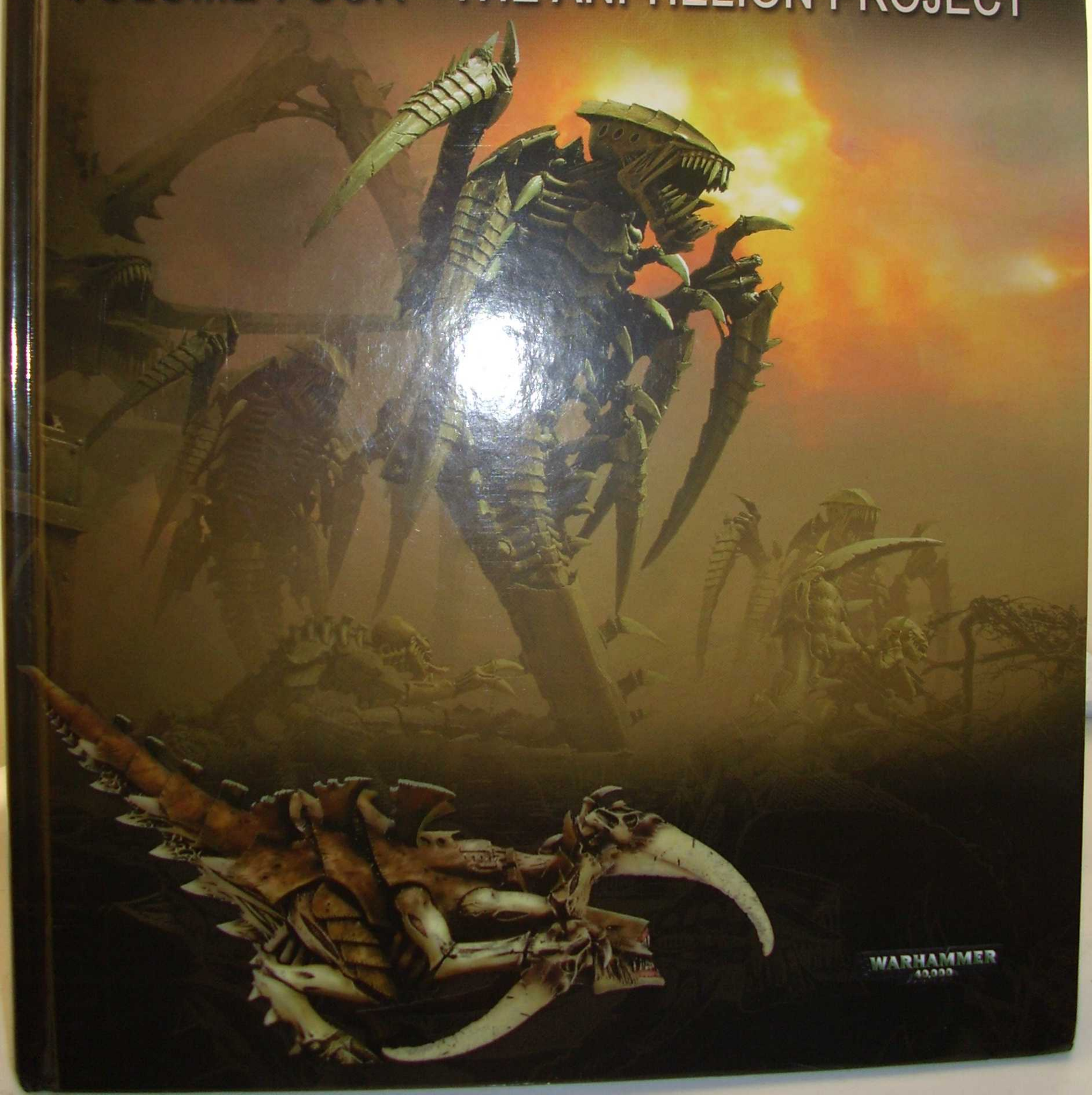
IMPERIAL ARMOUR

VOLUME FOUR - THE ANPHELION PROJECT



WARHAMMER
40,000

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VOLUME FOUR

THE ANPHELION PROJECT

IMPERIAL ARMOUR™

VOLUME FOUR
THE ANPHELION PROJECT

by Warwick Kinrade and Tony Cottrell



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TABLE OF CONTENTS

Introduction 6

Section 1 – The Anphelion Project

The Anphelion Project 8
Imperium Colour Profiles 60
Tyranid Colour Profiles 70

Section 2 – Tyranid Forces

Hive Tyrant 76
Winged Tyranid Warriors 78
Hierophant 80
Scythed Hierodule 82
Barbed Hierodule 84
Harridan 86
Trygon 88
Malanthrope 90
Ripper Swarms 92
Meiotic Spores 94
Capillary Towers and Spore Chimney 96
Brood Nest 98
Other Tyranid Creatures 100
New Tyranid Creature Rules 104

Section 3 – Forces of the Imperium

Hellhound 110
Arvus Lighter 113
Perimeter Defences and Sabre Gun Platforms 116
Index Astartes, the Red Scorpions 121
Detachment D-99, Elysian Drop Troop Veterans 130
Cadian 266th Regiment Organisation 138
Ordo Xenos Inquisitor Solomon Lok and Retinue 140

Section 4 – Scenarios

Historical Refight Scenarios 142

Section 5 – Anphelion Base

Anphelion Base 150

Section 6 – Appendices

Appendix I Super-heavy Vehicles 160
Appendix II Flyers 162
Appendix III Gargantuan Creatures 164
Appendix IV Anphelion Base Floorplans 165
Appendix V Size Comparisons 173

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Credits

Written by ..... Warwick Kinrade.

Digital Photography and Computer Images by ..... Tony Cottrell, Warwick Kinrade.

Technical Line Drawings by ..... Chris Bristow.

Tyranid Drawings by ..... Daniel Cockersell.

Additional Line Drawings by ..... Tony Cottrell.

Colour Profiles by ..... Tony Cottrell, Warwick Kinrade.

Production and Layout by ..... Warwick Kinrade.

Terminator Art by ..... Paul Dainton.

Elysian Drop Troop Art by ..... Karl Kopinski.

Tyranid Art by ..... Paul Jeacock.

Document Artwork by ..... Nuala Kinrade.

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INTRODUCTION

Welcome to Imperial Armour volume 4. The Anphelion Project is the latest in our continuing range of large format guide books and campaign books.

As we were finishing work on Imperial Armour Volume 3, thoughts naturally turned to what Imperial Armour 4 might be. My original plan was to deal with a massive siege-based campaign, and it came down to a toss-up between Orks and Chaos for the opponents. Each book will always be 'Imperium versus', as the Imperium is the natural viewpoint from which to see the Warhammer 40,000 universe. The reason for this decision is that telling a story from the point of view of an alien race is (I believe) impossible. They are aliens, they don't think like humans, so how can we understand what motivates them? It has been tried before and, in my opinion, always fails, because the aliens just come across as humans that look different, and not very, well, alien!

After long discussions it was decided to go with Tyranids – the reasons are too esoteric and long lost in the mists of time (I don't actually re-call why!). In the end my synopsis for the siege campaign book was filed away for another day, in favour of a campaign on a very different scale. In IA3 we dealt with a full-blown war, a conventional conflict of tanks, artillery and aircraft. This time we have focussed on a far smaller, more personal operation. Armies do not do battle on Beta Anphelion IV; platoons and squads do. Actually this scale of operations is far better suited to Warhammer 40,000 games, being of about the size the rules deals with.

This campaign features the Tyranids fighting in the mist enshrouded jungles and swamps of Beta Anphelion IV's Ordo Xenos research facility. The story is told through a series of Inquisitorial reports and via narrative text. This is something of an experiment for me, telling the story of a complex operation in such a way has proved problematic. Will the readers understand what is happening, as well as when and where? Obviously I understand because I created it, but I do think it works. Test readers have managed to stay with the story, so hopefully the book's complexities will not put off too many readers.

Anphelion itself is an environment designed with the Tyranids in mind. It is a dark and horrid planet, cold and damp, shrouded in mists, with a dangerous atmosphere, and eerily silent. The kind of place you would set a horror film.

