brood mothers to smaller Gargoyles. It is believed that Gargoyles lack the endrame for very long distance flight, but in-battle reports describe them 'hitching' a lift on a Harridan, using their hooks and claws to secure themselves to the larger creature with the Gargoyle brood attached, a Harndan Selly seems to constantly withe with hideous clusters of scaly limbs and leathery wings, Howing over their botts skin and chlinous armour plates. As the Hamdan soars over the battlefield, the Gargoryles will detach themselves and scar of to a tatck lihe nermy Hawing delivered its smaller brethern to battle, the Hamdan then stretches out its massive wings and swoops off to seek out the large proy it is designed to a tack.

Magos Biologis reports note that Harridans have been encountered in a vanety of sizes. Some are massive, upwards of 30 metres in length with a wingspan of 40 metres, although other far smaller Harridans have also been identified. The reason for this variance is as yet unknown.

The Hamidan has no legs or feet and because of this it has been theorised that, once airborne, a Hamidan can never land, spending its entire life soaring high habove a world. Other xeno-biologists believe that the creature is capable of landing and slithering on its beliv, like a snake, but as yet neither theory has been proved.

On Beta Apphelion IV, Inquisitor Lok's forces encounteed at least two Hamdions, when the creatures conducted a deviation surprise aerial tatok against the landing fields. The two creatures destroyed or damaged almost all the caff in the area in a deliberate attack to cripple Detachment D-995 supporting forces, and the anti-aircraft defences for the landing ground proving insufficient to stop them.

### HARRIDAN .....

Harridan	

- Unit Composition • 1 Harridan
- Saltan and
- Unit Type • Flying Gargantuan Creature

WS BS



8 8

W



#### Gargoyle Brood

3+

A Ld Sv

The Harridan may act as an Open-topped Transport for a single brood of up to 20 Gargoyles. If the Harridan is slain while Gargoyles are being transported upon it, each Gargoyle takes an initiative test. Those that fail the initiative test are removed as casualities.

...735 POINTS

Once these tests have been taken, remove the Harridan model and place the surviving Gargoyles in the space it used to occupy, more than 1° from any enemy models. The brood acts normally from then on

#### **Bio-cannon**

Weapon	Range	Str	AP	Туре
Bio-cannon	48*	10	3	Assault 6

A Harridan is a Lords of War choice for a Codex Tyranids army.

RESTRICTED

## ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01665-875-0132 DAR-04/06 AID- 11991

DESIGNATION Harridan COMMON TITLE Brood-mother THREAT EVALUATION Extreme SPECIES NAME AVANS Terriblis MAINWEAPONRY 2 x Bio-cannon SPECIES NUMBER TY-0950-0433 and the second second second second SUP SPECIES NUMBER TO VIEW ORALLOW AVERAGE HEIGHT 29 m (length) TERUARYWEAPONRY .... Claws and Fangs TO BE VIEWED THIS RECORD BY AVERAGE WEIGHT AL 62.4 tonnes PERSONNEL KNOWN GENUS MUTATIONS None Known FIRST ENCOUNTERED TYXAN NOTES Often accompanied by Gargoyle swarms. 98.M41



### MALANTHROPE Tyranicus Cadavi Terriblis

Rarely seen, the Malanthrope's existence has only recently been acknowledged by the Magos Biologis, and for a long time the creature was a total mystery to imperial forces. The treaten for this site that the creature's role means it only follows behind the main Tyrand nordaught and few troops survive long enough to writness a Malanthrope at work or or, if the main Tyrand sweam is destroyed in battle, then no Malanthropes will be Spawned Initially, as more battles were fought against the Tyrands, reports desching the Malanthrope were often mataken for sightings of Zoanthropes. It was not until Injustore Bach encountered a Malanthrope on Moloci II that the Ordo Xenos realised this was a new kind of Tyrand and avenos-hunter team was displated to investigate. Their subsequent report is the main source of knowledge about these high mysterious creatives.

A Malanthrope is a highly intelligent psychic creature with a strong link to the Have Mind. Like the closely related Zoanhrope, it can only move by psychically levitating to skim over the ground. Those who have writessed a Malanthrope at work report that the creature grasps dead, injured and still living foces with its long groping tendhis, sturs them with its sting, then consumes them, feeding them init to its maw with its small but dextrous arms. The Malanthrope's tendhis are known to carry a highly enonous, cardiotoxe, neurotoxic and dermatonecrotic poison which, when injected through the skin of its prey, cause secruciating and debilitating pain. This paralyses twictim as it is absorbed into the bloated sacs of the creature's torso, where its genetic material is slowly extracted – a terrible death for anything unlucky enough to be harvested by a Malanthrope

The main point at which the Malanthrope is observed is once a battle is over and the main Tyrand attack has moved on, when the Ripper swarms move in to devour all in their path. These follow-up swarms will sometimes be accompanied by the strange and hideous Malanthropes, which will move amongs the deal and dying, callecting and processing genetic material, before itself being reabsished back into the Tyrand biomas.

What eacily the Malanthrope's full role is has not yet been top) ascertance by the Mago Stologis. Like the Ropper swarms the creature is obiously hanesting biomass, but some Magos now beleve it is also seeking out unique or prevously unknown genetic material for use in creating new strains of Tyrands. If so, they pose a much greater threat than first hought as they may be responsible for a hive fact's ability to rapidly evolve. Their destruction therefore has been given top priority by the Oriod Xenos.

#### MALANTHROPE BROOD.

#### Asta and

WS BS

## Unit Composition

1 Malanthrope

- Unit Type
- Intanuy

#### Weapons and Biomorphs

- Toxic miasma\*
- · Grasping tail
- Regeneration\*

A Malanthrope Brood is an Elites choice for a Codex Tyranids army.

## Special Rules • Fleet

s

Move Through Cover

W

- · Very Bulky
- Shrouded
- Poisoned (2+)
- Synapse Creature\*
- Shadow in the Warp\*
- Prey Adaptation
- Spore Cloud\*

\*See Codex: Tyranids

### A 3 Options

 The unit may include up to: Two additional Malanthropes. +85 points per model

#### **Grasping Tail**

Ld Sv

At the beginning of the Tight sub-phase, before any blow are struck the Malanthope may issue a Challenge, even through it does not have the Character type if this Challenge a accepted, roli a D.G. On the result of a 4-, the eventy model norminated to fight the Malanthippe is eveloped in the fiyral beast's grasming tail and has its Attacks reduced by haif (counting down) and Initiative reduced to 1 for the duration of the Challenge. If an eventy Character uses the Glorous Intervention special the replace the model fighting the Malanthope in a Challenge, then all effects of this rule are negated and the intervenno Character suffers no emailtes.

#### **Prey Adaptation**

If a Mathimope Brood is involved in any close combat which results in an enerty unit or units being destroyed in combat, it may not perform a Sweeping Advance but instead stops to feed on the dead. From the end of that phase onwords all finendly Yamal units gain the Prefered Enerry (all units from the same Codex as the destroyed enerry unit special rule while they remain within Synapse range of the Malanthrope Brood – note this includes the Malanthrope Brood too.

#### 85 POINTS





## TRYGON Tyranicus Subterra Extremis

The Tryopin is to the Revener what the Harnishin is to the Gargorie – a mostrous tunnelling bok-killer that leads whole broads of Reveners into battle. The origins of the Tryopin are unknown, although the first recorded Impenal encounter with one was on beta Anphetion IV where the creature's ability to tunnel allowed it to easily escape from the bases containment areas. It is thought that this may be the origins of the Yannat evolution of tunnelling creatures; ie, as a response to improximent.

A Trigons clave can burrow through just about any material, carring out underground tunnels as it passes through earth and nock with equal ease. These turnels are item used by other Tyrand creatures, which follow in the Trygon's wake, allowing them to move without detection. This often means a thygon's appearance is a precursor to a far larger Tyrand tack, as stores of smaller creatures pour out of the hole in the ground left by the advancing Trygon. On Moran, space maters, as stores of the Death Stake Chapter launched an operation to scout out the tunnels left behind after Trygon and eventually all the identified entrances were sealed and wars weepans detonated within them. Their acute senses can easily detect enemy lifeforms above. Once it has done so the Trygon will burrow upwards, exploding through the ground underneath its unsuspecting target with devisating results, its huge claws scything through vehicles just as easily as troops. It is also poweful enough to easily smash through buildings and burkers.

Alongside its huge powerful claws, the Trygon also generates a strong bio-electric field Created by constant micro-biblioto's righling across the Trygon's body and chittonus armout, this energy can build up to dangerous levels, discharging in a sudden powerful arc that is strong enough to kill. As the field builds up, it creates a low frequency magnetic field around the creature which will disrupt the energy of weapons used against the Trygon, acting like a protective sheld.

The similarities between the Trygon and the Tyrand creature known as the "Red Terror" cannot be ignored, and Magos Biologis now believe that reports of encountes with the "Red Terror" were simply the first misdentifications of a Tygon II may be that the Red Terror" was actually part of the TygonS evolution, a halfway stage between the Revener and the Tygon Since the loss of the Devlan system, the number of reported encounters with Tygons has risen drastically



Stark?



# RIPPER SWARMS

The smallest Tyranid creatures are referred to as Rippers, and vary from tiny creatures only a few centimetres long to those up to two metres in length. Rippers follow Tyranid attack swarms en masse and perform an important function for the Hwe Mind

The Rippers' main role seems to be consumption. They eat, and eat and eat, remorselessly devouring everything they can. In large Tyrand invasions swarms of them, billions strong, advance like a living carpet in the wake of the main Tyranid attack, leaving only bare rock behind them.

Although consumption is their primary role, a Ripper swarm is still a dangenous foe Aggressive and persistent, a Ripper swarm is easily capable of pulling down creatures many times their own size. During a Tyrand attack, millions of Rippers consume any biological material in their path. They will otten be found crawling around the feet of larger Tyranids, adding the quick consumption of a dead enemys genetic material. Once it has consumed all it care, each individual Ripper will eventually return to a digestion pool, to be reabsorbed into the biomass. They have a very short life cycle, existing only to consume until they are sated. Once re-absorbed, another Ripper swarm is then unleashed upon the next region or world.

Some Magos Biologia originally believed that Rippers were the starting point for all Tyranid creatures and that from these small creatures all others were grown. This theory is now workly regarded as falsehood by the Ordo Xenos after Space Manne Sociul forces, under Ordo Xenos directives, managed to board a small number of Fyrand hwe fleet ships and witness the inner workings of the living vessel at first hand. Despite very high casuality rates, the Space Manne Sociu histernation, awaiting the call of the Net Manne Anne Sociu histernation, awaiting the call of the Net Manne for sur them to action – there workings of various sized creatures in histernation, awaiting the call of the Net Mann do sur them to action – there was offence of Rippers being transformed into larger creatures, however, Regardless, this mighted belief does have some ment, as a Ripper's biological maternal will be used to some ment, Syrandis





### MEIOTIC SPORES Boletus Majoris

Initially encountered on Beta Anphelion IV, Meiotic Spores were first thought to be just large spore mines. It was only after a Red Scorpions Thunderhawk gunship was forced to crashland due to a Meiotic Spore explosion that their true nature was realised

These large spore sack are full of bio-acid and trains, and contains smaller spore mines within them. Tailing long, groups tending, which writhe in search of a target. Mexicit Spores act much like larger versions of the common spore mine dusters. Once their tending sense an energy nearby they detonate, showeing the area with razio-sharp chitin and bone stimpnel, toxic gases and concose jues. Unlike other spore mines, Mexicit. Spores also have gas-filled sacs, which allow them to rise high into the sensitive tending seem to detect. Incoming craft and allow the Mexicit. Spores thematient of the tender spore lines, Mexicit. Resolute tender: Spores thematient to intercept the target arcraft, the Mexicit. Spores thematient to intercept the target arcraft, being to exploid on incose provinging to it. The force of the resulting explosion, much greater than that of a normal spore mine, is often enough to critically damage a craft

Meiotic Spores also carry other spore mines inside them. When the sax defonates many of these mines are distroyed, adding to the force of the explosion. However the parent profe settis to have evolved in such a way that some spore mines will be finging clear and will continue of things to find any targets, meaning destroying a Meiotic Spore is not as easy as smptly shooting it down.

Mercitic Spores have also been encountered close to the ground, drifting around just like standard spore mines. Unlike spore mines, which can contain a varety of deadly material, all the Meotic Spores yet encountered have been ful of bloed. They seem to be essentially mindless creatures, controlled by the whim of synapse creatures or simply endlessly drifting about anywring an unsuspecting torget.

MEI					

WS

Unit Composition

Unit Type

#### ۵ Ld Weapons and Biomorphs Options

#### Special Rules

- Outriders of the Swarm
- Shrouded
- Floating Brood Bomb
- . Living Bomb\*

\*See Codex: Tyranids

 The brood may include up to: - Six additional Meiotic Spores +15 points per model

Sv

A Meiotic Spore Brood is a Fast Attack choice for a Codex



#### Outriders of the Swarm

Meiotic Spores must be deployed at the start of the game. just before the first turn but after deployment, using the Deep Strike special rules. They may only be held in reserve in missions that force all other friendly units to begin the game in reserve

#### Floating Brood Bomb

The Meiotic Spore Brood moves 3+D6" in each of its controlling player's Movement phases. When they Run, they move only half the distance rolled. Meiotic Spores are never slowed by difficult terrain, but must take Dangerous Terrain tests as normal. Meiotic Spores may not declare Charges and if successfully Charged by any enemy unit, they detonate and are removed from play before any blows are struck or other effects are triggered, causing D6 Str 5 AP 4 hits on the Charging unit per Meiotic Spore in the unit when it was removed from play.

If any Meiotic Spore is removed as a casualty due to Shooting attacks, then its controlling player may place a new unit of D3+1 Spore Mines anywhere within 6" of the destroyed models. These Spore Mines form a separate unit that may act normally on the turn following their placement. In addition, whenever the Meiotic Spore Brood moves within 6" of an enemy unit, or during any friendly Shooting phase, the Meiotic Spore Brood may be detonated outside of close combat. To resolve an out of combat detonation. its controlling player may make one attack per Meiotic Spore using the profile below. Each attack may target a different enemy unit. After these attacks are resolved, all models in the Meiotic Spore Brood are removed from play as casualties.

Range Str

6.

Neapon		
Bomb		

AP Type

Assault 1. Large Blast (5"), Strikedown Ignores Cover Saves, Brood Bombs

Brood Bombs: If any template from a Meiotic Spore Bomb scatters so that it misses all enemy units, then the controlling player may immediately place a unit of D3+1 Spore Mines anywhere under the template that is at least 1" away from any other models or Impassable terrain. If there is not enough space to place any or all of these Spore Mines then those models which cannot be placed are removed from play.





# STONE CRUSHER CARNIFEX

A towering monstrosity of hardened chitin plating and corded muscle, the Stone Crusher Carnifex is believed to be the Hive Mind's answer to the increased Imperial deployment of heavy tanks and fortifications to combat the Tyranid menace The charge of an enraged Stone Crusher can topple even the mightiest of battle tanks, crumpling ceramite armour like paper and trampling the mightiest of warriors underfoot. The layers of chitin that cover the Stone Crusher make it nearly impossible for anything short of the heaviest weaponry to quickly bring down such beasts, the sight of a brood of these monstrosities wading through lasgun and bolter fire without even pausing has caused many a rout amongst less disciplined Imperial Guard formations. Worse yet, these beasts retain the extreme adaptability for which the Carnifex genus is infamous, and many subtle variations have been spotted by Imperial forces - from Stone Crushers using plasmic bile to scour fortifications clean of defenders to Stone Crushers bearing a variety of mutated weaponry on specially developed prehensile tails

As they are most often encountered during massed Tyranid assaults on Impenial strongpoints, these beasts are considered threat category 'Extremis' and all commanders will endeavour to eradicate them with maximum prejudice.

During the fighting on Molich the swame unleasible by Hee Relet Behemich included massel broods of Store Crusher Camferes, assembled to bring down the klometres of ferrocrete redoubts and cannon-studded walls that grided the palace of Molich's limperal Governor. The thunderous sound of these living siege weapons charging across the and actipations of Molich's limperal Governor and thurs that defended them long before they came into sight. But only concentrated fire from the heavier weapony could bring one down. In the end, the vaunted Bulwark of Molich was sudied within hours, 'Frandi Saughter-beats poung into the palace through the breaches the Stone Crushers hail rent k tales of the Biody massare on Molich spread, so to a dri the failer of the Tyrand moster whose approach was heraked by thunder.

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<ul> <li>Fearless</li> <li>Instinct (Feed)*</li> <li>Living E</li> <li>Reinfor</li> </ul>	and ace c er cla sules s tive f Batte rced	chitin-r aws Behavi ering F Carap	iour Ram* pace	2	- Two Sto - Any - Wr - Any - Spi - Bio - Any - Thr	include o additione Cru model ecker d model -plasma model resher s	onal sher Carnif may replac aw and bin may take a s may take c cythe	e its wre o-flail iny of the	cker cla e follow e follov	+15 points per mo ving: +5 points per mo +20 points per mo ving tail biomorphs. +10 points per mo
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				fex			and Bio-fla following			
							Rang	e Str	AP	Туре
Wrecker Claws A pair of wrecker claws uses the following profile						lail		User	1	Instant Death, Sweep Attack, Melee
	N	Aelee,		r,	model	using a	weapon v	with this :	special	rule may, if they
	en resolv ne followi - AP er 1	en resolving a ne following p · AP T nr 1 M S	en resolving any ro ne following profile - <b>AP Type</b> rr 1 Melee, Sunder	en resolving any rolls To ne following profile - <b>AP Type</b> rr 1 Melee, Wrecke Sunder	ne following profile • <b>AP Type</b> •r 1 Melee, Wrecker,	en resolving any rolls To Weapo Wirecke & bio-f te following profile r AP Type r 1 Melee, Wrecker, Sweep Sunder model wish, in	en resolving any rolls To Weapon Wrecker claw & bio-flail te following profile - AP Type r 1 Melee, Wrecker, Sunder wolde using a wolde using a wolde using a	en resolving any rolls To Weapon Rang Wrecker claw & bio-flad the following profile - AP Type r 1 Melee, Wrecker, Sunder Sunder, Weapon Rang Wrecker claw & bio-flad - Sweep Attack: Rather thi model sung a weapon - wide, instead make a nu	en resolving any rolls To Wespon Range Str Wecker claw 8 bio-fial - User te following profile - AP Type r 1 Melee, Wrecker, Sunder Sweep Attack: Rather than use th model using a weapon with this with, instead make a number of	en resolving any rolls To Weapon Range Str AP Wrecker claw & bio-fiel - User 1 the following profile - AP Type r 1 Melee, Wrecker, Sunder Sunder Sweep Attack: Rather than use their own model using a weapon with this special why, instead make a number of attacks

Carapace Chitin-rams

All Hammer of Wrath attacks inflicted by a Stone Crusher carnies of what attacks initide by a store Cruster Carnies count as being AP 2. In addition, when targeted against a building, fortification, non-Flyer vehicle or Super-heavy vehicle, Hammer of Wrath attacks gain the Armourbane special rule, and when targeted against Monstrous Creatures or Gargantuan Creatures that are not Swooping, they gain the Monster Hunter special rule

A Stone Crusher Carnifex Brood is a Heavy Support choice for a Codex Tyranids army.

Armour Penetration rolls against fortifications and immobile structures, and adds an additional +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible

TONE CRUSHER CARNIEEX BROOD .

Sunder: Weapons with this special rule may re-roll all failed Armour Penetration rolls.





## **DETACHMENT D-99 ARMY LIST**

The 99° Elysian Drop Troops Regiment served the Emparor with homour immary campaging accross the Eastern Fringe, where it was engaged in heavy fighting against the encouching faces of Hin heavy fighting against the assults on Mobich, Hamman's World and Moran, the eighnetic was reduced to a shadow of its former strength, with each of the regiment's many vaccious buoght only at the cost of many lives. With the destruction of Hive Fleet Behemoth, all that remained of the 99° Regiment was an under strength company ted by Major Durra, the highest rainking survivor amongst the Elysian toopers.

Based on its excellent combat record, the remains of the 99<sup>th</sup> Regiment Was their inducted into Inquisitorial service under the code name Detachment D-99<sup>th</sup>; commanded by Inquisitor-Lood Vanus He used Detachment D-99 to continue this experiments with surgical and genetic enhancements, which had begun on Dantris III with the Lostock 23<sup>th</sup> Regiment.

The Erysans undervent an extensive series of excrusaling modifications to make them more resistant to pain and xeros pathogens, as well as implanting new glands to stimulate penols of hyper-aggression as a threat response, all intended to make times superion soldiers when pitted against the alien might of the Fyranids. Shortly alter this process was completed, Detachment D-99 was attached to the force assembled to investigate events at Beta Anphelion IV and placed under the command of Injustor Solomon Lok.

Though Detachment D-99 was destroyed in detail during the lighting on Beta Anphelion IV, many within the injustion have been impressed by the records of their improved combat capabilities. With the Tyranic Was ganning in both frecity and desperation, many feel it is inevitable that more such enhanced forces will be created as part of the effort to throw back the Tyranic division, although as yet there exists no confirmed report of such a unit's existence.