As ever, the book is made by the great models. Firstly, the Anphelion base itself. It brings a whole new dimension to Warhammer 40,000 games. Corridor combat – veterans who recall Space Hulk will remember, is an exciting addition to 40K. Stalking corridors and clearing rooms of Tyranid nasties makes for great games, and the base looks fantastatic – a great spur to the imagination. Of course we are well aware that there are those who cannot afford to use the Anphelion base, so we have included floorplans in the Appendices. These can be photocopied, enlarging from A4 to A3 (141%), to get the correct size. Once mounted on cardboard and cutout they can be used to create maps inside which corridor combats can take place.

This book also allowed us to add new models to our Elysian range, models there was no time for orginally, like shotgun armed veterans and special equipment like long-range ground scanners. We did the same with the Cadians, the conversion packs and respirator heads all came about as part of the Anphelion Project, as did Red Scorpions', and many new Tyranid creatures, both large and small. We looked hard at the Tyranids, and took the chance to add not just more super killing-machines, but other more subtle creatures like the Malanthrope and Ripper Swarms, which, whilst not being Carnifex-like in their battlefield effectiveness, do help flesh-out more background on the Tyranids.

This book contains seven scenarios. These are not points-based, tournament-style games, but historical refights. This is a very different way of playing. In some of the scenarios one side has no chance. For example, in Inquisitor Lok's Last Stand, he cannot 'win', the challenge is to survive as many turns as possible and inflict as much damage as you can. Ultimately, as the Imperial player you are doomed, but how much of a fight can you put up before being wiped-out?

These scenarios have preset forces, but players should feel free to bend the forces to match their miniatures collections. As long as players swap like-for-like, it won't matter if a Hive Tyrant is armed with a venom cannon or more scything claws, or if a Chimera's main weapon is changed. As long as players only change forces to be WYSIWYG, then it's OK. Do not swap Chimeras for Leman Russes.

Readers should be aware that the events detailed here are not important in the great scheme of the Warhammer 40,000 universe. The great Lords of Terra will never hear about these events, or even care. Nothing is at stake save one Ordo Xenos Inquisitor and his forces. In the Imperium, they will not be missed…

It would be remiss of me not to thank all those who have helped in the course of writing this book. Feedback to the Imperial Armour inbox is always useful when writing rules. As ever, the book supports a fantastic model range, without which this book couldn't exist. I think all these models have added great depth and detail to the Warhammer 40,000 universe, from the smallest Ripper Swarm to the superb Anphelion Base itself, gaming tables inspired by the Anphelion Project will make for great looking games that are fun for both Imperial and Tyranid players.

Warwick Kinrade
Feb 2006.

This book is not a stand-alone supplement, reference is made to other Warhammer 40,000 publications and you may find it 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 Codexes: Imperial Guard, Tyranids and Space Marines. Some of the vehicle mentioned in this book and used in scenarios have rules that appear in Imperial Armour Volume 1: Imperial Guard and Imperial Navy, and Imperial Armour Volume 2: Space Marines and Forces of the Inquisition. Having these books will assist in playing the scenarios and enriching the background to the campaign.

For updates on this book and other Imperial Armour books visit our website at *www.forgeworld.co.uk.*

THE ANPHELION PROJECT



Razorback armed with a multi-melta of the Red Scorpions 6th company.
This vehicle was the transport for the company's 9th Tactical squad throughout the campaign.

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Conclave of Har

+++++++Received: Astropath Zarneck

++++Destination: Inquisitor Solomon Lok

++Mission Time: 8 080 995.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: OrdoXenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

" My Will Be Done "

By the Authority of the Immortal Emperor of Mankind, this mission briefing (and any transcript thereof), are classified information, for Ordo Xenos Inquisitor Solomon Lok (or his duly appointed deputies), eyes-only.
Priority Grade: Omega-Absolutum

Re: Beta Anphelion IV

As of 8071850.M41 routine astropathic communication with the research facility on Beta Anphelion IV was broken. Repeated efforts to re-establish contact with the facility's command complex have failed. It is a matter of some urgency that contact is re-established, and to this end an investigation team is to be assembled, under your command, and dispatched to the Anphelion system in order that this anomaly be investigated and rectified.

It is my suspicion that the facility at Beta Anphelion IV has been the location of proscribed and heretical activity by radical elements within the Adeptus Mechanicus Departmento Biologis. The holy guidance of the Emperor's Tarot would indicate such, but the Inquisitor should take his own reading and guidance. Because of the dangerous nature of this mission, the following units have been assigned to Inquisitor Lok's command for the duration:

++ Cadian 266th regiment. (see attachment). Orders have already been transmitted and confirmed.

++ Special unit: Detachment D-99 (see attachment). Orders have already been transmitted and confirmed.

++ Adeptus Mechanicus Biologis Exploritas team, led by Magos Biologis Arthon. Seconded for the mission's duration from Gryphonne IV forge world.

Communications have been forwarded to the Legio Astartes Red Scorpions' battle barge Auel's Bane, with a request for assistance. It is our understanding that a strike force has been assembled and will be placed at the Inquisitor's service.

The transport vessel Cephestus has also been seconded to the Inquisitor's service. This is an unmarked freighter, under the command of Captain Mordin. The Inquisitor's team should embark for Anphelion no later than 8101850.M41, and make best course to rendezvous with the Red Scorpions' battle barge in the Urphir system. From there the Cephestus will make course for the Anphelion system, ETA 8194850.M41. Operations will begin no later than 8200850.M41.

Following this mission briefing is the planetary survey of the fourth moon of Beta Anphelion. I advise the Inquisitor to study it closely; all the information available has been included. Special notice should be made of the highly dangerous and possibly prohibited nature of the work being undertaken on Beta Anphelion IV, and the alien climate his forces will be exposed to for the duration of this mission. Extreme caution should be exercised at all times.

On arrival at the target location you should investigate the reasons for the loss of communications and seek proof that dangerous and unsanctioned research has been taking place on Beta Anphelion IV. All efforts should be made to recover any samples and data from the facility as evidence against those who have strayed from the Emperor's light.

These orders are effective immediately.

The Emperor's Will guides you.

CLASSIFIED

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Astropath Zarneck

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 082 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: OrdoXenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

" The worst is yet to come "

Re: Beta Anphelion IV

Receipt of new orders confirmed.

This communiqué is by request of further information regarding the nature of the threat facing my force.

Your orders refer to 'the dangerous nature of the mission' and 'that dangerous and unsanctioned research has been taking place on Beta Anphelion IV', but do not illuminate any further exactly what this is. I must request further information so that the nature of the threat I am to encounter is clear to me.

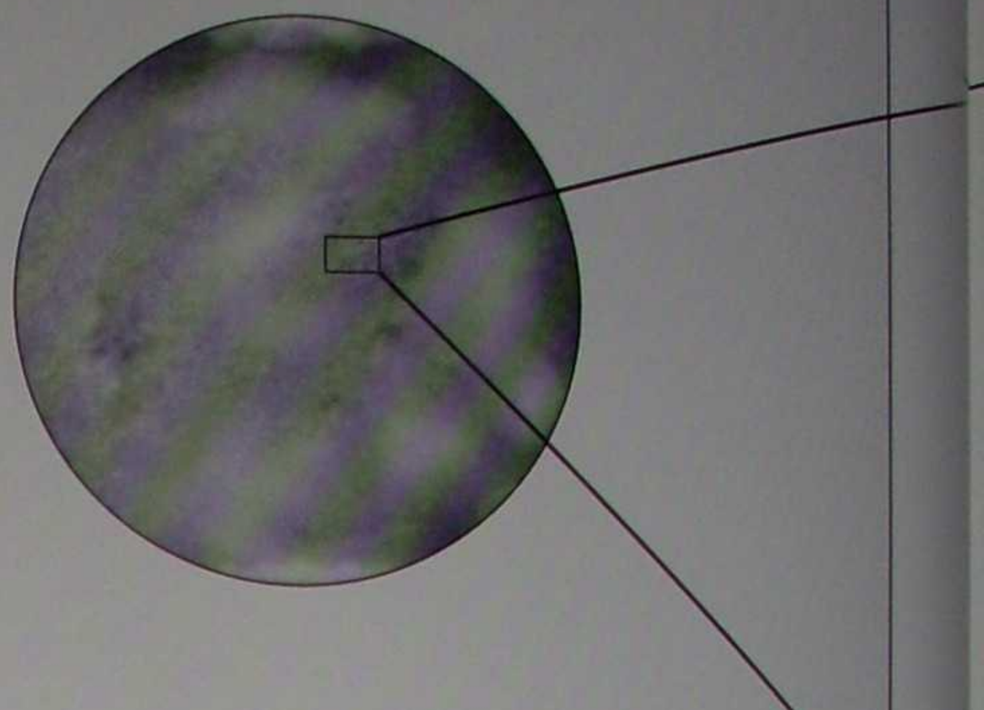
I can only assume that by the inclu[illegible] of a Legio Astartes strike force, [illegible] threat rating is extreme. A short [illegible]ssion time would generally indicate that the threat would not be worthy of th[illegible] Emperor's finest troops, and as a loyal servant, far be it from me to [illegible] the wisdom of your Lordship, but would not the Legio Astartes Red Scorpions be better employed in some other more critical warzone?