#### Using the Army List

The Detachment D-99 army list is split into six sections HQ, Troops, Dedicated Transports, Eltes, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can pick your army following the guidelines given in the Warhamer 40.000 rulebook.

### Allies and the Detachment D-99 Army List

When selecting an allied contingent for an army using the Alles marks, a Detachment 0-59 army may polect an allied contingent from Coder. Adra Milliarum, Coder. Space Marries or Coder. Knarkshon allied forthings and smiss chosen from Hose Codease may select an allied contingent from a Detachment D-99 tars may select an allied contingent from a Detachment D-99 army may select an allied contingent force: Biod Angels, Coder. Space Wolver, Coder. Grey Knights, Coder. Xedepta Soromas or Coder. Dark Angels as Allies of Convenience. And armise chosen from Hose Codease may also select an allied contingent from a Detachment D-99 Ist a Allies of Convenience.

#### DETACHMENT D-99 SPECIAL RULES Geno-Surgical Enhancement

All of Detachment D-99 have undergone a lengthy and painful experimental process intered to boost their comparpotential in hazardous war zones. This procedure, involving the implantation of new organs and glands and the surgical modification of muscles and bones, has left them with superior reflexes, which their interes training regime moulds into the ability to stand toe-to-toe with the airen monstrosusce of the have fleets. In gane terms this enhancement takes the form of an improved profile when comparing the warrows of Detachment D-99 with that of regular imperal Gaustimen This bonus has already been incorporated into all profiles in the army list and factored into their points costs appropriately

#### Combat Drop

At the beginning of the controlling players first run they must choice a number of Valiyner, Valiyne Sky Talons. Episan Sentry Gun Batteries of Drog Sentinel squadors (and any units embarked upon them) equal to half of the total number of such units in the army, to perform a Combat Drog. The chosen units arms on their controlling players' first Player turn and must deploy on to he table using the Deep Sthie rules. All other Valiynes and Valkyne sky Talons begin the game in reserve and roll to determine the turn of their armal as normal for the mission being played. Drog Sentinels and Elysan Sentry Gin Battres not deployed with the Combat Drog Special rule may either be placed in Reserve or deploy normally at the start of the game.

Note that this special rule is not used in games that are played entirely on a battlefield that has been designated as a Zone Mortalis area.

#### LORDS OF WAR

As Detachment D-99 is an ad-hoc infantry company intended for small scale operations, when you select a primary detachment using the Detachment D-99 army list, you may not take a Lords of War choice in your army, regardless of the detachment type being used.

#### DETACHMENT D-99 WARLORD TRAITS

When selecting a Warlord Trait for a Detachment D-99 army list, you may choose to either roll on the tables provided in the Warhammer 40,000 rulebook or select the Inquisitonal Experimental Detachment Trait as follows:

### Inquisitorial Experimental Detachment

This Warlord trait allows players to use the Detachment D-99 army list to represent a wide variety of secretive inguistorial units developed with the am of improving the combat capabilities of the average impenal Guardsman against the more commonly encountered xenos breeds. Few have ever achieved the success of the D-99 experiments, pioneered by inguistor-Lord Varus, and almost all attempts to replicate his procedure suffer from some defect.

If your Walrod receives this Walrod Trait then all units sected from the D-99 amy fish (including the Walrold) may exchange the Preferred Enemy (fyrands) special rule for the Preferred Enemy (select one. Orks, Tau Empre, Edar, Dark Eldar or Necrons special rule 'orum unst also select one of the following options and apply its effects to all of the units in your army selected from the Detachment D-99 amy list

 Unstable Metabolic Reaction: The surgical procedures and gene therapy used to enhance the fighting potential of this unit have left them subject to heart failure or catastrophic embolisms in situations of extreme stress.

All units affected by this Warlord Trait must take a Strength test using the majority Strength value of the unit whenever it successfully passes a Leadership test, or declares a Charge. If the test is failed, the unit must remove a single model as a casuality with no saves of any kind allowed.

 Anomalous Dermal Calcification: The heightened glands and organs implanted into these veterans have successfully increased their muscle growth and aggressiveness, but have also resulted in calcification of joints and limbs.

All units affected by this Warlord Trait must roll an additional D6 when making a Run move or Charge, and discard the highest rolled dice after rolling

 Hyper-aggressive Tendencies: The implanted glands that increase the aggressive tendencies and reactions of these veterans have placed them in a near constant state of barely controlled frenzy.

All units affected by this Warlord Trait must always move directly towards the nearest enemy unit when making a Consolidation move, and whenever they do not make a Shooting attack during the Shooting phase, must make a Run move towards the closest visible enemy unit

## DETACHMENT D-99 WARGEAR

Any wargear not listed here can be found in Codex: Astra Militarum or the Warhammer 40,000 rulebook.

### Long Range Ground Scanner

This can be employed in one of two modes during play. Decide which mode will be used before the game begins and once this has been decided, it cannot be changed and must remain the same for the rest of the game.

- Long Brange Sweep: With the scanner in this mode, the p.gg Veteran will be able to predict and counter energy trop indeployments during the coming battle, allowing them to maintain the tactical edge. Any energy units with the influrate special rule that wish to inflirate will be unable to do so on the roll of a 44 (roll separately for each affected unit), and must deploy normally instead in addition, the opposing player suffers a -1 modifier to all Reserves rolls made while the long range ground scanner is in play and not Falling Back (note that this does not affect the automate armal of Reserve units on Turn Tour).
- Short Bange Lock: The scanner locks onto an energy unsy position and targeting information is passed onto a nearby imperial Guard unit. At the beginning of each of the controlling player's Shooting phases nominate a friendly imperial Guard unit chosen from this list that is within 12°. Note that if the nominated unit has a voic-caster, then it does not have to be within 12° of the scamer but may be anywhere on the table. Boil a D6: On a 4+, the nominated unit can re-nol any missed rolls to Hit in that Shooting phase. The nominated unit may be changed on each turn which this rules used. Barrage and Ordnance type veapons may not benefit from the effects of a long range ground scanner in Short Range Lock mode.

#### **Spotter's Magnoculars**

Once per turn a model equipped with a set of spotters' magnodular sing target one energy unit within 60° and in their line of sight instead of firing any weapons that Shooting plase Any models in the same unit equipped with a singer file may target the selected energy unit, regardless of the range they must still have line of sight to the target unit and gain the Night Yaon rule for the remainder of the Shooting plase

#### IMPERIAL NAVY UPGRADES Flare or Chaff Launchers

These are single use items. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by Missile weapons on the Player turn they are used.

#### Armoured Cockpit

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+

#### **Distinctive Paint Scheme or Markings**

These are single use items. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight to the vehicle may re-roll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.

## Infra-red Targeting

A vehicle with Infra-red Targeting gains the Night Vision special rule

#### **Illum Flares**

A vehicle with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the Warhammer 40,000 rulebook), placing a marker where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12° of the flare marker gains the Night Vision special rule. Note that it only gains the benefit of Night Vision while fining at units with at least one model within 12° of the flare marker.

#### **Breacher Charges**

A model equipped with a breacher charge may use it in an sesual instead of using their normal tatacks or veceptors. The model makes a single attack. Place the Blast (21) temptate anymere in blase contact with the tatacking models to that it covers the enemy. The temptate may not be placed so that it covers the enemy. The temptate may not be placed so that it covers the enemy (buildings, emplacements and stationary which is an attramatically and no roll is needed: On a successful, init, the temptate remains where it is. On a miss mother so that is colled (re-roll the Hit symbol if needed until an arrow is shown).

Weapon	Range	Str	AP	Туре
Breacher charge	Special	8	2	Melee, One Use,
				Blast (3*) Wrecker

Wecker Weapons and attacks with this special rule may reroll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a builkead or wall section of terrain and distrys it, remove that section of terrain from play if possible

#### Lascutters

Weapon	Range	Str	AP	Туре
Lascutter	-	9	2	Melee, Unwieldy,
				Cumbersome

Cumbersome: A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any other special rule.

#### Tracking Beacon

Friendly units arriving by Deep Strike do not scatter as long as the first model is placed within 6° of a model with a tracking beacon that was on the table at the beginning of the current Player turn.

#### **Auxiliary Grenade**

Weapon	Range	Str	AP	Туре
Aux grenade la	nuncher			
(Frag)	12*	3	6	Assault 1, Blast (3*)
(Krak)	12*	6	4	Assault 1

Note that unlike thrown grenades, a unit with multiple auxiliary grenade launchers may fire all of them in a single turn.

## HQ

## ORDO XENOS INQUISITOR SOLOMON LOK

An Ordo Xenos inguistor of proven ability. Solomon Lok has confronted and defeated the most hornfic of enemies that lurk in the derkness between the stars. During the Anphelion incident, it was not his skill as a fighter but his connection to certain questionable and censured factions of the inquisition that would see him abandoned when his mission failed to produce immediate results.

Solomon Lok	<b>WS</b> 5	85 4	5 3	т 3	W 3	1 5	A 3	10	2+
Unit Composition • 1 (Unique) Unit Type • infantry (Character) Special Rules • Independent Character • Stubborn • Stubborn • Ketinue • Warford Solomon Lok is also a HO	choice	<ul> <li>Ref</li> <li>Dig</li> <li>Ma</li> <li>po'</li> <li>Bo</li> <li>Kra</li> <li>Fra</li> <li>Psy</li> <li>On</li> <li>Psy</li> <li>for a C</li> </ul>	ificer a iractor jital we ister-cr. wer sw It pistol ik gren g gren k-out g e servic ibolt ar	field apons afted ord ades ades grenade skull nmunit	ion ights ar		Provi Retir Soloi Henci In ac inclu Warl Whe not r	nue mon Lo chmen Idition de Maj ord n Soloi	Iomon Lok with a 5+ Invulnerable save. In may be accompanied by an Inquisitorial Warband as described in Codex. Inquisitorial to the standard options, Solomon Lok may or Durra in his retinue for +35 points. mon Lok is used as an army's Warlord, he does the Warlord Traris table Instead he gains the
or an Inquisitorial Detachn	nent as	describ	ed in C	odex II	nguisitic	n.	all the state		



#### Tenacity

Solomon Lok and his retinue have the Feel No Pain special rule whilst within 3 of an objective

... 60 POINTS

#### 

Major Markus Dura served through many gruescome battles with the Tyranids as a member of the Elysian 99<sup>th</sup> Regiment, and was the only high ranking officer to survive the campaign. When the survivors were later inducted into Inquisitorial service, and volunteered for the experimental geno-surgical enhancement procedures pioneered by Inquisitor-Lord Vanus, he was placed in command due to his reputation as a hard fighting and ferocousty logal veteran.

	WS	BS	S	T	W	1	A	Ld	Sv		
Major Durra	5	4	3	3	3	5	3	9	4+		
Unit Composition		Warg	ear								
Unique (replaces the senior		Carapace armour									
officer in a D-99 C	ommand	• Sho	otgun					-			
Squad)		• Las	pistol		AL PIPER	4					
		• Fra	g grena	ades					THERE		
Unit Type			k gren						-01	$\mathcal{D}_{\mathbf{x}}$	
· Infantry (Character	)		avy cha		SEL CONT	14					
		• Ref	ractor	Field						. 4	
<b>Dedicated Transport</b>											
<ul> <li>A D-99 Command</li> </ul>		Speci	al Rule	s							
that includes Majo	r Markus		ep Strik								
Durra may select a	Valkyrie	• Pre	ferred	Enomy	Turania						
as a Dedicated Trans	nsport.	Preferred Enemy (Tyranids)     Stubborn									
		• Ge	no-surg	lical							
		Ent	nancem	lent							



## HQ

## D-99 COMMAND SOUAD

Few command personnel remain among the ranks of Detachment D-99. Those who exhibited any weakness have long since been culled by war and only the most ferocious and adaptable remain. These officers have long since earned a fanatical devotion from those who follow them and can be counted on to hold steady in the face of the worst foes to oppose Mankind.

	WS	BS	c	T	W	1	A	Ld	Sv
	WY5	63		;	3	4	3	9	5+
D-99 Captain	5	4	3	1			1	7	5+
D-99 Veteran	4	4	3	3	Section 1	4		-	-
D-99 Veteran Weapon Team	4	4	3	3	2	4	2	1	5+

#### Unit Composition

- I D-99 Captain
- 4 D-99 Veteran

#### Unit Type

- D-99 Captain: Infantry (Character)
- D-99 Veteran: Infantry
- D-99 Veteran Weapon Team Infantry

#### **Dedicated Transport**

A D-99 Command Squad may select a Valkyrie as a Dedicated Transport

#### Wargear • Flak armour

- Close combat weapon
- Lasgun (D-99 Captain has laspistol instead)
- Frag grenades
- Krak grenades

## • Deep Strike

- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical
- Enhancement

#### Options

• A D-99 Command squad may upgrade its Captain to +35 points - Maior Durra ... The D-99 Captain may exchange his laspistol and/or close combat weapon for one of the following: - Bolt pistol +2 points +15 points - Power weapon - Plasma pistol - Power fist The D-99 Captain may have melta bombs +5 points The D-99 Captain may have a tracking beacon +10 points The D-99 Captain may have a refractor field +15 points Any D-99 Veteran may replace their lasgun with a: - Laspistol Any D-99 Veteran may upgrade their lasgun to have an. - Auxiliary grenade launcher +5 points per model One D-99 Veteran may be upgraded to carry a: - Regimental standard One D-99 Veteran may be upgraded to carry a: - Vox-caster +5 points · One D-99 Veteran may be upgraded to carry a: - Medi-pack Replace two D-99 Veterans with a Veteran Weapon Team armed with one of the following - Mortar +5 points - Heavy bolter +10 points - Missile launcher +15 points · A D-99 Veteran Weapon Team armed with a missile launcher may upgrade it to have: - Flak missiles Any remaining D-99 Veterans that have not been upgraded with one of the options above may replace their lasgun with one of the following: - Flamer - Grenade launcher +5 points each - Sniper rifle Free - Meltagun +10 points each Plasma gun +15 points each
 Long range ground scanner +30 points each

70 POINTS

Lascutter +5 points each



## TROOPS

#### D-99 VETERAN SQUAD

Veterance of the Tyranic Wars, the men of Detachment D-93 have all volunteered to undergo a complex geno-surgical enhancement procedure. The result is a one inhuman increase to reflexes and hand-we co-ordination, and a near suicidal courage. Only their small numbers have lamted the impact they have had in the war against the Tyrandi menace.

WS	BS	S	T	W	1	A	Ld	Sv
4	4	3	3	1	4	2	8	5.
4	4	3	3	1	4	1	7	E.
4	4	3	à	2	4	2	7	54
	4 4 4	4 4 4 4	4 4 3 4 4 3	4 4 3 3 4 4 3 3	4 4 3 3 1 4 4 3 3 1	4 4 3 3 1 4 4 4 3 3 1 4	4 4 3 3 1 4 2 4 4 3 3 1 4 1	4 4 3 3 1 4 2 8 4 4 3 3 1 4 1 7

#### Unit Composition

- 1 D-99 Veteran Sergeant
- 4 D-99 Veterans

#### Unit Type

- D-99 Veteran Sergeant. Infantry (Character)
- D-99 Veteran: Infantry
- D-99 Veteran Weapon Team Infantry

#### **Dedicated Transport**

 A D-99 Veteran Squad may select a Valkyrie as a Dedicated Transport.

#### Wargear

- Flak armour
- Lasgun (D-99 Veteran Sergeant has a laspistol)
- · Close combat weapon
- Frag grenades
- Krak grenades

### **Special Rules**

- Deep Strike
- Preferred Enemy (Tyranids)
   Stubborn

#### Geno-surgical Enhancement

#### Options

- The unit may include up to:
- Eight additional D-99 Veterans +8 points per model
   The D-99 Veteran Sergeant may exchange his laspistol and/
   or close combat weapon for one of the following:
   -Shotaun Free

**50 POINTS** 

- Bolt pistol. +2 points - Power weapon +15 points - Plasma pistol +10 points - Power fist +25 points Any D-99 Veteran may exchange their lasgun for a - Shotgun Free · One D-99 Veteran may be upgraded to carry a Vox-caster · Replace two D-99 Veterans with a D-99 Veteran Weapon Team armed with one of the following - Mortar - Heavy bolter - Missile launcher +15 points · A D-99 Veteran Weapon Team armed with a missile launcher may upgrade it to have - Flak missiles · One D-99 Veteran that has not been upgraded with one of the options above may replace their lasgun with one of the following - Flamer - Grenade launcher - Sniper rifle
- Metagun +10 points
   Plasma gun +10 points
   Plasma gun +15 points
   Lascuter +5 points
   One D-99 Veteran that has not been upgraded with one of
   the options above may replace their lasgun with a
  - Heavy flamer +10 points







Lasgun, Accatran pattern, MkIV. 'Bullpup' design reduces weapon length and weight. This is a semi-automatic weapon. Powercell capacity of fifty shots. This also powers the weapon's built-in flashight. Lasgun. Accatran pattern, MkIVe. Modified sniper version with integral bipod, extended barrel with a flash suppressor, and an image-intensifying low-light scope.



Laspistol. Accatran pattern, Mkil. Heavy laspistol utilising the same powercell as the lasgun. Only issued to officers and specialists



Lasgun. Accatran pattern, MkIVc. The same weapon as the MkIV, but with an integral single shot auxiliary krak grenade launcher under the barrel.



Grenade Launcher. Voss pattern, MkV. Automatic grenade launcher with a six shot revolving drum magazine Often disliked due to the weapon's poor accuracy.



Plasma Gun. Accatran pattern, Mkll. Includes integral bipod and carrying handle, which also incorporates the weapon's sight. Two photonic hydrogen fuel cells screw in underneath the weapon



Combat Shotgun. Accatran pattern, model 34. Selfloading, semi-automatic weapon with an eight round internal magazine. Features an extending stock and pistol grip.



Meltagun. Accatran pattern, MkVIII. With integral bipod. carrying handle and sight. Reinforced high pressure flask contains fuel for five shots.



Missile Launcher. Accatran pattern, Mkli A lightweight, man-portable weapon that holds a single krak or frag missile. An attending loader will carry extra missiles and reload the weapon after each shot.

Heavy Bolter. Accatran pattern, MkVd With integral bipod for sustained fire: Carrying handle incorporates the weapon's sight. Belt fed by a loader. The weapon fires self-propelled, massreactive, high-explosive, armour piercing balts capable of destroying light vehicles.



Demolition Charge. Voss pattern. A 9kg shaped charge for the destruction of bunkers and obstacles.

Mortar. Accartan pattern, Mkix. This automatic mortar is pre-loade with a revolving drum magazine of five rounds, and once set up it is activated via a short range remote control unit. Used for short range, indirect fire support, the weapon's high rate of fire is moderated by the time taken to reload it after the magazine is empty. Carrying handles allow it to be moved by two Guardmone.



Flamer. Accatran pattern, Mklc. Promethium canisters are worn on the back instead of the large webbing pack. Fuel supply good for twelve seconds' worth of firing. Pressure gauge mounted on top of weapon

## **PANOPLY OF WAR, SPECIAL DETACHMENT D-99**

Before induction into service with the Inquisition, Detachment D-99 was part of the Elysian 99<sup>th</sup> Regiment and raised and equipped in the manner of these storied units. As such they continue to fight with the traditional weapony of the Elysian regiments, including a variety of Accutana pattern weapony more suited to the mobile style of warfare preferred by the fighting men of Elysia. During their service in the ranks of the Ordos Xenos, the various inguistics who have retained their services have seen fit to procure replacement weaponry of the same make, allowing the detachment to operate at peak efficiency despite the logistical hardships this sometimes causes

## DEDICATED TRANSPORT

#### D-99 VALKYRIE AIRBORNE ASSAULT CARRIER

RS

The mainstay transport craft of the Elysian regiments, the Valkyne is swift, well armoured and highly manoeuvrable. It is the Valkyrie that provides the Elysians with their legendary ability to strike rapidly and raid deep within enemy held territory. Unlike most Imperial Guard regiments, the Elysians pilot and maintain their own Valkyries rather than relying on Imperial Navy support.

HP

Val	ku	nin	

- Unit Composition 1 Valkyrie
- Unit Type · Vehicle (Flyer, Hover, Transport)

#### Transport Capacity

. The Valkyrie can carry 12 models

#### Armour Front Side Rear

12 12 10 3

#### Wargear

- Multi-laser Two hellstrike missiles
- Searchlight
- Extra armour

Special Rules Deep Strike

#### · Scout

- Grav Chute Insertion
- Combat Drop

#### Options

- . The Valkyrie may replace its multi-laser with a
- +10 points - Lascannon . The Valkyrie may exchange both its hellstrike missiles for

25 POINTS

- Two multiple rocket pods +10 points The Valkyrie may take a pair of sponsons armed with
- Heavy bolters



## FLITES

## D-99 'DECIMATION' SQUAD

Often deployed ahead of the Detachment's main force, these men are experts at infiltration and the elimination of specific enemy targets, and have proven especially adept at destroying those Tyranid creatures directing their smaller brethren.