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

Inquisitor Lok.

CLASSIFIED

BETA ANPHELION IV PLANETARY SURVEY



Segmentum: Tempestus

Sector: Barbarus

Sub-sector: Urphir

System: Anphelion: 3 planets (Alpha, Beta, Gamma). None inhabited.

Surveyed: The first recorded survey of the Anphelion system (AN-4511-3086) was in M.35 by Rogue Trader Count Van Meer during his ill-fated expedition through the Ordon Rift.

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

Planets:

Inner planets: Alpha Anphelion - gas giant
Beta Anphelion - gas giant

Outer Planets: Gamma Anphelion - iceball, no atmosphere.

Satellites: Alpha Anphelion - 3
Beta Anphelion - 4
Gamma Anphelion - 0

Asteroids: Two main asteroid belts separate Alpha Anphelion from the sun, and Beta Anphelion from Gamma Anphelion. At this time no survey has been made of these asteroid belts for mineral resources.

Comets: 2 major, 2 minor.

BETA ANPHELION IV

Beta Anphelion: Type R hydrogen/helium gas giant.

Satellite: Fourth moon of Beta Anphelion.

Size: Equatorial distances 1,600 kms

Gravity: .99 G

Population: 0. The Research facility supports approximately 1,500 personnel.

Rotation speed: 1,600 mph. The moon's high rotation speed makes for short days, but its orbit around the parent planet means it is normally exposed to reflected sunlight, with only short periods of direct sunlight.

Orbit: Distance of the orbital ellipse varies between 270,000 kms at its closest to 310,000 kms its most distant. All of Beta Anphelion's satellites have a retrograde orbital route, travelling in the opposite direction to the parent planet's rotation. This suggests that the satellites were originally large astral bodies that have become trapped in Beta Anphelion's gravitational pull.

Climate classification: Cold – Exotic. Ammonia-based.

Mean Surface Temperature: -2 to +4˚C

Tropospheric Composition: Nitrogen 78%, Oxygen 19%, Argon 1%, Ammonia 0.2%, Argon 1%, Ozone 0.8%, Carbon dioxide 0.2%

Climate: Cool to Very Cold. The climate is highly changeable, depending upon the moon's position relative to the sun and its parent planet.

The moon's orbital ellipse exposes it to short periods of direct sunlight, when the mean temperature rises dramatically, to approximately 5-10˚C. Exact temperature is dependant upon the moon's relative distance from the sun, based upon the parent planet's position on its own orbital route. Reflected light from the nearby gas giant exposes half the moon to a weak sunlight, helping to keep the planet's day-side temperature around 2˚C . The short night-side period caused by the moon's own rotation sees the temperatures drop to significantly below zero. During this period humans without special cold-weather protective equipment must remain indoors.

Climatic Regions: Polar Caps: Southern and northern polar caps are large ice-fields formed from frozen water-ammonia slurry, a by-product of the ammonia swamps and geothermic activity. The polar caps are in a state of permafrost with temperatures falling as low as -100˚C. Both regions are totally hostile to most forms of life.

Ammonia Swamps: 70% of the moon's surface is covered in shallow ammonia-swamps. The swamps are formed by submarine geothermic activity, (active hydrothermal vents) spewing super-heated nitrogen rich gases into the water depths to form an aqueous solution of nitrogen and hydrogen (ammonia).

Jungles: On the drier high ground the naturally occurring ammonia in the atmosphere breaks down to leave highly fertile nitrogen deposits. These form the vital nutrients and the components of proteins, nucleaic acids and other cell constituents suitable for plant-life and its supporting bacteria, enabling them to flourish. For the moon's ammonia-based flora (see below) these are rich organic compounds that act like fertilizer, allowing the plant-life to flourish in areas that are not like wet. On Beta Anphelion IV the higher ground is commonly covered in dense jungle-like flora.

Climatic Phenomenon: Ammonia clouds.
Mists are formed when the moon's rotation, distance from the parent planet and sun, cause the air pressure to rise. Micro increases in ground level air pressure will cause liquid ammonia to turn into gas, and falling temperatures will cause atmospheric water vapour to condense. The two mingle forming a low-lying heavy fog, with the distinctive sharp, penetrating odour of ammonia. These low-lying mists can form and vanish within the space of a few hours.

Clouds are formed in the same fashion, but the clouds are effectively huge fog banks, which can takes several days to clear. Within the fogs ammonia concentrations will rise to dangerous levels, and personnel must wear full protective suiting and respirator equipment to operate inside a cloud bank.

Inside large fog banks the ammonia level in the atmosphere rises to dangerous levels (for a human), where prolonged exposure to the corrosive mist will cause skin irritation and burning to the eyes. Inhalation will cause burning to the throat and lungs and prolonged expose will eventually cause death due to the respiratory tract failure.

Flora: The moon has a wide variety of ammonia-based flora, which flourish on the highly fertile nitrogen rich soil. The flora's amino-acids are built on liquid ammonia and cesium based salts which replace the potassium and sodium based salts of terrestrial life-forms. From this exotic biochemistry trees, vines and bushes have evolved which do not photosynthesis to the same extent as other flora. They are exposed to very little sunlight or heat and as a result and do not contain the chemicals to create the lush green canopies seen on other jungle worlds. Instead, the flora is generally very dark, being predominantly grey, black and brown in colouring, and lacking an abundance of leaf growth. Algae and vine growth is more common. To untrained eyes, the flora of Beta Anphelion IV would look long dead, shrivelled and decaying. In fact the flora is incredibly hardy, surviving in low temperatures and thriving on the heavy ammonia-rich mists and clouds which also help feed them.

Fauna: No native fauna has been recorded.

Economy: None.

Society: None. The research facility includes Overseers, Magus, Technicians, Servitors, Menials, and a garrison of 300 men.

Water Supply: Water is present in large quantities in the atmosphere and surface water (heavily polluted with ammonia) is available from the swamplands. This water can easily be processed and purified for human consumption. Part of the research facility's infrastructure includes water purification.

Principle Exports: None.

Anphelion Research Facility: The moon's surface is used as a research facility. Large areas of the moon's surface are enclosed by a network of forcefield generators. These are containment areas for the experiments. The containment field network is controlled from the central control complex and powered by a series of powerfield generator stations.



UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Astropath Aylor

+++++++Received: Astropath Zarneck

++++Destination: Inquisitor Lok

++Mission Time: 8 084 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: OrdoXenos/454228290/HV

+++++++++Author: Autosavant Wassily

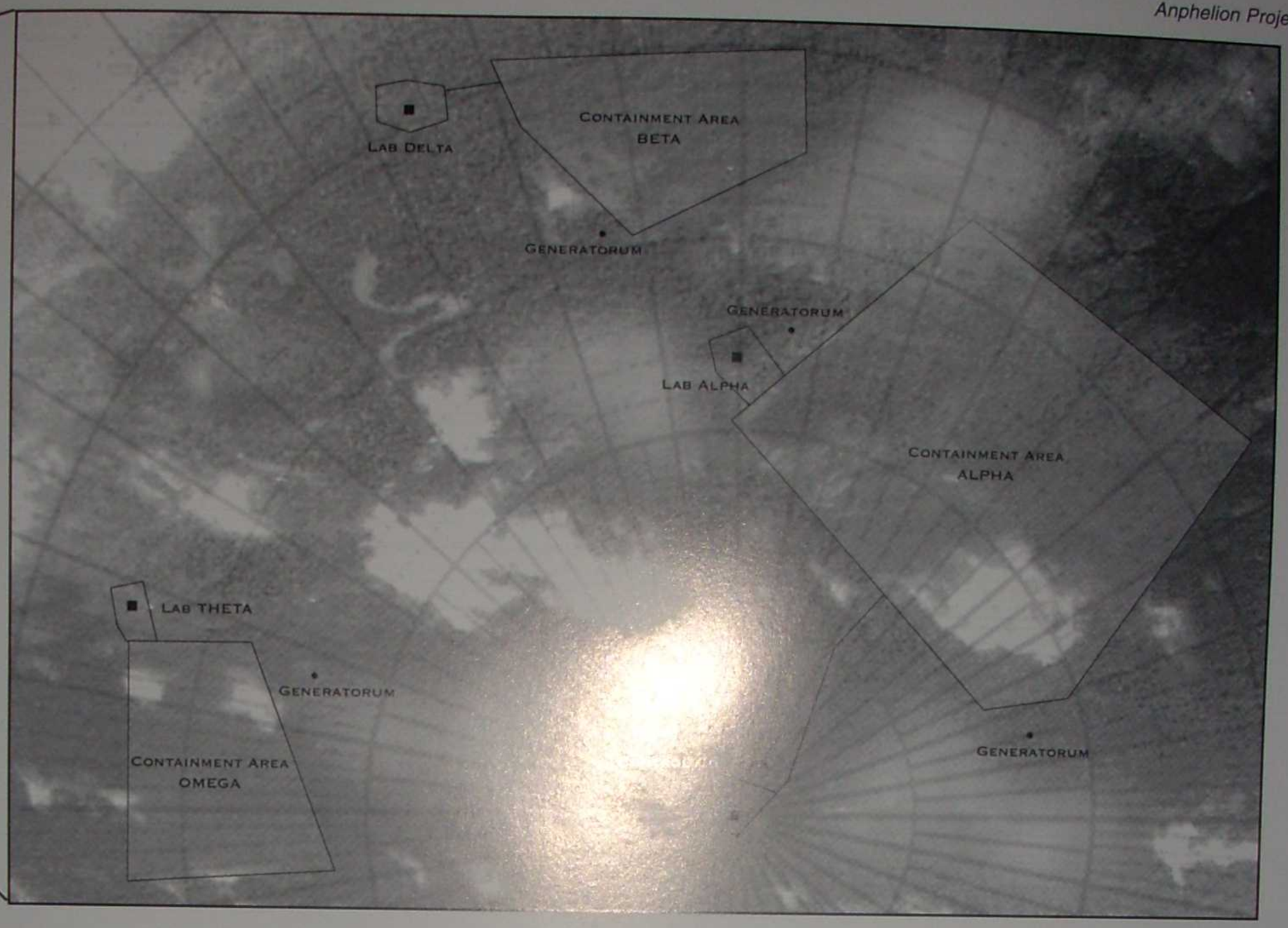
Thought for the Day:

" Only the weak question "

Re: Beta Aphelion IV

All information currently available to your security rating has been made available. This mission is of critical importance. Proceed with all haste. I do not expect the mission time to exceed two days (standard Terran time).

Transmission ends...



UTILITATUM ADMINISTRATUM BAKKA

Pax Imperialis

++++Transmitted: Astropath Aylor

+++++++Received: Astropath Zarneck

++++Destination: Inquisitor Lok

++Mission Time: 8 084 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: OrdoXenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

" Only the weak question "

Re: Beta Anhelion IV

All information currently available to your security rating has been made available. This mission is of critical importance. Proceed with all haste. I do not expect the mission time to exceed two days (standard Terran time).

Transmission ends...

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 194 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: OrdoXenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

"Fear runs as deep as the mind allows"

Being the official report and journal of Inquisitor Solomon Lok, as recorded by 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 first investigations into the fate of 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 Legio Astartes Commander Culln, the Red Scorpions veterans of first company are, even as I dictate, donning their Tactical Dreadnought armour and completing their arming rituals. Their Thunderhawk gunship is prepared, armed and ready to transport them to the surface. 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 seems to have only reluctantly agreed. 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 (D Company, 99th [illegible] Drop Troop regiment), will follow [illegible]e Marine forces to the ground [illegible] 266th Cadian regiment provid[illegible]ter security once Biologis[illegible]'s team and my own retinue [illegible] 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.

CLASSIFIED



MISSION TIME: 8 198 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: 2°C
VISIBILITY: 100m – falling
AMMONIA READING: 0.17% – low

The great armoured bulk of the Red Scorpions Terminators descended the Thunderhawk's front ramp, into the cold darkness and mists of Beta Anphelion IV, illuminated only by the gunship's landing lights and their Tactical Dreadnought armour's integral spotlights. Each heavy metallic footfall was deadened by the thick white fog. Helmet-communicators crackled into life as storm bolters and assault cannons swept the surrounding jungle for targets.

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

The three squads moved out, one after another, moving with well-rehearsed coordination as they approach the command complex's outer buildings. Emerging through the mist, the Terminators identified an entrance and closed in. All was silent. All was still. The base seemed deserted, no lights shone, no machinery whined, there was no sign of power.

At the sealed doorway his battle brothers stood sentry whilst Sergeant Darak activated his chainfist. With an angry growl the diamantine tipped blades roared into life, a whirring blur as the white lightning of its powerfield crackled in coruscating patterns about it. The metal of the doorway screamed its resistance in a shower of sparks. The din shattered the silence as the chainfist sliced deep, clean through the door. Four seconds, five seconds, six seconds passed as the sergeant cut a new entrance for his squad. With a resounding clang the old door fell inwards, revealing only a pitch-black corridor beyond.

"Squad Darak advance. Brother Dayn, take point," ordered Commander Culln, and without a word his squad moved 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 corridor being just wide enough to accommodate one of the massive armoured suits at a time. Cautiously they moved forwards, checking every corner and doorway as they advanced.

Inside, the Terminator squads moved forwards, corridor-by-corridor, room-by-room, with only their spotlights to guide them through the darkness. Slowly, methodically, and with the practised ease of decades in combat, they advanced in search of the control centre. Without any power supply each door had to be noisily cut down, but nothing within stirred. The Terminator sergeant's in-built auspexes remained clear. No contact.

The three veteran squads moved deeper into the control complex, until Commander Culln and Squad Darak located the command centre. It too was deserted; no lights blinked on the control panels. Culln checked the air purity, his visor display flickering to show the chemical breakdown of the air sample. "Air is within breathable parameters", he announced as he broke his helmet seal with a repressurizing hiss, and pulled it off. The air was dank and cold, with the faint taste of ammonia, but it was nothing his enhanced metabolic system wouldn't cope with. His communicator crackled into 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."