	WS
D-99 Veteran Sniper	4
D-99 Veteran	4

#### Unit Composition

- 1 D-99 Veteran Sniper
- 1 D-99 Veteran

#### Unit Type

 D-99 Veteran Sniper Infantry

• D-99 Veteran. Infantry

#### Wargear

RS

4

- · Flak armour
- Lasgun
- Sniper rifle (D-99 Veteran Sniper only)

### Frag grenades

Krak grenades

#### **Special Rules**

- Infiltrate
- Deep Strike
- Acute Senses
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancement

#### Options

- . The unit may have up to three each of the following.
- D-99 Veterans +8 points per model - D-99 Snipers +12 points per model Any D-99 Veteran may take one of the following upgrades. - Breacher charge +15 points each
  - Spotter's magnoculars .... - Vox-caster



1d

4+ 44
# **ELITES**

# D-99 'EXTERMINATION' SQUAD ...

When most men of the impenal Guard light according to ancient rules of organisation, the veterans of Detachment D-99 employ a number of au-hoc formations devined to unlise their small pool of manpower to the greatest effect against the Tyrand menace. Developed as a device counter to massed Tyrand assaults, Extermination squads group Detachment D-99s flame thrower-welding troops together – repulsing Tyrand attack waves with a bizang wall of fre.

	WS	BS	S	T	W	1	A	Ld	Sv
D-99 Veteran Sergeant	4	4	3	3	1	4	2	8	5+
D-99 Veteran	4	4	3	3	1	4	î	7	5+
Unit Composition + 1 D-99 Veteran Sergeant 4 D-99 Veteran Sergeant Inforty (Character) - D-99 Veteran Sergeant Inforty (Character) - D-99 Veteran Infantry Special Rules - Deep Strike - Preferred Enemy (Tyrani - Stubborn - Geno-surgical Enhancement		<ul> <li>Fla</li> <li>Las</li> <li>Ser</li> <li>Fra</li> <li>Kra</li> <li>Dedic</li> <li>A D</li> <li>Squ</li> </ul>	k armo mer pistol ( geant o g grena k grena g g g g g g g g g g g g g g g g g g g	D-99 Vi only) ades ades anspor termina y select			<ul> <li>Frwi</li> <li>The close</li> <li>Bol</li> <li>Plation</li> <li>Povi</li> <li>Povi</li> <li>Any follories</li> <li>Gree</li> <li>Heat</li> <li>Brei</li> <li>One</li> </ul>	unit ma additi D-99 Vi combi t pistol sma pis ver wei ver fist D-99 Vi wing made la avy flan o two E acher c D-99 V	ay have up to conal D-99 Veterans +12 points per model (Veteran Sergeant may exchange his laspisol or at weapon for one of the following 1 +2 points stol +10 points apon +15 points +25 points Veterans may replace their flamers with one of the launchers Free mers +10 points each D-99 Veterans may take a charge +15 points per model Veteran may take a r +5 points

### D-99 'EXECUTIONER' SQUAD

#### 

Decutioner squads are ad-hoc formations employed by Detachment D-99 to combat the largest xenos monstroaties. Where other imperial Guard units often found themselves unable to bring sufficient numbers of anti-armour weapons to bear against such bearsts, the veterans of Detachment D-99 quickly learned to mass such weapons where they were needed most.

	WS	BS	5	T	W	1	A	Ld	Sv
D-99 Veteran Sergeant	4	4	3	3	1	4	2	8	5+
D-99 Veteran									

#### Unit Composition

- 1 D-99 Veteran Sergeant
- 4 D-99 Veterans

#### Unit Type

- D-99 Veteran Sergeant: Infantry (Character)
- D-99 Veteran: Infantry

### **Special Rules**

- Deep Strike
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical
   Enhancement
- Monster Hunter

#### Wargear

- Flak armour
- Shotgun
   Laspistol (D-99 Veteran
- Sergeant only)
- Frag grenades
- Krak grenades

#### **Dedicated Transport**

 A D-99 Executioner Squad may select a Valkyrie as a Dedicated Transport

# Options

- Five additional D-99 Vetera	ns +10 points per model
<ul> <li>The D-99 Veteran Sergeant r</li> </ul>	nay exchange his laspistol or
close combat weapon for on	e of the following:
- Bolt pistol	+2 points
- Plasma pistol	+10 points
	+15 points
- Power fist	+25 points
<ul> <li>Any D-99 Veterans may replay</li> </ul>	ace their shotguns with one of
the following:	
- Plasma gun	+15 points each
- Meltagun	+10 points each
<ul> <li>One D-99 Veteran may take</li> </ul>	a
- Vov-caster	+5 noints

# FAST ATTACK

# D-99 DROP SENTINEL SOUADRON

Sentinel squadrons proved indispensable to Detachment D-99 during its many battles with the Tyranids, both as a scout unit and as an effective counter-assault platform when large swarms of smaller Tyrand organisms were encountered. The vehicles employed by Detachment D-99 have seen extensive and, in the versi of the Adeptus Mechanicus, near-heretical modification to allow their plots to make the best used their enhance reflexes in doge encounters with the enemy.

					Armou	r							
	WS	BS	s	Front	Side	Rear	1	A	HP				
D-99 Drop Sentinel	4	4	5	10	10	10	3	1	2				
Unit Composition • 1-3 D-99 Drop Sentine Unit Type • Vehicle (Walker, Open-topped) Dedicated Transport • A squadron of 1-2 Drop Sentinels may select a Valoyne Sky Talon as a Dedicated Transport.		Speci • Mo • Der • Cor • Pre • Ger	al Rule we Thi ep Stri mbat I	es rough C ke Drop Enemy rgical		ds)	- Hea - Mu - Any I - Sea - Hur • The e - Smo	Drop S wy flan Iti-melf Drop S rchligh nter-kill entire s oke lau	ner a entinel m t er missile quadron nchers	ay have one o may have:	+15 of the folic +1 +10 +5	points per moo	del del del del

### 

Sky Talons see extensive use in Detachment D-99, ferrying the units' small remaining pool of precious combat vehicles to and from combat zones at high speed.

		1.1.1.177.	Arm
	BS	Front	Sid
D-99 Sky Talon	4	12	12
Unit Composition		Warg	ear

- I D-99 Sky Talon
- Unit Type
- · Vehicle (Flyer, Hover)

# Heavy bolter

- Two hellstrike missiles
   Searchlight
- Extra Armour

#### entre / entre d

- Deep Strike
- Sky Lift
- Vector Dancer
- Combat Drop
- Warhammer to our

#### Options

- . The Sky Talon may replace its two hellstrike missiles with
- Two multiple rocket pods +10 points

#### Sky Lift

A Sky Talon can begin the game carrying one Tauros or Tauros Venator, or two Drop Sentinels. If you have sufficient Sky Talons they may carry an entire vehicle squadron, but must remain in coherency whilst transporting it.

A vehice carried by a Sky Talon may embark/disembark in the same manner as an inflantry unit, except that they may not move faster than Combat Speed or move Flat Out on a turn in which they embark or disembark. If a vehicle is being carried when the Sky Talon Explodes! It takes a single penetrating hit instead of the damage normally applied to passengers.

# FAST ATTACK

### D-99 TAUROS SQUADRON ...

#### **55 POINTS PER MODEL**

Detachment D-99, as many Elysian regiments do, maintain several squadrons of Tauros all-terrain vehicles. Due to the conditions on Beta Annhelion IV they were not deployed during combat operations, but have served the detachment well in many previous battles

0.99	Tauros	
		Manada
0.99	lauros	Venator

Armour RS Front Side Rear UD 10 10 10

#### Unit Composition 1-3 D-99 Tauros

Unit Type

· Vehicle (Fast, Open-topped)

#### **Dedicated Transport**

 A Tauros Squadron may select Valkyne Sky Talons as Dedicated Transports If this option is taken then one Sky Talon per Tauros or Tauros Venator must be

# Wargear (D-99 Tauros)

· Heavy flamer Searchlight

## Wargear (D-99

- Tauros Venator)
- Twin-linked multi-laser
- Searchlight

#### Special Rules • Scout

- · Galvanic Motor
- All-terrain Vehicle
- Preferred Enemy (Tyranids)

# Options

- · Any Tauros may be upgraded to a. - Tauros Venator +30 points per model
- · Any Tauros may replace its heavy flamer with a - Tauros grenade launcher +5 points per model
- · Any Tauros Venator may replace its twin-linked multi-laser with a
- Twin-linked lascannon +15 points per model · Any Tauros or Tauros Venator may have any of the following:
  - Two hunter-killer missiles +10 points per model
- Extra Armour +5 points per model The entire squadron may take:
  - Smoke launchers +5 points per model - Camo nettino
    - +10 points per model

#### Galvanic Motors

Whenever a Tauros or Tauros Venator suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a roll of 4+

#### All-terrain Vehicle

A Tauros or Tauros Venator may re-roll Dangerous Terrain tests while travelling at Combat Speed



# **HEAVY SUPPORT**

# D-99 VULTURE GUNSHIP SQUADRON.....

# 125 POINTS PER MODEL

As with more typical Eysian regiments, Detachment D-99 relies on the frepower of mobile Valiture Gunships rather than lumbering battle tanks. Those plots assigned to the detachment for the Beta Anphelion IV operation were elite inquisitonal training flyers, whose skis complement the veterans of Detachment D-99.

			Armou	r		
Vulture	<b>BS</b> 4	Front 12	Side 12	Rear 10	HP 3	
Unit Composition 1-2 Vulture Gunships Unit Type Vehicle (Flyer, Hover)		Warg • He • Twi • Twi • Sea • Ext	Options • Any Vult of the fo - Twin-lin - Twin-lin - Twin-lin - Twin-lin			
		• Vec	al Rule tor Da op Strik afing R	ncer :e		Any Vult of the fo - Two he - Six hun

- Any Vulture may replace its twin-linked multi-laser with one of the following.
  - Twin-linked autocannon Free
- Twin-linked lascannon +15 points per model
- Twin-linked missile launchers +10 points per model
- Two multiple rocket pods. +20 points per model
   Any Vulture may replace its two helistrike missiles with one
  - of the following options:
- or the following options - Two hellityr missiles +20 points per model - Six hunter-killer missiles +40 points per model - Six tactical bombs +40 points per model - Two multiple rocket pods +30 points per model - Any Vulture may replace its twin-linked multi-laser and all
  - hellstrike missiles with a
- Twin-linked punisher gatling cannon. +50 points per model
- · Any Vulture Gunship may have any of the following:
  - Armoured cockpit
     Hare or chaff launcher
     Infra-red targeting
     Spoints per model
     Hore model
     Hore model
  - Illum flares +5 points per model
  - Distinctive paint scheme or markings +10 points per model



Vulture attached to the 266<sup>th</sup> Cadian Regiment. This aircraft provided close air support during the early Tyranid attacks, but was later destroyed by swarms of winged Tyranid creatures.

This Valkyrie was claimed by inquisitor Lok to convey him to the surface of Beta Anphelion IV and used as his personal transport during the Anphelion incident. It was eventually destroyed by spore mines before it could be used to evacuate the Inquisitor prior to his final fateful battle

# **HEAVY SUPPORT**

### .. 35 POINTS PER MODEL

### 0-1 D-99 SENTRY GUN BATTERY .....

Depleted after king years of fighing the Tyranid menace, Detachment D-99 maintains a small number of Tarantula gun platforms for new area guard duries and as a disposable assault force to make up for the limited number of veterans remaining in the unit

Sentry Gun	WS	BS 3	5 -	Т 6	<b>W</b> 2	1	A -	Ld -	Sv 3+				
Unit Composition • 1-3 Sentry Guns  Wargear  • Twin-linked heavy bolters					s	Options <ul> <li>Any Sentry Gun may exchange its twin-linked heavy bolters for</li> </ul>							
Unit Type • Artillery		• Au • Fire • De	al Rule tomate Mode ep Strik mbat D	d Artill s æ	ery		for - Twin-linked lascannon +10 points per mod - The entire unit may take - Camo-netting +10 points +10 points per mod						

#### **Automated Artillery**

Unlike standard artillery, Automated Artillery does not require crew in order to function it is not removed from play due to lack of crew and each gun must be destroyed memally before its removed from play, Automated Artillery cannot move and cannot charge. If assaulted they do not plein and cannot be locked in combat, their attackers will hit automatically, but must roll To Wound normally if a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pleins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns if the Automated Artillery vins an assault due to exceptional circumstances, the energy must lake a Morale check as normal, although the Artillery cannot Consolidate or make a Sweeping Advance.

#### **Firing Modes**

A Sentry Gun can fire in one of two ways and you must decide which mode the Sentry Gun will be set in before the start of the game. You cannot change its mode once it has been decided, it remains in that mode for the rest of the game. Point Defence Mode: The Sentry Gun is set up with a fixed fining arc, usually to provide covering fire over a particular area. In this mode the gun will engage enemy targets up to 36° away which are in a fixed 90° arc to its front.

Sentry Mode: In this mode, the Sentry Gun is programmed for close defence and may target enemy models within 18° to which it can draw line of sight. In this mode the Sentry Gun can fire all around it.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter-equipped Sentry Gun will fire at the nearest enemy non-vehicle target according to its firing mode.
- A lascannon-equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its fring mode (note that immobilised vehicles are still counted as viable targets, only wrecked vehicles will be ignored).

# **HEAVY SUPPORT**

# 0-1 D-99 CYCLOPS DEMOLITION SQUAD .....

At the time of its deployment during the Anphelion IV incident, Detachment D-99 had only a single Cyclops demolition squad remaining on its roter. Those veterant assigned to the section were grizzled survivors of the Tyrannic Wars and matters of explosive destruction in the midd of the most chaotic battles. Even amongst the ranks of Detachment D-99, these solidiers are considered eccentric, and display a daturbing fondness for their mechanical charges:

	WS	BS	S	T	W	1	A	Ld	
	C. S. GILL CR. C.	17.		6	2	and a		1000	
ran	4	4	3	3	1	4	1	7	
ran	4	4	3	3	1	4	1		Ld - 7

#### Unit Composition

 2 Cyclops Demolition Vehicles and 2 D-99 Veteran operators forming a unit, carried in a Valkyrie Dedicated Transport.

#### Unit Type

- Cyclops Infantry (Special)
- D-99 Veteran Infantry

# Wargear

- Cyclops Demolition Charge (Cyclops only)
   Flak armour
- (D-99 Veteran only)
- Lasgun (D-99 Veteran only)

#### Special Rules (Cyclops)

- · Extremely Bulky
- Fearless

# Remote Control

#### Special Rules (D-99 Veteran)

- Remote Control
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancements



# Remote Control

Cyclops units are deployed together, but as soon as the graine begins the Cyclops Demotion Vehicles that are part of the unit may immediately be individually detached from the unit and attack their targets. The Cyclops cannol to close with and attack their targets. The Cyclops cannol function more than 48° away from their operators. If they become separated by a grateet distance than this, the Cyclops simply stops and can do nothing unit it expensions and the cyclops can do nothing unit it efficit in paly and may still suffer accelerate attack. The the cyclops in the unit are killed, the Cyclops can do nothing but is efficient and the units operators are killed, the unit destroyed). If all the units operators are killed, the unit telf counts as being destroyed at the end of the agame.

Cyclops carry no ranged weapons and cannot fight normally in assults, but can themselves be targeted normally, being hit automatically in assaults. They may however carry out Charges – this is to bring them in range to detonate (Cyclops Demoliton Vehicles and any unit containing them can never make sweeping advances in combat.

#### **Cyclops Demolition Charge**

The Cyclops is in essence a mobile bomb and can be detonated by remote control in any of the controlling player's Assault phases regardless of whether it is in combat, and may of their opponent's Assault phases in which the Cyclops is in combat. This detonation occurs on inlative step 10 of the Fight sub-phase. When the Cyclops detonates, first centre the Large Blast (5°) template on its model and resolve the attack as shown on the profile below. Their remove the Cyclops, which is automatically destroyed by its detonation.

Weapon	Range	Str	AP	Туре
Cyclops dema	olition	2		and the second
charge		9	3	Ordnance 1, Large Blast (5*

Accidental Detonation: If a Cyclops Demolition Vehicle is destroyed by any means, roll a D6. On a result of 6 it detonates

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# THE RED SCORPIONS



Chapter Name:	Red Scorpions					
Founding:						
	a pre-M35 Founding]					
Chapter World/Deployment	nt: Zaebus Minoris/Crusading					
	Chapter					
Fortress Monastery:	Vigil - a battle station					
	orbiting the feudal world					
	of Zaebus Minoris Jexact					
	location unrecorded, Ordon					
	Rift]					
Gene-seed (Predecessor):	Unrecorded/unknown					
Known Descendants:	None					

"Camouflage is the colour of fear. I have no need to hide from my loes, I have no fear of death. My colours I wear openly, they proclam louder than any words – I am proud to live. I am proud to det?"

Commander Carab Culln, 1<sup>st</sup> Company, Red Scorpions

An uncomponentian and steadast Chapter, the Red Scorptore been ready to stand in the defence of the imperium, fight index vib calary are incored biological average without question. They are start and an another the set of the frantacity logal to the Emperior in whose dwining they believe without question. They are start adherents to the Codex Astartes which they view as a holy scripture. They are stalwart attationalists among the Space Marines, standing horizon of the Imperium's order and authority, and have ever been quick to answer the call of Imperial governors and cardinals beset by treachery and heresy from within. Their endless hatter for the later and the mutant has also become famed across the stars, as is their develop to my and scorn of devaluen from the pure human form.

Despite the Red Scorpions' long and unimpeachable record of service, there are still those within the Adeptus who distrust them on the simple grounds that their origins as a Chapter remain a complete mystery, as does the identity of the Founding to which they belong or the primogenitor Chapter from which their gene-seed has been taken. A gene-seed which, other than being notable for its extreme lack of any form of deterioration or corruption, bears no specific hallmarks that would allow it to be sourced (even inconclusively) to one of the original Space Marine Legions. Indeed, some of the Chapter's most notable core beliefs are founded precisely on the punty and consistency of their gene-seed, and they will go to any lengths to preserve that purity and harvest the Chapter's due from its fallen brothers and so ensure the Red Scorpions' future. To the Red Scorpions gene-seed corruption would fundamentally weaken them or any other Chapter of the Space Marines, and thereby weaken the fabric of the Imperium itself - something they simply will not allow.

The Red Scorpions' fanatical belief in their own purity, and the lengths they will go to in order to preserve it, has had the consequence of giving the Chapter a strongly isolationist streak when it comes to its interactions with other parts of the Imperum on anything bit a practical military level, and as such they maintain no domains and are beholden to none but their own sense of duty. As a Chapter they are extremely xenophobic, and for no cause or in no drie need will they even consider sensing alongade or allying with the alene, even at the cost of their own lives. Furthermore, they are extraordinarily intolerant of any genetic devaluon from the pure human form, and despect adhumats, mutants or augments of any kind, and have often refueed to fight as brithers-in-airms with any such 'adhumator. The only exception they ally drive being those few they deem to have been the work of the Emperors on driven band other Adeptus Astrates and the Navagtors, for example, and even then there are limits to what they will ready tolerate.

A Crusading Chapter, the Red Scorpions fleet is almost continuously on the move, travelling between war zones and making their forces available to those who would petition their aid, if the Chapter considers them worthy of it that is. They have fought in every corner of the Imperium over their history and participated in many great conflicts, and are justly renowned for their role in the Conflict of Helican, the Siege of Helios and the battles against the hated Bloodtide. They have fought alone as often as they have fought alongside the ranks of the Imperium's other warriors, and although thought lost several times, they have always returned again from the abyss to draw their blades once more in the Emperor's service One important example of this was the entire Chapter's undertaking of a Crusade into the penious Ordon Rift region deep within the interstellar wilderness of the south-western expanses of the Segmentum Tempestus in M39. Filled with spatial rapids, gravitic storms and other lethal phenomena, the exact circumstances of the Red Scorpions' extended voyage into this hazardous area remain unknown, and for more than three hundred years the Chapter was out of contact with the Imperium and thought lost.

# **RED SCORPIONS TERMINATOR SQUAD RAUM**

#### Squad Raum, Indomitus Pattern Tactical Dreadnought Armour Beta Anphelion IV Investigation Force

Beta Apphelion IV Investigation force Squad Raum fought with distinction in the early missions to purge the Apphelon lab-complexes of lurking Generative bronds. During these missions they achieved a respectable kill ratio while sustaining only minimal losses. Despite the loss of Veterain Sergiant Raum in the early stages of the mission, Squad Raum continued to operate as a hnchpin of the Red Scorpoins offensive and defensive operations under the direct command of Commander Culin, their Indomitus pattern Terminator amour prool against all but the most powerful Tyrand creatures encountered on Beta Apphelion IV

1. Absolo Pattern Assault Cannon

2. Ultima Pattern Storm Bolter



Veteran Sergeant Raum Martyred in the Emperor's name during the defence of Lab-complex Delta.





Veteran Brother Vjalka Martyred in the Emperor's name during the defence of Lab-complex Delta.



Veteran Brother Thain Awarded Marksman's honour for his exemplary kill ratio.



Veteran Brother Neahn Raised to the position of Veteran Sergeant in the wake of the Anphelion incident.



Veteran Brother Yanek Claimed the first confirmed Hive Tyrant kill during the fighting on Beta Anphelion IV.

After the Red Scorpions' triumphant reappearance during the Battle of the Grey Sisters against the Night Lords on Oriflame, it was established that the Chapter had founded an orbital battle station named Vigil around the feral world of Zaebus Minoris deep within the Ordon Rift as a permanent base. Save for the Chapter itself and a handful of high ranking members of the Administratum, the Red Scorpions have kept the exact location of the Zaebus system, and the safe routes through the treacherous passages required to reach it, a deathly secret, thus ensuring their security and the safety of their recruiting stock. Even though they have now taken a world for their own, the Red Scorpions have remained a Crusading Chapter, using Vigil and Zaebus Minoris very much as a simple base of operations rather than the centre of a great domain, and have continued to range across the southern and western Imperium in search of the enemies of Mankind

#### ORGANISATION

The Red Scorpions conform very closely in structure and doctrine to the tenets of the Codex Astartes, and can be considered a 'Codex' Chapter in almost every detail, although it has been observed that the Chapter's chaplains and commanders have their own particular interpretations and emphasis on the text. The Red Scorpions' internal structures are highly authoritarian and discipline and order in the ranks is absolute. It is taken that the orders of those in a superior rank within the Chapter are to be obeyed without question by the battle-brothers beneath them in any circumstance on or off the battlefield. Each company captain is known by the honorary title of 'Commander', with the Chapter Master known as the 'Lord Commander' and, as a matter of tradition, the Red Scorpions' second in command is always its Master of the Apothecarion. As an adjunct to the highly honoured place genetic purity holds within the Red Scorpions' dogma, they maintain considerably more Apothecaries than most Space Marine Chapters These Apothecaries' sacred task is to maintain total vigilance over the Chapter's brethren for genetic or biochemical corruption and Red Scorpions Apothecaries are commonly deployed to the front line in combat, often being attached to tactical squads in order to grant them every chance to harvest the precious gene-seed of their fallen comrades.

As the Codex Astartes dictates, the Red Scorpions favour a combined arms approach to warfare wherever possible, with the disparate elements of the Chapter's make-up operating in concert to achieve its tactical and strategic goals in any given conflict. Highly disciplined fighters, each Red Scorpions Space Marine is expected to master every conceivable facet of warfare the Codex ascribes, and be available for re-assignment to different squad types and differing companies as soon as the need arises. Although the Chapter relies heavily on the Codex for its tactical deployments and strategy, it has shown an ability to innovate unexpectedly when needed in the past. A particularly notable example of this occurred during the legendary Siege of Helios in late M38, when the Chapter's Techmarines spontaneously developed the Land Raider Helios, a variant pattern that sacrifices troop capacity for the long range firepower of the Whirlwind missile launcher The cause for this radical step was in no small part because of a deep reluctance to depend entirely on allied Imperial Guard assets in battle that they believed had become corrupted. Other Space Marine Chapters have since adopted the Land Raider Helios in their own armouries as well and the pattern's validity has since been ratified by Cult Mechanicus authorities on Mars

Although fully capable of employing such tacks when needed (as proved by the Angstrom Indext during the Badkal Way, the Red Scorpions are known to have a profound disile of covert operations in favour of meeting and deleting an enemy in open battle. They consider this secretive kind of warfare as well as its attendent trappings, such as the use of camouflage and infiltration, as fundamentally dishonourable and shun them unless strictly needed. As a result of this attitude within the Chapter, much of the Red Scorpions 10<sup>th</sup> attitude up of Scout-equiped Neophytes, is more often than not deployed to the main battle line rather than on reconnaissance dutes, and are often tactically used to secure fine bases in dense terrain or act as an auxiliary force to respond to the chapting.

Red Scorpions armounes are well-stocked, and they are known to operate an extensive range of armoured vehicles and Dreadnoughts in a wide variety of patterns, and have an enviable resource of Drop Pods and Land Raiders in particular

Their Chapter Forge is known for its ability to maintain (and manufacture in limited quantities) a variety of patterns of Space Marine power armour, most notably the renowned MkIV 'Maximus' power armour which is commonly worn by the Chapter's veterans as a mark of rank and honour Likewise the Chapter places a high value on the quality of its arms, often granting the award of a weapon of extraordinary quality, usually a power blade, axe or fist to its veterans rather than a mere honorific or decoration to mark their deeds. This fills both a practical as well as a symbolic purpose by further arming their best with effective tools of war and creating a visible sign denoting the warrior's own might and honour before his peers. This association of weapons of extraordinary quality and military rank within the Chapter reaches its apotheosis in the shape of a number of ancient and potent relic blades, known collectively as the 'Tears of the Scorpion', which are carried by the Chapter's commanders, each weapon with its own revered story and legend. The only deficiency in wargear the Chapter shows at any level is a dwindling supply of Terminator armour, this being a consequence of sustained losses over the last few centuries. It is believed that only roughly half of the Red Scorpions 1<sup>st</sup> Company can now be deployed by the Chapter as Terminators if the situation demands it. What steps the Chapter is taking to rectify this situation remains unknown.

#### SELECTED BATTLE HONOURS The Berillia Massacres [498.M34 - 601.M34]

Prior to their disastrous failure during the Berillia campaigns and swift descent into madness, the Shining Blades Chapter was one of those Chapters renowned, alongside the Red Scorpions, Ultramarines, Umbral Titans and a few others. with a gene-seed record of extreme purity. However the Shining Blades fell victim to their own pride, turning from the Emperor's will and beginning a traitorous Crusade to cast down any who would claim to be their equals. Now calling themselves the Flawless Host, they spent a century harrying Loyalist Chapters, burning isolated outposts and decimating smaller detachments of loyal Adeptus Astartes warriors until they assaulted a Red Scorpions strike cruiser, the Crux Puntatis, as it returned from campaigns in the Segmentum Tempestus, capturing the vessel and taking the Chapter's dead to augment their stocks of gene-seed. Then Chapter Master Thay Kraun recalled all of the Chapter's combat units from their previous engagements and scoured the area from which the Flawless Host was known to operate. Once the asteroid fortress used by the Flawless Host and its degenerate allies was discovered. Kraun committed his brethren en-masse to its utter destruction. In a titanic battle that raged for six days the Red Scorpions battered the Flawless Host, blasting apart their defences and storming their fortress chamber-by-chamber. Chapter Master Kraun himself led the re-taking of the Crux Puntatis, using the Blade of the Scorpion to decapitate the Flawless Host captain who claimed the ship in single combat. Withdrawing in the face of the Red Scorpions' overwhelming wrath, the Flawless Host vowed to exact vengeance upon those who would tarnish their glory.

#### The Crucible of Endikon IX [236.M40]

In the early years of M40, the hive world of Endikon IX fell under the assault of Eldar corsair hosts, piratical raiders who enslaved the population and set them to systematically strip their world of all material wealth. After nearly eighty years of occupation and torment an Imperial force finally arrived to liberate Endikon IX, spearheaded by a combined force of Space Marines from the Red Scorpions and Raptors Chapters. The battle for control of space over Endikon IX was brutal, with the Imperial Navy taskforce sustaining heavy casualties as it drove off the sleek Eldar craft, especially amongst the lumbering transports that bore the liberation army's Imperial Guard contingent. With their manpower depleted to dangerous levels the Raptor's commander, Captain Kel Vamar, proposed utilising the famed ability of his Chapter in stealth and infiltration to engage the Eldar by ambush and wear them down in a campaign of hit and run strikes before landing the remainder of their support troops. The Red Scorpion's 5th Company, under Commander Oren Saker, refused to have any part of what he termed 'cowardice in the face of the enemy' and proceeded to initiate a full drop assault without any support. The resulting battle was successful in breaking and scattering the Eldar ground forces, but at a terrible price - of the eighty-three Red Scorpions who descended to the surface of Endikon IX, only sixteen returned. The few members of the Apothecarion which had accompanied the 5th Company spent many days searching the drifts of Eldar dead to recover all of their Chapter's fallen. Though the campaign was eventually completed by the forces of the Raptors Chapter, who lost but a handful of brothers in a protracted harrying campaign to eliminate the remaining Fidar. the Red Scorpions proudly list Endikon IX amongst their greatest battle honours, holding those who were martyred in honest battle as true heroes of the Imperium

#### The Siege of Vraks [826.M41 & 830.M41]

The Imperial arsenal world of Vraks in the Segmentum Obscuras fell to the machinations of the heretic Cardinal Xaphan. sparking a protracted siege of the planet by the Imperium Over time the conflict worsened, drawing in numerous Chaos warbands and renegades from the Eye of Terror, as well as an increased Space Marine presence to combat the growing menace. Ultimately the hellish slaughter of millions poisoned the world and was exploited to bring forth a full daemonic incursion on the surface. This necessitated the direct involvement of the Ordo Malleus and the Grey Knights before the siege was broken in the Impenum's favour, although Vraks itself had been laid waste. The Red Scorpions Chapter participated twice in vital stages of the war Firstly in 826 M41, when its forces breached the curtain wall of the massive Fortress of Vraks complex, allowing the 88th Krieg Siege Army to advance into the Citadei Secondly in 830 M41, during the heavy fighting against Chaos Space Marines and daemonic forces in the siege's last dramatic battle, re-capturing the fortress. Here Lord Commander Verant Ortys personally led a strike force of four hundred battlebrothers and captured the strategically vital Saint Leonis Gate holding against all comers, heretic, mutant and Daemon, During both of these interventions, one of the Red Scorpions warnors Veteran Sergeant Carab Culln, rose to prominence, gaining much glory and honour for his Chapter and demonstrating the skill-at-arms and leadership that would see him elevated to command the Chapter's 1º Company.

# **RED SCORPIONS STERNGUARD SQUAD HASS**

Veteran Sergeant Haas Red Scorpions Sternguard, attached to 6<sup>th</sup> Company, Beta Anphelion IV Investigation Force. Veteran Sergeant Haas is a long serving member of the Red Scorpions 1st Company, having served with then Sergeant Culin during the wars on the fortress world of Vraks. During the Anphelion Incident he led one of the Chapter's Sternguard squads attached to the 6th Company, and was present during many of the key battles. During the mission to rescue his old comrade Commander Culln, he led his Sternquard into the thick of the fighting, using volleys of plasma fire to clear a path for the beleaguered survivors of the Heart of Fury's crash to escape.

1. Primaris II Pattern Power Sword, received as a mark of honour for his part in the Vraks conflict

2. Ultima Pattern Bolt Pistol

3. Standard Adeptus Astartes Issue Frag and Krak Grenades.

4. MklV Ultra Pattern Boltoun

5. MkV Mars Pattern Plasma gun

Veteran Sergeant Haas Veteran of over fifty campaigns, and nearly two centuries of service in the Red Scorpions Chapter.



Brother Kalz Credited with 36 kills during the Anphelion Expedition Brother Mawdri Martyred in the Emperor's name, Anphelion Expedition

Brother Zohran Cited for merit by Major Durra during the Defence of Laboratory Complex Delta

# **RED SCORPIONS ADDITIONAL RULES**

In order to represent an army composed of Space Mannes drawn from the Red Scorpons Chapter, use the following special rules and Chapter Tactics. Note that as with the Chapter Tactics included in Coder. Space Mannes, the entire primary detachment must take the same Chapter Tactics special rule and may only include characters with the Chapter Tactics (Red Scorpions) special rule. Only a detachment with the Chapter Tactics (Red Scorpions) special rule may use the fields of the Scorpion wargent retines included there.

#### **Chapter Tactics (Red Scorpions)**

Puring Above Ali: Any Tacical Squad Sergeant or Veteran Sergeant with the Chapter Tacics (Red Scorpions) special fullemay be made a member of the Chapter's Apothecarion and upgraded to carry a Narthecum for no additional points cost (see Coder. Space Mannes) This does not otherwase alter their wargear, additional options or profile, and should always be appropriately represented on the model.

Fortitude and Contempt: Models with the Chapter Tactics (Red Scorpions) special rule may re-roll all failed Pinning tests. Models with the Chapter Tactics (Red Scorpions) special rule may not voluntarily Go To Ground or be equipped with camo cloaks.

#### **Chapter Relics**

Tears of the Scorpion: Any model with Chapter Tactics (Red Scorpions) may upgrade a Relic Blade to one of the Tears of the Scorpion for +10 points.

The Tears of the Scorpion take various forms – blades, mauls and spears, and use the profiles listed below

Weapon	Range		AP	Туре
Tears of the	Scorpion			
(Sword)	•	+2	3	Melee, Two-handed, Murderous Strike <sup>1</sup>
(Axe)		+2	2	Melee, Two-handed, Murderous Strike <sup>1</sup> , Deadly Weight <sup>2</sup>
(Maul)	-	+3	4	Melee, Two-handed, Murderous Strike <sup>1</sup> , Strikedown
(Spear)	-	User/+2 <sup>3</sup>	3/23	Melee, Two-handed, Murderous Strike <sup>1</sup> , Glaive <sup>3</sup>

Murderous Strike: Attacks with this special rule can cause Instant Death on a To Wound roll of 6. Roll any viable saves against instant death-causing wounds separately to any other wounds the attack inflicts.

Deadly Weight: A weapon with this special rule reduces its wielder's initiative by -1 when determining when he may fight in all close combats he is involved in, but not for the purposes of initiative tests.

\*Glave: This weapon has two values for Strength and AP It uses the first value on any turn in which the wielder is counted as having charged into combat. In addition, the Glave special rule only applies on turns in which the wielder is counted as having charged into combat.



This Red Scorpions Mars pattern Rhino has been fitted with additional armour plating – this is intended to protect it from larger Tyranid creatures.

# **RED SCORPIONS WARRIORS OF NOTE**

# COMMANDER CARAB CULLN.....

#### ...... 165 POINTS

## Captain of the Red Scorpions 1st Company

Anorgst the Space Marines of the Red Scorptons. Cullin is known for a legacy of honour and steadfast bravery. The Space Marine what would later rate to lead his Chapter through the dark days of the Badab Wars fought in many conflicts, experiencing the many horizes of in ebattisfields of the gaday. During the Singe of Visac, Cullin lead asquale of the Red Scorptons Vietnan Vaguard, ficing down almost Chapter's II-Company.

	WS 6	BS	S	T	W	1		2.		
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#### Unit Composition

- 1 (Unique)
- Unit Type
- Infantry (Character,

#### Wargear

- Terminator armour
- Teleport homer
- · Iron halo
- Master-crafted storm bolter
- Tears of
- the Scorpion (sword)

- And They Shall Know No Fear
- Chapter Tactics
   (Red Scorpions)
- Independent Character
- Against All Odds
- Master of Battle
- Warlord

# Master of Battle

All units with the Chapter Tactics (Red Scorpions) special rule in the same detachment as Carab Culin may use his Leadership value for determining the effects of all Pinning tests and Morale checks.

#### Against All Odds

Commander Culln and any squad he joins may re-roll all attacks made in close combat when outnumbered in an assault. Whilst alive he also grants himself and his squad the Counter-attack and Stubborn special rules.

#### Warlord

If Carab Culln is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Trait

#### · Proud to Live, Proud to Die, Hard to Kill

When calculating the winners of any and all assauts that take place within 12° of Commander Carab Culin, the Red Scorpons player adds + 1 to their score. If Carab Culin is involved in a Chalenge during that particular Sasuit phase, this bonus is increased to +2. However, Carab Culin may never benefit from the Look Out, Sir Special rule

Commander Culln is a HQ choice for a Codex: Space Mannes army or Sege Assault Varguard army with Chapter Tactics (Red Scopions): Canab Culti counts as Aspace Manne Captain when determining how many Command squads you may field Commander Cullin may not be fielded in the same army as Lord Hang Commander Cullin (from HA): The Badab War- Part One)

#### 145 POINTS DREADNOUGHT-BROTHER HALAR ...

One of many of the Chapter's warriors who fell on Endikon IX, Brother Halar's heroic deeds during the fighting earned him one last chance at glory in the tomb-like shell of one of the Chapter's Dreadnoughts. Halar distinguished himself on Beta Anphelion IV, during the last stand of Commander Cullu's force, fighting on despite damage to his Dreadnought suit that proved to be so severe that after his remains were recovered, the Chapter Techmannes were unable to repair it for use by another injured veteran. His Dreadnought sarcophagus was later interred at the Chapter's Fortress Monastery in a place of honour

				Armou	r			
WS	BS	s	Front	Side	Rear	1	A	HP
5	4	6	12	12	10	4	3	3

**Special Rules** 

· A Glorious Death

Monster Hunter

**Unit Composition** 

. 1 (Unique)

Halar

Unit Type

· Vehicle (Walker, Character)

#### Wargear

- · Power fist with inbuilt storm holter
- Flamestorm cannon
- Extra armour
- Smoke launcher
- Searchlight



#### A Glorious Death

If at any point Halar loses his last Hull Point, but does not suffer an Explodes! result on the Vehicle Damage table or is not struck by a weapon with the Destroyer special rule, he is not removed from the table. Instead he remains in play until the end of his next turn, after which he is removed from play as normal. During this last turn Halar pains the Preferred Enemy (Everything) special rule, and any plancing hits or penetrating hits that do not result in an ExolodesI result are ignored - he cannot be stunned. shaken or immobilised. If struck by a Destroyer weapon, or if he suffers an Explodes! result during this final turn. he is removed from play as normal.

Dreadnought-Brother Halar is an Elites choice for a Codex Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Red Scorpions).

# 

# (PLUS THE COST OF HIS SOUAD)

Every Chapter of Space Marines is an assemblage of peerless heroes, warriors who stand against the worst horrors in the galaxy with unflinching courage. Yet even amongst such an elite there are those who stand above their brethren, warriors renown amongst their peers. Veteran Sergeant Haas is one such warrior. One of the Space Marines involved in the rescue of then Commander Culln from the Turanids on Beta Anphelion IV, his relentless determination under fire earned him praise throughout the Chapter.

	WS	BS	S	T	W	1	A	Ld	
aas	4	4	4	4	1	4	2	9	

# Veteran Sergeant Ha Unit Composition

 Veteran Sergeant Haas is an Unique upgrade for a Space Manne Sternquard Squad

Unit Type

• Infantry (Character)

#### Wargear

- · Power sword
- · Bolt pistol
- Frag and krak grenades
- Artificer armour

#### Special Rules And They Shall

- Know No Fear
- Combat Squads Always Advance
- Chapter Tactics (Red Scorpions)

#### Always Advance

Whilst Veteran Sergeant Haas is alive, his squad benefits from the Relentless special rule

Veteran Sergeant Haas replaces the Space Manne Sergeant in any Sternguard Squad chosen from Codex: Space Mannes and using the Chapter Tactics (Red Scorpions) special rule. He must be used as shown here and cannot take any options, although his unit may take options as normal.





# THE ANPHELION PROJECT CAMPAIGN

The Appledion Project Campaign allows players to recreate insurance locks attempt to unneed the mysteries of the Beta Ampletion IV complex, defend it from the encroaching Tyrandi Groes and decide his ultimate fact. Rather than pretent a straught historical re-fight of the incidents described in injuristic Lock's journal, this campaing allows players to play a series of missions, divided into four phases, where their successors of allows may change the outcome of Lock's mission and maybe even enable him to escape the mion before the compracy perpendented by Injuristic-Lord Varias dations his life

#### WHAT YOU WILL NEED TO PLAY THE CAMPAIGN

Most importantly, the Anphelion Project Campaign will require two teams of players: one to represent inquisitor Lok and the other Imperial forces present on Beta Anphelion IV, and one to represent the Tyranid swarms rapidly increasing in numbers in the hidden places of Anphelion IV The Anphelion Project Campaign is best suited to fairly small teams, due to the restricted number of Codexes from which armies may be selected and the quick play nature of many of the scenarios - between 1-4 players per team is ideal. If you feel that your gaming group has the appropriate model collections available and wishes to play with much larger groups, then it may be worth modifying the number of games played per phase to allow all of the players to become involved fully. Note that the teams need not be of equal numbers, but be aware that if one team is larger than the other then players on the larger team will play fewer games over the course of the campaign

The Imperial team will need to have access to armose drawn from the following Codews: Coder: Astro Midiatum (representing Lok and his retinue); Codex: Inquisition (representing elements of the Red Scorptons 1<sup>4</sup> and 6<sup>th</sup> Companies) and the Detachment D-99 army list. The Tyranids Earm will need access to armose drawn from Coder: Tyranids:

#### **Alternative Forces**

When playing the Anphetion Project Campaign, you may who ho molify the Codves and anny lists available to the two sides. This can allow a re-fight of the organicampaign but with different participants. Perhaps it is a force of Mantis Warrios and Adopta Soronras Battle Stotes who investigate the Anphetion base's silence – or it could represent a completely different story perhaps the Tain Empire begins a sereet project to losalite a group of newly spawned Orks, intending to train them to fight for the Genater Good, only for the project to backing.

As long as all participants in the campaign are aware of and agree with the changes, this is perfectly acceptable and relatively easy to manage, but be aware that some aspects of the scenarios and victory conditions may need to be modified to suit your new cast! Lastly, you will need access to at least one 6' x4' gaming table, or a suitable table or area of floor. Whilst not essential, several of the campagins missions use the Forge World Zone Mortalis scenery tiles to represent the interior of the Anphelion lab-complexes, although if you do not have access to any of these tiles you can instead use photocopies of the Anphelion lab floor plans included in the back of this book.