RED

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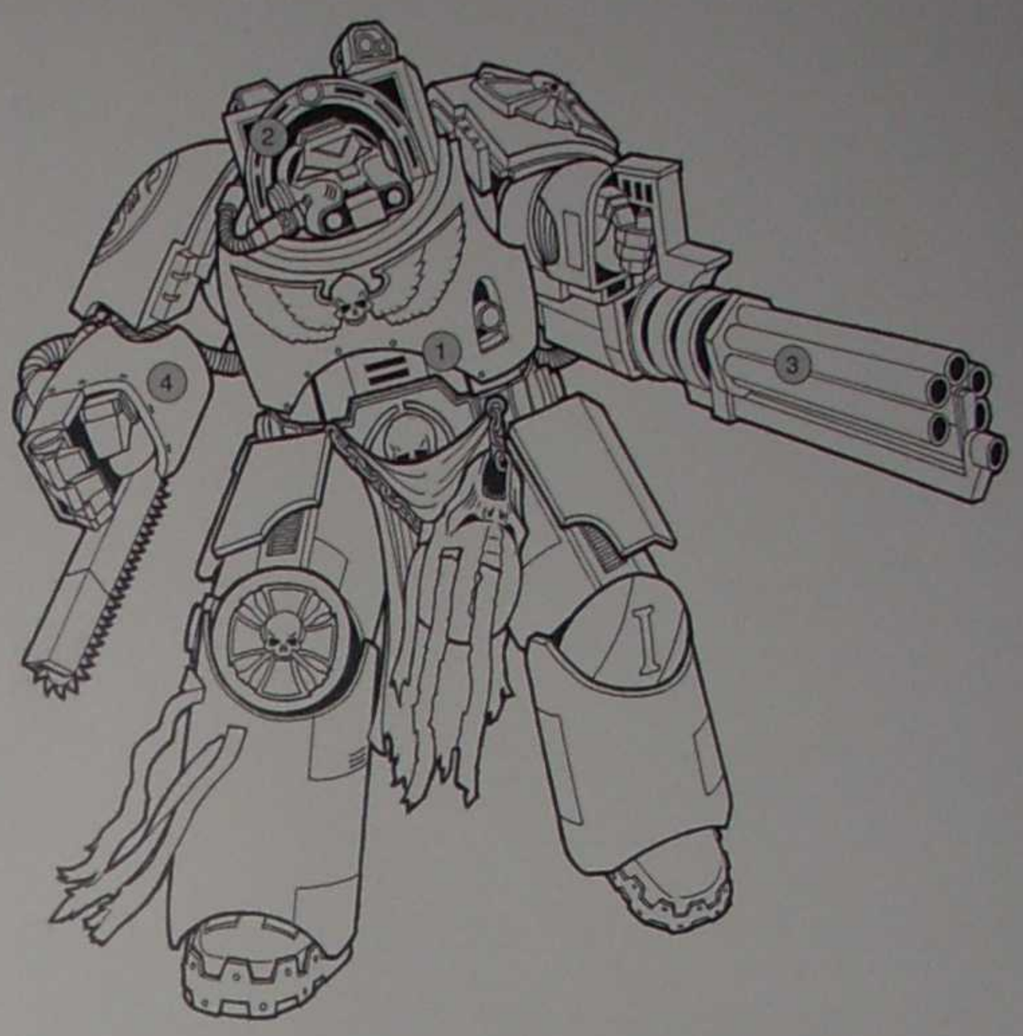
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combat sys
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amplifiers,
photochrom
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procedure w
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maps, way-
friend or fo
access to all

3. Assault C
The assault
loading auto

RED SCORPIONS' TERMINATOR

This is Brother Dayn, veteran Space Marine of the Red Scorpions Chapter, 1st Company, Squad Darak. During deployment on Beta Anphelion IV he was accredited with 42 confirmed kills.



1. Terminator Armour
Brother Dayn wears a suit of Tactical Dreadnought exo-armour, otherwise known as Terminator armour. Originally exo-armour was developed for working inside the high-pressure casings of plasma reactor shields or in the extremely corrosive environments inside the holds of bulk chemical transports. It was the suit's survivability (suitably enhanced by Chapter armourers with extra systems), that created near invulnerable combat armour.

In many ways a Terminator suit has much in common with powered armour, only of far heavier construction. Made from heavy gauge plasteel covered in a layer of shaped adamantium and bonded plasteel plates, coated in a ceramite ablative layer, a Terminator suit can withstand even the colossal impacts of high speed orbital debris. The survivability of Terminator armour makes it best suited to the most dangerous missions, like tunnel fighting, boarding actions, and house-to-house combat, where a suit's short-range firepower makes them all but unstoppable.



Terminator armour is rare. Most Chapters retain a few suits, but even the vaunted Deathwing (the 1st company of the Dark Angels Chapter), can only boast a hundred suits. Most Chapters have far fewer. Each suit is a revered item with a long history of previous users and regarded as the holiest of items. A Space Marine that has completed Terminator training will be an honoured battle brother, a veteran of many campaigns and as such, upon his death, his wargear becomes sacred.

All Terminators bear the Crux Terminatus, the honour-badge that marks them out as the Chapter's most experienced warriors. Legend has it that within each badge is bound a tiny fragment of the suit of armour worn by Emperor during the Siege of Terra, in his fight against the arch-traitor Horus. Other insignia includes the Chapter badge on the right shoulder pad, and the company number (1st company) on the left knee-pad.

2. Helmet
Like powered armour the suit's helmet contains its combat systems. Referred to as auto-senses, features include thought-activated comms-link, bio-status read-outs, full diagnostic and self repair functions, microphone, amplifiers, ear-protectors and an auto-reactive photochromatic visor to prevent the dazzling effect of sudden bright lights. Once plugged into his suit (a long procedure which requires the aid of several tech-adepts), the suit's visor also displays tactical information such as maps, way-point markers, compass, target recognition friend or foe and range-finder information and gives access to all the suits systems.

3. Assault Cannon
The assault cannon is a motorised, multi-barrel, self-loading autocannon. Driven by an internal motor the assault cannon can pour out thousands of shells. Carried by Space Marine Terminators for rapid room and corridor clearance, it is a weapon with a fearsome reputation.

The weapon's barrels are forged of a tempered ceramite alloy, which is resistant to the heat generated by the fast spinning motor and the wear of the thousands of shells being fired. Despite their heat resistance, the barrels are disposable, and wear usually requires them to be replaced after each mission. The assault cannon is not the most reliable of weapons, problems with motor failure and the high speed ammunition feeds result in it being prone to jamming. Its effectiveness, however, has meant that these problems are generally overlooked.

The weapon fires a fixed cartridge round with a dense metallic core covered in a non-metallic sheath with a diamantine tip for armour penetration. This gives stable flight ballistics at the short ranges the weapon is employed at, and keeps the rounds small for increased ammunition 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. A chainfist is a modified powerfist, using for cutting through heavy bulkheads or reinforced airlocks.

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

The powerfist itself contains a small powerfield generator. When activated it wreaths the glove and blade in a crackling energy field. This field disrupts anything hit at a molecular level, greatly assisting armour penetration.

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 199 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: OrdoXenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

" Peace is not in our vocabulary "

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

Anphelion base. Beta Anphelion IV

The initial investigation team has secured the base's control complex. There has been no contact with the native inhabitants. The control complex was found to be deserted. All the power has been shut down, including a complex force field generator grid that I can only summise formed containment areas. 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 shuttle I have had my first sight of Beta Anphelion IV. From orbit much of the planet is swathed in clouds. Breaking the cloud layer I was faced with a gloomy world of matted and decaying vegetation. Upon landing, I can confirm the surface is dark, dank and strangely silent. This is no fecund jungle, but a dreary place of dead plant matter, where ammonia-rich mists shroud 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.