# PLAYING THE ANPHELION PROJECT CAMPAIGN

The Anphelion Project Campaign is played across four phases, each representing a different stage of the doomed phatoids tale. During each phase the two teams will play as et number of grains using the Anphelion Project missions, attempting to gain as many Commendations as possible during these games. Once all of a phase's games have been played, the two teams total the number of each type of Commendation they have received and play through that phase's finale mission. The number and type of Commendations gained during the phase will change how will provide special benefits that tals for the rest of the campaign. The winner of the final game, the Finale mission of Phase 4, is the winner of the Anphelion Project Campaign.

For a standard campaign, featuring 1-4 players per team, four games should be played per phase – this can be increased or decreased by group consent before beginning the campaign, but should be kept at a set number for each phase during actual play in all games, other than Finale missions, players any select armise of between 150-02,000 points, as determined by the mission being played, from one or more of the Codexes available to their team.

#### The four phases and their respective Finale missions are

# Phase One: Investigation – Finale Mission: Cleansing Flame (see page 136)

Inquisitor Lok learns the truth of the Anphelion project and the fate of its original wardens.

#### Phase Two: Consolidation – Finale Mission: Practical Xenobiology (see page 138)

Lok must defend the mission's Adeptus Mechanicus contingent and preserve the base for further investigation

# Phase Three: Desperation – Finale Mission: The Scorpion at Bay (see page 140)

Massive Tyranid attacks and internal division threaten the survival of Lok's forces.

#### Phase Four: Termination – Finale Mission: The Fate of Inquisitor Lok (see page 142)

Depending on his successes or failures up to this point. Lok is either abandoned by his allies and left to make the best death he can, or must fight a desperate rearguard in order to escape the moon with what knowledge he has gleaned from the project's runs.

#### THE ANPHELION PROJECT MISSIONS How to use these Missions

During each of the four phases that make up the Anphelion Project Campaign, the players on each team will play a number of games using the Anphelion Project missions. The outcome of these games will determine any advantages they may claim during that phases finale mission

Players may freely choose any of the Anphelion Project missions, or an Eternal War mission from the Warhammer 40,000 rulebook to play, or they may roll on the following table to determine which mission will be used

#### Anphelion Project Missions

- D6 Result
- 1 Relentless Evolution (see page 132)
- 2-3 Search and Destroy (see page 128)
- 4-5 Take and Hold (see page 130)
- 6 Assault and Breach (see page 134)

Note that the missions Search and Destroy and Take and Hold require the use of Zone Mortalis scenery tiles. If these tiles are unavailable, players can make use of the Apphelion base floor plans included in the back of this book

# CHARACTER CASUALTIES (OPTIONAL RULE)

When playing campaign games, one extra exciling element can be determining the fate of a particular special character between games, have they failen never to rise again or will they be back with a vengeance?

If a unique named special character\* is removed as a casualty during a campaign game (this includes falling back off the board, etc.), after the game has concluded roll a D6 for the character – the results of which shown here apply. If you won the game, add +1 to the roll.

\*Note: This includes proxies. You can never have more than one of each unique character if this rule is being used.

#### D6 Result

- Casualty: The character may not be used again in the campaign.
- 2 Wounded: The character must start the next game they are used in with one Wound fewer than normal (to a minimum of 1).
- 3 Shaken: The character must fight the next game they are used in with -1 Ld.
- 4+ Survived: The character has escaped permanent injury and may be used again freely if you wish in the next game.

#### COMMENDATIONS

Each of the Anphelion Project missions gives the player the opportunity to accumulate Commendations – the number and type of Commendations that the entire team has accumulated in each phase should be recorded from game to game, as it is this total that will be used in the Finale mission to determine flow well ittley have done in the phase. Commendations are earned during play as described by each Commendations flowno below. Achieving victory in a given mission will also network the victorious player with additional Commendations depending on the mission played. Once any given Finale mission is resolved, both teams' running Commendations total are reduced to zero.

#### The various Commendations are:

Feed (Tyranids team only): The Tyranids player gains one Feed Commendation whenever they choose not to make a Sweeping Advance after winning a close combat against an enemy unit (this only counts when the enemy unit thas models left at the end of a combat that successfully flee from combat).

Hunt (Tyranids team only): The Tyranids player gains a Hunt Commendation whenever they move a unit onto the table using the Outflank special rule, or redeploy a unit using the Scout special rule.

Overrun (Tyranids team only): The Tyranids player gains an Overrun Commendation at the end of any game where at least one Tyranids unit that is not broken is within the Imperial player's deployment zone or deployment tile, or within 6° of one of their Entry Zones in a Search and Destroy mission.

Exterminate (Imperial team only): The Imperial player gains an Exterminate Commendation whenever a Tyranids unit is completely destroyed by a Shooting attack made at a range of 8° or less, or as part of an Overwatch or Reaction Fire attack.

Secure (Imperial team only): The Imperial player gains a Secure Commendation if at the end of the game there are no unbroken Tyranids units within their deployment zone or deployment tile, or within 6° of one of their Entry Zones in a Search and Destroy mission.

Defend (Imperial team only): The Imperial player gains a Defend Commendation whenever they deploy a unit inside a Building or Fortification, into terrain that provides a cover save or within 2° of a sealed builkhead in a Zone Mortalis game.

### LIMITED FORCES OPTIONAL RULES

For players wishing to more closely represent the Anphelion incident, where both sides were supplied with only a limited number and variety of forces, we have provided two different sets of optional rules depending on the level of realism desired and the amount of book keeping players are willing to undertake.

#### **Order of Battle**

In order to represent the limited pool of forces available to the combatants, without burdening the players with an excessive amount of extra paper work, the following rules have been provided.

Before beginning the campaign, but after all players have been assigned to one team or the other, the two teams should collectively decide on a number of specific unit entries – these will be the only available choices when constructing armss for the campaign. This limited pool of unit choices can only be expanded by winning Phase Finale missions, as described in each of these missions, however failure in these crucial missions can also reduce the number of available choices!

Each team should select from the following number of specific unit entries from the various Codexes and army lists available to them in the campaign:

HQ: 3 choices<sup>+</sup> imperial players will always have access to inquisitor Lok, Commander Culln, Veteran Sergeant Haas and Major Dura – but it is recommended that the Character Casualty rules presented on page 125 are applied to these unique characters only for the duration of the campaign.

\*Note that even though Honour Guard squads and Tyrant Guard Broods do not use up Force Organisation chart slots, they must still be selected by players as one of their choices if they wish to include them in campaign armies

TROOPS: Players always have access to all Troops choices in all of the Codexes and army lists available to them.

EUTES: 3 choices. This may include Dreadnought-Brother Halar (if destroyed due to the A Glorious Death special rule, he may no longer be used in the campaign).

FAST ATTACK: 3 choices

HEAVY SUPPORT: 3 choices

LORDS OF WAR: 1 choice

FORTIFICATIONS: All appropriate fortifications are available to all players during the campaign

For example, before play the Impenal team would have to seled 3-MQ choices from among those available in Codex Space Marines, Codex Astra Malitarm, Codex Inguistion and the 0-99 army list. They select the Space Marine Captain, imperial Guard Command Squad and the D-99 Command space and the D-99 Command Squad and the D-99 Command choices that may be included in the armise they construct to play campang pares with.

Later in the campaign the Imperial side emerges from the Prase 1 Finale mission victoricus, and chooses to add another RQ entry to their roster of available army list choices – in this case adding the Ordo Xenos Inquisitor entry from Codex inquisition to their roster

Unfortunately during Phase 3 they lose the Finale mission and choose to reduce the number of HQ choices available, in this case choosing to remove the D-99 Command Squad from their roster.

#### To the Last Man

Fer those players wishing to replicate the Applelion conflict in an armich detail as possible, each team should produce in single army.list to represent all of the warnors involved in the fighting – however, once these are lost in combat, they aregore for good Obvously the will require a fair amount of book keeping and it is therefore recommended only for smaller campagins or those with a dedicated organiser!

When playing the Anphelion Project Campaign in the fashion, both teams will need to prepare there force fast before play can begin. At the campaign's start, the process is the same of both the imperial and Tyranish teams – as a group the entire team should prepare a single army list which totals 6.000 points from any of the allowed army lists or Codexes This army list uses the standard Force Organisation chart (see He Warhammer 40, 000 rulebook), but may include as many primary detachments as the players like – although each must roll for and record all of their non-Unique character's Welford frasts before starting play, rather than random'y generating them prot to playing any game where they assume the fole of Warlow Note that each phase's Finale mission will allow sides to gain new units for their force list based on their performance

When playing any individual game, a player simply selects units from this pre-built mater to fill the unit slots on their force Organisation chart for that game, without regard to the points cost of those units (although that player is still inmited to a single primary detachment and one alled detachment unless otherwise noted in the mission being played. During the game, all models that are removed as casualities or lefe from the table should be placed to one side and rolled for on the table below concert be game ends.

#### **Anphelion Casualties Table**

When rolling on this table the following rules apply

- Models with the Independent Character special rule roll an extra dice on the table and discard the lowest rolled dice before determining the result.
- Any player from the Tyrands team rolling on this table may choose to discard any one other model removed as a casually (treating) it as though thad rolled an automatic result of 2) in order to re-roll the result gained for another model – the Hwe Mind does not baulk at re-processing the weak to preserve the strong!

### 2D6 Result

- 2-3 Casualty of War: This model has either died from its wounds or deserted, and is permanently removed from your team's force list.
- 4-5 Grievous Wounds: This model has been badly hurt, either physically or mentally. It remains on your team's force list, but may not be used again until the next phase
- 6-7 Walking Wounded: This model has suffered inputes, but not so severe that it cannot still fight. It may be fielded again in battles in this phase, but suffers a -1 modifier to WS, BS and L as well as any further rolls on this table. This condition is removed when the next phase begins, at which point this model may be used normally.
- 8-10 Flesh Wounds: All hurt suffered by this model was fleeting and it returns to action with no penalty of any kind. It remains on your teams force list and may be used as normal.
- 11-12 Vengeful: Not only does this model make a full recovery, but it is consumed with the need to claim vengeance for its injury in the next game this model is used in, it gains the Hatred (pick one energy Codex or army list).

Considering the amount of book keeping required when using this method, it is highly recommended that one player per team be appointed to manage the force list and keep it up to date. Obviously players will also need to schedule games appropriately to ensure that units do not end up fighting in two battles simultaneously!

# ANPHELION PROJECT MISSION: SEARCH AND DESTROY

Daming the fighting on the moon, both sides conducted assaults on the fortified lab-complexes that the Imporium had established there. Whethere spearheaded by Hed Scorpons Terminators or Tyranid Hive Guard, these battles were short and brutal, ending only once the entrenched defenders had been hunted down and eliminated.

#### THE ARMIES

Before selecting armies the players should not left, with the winner selecting to play as either the Attacker of Defender and the opposing player taking the remaining role. Both players than choose armies of up to 1,500 points using the Codwex and any lists available to their team and the rules for selecting armies found in the Zone Mortalis expansion see page 145). Note that the players will use the Attacker and Defender Force Organisation charts included in the Zone Mortalis expansion (see page 145). If players are using any of the Limited Forces optional rules then other restrictions may also apply.

#### THE BATTLEFIELD

The tangled, cramped passageways of the Anphelion Project labs are best represented using Zone Mortalis scenery tiles. To prepare the battlefield both players should roll off, with the winning player placing a Zone Mortalis tile of their choice onto the centre of the table or playing area. The players then alternate placing Zone Mortalis tiles until a total of sixteen have been placed. They need not form a square playing area, but each tile must have the entirety of at least one edge in continuous contract with another tile.

Any available Zone Mortalis bulkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, beginning with the player who won the rolloff placing the first tile

#### DEPLOYMENT

The Attacker should select three entry points, and once this is complete the Defender should select another three. Entry points are defined as a section of the board that is bounded on one side by the edge of the board and on all others by either walls or builkleads, and must be at least 12\* away from any other entry point.

Once all entry points have been selected, the Defender should deploy at least half of their total force onto the table onto ties they wisk, except ties that contain one of the Attackers entry points. They may choose to hold as many units as they wisk in reserve. Once the Defender has deployed, the Attacker may place up to half of their units onto the table, but may only deploy onto either a tile that contains one of there entry points, or an adjucent tile as long as there are no evenry units within 12° of the deployed unit. The remaining Attacking units must be deployed in reserve.

#### **FIRST TURN**

The Attacker takes the first turn, unless the Defender can Seize the Initiative (see the Warhammer 40,000 rulebook).

#### GAME LENGTH

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



#### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points, then the game is a draw.

#### **Primary Objective**

Atthe end of the game, each player receives 1 Victory point for each enemy unit that has been completely destroyed Denwy unit that are failing back and units that are not on the table count as destroyed for the purposes of this mission. Also note that Independent Characters and Dedicated Transports count as genate units when calculating Victory point results

#### Secondary Objectives

Slay the Warlord and First Blood

### ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choosing. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.

### MISSION SPECIAL RULES

Reserves, Entry Points, Commendations and Zone Mortalis

### Zone Mortalis

This mission uses only the following special rules from the Zone Mortalis supplement. Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unittype). No Barrage Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attitution

#### Entry Points

During this mission, all units that enter play from reserve move onto the board from any point on the table edge that is writin a friendly Entry Zone. Entry Zones are also considered a players table edge and deployment zone for rules which target these, such as Falling Back

#### Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

# ANPHELION PROJECT MISSION: TAKE AND HOLD

With the strategic importance of the lab-complexes on Beta Amphétion IV. It is unsurprising that both sides sought to secure them – the imperial forces seeking to claim the valuable data and research materials within and the Tyranids attempting to deny their sheltes and safety from their prev.

#### THE ARMIES

Both playes choose armiss of up to 1,500 points, using the Codexes and army lists available to their team and the rules for selecting armiss found in the Zone Mortalis expansion. Note that players will use the Combatant Force Organisation charts included in the Zone Mortalis expansion (see page 145). If players are using any of the Limited Forces optional rules then other restrictions may also apply.

#### THE BATTLEFIELD

The tangled, cramped passageways of the Anphelion Project labs are best represented using 20ne Mortalis scency liles. To prepare the battlefield both players should roll off, with the winning player placing, a 20ne Mortalis tile of their choice onto the centre of the table or playing area. The players then alternate placing 20ne Mortalis tiles until all of the compulsory tiles have been placed as per the deployment map below. Once all compulsory tiles have been placed, the players continue to place tiles until a total of satteen tiles have been placed the remaining tiles need not follow any placing requirements except that each tile must have the entrety of at last one edge in continuous contact with another tile.

Any available Zone Mortalis builkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, beginning with the player who won the rolloff placing the first tile.

#### DEPLOYMENT

Before any models are deployed, an appropriate objective marker should be placed as close to the centre of the first tile that was placed as possible. This marker should be at least 3° in diameter and represents this lab's central cogritator unit or another vital system.

Once this is done, the player who lost the roll-off to place the first tile selects one of the deployment tiles (see the deployment map below), after which their opponent selects one. Repeat this process so that both players have selected two deployment tiles.

Once this is complete both players should roll off, with the winner deploying up to haif of the total number of unus in their army nue other of their deployment tiles – any of that player's remaining units are placed into reserve. Once this is complete, the remaining player may deploy up to half of their total number of units into either of their own deployment tiles, with any remaining units being placed in reserve.

During this mission, a player's Reserves may enter play from any edge of a friendly deployment tile that is not touching another Zone Mortalis tile

#### **FIRST TURN**

The player who deployed their forces first takes the first turn, unless the opposing player can Seize the Initiative (see the Warhammer 40,000 rulebook)

#### GAME LENGTH

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



### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw

#### **Primary Objective**

At the end of each Player turn, the player who has control of the objective scores 1 Victory point.

Secondary Objectives Slay the Warlord and First Blood.

### ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choice. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.

# MISSION SPECIAL RULES

Reserves, Commendations and Zone Mortalis.

## **Zone Mortalis**

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type). No Barraige Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attitution

#### Commendations

In

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

# ANPHELION PROJECT MISSION: RELENTLESS EVOLUTION

With the releast takes of the Hive Mind commanding them to destroy and consume, the Tyrands stalking through the jurgles of Beta Anphetion IV entered a frenzy of evolutionary growth, resulting in a glut of new Tyrand beats capable of consumenting inperial defences. On several accasions swarms of burrowing or thyng Tyrands breached the containment ences and threatened to overvhelm the defences.

#### THE ARMIES

Before selecting armes, the Tyrands player should read both the Burrowing Assault and Wings of Death mission special mission Both players then choose armies of between 1,500-200 plants, the exact panes limit should be decided upon before armies are selected. Players may use any Codexes or army lists available to then team and the rules for selecting armes found in the Warhammer 40,000 rulebook, including the standard Porces Organisation Charl. If players are using any of the Limited Forces optional rules then other restrictions may also apply.

#### THE BATTLEFIELD

This represents the outskirts of one of the Anphelion labcomplexes near the edge of the twisted jungles. The board or playing area should be 6' x4', as shown on the deployment map, and any terrain placed should favour reinforced buildings and bunkers or jungle trees. Terrain should be set up using the quidelines in the Warhammer 40.000 fulebook

#### DEPLOYMENT

Once the terrain has been set up, the Imperial player deploys their entire force into the deployment zone shown on the deployment map. Any units that cannot fit within the bounds of the deployment zone are placed into reserve. The Tyranids player does not deploy any units onto the table during the deployment phase. Their units will enter play on Turn 1 using either the Burrowing Assault or Wings of Death mission special rules

#### FIRST TURN

The Tyranids player takes the first turn. See the Burrowing Assault or Wings of Death mission special rules as follows for more details.

#### GAME LENGTH

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

#### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

#### **Primary Objective**

At the end of the game, each player receives 1 Victory point for each enemy unit that has been completely destroyed. Enemy units that are failing back and units that are not on the table count as destroyed for the purposes of this mission. Also note that Independent Characters and Dedicated Transports count as separate units when calculating Victory point results.

#### **Secondary Objectives**

Slay the Warlord and First Blood

#### ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 borius Commendations of a type of their choosing. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126



#### MISSION SPECIAL RULES

Reserves, Commendations, Burrowing Assault\* and Wings of Death\*

 When the Tyranids player deploys for this mission, they must select one of either the Burrowing Assault or Wings of Death geoal rules and apply that. The Tyranids player should not use both rules.

#### Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126

#### **Burrowing Assault**

At the beginning of this turn the Tyrands player must place three Tunnel markers (these should be approximately 5° in damber – spore large Blast markers are perfect) anywhere on the table outside of the Imperial player's deployment zone These Tunnel markers are then scattered 206° if they scatter onto impassible terrain, the Imperial player's deployment zone or off of the board, then reduce the scatter distance by the minimum possible distance to place the marker in clear terrain within the bounds of play and outside of any deployment zones.

Tunnel markers provide a 6+ cover save and count as difficult terrain. If any Tyranids unit uses a Tunnel marker to enter play

while Impenal units are within 12°, then all Imperial models within 12° may make a Shooting attack against the arriving unit – these attacks are made as Snap Shots

#### Wings of Death

When using this special rule, the Tyranids player should modify their army as follows.

- Tyranid Shrike Broods, Sky-slasher Swarm Broods and Gargoyle Broods become Troops choices.
- Tyranid Warrior Broods, Genestealer Broods, Termagant Broods, Hormagaunt Broods and Ripper Swarm Broods become Elites choices
- The compulsory HQ choice must be a Hive Tyrant with Wings (the player may take any other upgrades on the Hive Tyrant but must retain the Wings upgrade).
- All units with the Flying Monstrous Creature type gain the Deep Strike special rule.
- All Deep Strike rolls for scattering on Turn 1 (see rules that follow) may be re-rolled if the Tyranids player so chooses

When deploying their amy, the Tyrands player may only deploy those units with the Jump Indiany or Fying Monstrous Creature types, which must deploy onto the table using the Deep Strike special rule. When deploying using Deep Strike, they may not choose to deploy within the Impeand deployment cone and if the final deployment point of any Tyrands unit, after scattering, swithin 12° day impeani unit, then all Impeand models within 12° may imake a Shooting attack against the arrwing unit – there attacks are made as Snap Shots.

Any Tyranids units which do not have the Jump Infantry or Flying Monstrous Creature type must begin play in reserve Tyranids units entering play from reserve may enter play from any table edge, but may not enter play from any point on the table that is within 18° of an Imperial unit.

# ANPHELION PROJECT MISSION: ASSAULT AND BREACH

Breaching the fortified lab-complexes was a challenge faced by both sides during the course of the Anphelon campaign. Imperial forces first secured them, only to later have them soured clean by the endless Tyranid swarms. Each assault on these war-torn buildings was as bloody as the last, with the defenders, be they may nor monster whine and accesting no quarter.

#### THE ARMIES

Both players choose armes of between 1,500-2,000 points, the exact points limit should be decided upon before armes are selected. Players may use any Codexes or army lists available to their team and the nucles for selecting armies found in the Winhammer 40,000 rulebook, including the standard force or grangistion chart. If players are using any of the Limited Forces optional rules then other restrictions may also apply.

#### THE BATTLEFIELD

Before placing any scenery the players must roll off, with the winner selecting to play as either the Attacker or Defender and their opponent taking the remaining role.