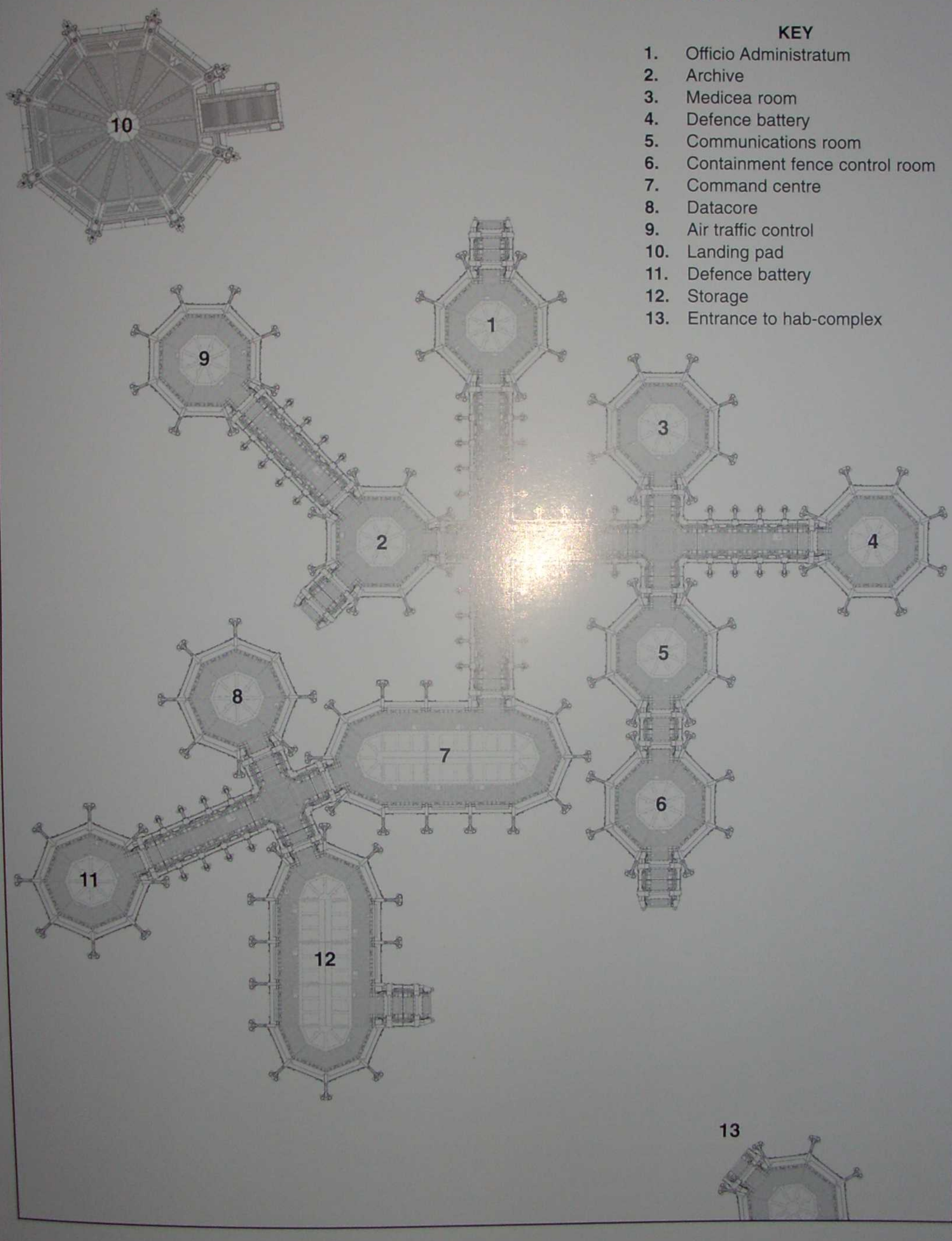
Harmful levels of ammonia have been detected as the mists rise, and all men with exterior duties have been issued chemical readers and are under orders to carry respirators at all times. These are to be worn when the ammonia readings reach hazardous levels.

Orders have now been issued to the Imperial Guard commanders to begin their own landing operations. Priority has been given to the Elysian forces. Captain Mordin of the Cephestus is overseeing loading and boarding operations, and the first landing craft's ETA is at 198.

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

CLASSIFIED

ANPHELION BASE
CENTRAL CONTROL COMPLEX
COMMAND FACILITY



KEY

1. Officio Administratum
2. Archive
3. Medicea room
4. Defence battery
5. Communications room
6. Containment fence control room
7. Command centre
8. Datacore
9. Air traffic control
10. Landing pad
11. Defence battery
12. Storage
13. Entrance to hab-complex

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+++++++Received: Astropath Zarneck

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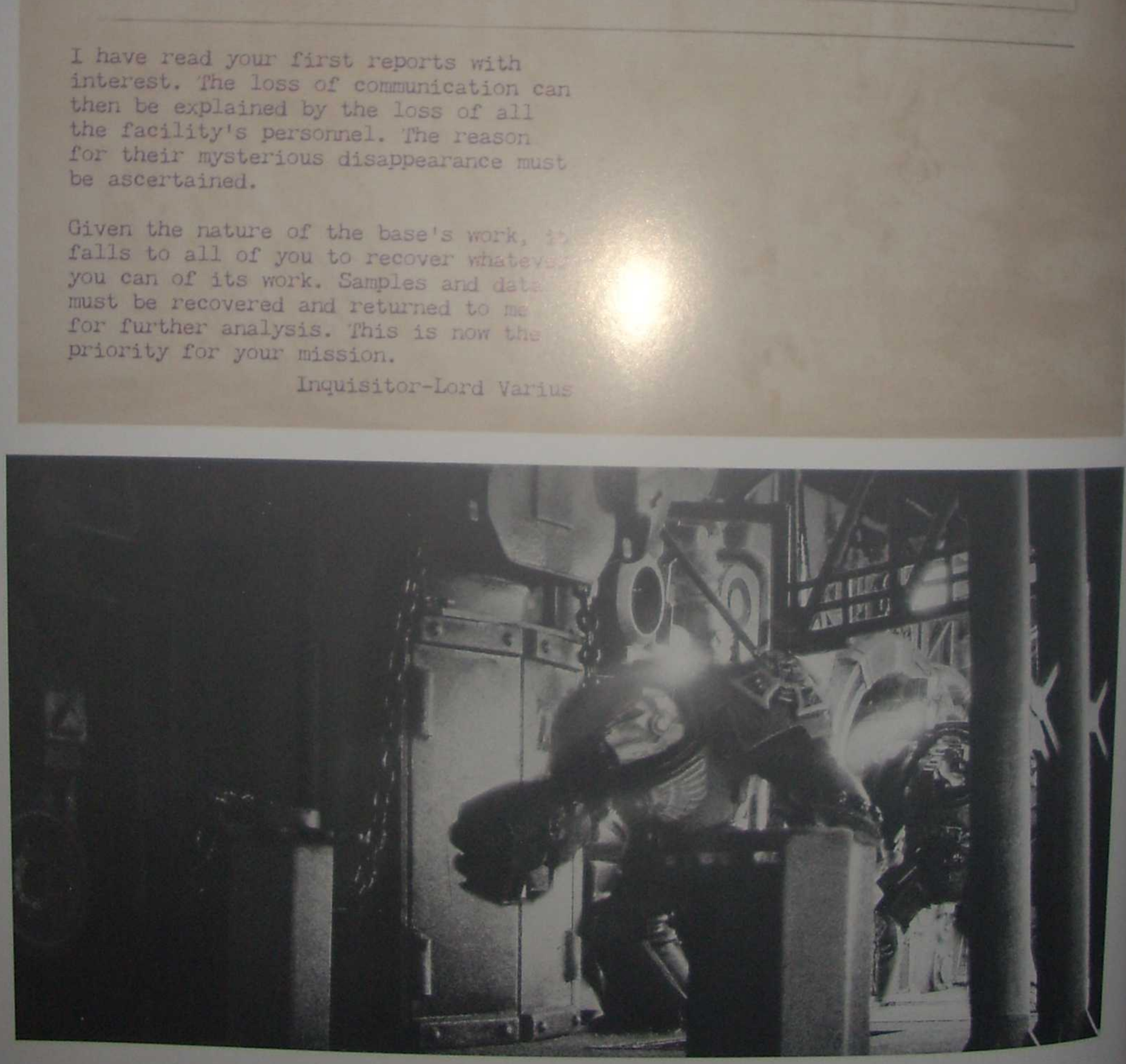
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I have read your first reports with interest. The loss of communication can then be explained by the loss of all the facility's personnel. The reason for their mysterious disappearance must be ascertained.

Given the nature of the base's work, it falls to all of you to recover whatever you can of its work. Samples and data must be recovered and returned to me for further analysis. This is now the priority for your mission.

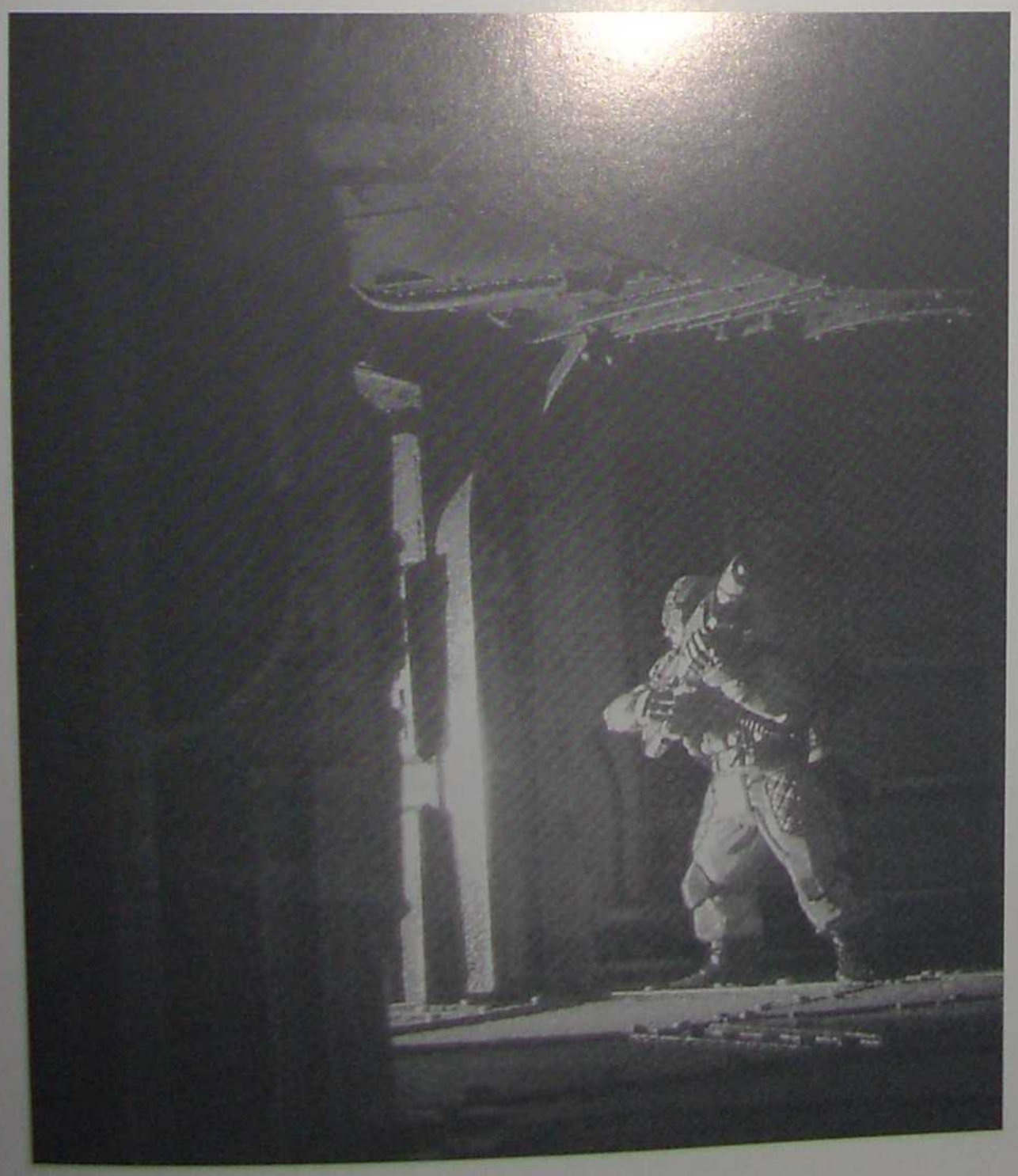
Inquisitor-Lord Varius

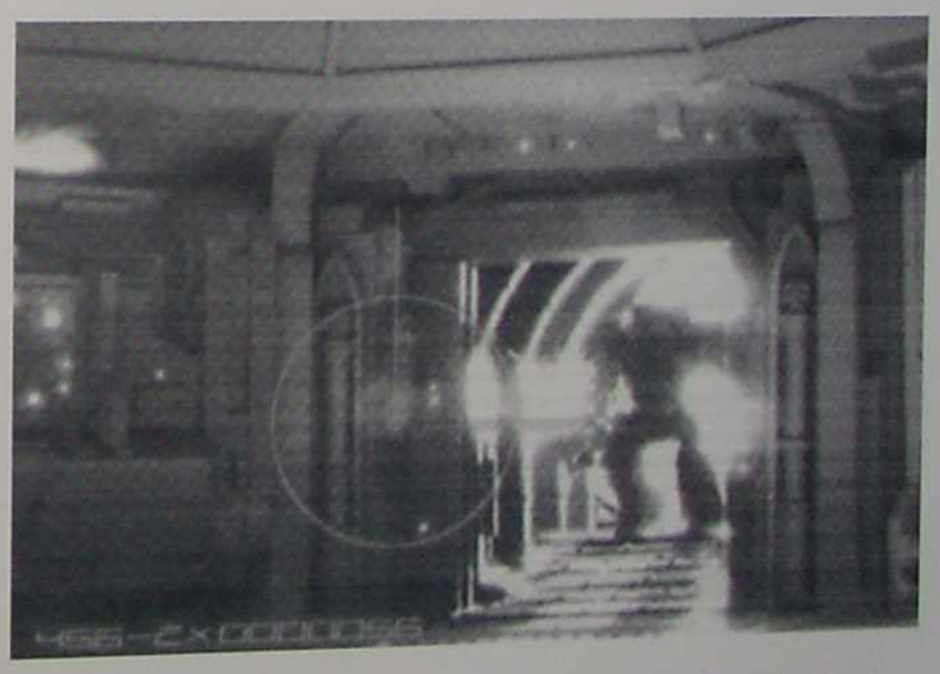


Above: *Terminators of Squad Raum conduct a search and destroy operation through the corridors of the command centre.*



Left: *A Terminator finds his route of advance barred by a closed doorway. Another task for the chainfist!*





Above: *An unidentified Red Scorpions' Terminator conducts a search of laboratory complex Delta. Whilst these operations were succesful in securing the base, a subsequent attack overwhelmed the Cadian garrison.*

Left: *An Elyisan Drop Trooper stands sentry at an entrance to the command facility.*

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Anphelion base. Beta Anphelion IV

Magos Biologis Arthon has submitted a preliminary report based on the information recovered from the facility's data core, part of the base's original mission. A brief synopsis is included below.

"Since 745.M41 the threat of Tyranid hive fleets has been continually growing. Losses in fighting have been extreme, and the demand for manpower has strained even the Departmento Munitorum's vast resources. 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 meeting and defeating the Tyranids must be sought. Anphelion base may be part of this process.

A series of covert Biologis research facilities were established (see Ordo Xenos Order 56579-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 Tyranid's ability to rapidly evolve, adapt and overcome new threats have been sought, with the experiments eventually leading to new anti-Tyranid biological weapon technology. The first successful outcome was the development of mutagenic acids, now deployed in Hellfire bolter rounds by the Adeptus Astartes.

Anphelion Research Facility: A large part of the moon's surface is used as a research facility. There are three principle 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).

A network of forcefield generators encloses large areas of the moon's surface. These are containment areas for the experiments. There are three principle containment areas, coded Areas Alpha, Beta and Omega, as well as other smaller subsidiary isolation areas. The containment field network is controlled from its own central control complex and powered by a series of powerfield generator stations."

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

I have conducted an emergency briefing.

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

i/ To re-activate the containment fence, as these represent our most effective defence. They should keep the enemy at bay long enough for me to complete the mission objective of recovering data.

CLASSIFIED

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Thought for the Day:

" An Eye for an Eye "

---

ii/ Begin operations to search the laboratory facilities with all haste. Commander Culln has already begun the transfer of his forces from the command complex to Laboratory Area Delta.

The plan of action is as follows:

i/ Further investigations have revealed that the generators [illegible] of the force field fences [illegible] deactivated. This is [illegible] applicable to me, as there [illegible] it must have led to [illegible] entire facility. All [illegible] Exploratorum will need reactivated to provide the power required to push through the impenetrable force field barriers. It will be the Elysians [illegible] 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 any 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 behind 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 move in and begin the process of collating any useful data and samples.

Culln and his first 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 8 hours (standard Terran time). The entire operation will therefore take 24 hours.

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 onto the Cephestus. After two days I will gladly abandon this planet, and file a request for Exterminatus.