The battlefield represents the outskirts of one of the Anphelion lab-complexes, near the edge of Anphelion IV's twisted jungles. The board or playing area should be 6' x 4' as shown on the deployment map, and terrain placed should favour reinforced buildings and bunkers or jungle trees. Terrain should be set up using the guidelines from the Warhammer 40,000 rulebook.

Once all terrain has been placed, both players place a single objective marker anywhere on the table within the Defender's deployment zone. Each objective marker represents an entrance and should be represented by a small building or piece of battlefield debris of at least 3° diameter. Objectives that are also buildings are controlled by whichever side occurses that building – if it is reduced to impassable terrain, it ceases to be an objective and is no longer worth any Victory points.

#### DEPLOYMENT

The Attacker deploys their entire force into the deployment zone shown on the map below. Any units that do not fit within the bounds of the deployment zone are placed into reserve.

Once all of the Attacker's models have been deployed, the Defender deploys their entire army into their deployment zone, as shown on the deployment map. Any units that cannot fit within the bounds of the deployment zone are placed into reserve.



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#### FIRST TURN

The Attacker takes the first turn, unless the opposing player can Seize the Initiative (see the Warhammer 40,000 rulebook).

#### GAME LENGTH

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

### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

#### **Primary Objective**

At the end of the game, each objective is worth 3 Victory points to the side that controls it.

# Secondary Objectives

Slay the Warlord, First Blood and Linebreaker

# ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choice. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.

# MISSION SPECIAL RULES

Reserves and Commendations.

#### Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

# PHASE ONE FINALE MISSION: CLEANSING FLAME

Fall control of the Anphetion bib complexes would be a memediata boars to inquisitor Lock Stores, allowing him to gather the research data abandoned by the previous gamson with mpunity. However, if any lurking Trands were left in indice, Ingenal forces would be hampered by the need to maintain entensis security measure and any efforts to produce tetelopene on the Tyrand menace for their Ordo Xenos overlords would be symmed.

#### THE ARMIES

For this mission, the Impenal player takes the role of the Attacker and the Tyrnnick player that of the Defender Both soles may select armiss of up to 2.000 points using the Codexes and army lists available to their team and the roles for selecting amiles found in the Zone Mortalis expansion Note that the players will use the Attacker and Defender Force Organisation charts included in the Zone Mortalis expansion (see page 145). If using any of the Limited Forces optional nues then other restrictions may also apply.

Finale missions present an excellent opportunity for playing large games with more players than normal in a game of Warhammer 40,000 as they represent pixotal moments in the campaign in order to do this in Cleaning Blame without overloading the relatively small Zone Mortals board, either allow each player to field a sparshate detachment (using the smaller force Organisation charts from the Zone Mortalis sequencing the relatively small Zone that share a single team's army amongs the assembled players. When using either of the previous options, each team still fakes a single turn, as in a game of Apocalypse, rather than each individual player taking a turn.

#### THE BATTLEFIELD

Before setting up the battlefield, both players should roll off. The winner of the roll-off will get to place the first Zone Moralis tile, and then alternate placement with the opposing player until all the tiles shown in the deployment map have been placed. When placing Zone Moralis lites, the players must follow the layout shown, but may use any available Zone Moralis tile.

Any available Zone Mortalis builkhead pieces should be divided equally between the players and alternately placed onto any bie on the table, beginning with the player who won the rolloff to place the first tile. The s

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Once all tiles and bulkheads have been placed, the Imperial player should deploy three objective markers anywhere within the Tyrands player's deployment zone. Each objective marker must be placed at least 18° away from any other objective marker.

#### DEPLOYMENT

The Tyrands player deploys first into the marked deployment zone. The Tyrands player may choose to keep up to half of their total number of units in reserve. The Imperial player may then deploy a number of units determined by the Rewards of Victory mission special rule into the marked deployment zone.



#### HRST TURN

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule

#### GAME LENGTH

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

#### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

#### **Primary Objective**

At the end of the game, each objective is worth 2+D3 Victory points to the side that controls it.

#### Secondary Objectives

Slav the Warlord and First Blood

## ANPHELION PROJECT CAMPAIGN REWARDS

The side that claims votory in the Cleansing Flame Finale mission may nominate a single friendly unit as Battle-hardened in each game played for the rest of the campaign This Battlehardened unit may be any unit deployed onto the playing area or held in caeve, and it gains one of the following special rules for the duration of that mission. Adamantium Will, Counterstatck, Preferred Tenny (select nor type of enemy from Tyranids, Astra Mitrarum or Space Mannes), Monster Hunter or Tank Hunters.

If using the Order of Battle optional rule, the winning side may select a new unit entry from any one Codex or army list available to that side. The losing side neither gains nor loses access to any units.

If using the To the Last Man optional rule, the winning side may add 2,000 points of models chosen from any army list or Codex available to that side. The losing side may add 750 points of models chosen from any army list or Codex available to that side.

# MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory and Zone Mortalis.

# Zone Mortalis

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type). No Barrage Weapons, Firestorm & Shrappel, Nowhere to Hide, Blind Panic, Reaction Fire and Attitution

### Commendations

During this mission, players do not score Commendations, instead Commendations accumulated during the games that make up the first phase are totalled for each team and gam each side certain advantages for this mission only (see the Rewards of Victory mission special rule).

#### **Rewards of Victory**

Before starting play both teams should total the number of Commendations scored in all games played as part of Phase 1 and compare the scores as below to see which side has gained an advantage

#### Exterminate vs Feed

Compare the infrarial externmate Commendations total with the Tyrands Feed Commendations total II the impeain total is higher, they may deploy there entree army onto the board during the deployment phase (though up to half of their total number of units may be captionally placed in reserve). If the Tyrands total is higher, then the imperial player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase – all other units are placed in or serve.

#### Secure vs Overrun

Compare the Imperial Secure Commendations total with the Tyrands Overrun Commendations total. If the Imperial total is lighter, then the Imperial team may enter play and deploy in both of the marked deployment zones if the Tyranids total is equal to or higher, the Imperial team may only deploy and enter play from one of the two marked deployment zones, chosen by the Imperial team.

#### · Defend vs Hunt

Compare the Impenal Defend Commendations total with the Tyranids Hunt Commendations total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

# PHASE TWO FINALE MISSION: PRACTICAL XENOBIOLOGY

One of the prime directives of Lok's mission was the recovery of any and all remaining research data gathered by the original personnel of the Anphelion IV base Magos Biologis Arthon, the Adeptus Mechanicus representative accompanying Lok's forces, was key to this endeavour. Were he to be killed, Lok would be all but incapable of fulfilling his task, and would become more expendable to his inscrutable Inquisition master

#### THE ARMIES

For this mission the Imperial player takes the role of the Attacker and the Tyranids player that of the Defender Both sides may select armies of up to 2,000 points using the Codexes and army lists available to their team and the rules for selecting armies found in the Zone Mortalis expansion. Note that the players will use the Attacker and Defender Force Organisation charts included in the Zone Mortalis expansion (see page 145) If using any of the Limited Forces optional rules then other restrictions may also apply.

Note that in addition to all other units, the Imperial player will also need to represent Magos Biologis Arthon and his unit of three technical servitors. Profiles for these models are provided in the Mission Special Rules section, and they cost the Imperial player zero points and use up no slots on the Force Organisation chart.

#### THE BATTLEFIELD

Before setting up the battlefield, both players should roll. off. The winner of the roll-off will get to place the first Zone Mortalis tile, and then alternate placement with the opposing player until all the tiles shown in the deployment map have been placed. When placing Zone Mortalis tiles, the players must follow the layout shown, but may use any available Zone Mortalis tile

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Any available Zone Mortalis bulkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, starting with the player who won the roll-off placing the first tile

Once all tiles and bulkheads have been placed, the Imperial player should deploy a model to represent Magos Biologis Arthon and his attendant unit of three technical servitors

#### DEPLOYMENT.

The Imperial player deploys first into the marked deployment zone. They may choose to keep up to half of their total number of units in reserve. The Tyranids player may then deploy a number of units determined by the Rewards of Victory mission special rule into the marked deployment zone



#### **FIRST TURN**

to decide which player gets to take the first turn, see the Rewards of Victory mission special rule

#### CAME LENGTH

his mission uses the Variable Game Length rules (see the

#### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw

### Primary Objective

At the end of the game, if Magos Arthon is still alive (even if he is broken) the Imperial player scores 3 Victory points. If Magos Arthon has been removed from play as a casualty or has fled from the board, the Tyranids player scores 3 Victory

#### Secondary Objectives

Slav the Warlord and First Blood

### ANPHELION PROJECT CAMPAIGN REWARDS

The side which claims victory in the Practical Xenobiology Finale mission gains an additional D3 bonus Commendations of any type at the end of each non-Finale mission

If using the Order of Battle optional special rule, the winning side may select two new unit entries from any Codex or army list available to that side. The losing side may select a single new unit entry from any one Codex or army list available to that side

If using the To the Last Man optional rule, the winning side may add 2,000 points of models chosen from any army list or Codex available to that side. The losing side may add 750 points of models chosen from any army list or Codex available to that side

#### MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory, Zone Mortalis and Magos Biologis Arthon

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#### **Zone Mortalis**

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type), No Barrage Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attrition

# Commendations

During this mission players do not score Commendations, instead Commendations accumulated during the games that make up the second phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule).

#### **Rewards of Victory**

Before beginning play, both teams should total the number of Commendations scored in all games played as part of Phase 2 and compare the scores as below to see which side has gained an advantage

#### Exterminate vs Feed

Compare the Imperial Exterminate Commendation total with the Tyranids Feed Commendation total. If the Tyranids total is higher, they may deploy their entire army onto the board during the deployment phase (though up to half of their total number of units may be optionally placed in reserve). If the Imperial total is higher, then the Tyranids player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase, all other units are placed into reserve

#### Secure vs Overrun

Compare the Imperial Secure Commendation total with the Tyranids Overrun Commendations total. If the Tyranids total is higher, then the Tyranids team may enter play and deploy in all of the marked deployment zones, if the Imperial total is equal to or higher, the Tyranids team may only deploy and enter play from two of the marked deployment zones. chosen by the Tyranids team.

#### Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyranids Hunt Commendations total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative

#### Magos Biologis Arthon

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- Unit Composition
- Magos Biologis Arthon
- 3 Servitors
- 3 Unit Type Magos Arthon: Infantry

s T W

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BS WS

- (Character)
- Servitors Infantry

#### Wargear Laspistol

Close combat weapon

SV

2+

- Mechanica Protectiva
- (Arthon only)

#### Mechanica Protectiva: A Mechanica Protectiva

provides the bearer with a 4+ Invulnerable save

# PHASE THREE FINALE MISSION: THE SCORPION AT BAY

The battle-budthes of the Red Scorpons were an invaluable addition to Lock forces, and fought in almost all the major engagements of the Anphelion incident, swithly redeploying iters the sufface of the moon using their contingent of Thundenhavk gunships, Given the frequency with which these indimitable warms braved the Tyriand infested admissace over the jungies of Beta Anphelion Nr. It was perhaps inevitable that they would suffer the loss of at least one Thundenhavk, and that the fuel of the warmors onboard would be a deciding factor in the outcome of Lock mission.

#### THE ARMIES

For this mission both players may select arms of up to 3.000 points using the standard force Organisation charts and the Codexes and army lists available to their team. The imperial player must select an alide detachment from Codex: Space Marines; representing the stranded survivors of the Thunderhawk; cash, but may select their pirmary detachment as normal. The Imperial players pirmary detachment must be composed of more total units than the alled detachment. If using any of the Limited Forces optional rules then other exercitions may also apply

#### THE BATTLEFIELD

This mission is set within the settling jumples of Beta Ampleion V, a strange landscape rapidly falling under the influence of the Tyrands' rapacious genome, and played on 6 5 4 4 playing area. Terrain should be predominantly jumple trees and other such terrain pieces. The centre of the board should either incorporate a terrain piece to mark the crashed remains of the Red Scorpions Thunderhawk (Forge Worlds crashed Thunderhawk Realm of Battle the is prefect for this or an area of the table should be marked as difficult terrain to represent the werk.

#### DEPLOYMENT

The Imperial player deploys the entrety of their Space Manne alied detachment first, into the marked deployment zone – the remander of their army then forms the clief force and enters play using the Relief Force massion special rule. The Tyranids player may deploy a number of units decided by the Rewards of Victory special rule into either or both of the marked deployment zones.


#### FIRST TURN

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule

#### GAME LENGTH

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

#### VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw

#### **Primary Objective**

At the end of the game, the Imperial player scores Victory points for each unit from the Space Manne allied detachment digheed at the start of the game that remains in play at the end of the game. The Tyrands player receives Victory points receasi unit from the Space Mannes allied detachment that is completely destroyed. The number of Victory points scored depinds on the unit Type and is shown in the table below.

- HQ: 4
- Elites: 3
- Troops or Dedicated Transport: 1
- Fast Attack or Heavy Support: 2

#### Secondary Objectives

Slay the Warlord and First Blood.

#### ANPHELION PROJECT CAMPAIGN REWARDS

If the Imperial side is defeated in The Scorpion at Bay, then the Imperial team may no longer select models from Codex: Space Marines when selecting armies in the remainder of the campaign

It using the Order of Battle optional rule, the winning side may select a new unit entry from any one Codex or army list available to that side. If the Tyrandis are the losing side, then the Tyranis team loses access to a single unit entry currently on their roster. If the Imperal team loses this mission, they lose access to all Space Marne units currently on their roster.

If using the To the Last Man optional rule, the winning side may add 2,000 points of models chosen from any army list or Codex available to that side. The losing side may add 750 points of models chosen from any army list or Codex available to that side.

#### MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory, Relief Force, Night Fighting, Proud to Live, Hard to Kill!

#### Commendations

During this mission players do not score Commendations, instead Commendations accumulated during the games that make up the third phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule)

#### Proud to Live, Hard to Kill!

All models deployed as part of the Space Marines allied detachment by the Imperial player at the start of the game gam the Fearles special rule until the arrival of the Relief force, at which point they gain the Crusader special rule as well.

#### **Relief Force**

From the beginning of the Imperial player's third turn, there is a chance that the Relief force will arrive to assist the trapped Space Mannes. The Imperial player rolls a D6 at the start of each of their own turns from the third turn onwards, and it the result is a 4 onligher, then the Relief force arrives Roll a D6 and consult the deployment map to see which edge the Relief force enters play from. This table edge becomes the Imperial player's table edge for failing Back and Reserves entry.

#### **Rewards of Victory**

Before beginning play, both teams should total the number of Commendations scored in all games played as part of Phase 3 and compare the scores as below to see which side has gained an advantage

#### • Exterminate vs Feed

Compare the Importal Externmente Commendations total with the Tyrands Feed Commendations total if the Tyrands focals is higher, they may deploy their entire army onto the board during the deployment phase though up to half of heir total number of units may be optionally placed in reserve). If the Importal total is higher, then the Tyrands player may only deploy an anaximum on half of their total units into their deployment zone during the deployment place – all other units are placed into reserve.

#### Secure vs Overrun

Compare the Imperial Secure Commendations total with the Tyrands Overum Commendations total. If the Imperial total is higher, then the Imperial player may re-roll all attempts to bring on their Relef force (see the Relef Force special rule). If the Tyrands player's total is highler, then the tyrands player chooses which of the two board edges the Relef Force arrives from instead of rolling randomly to decide.

#### Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyranids Hunt Commendation total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

### PHASE FOUR FINALE MISSION: THE FATE OF INQUISITOR LOK

Sealed Inguisitonal records tell of Lok's death on Anphelion IV, surrounded by foes and abandoned by his allies, he died as any servant of the Emperor should, battling the enemies of Mankind to the last.

Perhaps had the events of his mission on Apphelion IV differed in certain key battles, those he trusted might not have forsaken him. With the backing of his finguistional masters, eager for recovered data on the Tyranid menace, and Space Marine warriors to stand at his side, the final battle on Apphelion IV might have played out for differently.

#### THE ARMIES

For this mission both players may select armies of up to 3,000 points using the standard Force Organisation charts and the Codexes and army lists available to their team. If using any of the limited Forces optional rules then other restrictions may also apply.

#### THE BATTLEFIELD

This mission is set on the edges of one of Anghelion IV's many lab-complexes, battered by repeated Tyrand attacks, and played on a 6' x 4' playing area. Terrain should be a mix of jungle trees and alien flora these count as Twisted Copies as described in the Warinamer 40.000 nulebook as well as buildings and runs. Where possible, the jungle terrain should be placed in and around the Tyrands team's deployment area, while buildings and runs should be in and around the Impenal team's deployment area.

#### DEPLOYMENT

The Imperial player deploys their entire force into their deployment zone. They may only place Flyers or other models that must begin play in reserve into reserve. The Tyranids player may deploy a number of units determined by the Rewards of Victory special rule into their deployment zone, with any remaining units being placed into reserve.

#### **FIRST TURN**

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule.

#### GAME LENGTH

This mission continues until all Imperial units are either destroyed, have field the table, have been evacuated or another circumstance stipulated by the primary objective currently in use occurs.

#### VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

#### **Primary Objective**

One of a number of different primary objectives may be in play depending on which Finale missions have been won by the Imperial side during the campaign.

Evacuation: The vital intelligence and overwhelming success of Lok's mission to Anphelion IV sees the Inquisition dispatch a fast cruiser to evacuate the survivors.





the Imperial team was victorious in all previous Finale missions, then the Evacuation primary objective is used. when this primary objective is in use, the Imperial player grores 1 Victory point for each Imperial unit evacuated from the battlefield using the Evacuation mission special rule. The Tyranids player scores 1 Victory point for each enemy unit completely destroyed. When this primary objective is in use, the Unending Horde mission special rule is also used

To the Last Man: Having failed to acquire any new data on the Franks and having lost the loyalty of his Space Marine allies. tok's only remaining duty is to sell his life as dearly as possible in the name of the Emperor

If the Imperial team was defeated in both Practical Xenobiology and The Scorpion at Bay, then the To The Last Man primary objective is used. When this primary objective s in use, the Imperial player scores D3 Victory points at the end of each Game turn in which they still have at least one unbroken unit on the table. The Tyranids player scores 1 Victory point for each enemy unit completely destroyed. When this primary objective is in use, the Unending Horde mission special rule is also used.

In addition, whenever a Tyranids unit is completely destroyed, it is placed back into reserve and may re-enter the playing area on the Tyranids player's next turn

Hold at all Costs: The moderate success achieved by the Anphelion expedition warrants an attempt to hold the lab facility for further investigation. Lok and his remaining forces must now hold the main facility against an all-out Tyranid assault or the Inquisition will abandon the project entirely and destroy the moon ...

If the Imperial player has won at least two other Finale missions but not all three, then the Hold at all Costs primary objective is used. When this primary objective is in use, the Imperial player must place three Objective markers in their deployment zone. Each objective must be at least 12" away from any other objective and any board edge. At the end of play, each player scores 3 Victory points for each objective they

#### Secondary Objectives

Slay the Warlord, First Blood and Marked by a Grim Fate.

Marked by a Grim Fate: If Inquisitor Lok is removed as a casualty during this mission, the Tyranids player scores an additional Victory point. If at the end of the mission Lok is still in play or has been evacuated, the Imperial team scores an additional Victory point.

#### ANPHELION PROJECT CAMPAIGN REWARDS

The side which claims victory in The Fate of Inquisitor Lok mission is the ultimate winner of the entire campaign!

#### MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory, Evacuation, Night Fighting, Unending Horde and A Loyal Servant of the Imperium to the End.

#### Evacuation

Beginning with Turn 2, the Imperial player must check at the end of their Player turn to see if the Inquisition cruiser has arrived to evacuate the survivors prior to the Exterminatus of Beta Anphelion IV. Roll a D6. The evacuation cruiser arrives on a 2+

Once the evacuation cruiser has arrived, the players should mark the centre of the table with a counter of some kind. Any Imperial unit that is within 3° of this marker at the end of an Imperial Player turn can be evacuated. An evacuated unit is removed from the board and plays no further part in the game, but does not count as being destroyed

#### Unending Horde

Whenever a Tyranids unit is completely destroyed or falls back off the table, it is placed back into reserve and may re-enter the playing area on the Tyranids player's next turn instead of being removed from play.

#### Commendations

During this mission players do not score Commendations, instead Commendations accumulated during the games that. make up the fourth phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule)

#### A Loyal Servant of the Imperium to the End

During this mission Inquisitor Solomon Lok gains the Fearless, Preferred Enemy (Tyranids) and Hatred (Tyranids) special rules.

#### **Rewards of Victory**

Before beginning play both teams should total the number of Commendations scored in all games played as part of Phase 4 and compare the scores as below to see which side has gained an advantage:

#### Exterminate vs Feed

Compare the Imperial Exterminate Commendations total with the Tyranids Feed Commendations total. If the Tyranids total is higher, they may deploy their entire army onto the hoard during the deployment phase (though up to half of their total number of units may be optionally placed in reserve) If the Imperial total is higher, then the Tyranids player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase - all other units are placed into reserve

#### Secure vs Overrun

Compare the Imperial Secure Commendations total with the Tyranids Overrun Commendations total. If the Tyranids total is higher, then all Tyranids models that are not either Monstrous Creatures or Gargantuan Creatures gain the Infiltrate special rule for this mission. If the Imperial total is higher, then no Tyranids units may deploy using the Infiltrate or Scout special rules in this mission (they may still use the Outflank special rule when entering play from reserve)

#### Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyranids Hunt Commendations total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

### CAMPAIGN APPENDIX: ZONE MORTALIS RULES FOR DEADLY CLOSE-QUARTER BATTLES IN THE XENOS HAUNTED LAB-COMPLEXES OF BETA ANPHELION IV

The following rules expansion for Warhammer 40,000 deals with some of the most savage arenas of combat conceivable, the battlefields the Codex Tactica imperialis refers to as 'Zone Mortalis'-the fatal ground. Such zones, be they the contested decks of a void warship, tangled mine works, lightless under-hives, the prisonvaults of sundered fortress citadels. labyrinthine industrial sewer systems and sacred catacombs, all have a confluence of factors in common such as close confinement, limited access for attack or escape routes, as well as treacherous environments, which make them murderous venues for warfare

These rules offer you the chance to fight desperate battles of your own on such deadly ground and draw heavily upon the Zone Mortalis rules that are available from the Forge World website

Zone Mortalis battles are unashamedly designed to be fatal and chaotic affairs, as fighting in a collapsing hive city under mass antilety bombardment or on a burring star vessel in the middle of a battle ought to be! They're the kind of game where all sorts of odd situations are going to be thrown up from time to time and sudden reversials will occur, so have fur with them – hyper-competitive predictability in their games will be better served deswhere.

It is of course no concidence that this Zone Mortais expansion has been prepared in concert with Forge World's Rearin of Battle Zone Mortais Complex terrain mind, which is perfect for presenting the narrow confines and twists and turns of the Zone Mortais Battlefeld of Course such battles are not inited purely to using this terrain and included in this book are as set of floor plans which can be used as a substitute the the Zone Mortais terrain ites.

#### Using the Zone Mortalis Rules in the Anphelion Project Campaign

When playing the Anphelion Project Campaign certain missions will specify that they use the Zone Mortalis rules. In these missions players should make use of all of the rules presented in this appendix in order to simulate the cramped, close quarters fighting that took place in the Anphelion labcomplexes. In missions that specify an Attacker or Defender, the role specific Force Organisation charts provided in this appendix should be used instead of any of those found in the Warhammer 40.000 rulebook. Where Attacker and Defender roles are not specified for a Zone Mortalis mission, both players should use the Combatant Force Organisation chart instead of any of those found in the Warhammer 40,000 rulebook. If players are using the photocopied Anphelion Base floor plans from this book then they should treat those games as Zone Mortalis games.

Campaign missions not designated as Zone Mortalis missions may still incorporate these rules by designating a section of the playing area as an area of Zone Mortalis terrain. In this case that section of the table would operate under the Zone Mortalis rules, perhaps representing a command bunker, or the interior of a Tyraind nest and serving as an objective or focus for a narrative game.

#### FIGHTING A ZONE MORTALIS BATTLE MISSION

The following section offers a variety of optional rules and mission types for playing games of Warhammer 40,000 using only Zone Mortalis terrain and rules, conducting deally battles and close-quarter actions such as boarding actions, xenos-eradications and desperate turnel fights

Most Zone Mortalis missions have an Attacker and a Defender. Which player takes which side must be decided before play or by the mission being used. This may be done by mutual agreement or by rolling off and the winner picking which they will be.

The various Anphelion Project campaign missions will specify a playing area, and in some cases a layout for the Zone Mortalis tiles, so remember to check before beginning play.

#### **Force Selection**

Each force should be selected using the following Force Organisation charts for Zone Mortalis battles, with one Detachment available.

Forces selected for fighting in a Zone Mortalis action should be chosen from available Codexes or army lists as normal, with the following exceptions.

- Units may not select Dedicated Transport options.
- No unit may have a starting size greater than 15 models before being joined by Independent Characters.
- Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide\*. Flyers may not be chosen at all.
- Monstrous Creatures needing more than a 60 mm round base may not be chosen\*

\*Note The terrain may still confine you, so caveat emptor!

#### Warlords

Each Zone Mortalis force should have its 'Warlord' just as per a normal game of Warlammer 40,000, however Warlord Traits (see the Warhammer 40,000 rulebook) may either be generated from the tables provided in this appendix or the tables provided in this appendix or the tables found in Warhammer 40,000 rulebook.

Players who choose to use the Warlord traits presented as follows should roll on the table appropriate to their role in the mission, either as Attacker or Defender. If no player is defined as the Attacker or Defender then the players may roll on either table



#### Defenders Warlord Traits (Anphelion Project Campaign)

- D6 Result
- 1 Command Access: At the beginning of the Movement phase, a single bulkhead door in the Warlord's line of sight may be opened or closed. The Warlord may not be engaged in an assault when this Trait is used.
- 2 High Alert Status: So long as the Warlord is already in play at the start of the Player turn, the Defender may add +1 to the result of all Reserves rolls.
- 3 Dominus Lux: When the Warlord is occupying a Zone Mortalis tile section, that entire section may be subject to the Night Fighting special rule if the controlling player wishes. Conversely, if the Night Fighting special rule is already in play, it may be reversed in that tile only. The use of this ability is declared at the beginning of the controlling player's turn and lasts until they decide to end it by using this ability again.
- 4 Master of all they Survey: The Warlord and their unit have the Move Through Cover special rule
- 5 Incendium Suppression Systems: At the beginning of a Game Turn, the controlling player may declare that the entire Zone Mortalis tile section on which it is placed is affected by the facility's Incendium Suppression Systems. This effect lasts for the duration of that Game Turn. All attacks made by Flame weapons, or weapons with the Blast type, reduce their Strength by -1 when targeting models on a tile affected by the Incendium Suppression Systems.
- 6 Decontamination Procedures: At the beginning of any friendly Shooting phase, the Warlord may target any zone on the tile they are placed upon, or an adjacent tile, as long as the target zone is completely bounded by either walls, closed doors or the board edge. All enemy models in that zone take a single hit with the following profile. Str 2, AP -Poisoned (4+), Strikedown

#### Attackers Warlord Traits (Anphelion Project Campaign)

D6 Result

- 1 Tip of the Spear: The Warlord counts as a scoring unit.
- 2 Ferocious Assault: Any enemy who makes a Reaction Fire test when charged by the Warlord and their unit must roll
- Master of Ordnance: If the Warlord is in play, when a roll is made on the Catastrophic Damage Buried Alivet table 3 the controlling player may add +1 or subtract -1 from the result
- 4 Teleport Assault Veteran: When entering play by Deep Strike, the Warlord and their unit do not roll to Scatter
- 5 Steady Presence: The Warlord and their unit are immune to the effects of the Blind Panic special rule
- 6 Sixth Sense: The Warlord and their unit may avoid any damage effect caused by a Catastrophic Damage result by passing an Initiative test. If the test is failed, determine the damage as described

#### ZONE MORTALIS TERRAIN IN WARHAMMER 40,000 BATTLE MISSIONS

Designating the Terrain All Zone Mortalis terrain should be designated as such during the game's set-up and agreed between the players. Any area of Zone Mortalis terrain should have a clear boundary edge it part of a larger battlefield, and it should have clear entry points where units can gain access

#### **Bulkhead Doors & Airlocks**

Chambers and corridors may be sealed off by the use of amounted builthead doors and anirocks. Depending on the mission you're playing, these doors may be locked, accessible or controlled These doors should be represented on the table and moved to show whether they are open or closed at any given time. A closed builthead door blocks line of sight and assaults may not be made through it

- Locked: A locked door is inaccessible except by destroying it or forcing or overcoming the lock in some way In most cases only direct force will do (although particular missions will offer alternatives to this). Once a bulkhead door has been destroyed, remove it from play.
- Accessible: An accessible door may be either opened or closed by the first unit that moves into contact with it in a particular turn, allowing a unit to pass through it, or shui it behind them. An accessible door may only be used once per turn (either opened or closed), but may be destroyed at any time
- Controlled: In the case of a particular door or doors being controlled by one side in the game (as might commonly be the case where one side represents a force defending the Zone Mortalis area from an attacker), the side which controls the doors treats them as accessible by their units, but units belonging to other forces treat them as being locked
- Destroying Doors: Bulkhead doors and airlocks are armoured and reinforced structures and therefore difficult to destroy. Unless noted otherwise in a scenario, all bulkhead

doors and airlocks are treated as being Armour Value 13, and are treated as having a single plancing hit and so require a single glancing hit or penetrating hit to destroy them.

#### OTHER ZONE MORTALIS SPECIAL RULES & TERRAIN EFFECTS Deadly Ground

Fighting within Zone Mortalis terrain is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, getting crushed beneath falling rubble, or contacting exposed power conducts with deadly results.

The interior space of a Zone Mortalis is considered its own terrain type, sections of which may be considered difficult terrain, dangerous terrain or both as their physical details dictate, and specifically identifiable areas may be classed as Area terrain where this seems sensible (for example, a chamber packed with industrial wreckage or a sewer channel filled with ooze) As a rule of thumb, cover saves given from areas inside a Zone Mortalis should be taken as follows-note that in some cases these aren't as good as those in a standard game, reflecting the hazards of unleashing weapons fire in confined spaces and the dangers of ricochets, etc.

- Light Debris, Light Machinery, Chainlink Fences, Grates and Grilles, Heavy Fungal Growths, Packing Crates, Drums, Corpse Piles, Glass Tanks (filled with strange liquids), Barrels, Gantries (being on raised walkways above enemy firing models). 6+
- Ruined Wall Sections, Rubble Piles, Heavy Machinery, Parked Vehicles, Bulkhead Corners, Barricades, Sandbag Walls, Trenches, Deep Water Channels and Deep Pools of Polluted Waste: 54-
- Fortified Structures (Pill Boxes, Bunkers with Firing Slits, Armoured Redoubts) 4+\*

\*A model that Goes to Ground in this terrain type gains +2 to their cover save rather than +1

Only a model that can physically fit within the space on the tabletop can move through or into a Zone Mortalis, regardless of its type. This is a common sense distinction which must be followed.

When fighting in multi-level Zone Mortalis areas, use the same rules for placing blast markers and templates, and assaulting in ruins found in the Warhammer 40,000 rulebook.

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The following forms of Battlefield Debris (see the Warhammer 40,000 rulebook) are appropriate for use inside Zone Mortalis terrain (but may only be placed so they fit in a particular section or chamber).

 Ammunition Dump, Comms Relay, Fuel Reserve, Gun Emplacement and Shield Generators.

#### No Barrage Weapons

Barrage weapons cannot be used to fire indirectly within, into or out of Zone Mortalis areas at all, only direct fire can be used. The only exceptions to this are Mole weapons and Eldar D-cannon.

#### **Terrain Effects by Unit Types**

In addition, the following effects apply by unit type:

- Bikes, Jetbikes, Artillery, Cavalry and Walkers treat all difficult terrain they encounter within a Zone Mortals as dangeous terrain as well Should any of these use a turbo boost, they must take a Dangerous Terrain test regardless of the ground they cover. This overrides any normal rules they possess to the contrary.
- All models classed as Jump Infantry or Flying Monstrous Creatures which move more than 6° in the Movement phase must take a Dangerous Terrain test every time they do so.
- Flyers may not enter a Zone Mortalis (except if using Hover Mode, as they are then classed as Skimmers)
- All other vehicles, including Skimmers, treat a Zone Mortalis as both difficult terrain and dangerous terrain in its entirety.
- Infantry, Monstrous Creatures and Beasts treat a Zone Mortalis as they would any other battlefield, i.e., where specific areas of difficult

terrain and dangerous terrain are encountered, they are subject to their effects - otherwise the Zone Mortalis

· wrecked vehicles are both difficult terrain and dangerous terrain if destroyed in Zone Mortalis areas.

#### **Objectives in Zone Mortalis Games**

These are generally assumed to be treated as impassable terrain and do not block line of sight. In addition, in order to claim or contest them, an eligible unit must have a model in hase contact with the objective, unless specified in a particular mission. The Mysterious Objective rules should always be considered optional in Zone

#### **Reserves and Deep Striking**

The rules for Reserves, Scouts and Infiltrators remain unchanged (unless otherwise stated by a specific mission description), but entrance and exit points are still the only way these units can enter the Zone Mortalis

Only units which are described as being able to teleport or materialise from the Warp may use the Deep Strike special rules

Any unit that Deep Strikes into a bulkhead or wall section suffers a Deep Strike mishap and subtracts -1 to the result rolled on the Deep Strike Mishap chart - this makes deep striking into a Zone Mortalis a dangerous proposition!

#### Firestorm & Shrappel

The confined spaces of the Zone Mortalis can prove to be death traps to the unwary and certain types of weapons have their effectiveness increased by the environment, while others become more unpredictable

Weapons with blast markers and templates gain the Shred special rule inside the confines of a Zone Mortalis, reflecting the lethal effect of explosives, flarning liquid and shrapnel in confined areas. In the case of a weapon with a Blast or Template type that already possesses the Shred special rule, when used in the confines of a Zone Mortalis these weapons have their Strength increased by +1.

Additionally, if a Scatter roll takes a blast marker's centre point into contact with a bulkhead wall, it detonates on contact with the wall Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of the wall is lost

#### Nowhere to Hide

Units that break and flee from combat within the confines of a Zone Mortalis are far more likely than in most games of Warhammer 40,000 to be trapped in areas where their avenues of retreat are entirely cut off, and due to the confusion of corridors and passageways that may surround them, falling back may be a particularly deadly affair.

In Zone Mortalis terrain the victorious side in an assault may re-roll their Sweeping Advance result if they wish

Contrary to the usual rules for falling back, immediately on failing a Morale check, a unit's first Fall Back move is directly away from the enemy, and subsequent moves are towards the nearest exit unblocked by the presence of enemy models. If a unit is trapped by enemy models while falling back and cannot escape, then it is immediately destroyed

#### **Blind Panic**

If, while falling back, a unit moves through (i.e., within 1" of) another of the player's own units, the unit moved through must take an immediate Morale check or Fall Back themselves. Fearless units are not subject to this effect.

#### **Reaction Fire**

The confined spaces of a Zone Mortalis make for deadly, close range fire-fights, where a split second reaction may be enough to gun down an enemy rushing out from the darkness before death strikes you down. In order to represent this, this special rule allows units being assaulted a chance to fire their ranged weapons when they are assaulted with a superior chance of hitting the foe than normal Overwatch fire would allow-if they're fast enough!

Only units not already engaged in close combat and not Falling Back may attempt Reaction Fire.

- · Only Pistol, Assault and Rapid Fire weapons may be used for Reaction Fire attacks. Heavy weapons may only be used for Reaction Fire attacks if the model carrying them has the Relentless special rule. Note that other weapons in the squad may still make normal Overwatch snap fire attempts, if they are eligible, alongside the rest of the unit's Reaction Fire
- Blast weapons may not be used to make Reaction Fire attacks.
- Template weapons may be used in Reaction Fire attacks. If the Reaction Fire roll is successful (see below), rather than placing the template, D3 hits are inflicted upon the charging unit by each Template weapon fired by the unit
- · A unit may only make a single Reaction Fire attack against the first unit they are assaulted by in any given turn
- A Reaction Fire attack is made after a charge is declared, but before charging models have moved. Casualties resulting from Reaction Fire may cause an assault to fail.

#### Making a Reaction Fire Attack

A Reaction Fire attack is carried out exactly like an Overwatch attack except that the unit in question must first roll equal to or under its majority Initiative value on a D6. If successful, it may fire its weapons at the assaulting enemy with their full Ballistic Skill. If the test is unsuccessful, the unit may still make a normal Overwatch attack (i.e., snap shots at BS 1) instead.

A unit may not use the Counter-attack special rule if it has used Reaction Fire.

#### ADDITIONAL OPTIONAL SPECIAL RULES

The following are a number of optional special rules for use in your games of Zone Mortalis. The use of any or all of these optional Zone Mortalis special rules should be agreed on before play.

#### Attrition

This is a special rule which reflects the bloody nature of a Zone Mortalis conflict and affects the conditions of victory Whenever a mission result is for any reason a draw, then the force which suffered the least number of destroyed units is considered the victor

Catastrophic Damage – Buried Alive! One of the penis of battle underground or within a building in a war zone is the risk of bringing the roof down on yourself and being buried alive or crushed under tonnes of earth or masonry.

These effects are represented in the game by the Catastrophic Damage – Borned Alvel table. When this special rule is in effect, in every turn after the beginning of the turn. Add the scores together and apply the results on the following chart. In addition, if any ordnance weapon has been used on the total to table.

Note that this special rule brings a hugely unpredictable (and enjoyably dangerous) element to your games, and should be treated as such.

#### **Enemy Unknown**

While the Night Fighting rules as presented in the Warhammer 40,000 rulebook represent fighting in levels of low visibility over distance, this can be nothing compared to the abyssal darkness of fighting deep underground or within the tortuous confines of a space hulk, where even the finest augunes and sensors may prove utterly useless The confusion of this kind of fighting can be represented by using counters on the table to represent units outside visual range of the enemy rather than models, as the enemy's true disposition and strength will remain unknown until your forces are face-toface in battle.

The use of this optional special rule requires a little more work than usual and cooperation between the players, but can make for some very nervewracking and exciting games. Each side requires a set of numbered counters (or lipp) sufficient for the number of units if has in its force. Each number must correspond to a patricular unit within ther force, which must be noted down before the game begins. It is these counters that are deployed rather than the units on the table.

As the game progresses, the 'blip' counters are moved in place of units until they move within line of sight of an enemy unit or the unit engages in shooting or close combat attacks.

#### Catastrophic Damage Table – Buried Alivel Result Effect

2-5 Stable: No effect.

- 6-7 Look Out: The players roll off and the winner may place a single Large Blast (5\*) template anywhere on the table to represent a sudden deadfall. Biol for scatter just as for an indirect fire weapon. Any model caught under the template suffers a Str S AP 4 hit. Units with an Armour value are struck on their Rear armour.
- 8-9 Dust Fall: Clouds of dust are shaken loose and fill the area with a choking, blinding fog. For this turn only all models have their Ballistic Skill and Initiative reduced by -1 (to a minimum of 1).
- 10 Tremor: The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls unleash debris upon those near them. All clear terrain counts as difficult terrain for this turn only.
- 11 Cave-in: The players roll off and the winner may place D3 Large Bias; (5\*) templates anywhere on the table to represent a cave-in. Roll for scatter just as for an indirect fire barrage. Any model caught under a template suffers a Str 5 AP & h th and must take a Barrage Printing check. Units with an Armour value are struct on their Read armour.
- 12+ Quakel: Every model on the table must pass a Strength test or be removed as a casualty. Models without a Strength value are automatically destroyed (buried under tonnes of rubble or earth) independent Characters may re-roll this test if it is failed. If a 12+ is rolled again, treat this as having no effect.

At this time the unit is revealed and the note showing the number and its corresponding unit is shown to the opponing player. The counter is then replaced with the corresponding unit, which is deployed in coherency with its centre where the counter was when revealed. If on subsequent turns a unit that has revealed tell passes out of line of sight of the opponing forces is models, it is once more replaced with its ourseponding numbered counter (and its up to the enemy to remember what it was unit it becomes what availab egaph?

Independent characters which join units do not have a 'blip' counter of their own while they are with a unit, but this fact must always be noted down to avoid confusion or chicanery!

#### Cold Void & Poisoned Air

This special rule can also be used to represent fighting in a Zone Mortalis filled with poisonous gas, choking industrial fumes or extreme heat, as well as the effects of fighting in a depressurised area of a space vessel during a boarding action. When this special rule is in effect, the following apply:

- All weapons and attacks with a Strength of 4 or higher gain the Rending special rule, unless their target has Hardened Armour or Void Hardened Armour, has an Armour value (AV) or has a save of 2+. In the case of attacks against mured units. apply these rending wounds to the more vulnerable targets first.
- All vespons and attacks which already have the Rending special rule now rend on a roll of 5 or 6, unless their target has Hardened Armour viol Hardened Armour, has an Armour value (AV) or has a save of 2+ In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- Weapons and attacks which have the Blast special rule also now cause pinning if they didn't already



## ZONE MORTALIS STRATAGEMS

Zone Mortalis stratagens is an optional nue that allows unique and unusual attacts, tertan and equipment to play a part in you? Zone Mortalis games, it allows you to replicate the conditions of lighting in the shattered towers, serves and bunker networks of a battle-avaged city or the dark winding confines of a space station under siege brain enemy force.

The use of such stratagems is neither compulsory nor, strictly speaking, medici, but they can add new dimensions and a few nasty surprises to your games. They also represent a great excuse to indulge your modelling provess and make some specal terans neces and nuprochemistic some specal terans neces and nuprochemistic some specal terans teles and nuprochemistic some specal terans to should necessour to represent stratagems suitably on the gaming table, and make absolutely sure your opponent knows what they are, as this is only fair.

As well as there being different stratagems to select, some are only available to an Attacker or Defender and so, as a result, stratagems should only be chosen after which player is taking which role has been decided, but before the forces are deployed or the mission goal has been assigned. You may even want to sort out who is going to be the Attacker and who is the Defender well in advance of the game if you can, so you know what models to birng!

There are many possible stratagens, and only a handlul are listed here. You can find different stratagens in books the Planestrike and Cires of Douth Warhammer 40,000 expansion which you any wish to modify and use where appropriate in your Jone Mortalis assault gemes, and of course you can make up your own as well by mutual agreement.

Unless specified in their description, each stratagem may only be taken once per force

#### Stratagem Points

Some stratagems are simply more powerful than others or just more useful in general; this is reflected by a cost in Stratagem points. Stratagem points are also handy for keeping a check on the use of stratagems and making sure they don't get out of hand in the game. In a Zone Mortalis mission it is recommended that each side has an allowance of 1 Stratagem point, plus an extra 1 Stratagem point for every full 500 points of their force (so a 1.000 point Zone Mortals force would have 3 Stratagem points to spend, etc)

#### Declaring the use of Stratagems

Players should decline the use of their stratagens when indicated in their description I most cases this will be readly apparent anyway such as in the case of extra units or special terrain, but if for any reason both side have a stratagem whose effects world occur at the same time, they should roll of to determine which one takes effect first.

#### **Special Terrain**

Some stratagems provide unique terrain pieces with game effects. If this is the case then these should be placed by the controlling player after the deployment zones have been decided on, but before any models in the force are deployed. GENERAL STRATAGEMS These stratagems are available to both the Attacker and Defender:

#### Tunnel Access [Terrain] [3 SP] Declared When Placed

A force has gained access to the conduits and service tunnels in this area of the Zone Mortalis, providing them with a significant advantage – just so long as they don't collapse first!

Place three Hatch markers anywhere or the table on less than 12° apart from each other, and not in impassable terrain. Should you wish if, any units with the infantry type in your Reserves may enter the game via the Deep Strike rules using one of these hatches only as their chosen arrival point. From this entry point their arrival scatters as normal

#### Breacher Charges [Gear] [1 SP]

Choose two infantry models other than an independent Character. These models are now each equipped with a single breacher charge, a combat explosive device designed for breaking into bunkers and blasting apart buikheads.

Rules for breacher charges can be found on page 97.

The Breacher Charges stratagem may be taken multiple times.

Flanking Counter-assault [Tactic] [2 SP] The player has sent a portion of their forces off in an attempt to outflank the enemy in the hopes of cutting them off, enabling them to be isolated and destroyed.

Before the game begins, the player may nominate (by writing it down) a single unit that is to be held in reserve to be their flanking force. When this unit becomes available to enter play normally via the Reserves rule, it may use their opponent's deployment zone table edge to do so if they wish.

#### Lascutter [Gear] [1 SP] Shown On Model

Choose a single infantry model other than an independent Character, and that is not already equipped with this weapon bought as a unit upgrade. This model is now equipped with a lascutter, a powerful industrial tool that can be

#### GENERAL STRATAGEM

#### Spearhead Sentry Gun [Terrain] [2 SP] Deployed With Spearhead Forces

Both attacking Zone Mortals forces and defenders often deploy automated weapons system to provide them with fre support, usually covering a vital area or important access chamber. This weapon is a light attillery mount equivalent to an impenal Tarantula, herey guine service or defence platform. It may not move once deployed, but may freely engage enemy targets in the Shooting phase with a 360 digree arc of fire, so choose is location weely It has no crew but is self-largeting and so is in the control of the controlling player. The Sentry, Guin may make an Overwatch snap shot I fassaulted.

A STATE	WS	85	S	T	<b>W</b> 2	1	A	Ld	Sv 4+		
Sentry Gun	-	2	- 10	6	2				4+		
Unit Type				Wargear							
Artillery (60mm base)			Choose one of the following								
					weapons.						

#### Wargear • Searchlight

• searchigi

#### used for cutting through armoured bulkheads or as a makeshift but devastating close-quarter weapon.

Rules for lascutters can be found on page 97.

The Lascutter stratagem may be taken multiple times.

ATTACKER'S STRATAGEMS The following stratagems are available to the Attacker only

#### Sustained Assault [Tactic] [3 SP] The forces of the attacker greatly outnumber those of the defender, allowing them to press on heedless

allowing them to press on heedless of casualties with reinforcements close at hand.

Before the game, the Attacker may choose a single infanty unit taken as a Troops choice for their army and secretly marks it down. Should that unit be wiped out or Fall Back, the Attacker may reveal this stratagem and remove the unit from play (if still present) and return it at full strength to their Reserves. This may only be done once

- Twin-linked heavy bolter
- Twin-linked heavy flamer

1

THYN

bricks | Maria

- Twin-linked assault cannon

#### Interdiction Assault [Terrain] [2 SP] Declared When Placed

Either through the use of advanced phase-field generators to render the surrounding terrain temporarily out of sync with reality, or the rather more bortle force approach of blasting out intervening ferrocrete and earth with seismic charges, the attacker makes a major breach in either the ceiling, floor or walls from which they have troops poised to make a storm assuit

During the Attacker's first turn they may bloce a Bias (3') template anywhere on the board that is not either touching an enerny model, impassible terran or an objective. This then scatters D6' (with the Hit symbol indicating the breach is baing on target). If this scatters of the table or into impassible terran, simply mover it as does a possible away from the terran or board edge. This blast mover that does an possible away from the terran or board edge. This blast marken now represents the breach point and remains in place for the rest of the battle Up to one infantry unit per turn atriving as Reserves may use the breach to enter play as normal.

#### ATTACKER'S STRATAGEM Fire Wasp/Incendus Spore [Unit] [1 SP]

This stratagem represents both an Adeptus Mechanicus-produced combat drone. the Fire Wasp, and a mutation of the common Tyranid Spore Mine, the Incendus soore. Both are used in Zone Mortalis actions to venture ahead of assault parties and help clear a path by tripping mines and other booby traps. Each is panies and with flame weapons to incinerate defenders and either searchlights or histominescent organs to hunt down those who flee before them

The Fire Wasp is a single model with the following profile which is deployed in addition to the player's spearhead forces. When used as part of a Codex Turanids army, it works in the same way but instead of the Fearless special rule has the instinctive Behaviour (Hunt) special rule and exchanges the flamer for a flamespurt from Codex. Tyranids

Fire Wasp/	WS	BS	S	т	w	-	4	Id	c.,
Fire Wasp/ Incendus Spore	2	2	3	5	2	2	1	10	4+

#### Unit Composition

1 Fire Wasp/Incendus Spore

#### Unit Type

Infantry (40mm base)

#### Wargear

- Flamer/flamespurt
- Searchlight
- Close combat weapon

#### Special Rules

- Fearless/Instinctive Behaviour (Hunt)
- Move Through Cover
- Scout

#### DEFENDER'S STRATAGEMS

The following stratagems are available to the Defender only.

#### Barricades [Terrain] [1 SP] Declared When Placed

The defender has had enough time to get ahead of their attackers and meet them on prepared ground, utilising barricades and other barriers as protected positions and killing zones.

The Defender has three 4" wide barriers or barricades they can place anywhere on the board after their deployment area has been decided, but before any models are deployed. These barriers provide a 4+ cover save for any model firing from behind them and count as difficult terrain for any model trying to cross them.

The Barricades stratagem may be taken multiple times

#### Defensive Strongpoint [Terrain] [3 SP] Declared When Placed

After deployment areas are worked out but before any models are deployed, the Defender may nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint (alternatively a new piece of terrain such as a small pill box or square of Aegis Line may be added to the set-up to represent the stronghold). A small model should also be placed within this area to represent the stronghold's power generator

Defending troops within the strongpoint benefit from a 4+ cover save and, in addition, while the stronghold's power generator is intact (this may be targeted separately as previously stated), models within the strongpoint may re-roll failed shooting attacks which roll a 1 To Hit, and the Defending side gets +1 to all Reserves rolls.

#### Traps [Terrain] [2 SP] Declared When Placed

The defender has been able to seed the area with anti-personnel mines, tripwire bombs, rad-fields and hidden deadfalls, making it a potential death-trap for attacking forces.

#### The Traps stratagem may be taken multiple times

The Defending player gains six Trap markers (you can use models on a 20 mm base, poker chips or any other convenient counters to represent these) These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed

Any model moving within 2° of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, move the whole squad before seeing if the trap goes off. If this happens, roll a D6 and apply the following effect.

- D6 Result No effect Remove the marker from play.
- 2-3 Not this time Nothing happens, but the marker remains where it is
- 4-6 Boom! Place the Large Blast (5") template centred on the centre point of the Trap marker All models caught in the blast suffer a Str 4 AP 5 hit. Models with an Armour value (AV) are hit on their Rear armour The Trap marker is then removed from play.

### **ANPHELION BASE FLOOR PLANS**

The following pages provide players with an alternative to using Zone Mortalis tiles for some of the missions presented in this book. To use these, photocopy them and enlarge from A4 to A3 (141%), cut them out and mount on cardboard



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# THE HORUS HERESY BOOK ONE - BETRAYAL



The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lawishly illustrated in full colour, contains extensive background information on the imperium as its stood at the end of the Great Crusside, the foundations of the Space Marines of the Legiones Adattes and the dark deeds of the Battle of Isstvan III. Also detailed are the histories of the four Legions who took part the Sons of Horous, Emperator's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play but the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One – Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents

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# Book Two - Massacre

The Hanss Heresy Book two – Massacre's a supplement for wethammer 40,000 dealing with war and hattle in the dark-age of the House Hercsy, when the fledgling Imperium of Mankind was torn apart by bloody cell war and treachery. This bonded leather bound hardback book, supply illustrated in full colour, contains extensive background information on the dark deeds leading up to the terrible slaughter that unfolded during the Issuar V Dropite Massacre.

Also detailed are the histories of four of the Legions who took part, the non Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on listvan V in your own excling tabletop battles.

This book also contains additional entries for the space Marine Legion Crusade Army list presented in *The Horus Heresy Book One – Betrayal, as* well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book Two – Massacre is an expansion for the Warhammer 40,000 game and requires the Warhammer 40,000 tulebook as well as The Horus Heresy Book One – Betrayal to use its contents.



HORUS HERESY

## **BOOK THREE - EXTERMINATION**

The Moria Heresy Book Three – Extermination is a supplement for Wanhammer 40,000 dealing with war and battle in the dark age of the Hors Heresy Detailed are the histories of four Legions: the Raven Guard, here Warriots, Rayha Legion and Imperial Fisst Excompletes the story of the Dipolate Massacre as wellas two other battles erupting at the start of the wirt. The Invasion of Parignar and the Battle of Phall and also features an extensive campaign system that allows you to play cut a number of the conflict described in your own excounts plattles hattles in the start of the instance of the start of Phall Battles in the start of the conflict described in your own excounts plattles hattles in the start of the conflict described in your own excounts plattles hattles in the start of the conflict described in your own excounts plattles in the start of the start of the conflict described in your own excounts plattles in the start of the start of

The book presents a complete any fig for the Mechanicum, the Tighmata Omnsishi, including rules for a range of their feasione new Battle-automata and mighty and arcane war machines. It also features additional entries for the Space Marine Legion Crusade Army list presented in *The Book Peress* Book One – Berzyal, from game rules for the Inmarchs of the four newly described Legions to super-heavy vehicles and special characters featured in the book's tories.

The Horus Heresy Book Three – Extermination is an expansion for the Wathammer 40,000 game which requires the Warhammer 40,000 rulebook and The Horus Heresy Book One – Betrayal to use its contents.

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### IMPERIAL ARMOUR - VOLUME ONE IMPERIAL GUARD - SECOND EDITION

Imperial Armour Volume One - Second Edition, Imperial Guard is a book dedicated for the fighting volvelos of the Imperial Guard, the stel-lada behenotis that runble and Gark their way across the battlefields of the far future, unleasting fire and shell at the enemies of Markind Inside this 294 ages book, the full panophy of Imperial Guard amound vehicles are displayed in exhaustive detail, including profiles and rules for twork firty tanks, support vehicles, antillery precisa and rune heavy vehicles, alongide extensive background material on these war machines, their munitions and manufacture.

In addition to this wealth of information, *Imperial Armour* Volume One - Second Edition also includes a full army bit that allowy set on field the seleghammer of Imperial military might: the Armoured Battle Groups of the Imperial Guard Alongside this are a selection of appendices presenting detailed information on a watery of topics, from the technical specifications of the ammuniton used by the forces of the Imperial Guard, to rules for a number of famous Imperial Guard tank commanders and heroes of the Imperium.



## IMPERIAL ARMOUR – VOLUME TWO



WAR MACHINES OF THE

### WAR MACHINES OF THE ADEPTUS ASTARTES - SECOND EDITION

This book provides you with rules to use the large range of Forge World Space Marine armoured vehicles and artillery in your games of Warhammer 40,000

Wolded worms are profiles and rules for over 30 vehicles, from specialised variants of the moley Lane Paider to the headly strined. Thurde heads, gunship, alongoide extensive background material on the vari machines of the Space Manner, ther factors and manufacture. It also discribes vehicles used by the zeadous Pattle States of the Adapta Sorontas, as vehicles stored to the service of the agents of the drashed function.

In addition to this wealth of information, imperial Armour Volume Two – Second Edition presents extensive details on the livery and markings used by the Space Marines of the Adeptus Astartes

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### IMPERIAL ARMOUR - VOLUME THREE THE TAROS CAMPAIGN - SECOND EDITION

when the planet Tarcs secretly fails under the sway of the roing Tau Empire, its mineral resources are dwinted from the Imperium's hungry forge Work's to lead the factories of the turne between the resource is burtal and direct: the full force of the Empireo's arms a unsabled against the Tau Cates on Tarcs. The bitter war that followed was to involve two Chapters of Space Marries, and Imperial Guard from the famed Episan and Talian regiments faulter it in the record chronicles that war – from its incorpor to to using conduction.

Instead Amount Johann Three — Second Edition. The Jaros Campaign is the definitive elevence for using Forge Workf's extensive range of Tau Empire amount whickes and biplicates in your goins of Washammer 40.000 6° Helioni Included within are the profiles for every one of Forge Workf's Tau Empire units and characters, from the humble Heavy Guo Johner to the vist and imposing MAnna Including three units that were deployed after the biody conflict on Theres. This book allows you to unleash the full impirt of the Tau Empire spant tibles who thereas the tower.

an addition to the workth of Information on Tau Empire vehicles, inprend Armour House 9 – Second Edition: The Torics Campaign also includes a full campaign, with twelve summed detailing the work for the detect workd of Tarcs. A compiled in sits as complete army as allowing you to field Imperial Guird Episan Drop Troop armiss, as well as victs for meeting allowing memory and on Warhammer 4000006 FE Edition.



## **IMPERIAL ARMOUR – VOLUME TWELVE**



VOLUME TWELVE

#### THE FALL OF ORPHEUS

At the dark reaches of the galaxy an uncient horror wakes. On the edge of the Sequencium tempetus, the ophetic Sector has should as a bulwark against the outer darkness for millennia, but the terror that rises to englif it now is beyond anything it has reach bulce.

From their cost control deep terretark deals and field/data versity, it the Averson D retains of generation (Menucle) Deals, functed to mit Sheers and humper for was however them paids affic expression of the Deals Sectors and average for the Averson D retains whether the cost name deals define their sections of variants and and the averson the cost of the cost of the cost (Menucle) and avers of tunade to cost above mainted of the leader of the cost of the cost (Menucle) are strated on the Averson and a detains and the cost of the deal Menucle and was the clusted on the Averson and a detained and averson of the deal Menucle of Averson and the Averson and the Averson are related amongst for single section of Averson and Averson and the Averson and the Averson are related as an of the Deal Menucle of Averson (Averson and Averson and Averson and Averson and Averson and Averson and Averson and the Deal Menucle of Averson and Averson and the Averson and Averson and Averson and the deal Menucle of Averson and Averson and the Averson and Averson and Averson and Averson and Averson and Averson and the Averson and Averson

In this book you will find a detail of leading interior of the Ophani War and the focus included. This includes a new warms because any fairs. This fair is leaded to proceeding the focus of the Jampier Magninish (parks) accords new Homen units and the Canopter Accentitistic yet NOT Struct Structure and the months (structure for the Canopter Accentitistic yet NOT Struct Structure and the months). Struct Scales for the Canopter Accentitistic yet NOT Struct Structure and the months (structure for the Canopter Accentitistic yet NOT Struct Structure and the months). Structure and the structure and the structure and structure of the Minobaus Chapter of the Structure Marses, and rates a form and structure between structure and structure Accent This, the Structure Bay Contact per access parks are units such the sparks in Home, structure the Structure Bay Contact per access parks are units such the sparks in Home, structure the Structure Bay Contact per access parks are units such the sparks in Home, structure the structure and structure the structure and structure the structure the structure and structure and structure the structure and structure and structure the structure and structure a

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### **IMPERIAL ARMOUR – APOCALYPSE** NEW RULES FOR WARHAMMER 40,000 AND



## WARHAMMER 40,000: APOCALYPSE

Imperial Armour: Apocalypse is the ultimate reference for using Forge World's extensive range of tanks, aircraft, fortifications and gargantuan creatures in cataclysmic games of Warhammer 40,000: Apocalypse.

Contained within this tome are over 75 updated unit profiles, ready to be added to armies for both Warhammer 40,000 and Warhammer 40,000: Apocalypse, as well as 16 Warhammer 40,000: Apocalypse Formations, and additional rules and options for the immense Tyranid Hierophant Bio-titan. From the hideously warped Chaos Reaver and Warhound Titans and the sprawling precincts of the Necron City of the Dead, to the lightning-fast Eldar Hornet, this book contains vital additions to the arsenal of every major faction embroiled in the eternal war for control of the galaxy.

Also included is an entire new War Zone for use with the Warhammer 40,000 rules - War Zone, Vraks. Charting the course of the bloody wars that followed the apostate Cardinal Xaphan's conquest of the Imperial fortress world of Vraks, this War Zone includes three full Apocalypse missions, as well as character profiles and Finest Hours for the war's key participants, and Strategic Assets and Unnatural Disasters unique to the Vraks conflict.

## **IMPERIAL ARMOUR – AERONAUTICA**

ADDITIONAL RULES FOR FLYERS IN WARHAMMER 40,000 AND WARHAMMER 40,000: APOCALYPSE

This book provides you with everything you need to use Forge World's range of aircraft and anti-aircraft models in your games of Warhammer 40,000. Included are profiles for-34 Flyers and 13 vehicles, from the legendary Thunderhawk Gunship to the ramshackle A rivers and its removes a complete rules for two brand new flying vehicles: the Space Marine Storm Eagle Assault Gunship and the Imperial Navy Avenger Strike Fighter

In addition to the vehicle data sheets, this book also provides you with the wargear In addition to the vertice value interior, this book also provides you with the wargest and special rules unique to the terrifying airborne war engines of the 414 Millennium, including rules for using all of these vehicles in massive Warhammer 40,000.

Alongside these there is also a new campaign, the Scourging of Kerrack, which provides six new missions designed specifically to incorporate aerial combat into your Warhammer 40,000 and Warhammer 40,000 Apocalypse battles





RULES FOR WARHAMMER 40 000 AND WARHAMMER 40,000 APOCALYF







### IMPERIAL ARMOUR VOLUME FOUR - THE ANPHELION PROJECT SECOND EDITION

When Ordo Xenos Inquisitor Solomon Lok receives orders to investigate the loss of astropathic communications from a moon in the Anphelion system, he begins a journey into darkness, horror and treachery. Supported by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of special detachment D-99 and Cadian Guardsmen of the 265° Regiment, Lok is soon fighting for his life amidst the fog-enstructed ereir landscape.

For what was once caged within Beta Anphelion IV's Inquisitorial research facility has escaped, and is now stalking its human prey amongst the moon's ammonia-awamps, and along the corridors of Anphelion back itself – hordes of ferodous tyranids driven to kill and consume all by the pervading influence of the Hive Mind. Beset on all sides by this deady los, tok must retrieve the base's classified data no matter the cost and escape the moon before being overun and destroyed.

But even as Inquisitor Lok fights for his very survival, his would-be saviours are conspiring against him...

Imperial Armour Volume 4 – Second Edition contains full details for the entire range of Forge World's Tyranid models, allowing you to use them in games of Warhammer 40,000. The Anphelion Project also includes extensive background information on the gruesome array of monstrosities spawned by the Hive Mind in its war to consume the Imperium, making it an essential resource for players seeking to unleash the true horor of the Tyranid menace upon their foes.

Also included is a full record of the Anphelion incident, from Inquisitor Lok's discovery of the true nature of the research being carried out on Beta Anphelion IV, to the actions of his treacherous allies conspiring to bring about his unfinely end. Alongside this is a campaign which allows players to make their own attempt to survive the dangers found within the inquisitorial research facility, as well as a full army list for the special inquisitorial detachment D-99 and additional rules for the Red Scorpions chapter, enabling players to field these veteran warriors in the defence of Beta Anphelion IV.

> TYRANIDS UNITS Dimachaeron Hierophant Bio-titan Scythed Hierodule Barbed Hierodule Harridan Malanthrope Brood Meiotic Spore Brood Stone Crusher Carnifex Brood

FORCES OF THE IMPERIUM Ordo Xenos Inquisitor Solomon Lok Red Scorpions Commander Carab Culln Red Scorpions Veteran Sergeant Haas

Product code 60040187032



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