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After receiving your report, I urge you to move quickly, as your mission is now in a position of utmost danger. Recovery of any useful data remains your priority.

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 sealed. Upon completion of your mission purge this menace forever from the face of the galaxy.

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

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

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

Inquisitor-Lord Varius.



Above: *Proceed with extreme caution. An Elysian patrol checks every corner as they search the base's buildings for lurking aliens.*

Mission Time: 8 200 850.M41
LOCATION: Anphelion Base Laboratory Complex Delta
TEMPERATURE: 0ºC
VISIBILITY: 800m
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 Culln 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 bark, bark, bark of the rounds launching, followed a split second later by the crumb of the explosive warhead detonating.

"Rael. I see them Commander. Identified as Genestealers, closing from the east, 100 metres. Numbers unknown. Squad engaging. For the Emperor!". Behind Sergeant Rael's brief report was the sound of battle. The assault cannon sounded like the tearing of fabric as it opened fire. The battle brothers of Squad Rael unleashed a wall of fire that cut the Tyranids down like grain before the scythe. The jungle was torn to shreds by the explosive rounds which splintered trees, set smouldering fire to the undergrowth, and blasted Genestealers into pulp as the armour penetrating rounds punched through their chitinous carapace to explode within. It was carnage, and in a few seconds it was over.

"Rael. Target eliminated, falling back sir."

"Raum. Auspex reads multiple contacts. Squad engaging." Now it was Raum's squad's turn, and the firing flared again as his men blasted the new enemy. More Genestealers were coming. They were closing in from every direction, and the Red Scorpions' Terminators fell back to the laboratory buildings, fighting all the way, storm bolter barrels steaming from the heat of firing. Inside the complex, Culln organised his five battle brothers to cover all the entrances.

At the western doorway Brother Dayn watched down the blacked-out corridor as the first aliens reached the sealed blast door, claws impacting outside, buckling the plasteel and gouging huge rends as the Genestealers battered their way through. For just living flesh and muscle-tissue, the power in their claws was awesome. In a frenzied attack the big 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 stream 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. 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 helmet display struggled to keep up as the assault cannon sprayed a stream of shells into the swarm. The runes turned from green to orange to red as his ammunition ran low. The weapon's barrel was glowing red-hot. The corridor between Brother Dayn and the door was filled with the dead. It was a slaughterhouse of steaming, shredded aliens. The ammunition-warning rune blinked – less than 50 rounds remained. Dayn stepped backwards, less than two seconds worth of firing. He couldn't hold out much longer. Once his ammunition was gone he would have to activate his powerfist and charge. The Genestealers' claws had torn the blast door apart, but his adamantine and ceramite armour plating would resist longer, keeping him alive long enough to take some of the creatures with him.

Then the Genestealers' furious, reckless 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 scurried away to find another way in?

Meanwhile, outside, Squads Rael and Raum were fighting their way back to the laboratory complex. They were 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. 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 killing-machines of claws and bone.

Unseen from his right a Genestealer pounced, all raking claws and exposed fangs as it barrelled the sergeant over. Its claws raked across his armour, furiously scrambling for purchase on the adamantine plates.

The sergeant fought back, his powerfist crackling lightning as he grasped for the Genestealer's head. Already a second, third and fourth Genestealer were closing in for the kill. Raum's groping fist caught the first Genestealer. Its head in his grasp, the crushing fingers of his powerglove squeezed hard. The resistance of the Genestealer's hardened bones made the servos squeal, before the bone cracked and the Genestealer's skull burst like an over-ripe fruit, splattering Raum with blood and brains. He staggered to his feet, only in the time for the second Genestealer to impact, square in the chest, and both fell backwards in a mass of arms, legs and claws.

Brother Vjalka turned to see his sergeant grappling on the ground. He took aim, blasted the closest Genestealer in half with a burst of fire, and ran back to aid his squad leader. The swarm was closing in all around them now, claws and fangs bared. Vjalka launched himself at another Genestealer, swinging his powerfist 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 powerful blow shattered the glass and drove onwards, into the Terminator's face, smashing his cheekbone and gouging the flesh from his face. Disoriented by the terrible wound, his helmet filling with blood, a second crushing blow blind-sided the Space Marine, and blood leaked from under his armour. Brother Vjalka stumbled and fell, wildly firing his storm bolter as he did, but the Genestealers were upon him. Wounded and disorientated, they 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 helmet display Commander Culln watched the biometric read-outs of Sergeant Raum and Brother Vjalka

flat line. His first casualties. They had died honourably, as every Space Marine must, and would soon join their Emperor. No time for litanies to the dead, first he must take vengeance for the lost.

Despite their losses, the Terminators regrouped, and directed by Commander Culln they mounted a stout defence, holding back the Genestealers until they withdrew, back into the jungle darkness. After the din of battle, silence descended again. In all, Culln had lost two battle brothers to the sudden ferocious attack, and four more were wounded, one seriously.

Commander Culln called down the rest of his strike force. He needed reinforcing, and rearming. Minutes later the Thunderhawks emerged through the clouds to touch down, disgorging squads of Space Marines along with their Dreadnought, Brother Halar. Behind them followed the transporters, Rhinos and Razorbacks carried under their bellies. The Red Scorpions quickly strengthened their hold on the laboratory complex. The Tyranids would not have gone far, and no doubt at this very moment they were gathering their strength for a new attack. It was now a race against time. The Tyranids were coming and the containment fence must be activated.

Mission Time: 8 200 850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: 2ºC

VISIBILITY: 900m

AMMONIA READING: 0.18% - low

Whilst the Space Marines began their operation to search the three laboratory complexes, it was vital that the containment fence network be reactivated. Nobody knew how many Tyranids might be lurking out there in the swamps and jungles. It was not likely to be many, with the planet only housing enough Tyranids as samples for experimentation, but even so, without the containment fences Beta Anphelion IV could rapidly become a death trap for anybody on the surface.

Inquisitor Lok had given the Elysian Drop Troops the mission of restarting the power grid. They would need to secure all four power generators and reactivate them. To assist each platoon he detailed a technical servitor, pre-programmed with all the information it needed, to accompany the Drop Troops. From the command centre Major Durra and the Inquisitor would oversee the operation.

The Drop Troopers had to move quickly, for every minute lost was a chance for the Tyranid creatures to close in. Major Durra collected his men and briefed them on the operation. There would be one platoon detailed to capture each generator. The technical servitor they needed to restart the power grid would accompany each platoon. Each platoon would also be under the cover of a Vulture gunship, should they encounter the enemy.

After a hurried briefing and weapons preparation, the four platoons lifted off and eased out into the gloom, vanishing from sight as each aircraft was embraced by the encircling mists. Moving low and slow over the canopy, flying in close formation, each platoon headed for its target. From each Valkyrie heavy bolter barrels protruded from the open side doorways, each door gunner scanning the ground for the enemy.

The journey to the target was brief, but in his transport Lieutenant Jurev had time to rehearse the plan of attack in his mind. When the aircrew confirmed they were over the target his men would rappel down and surround the generator building, supported by a Sentinel squadron to keep any lurking enemy at bay. Meanwhile his own command squad, and the technomat servitor (a strange hybrid, half-machine, half-man that currently sat inert and lifeless in the corner), would touch down close to the generator building, and move swiftly inside. It had to assess any damage and work fast to get the generator operational. The Emperor alone knew what horrors were waiting down there for Jurev and his men, but the longer his platoon stayed on the ground, the greater the danger would become. Major Durra had emphasised that this was to be a rapid operation – drop in, get the job done, and quickly get out, back to the relative safety of the command complex.

Through his helmet Jurev could listen to the comms traffic as the pilots and aircrew talked over their link. He could also hear Major Durra, overseeing the entire operation from back at the Operational HQ.

By the time the Valkyries had dropped down over the jungle for their final approach, the Vulture gunship was already closing on the target and taking up position for its attack run, should the ground troops call for it. Each gunship was fully laden with rockets and autocannons, 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 angel hovering over Lieutenant Jurev's men. Following the drop the Vulture would circle, awaiting targets, whilst the Valkyries climbed away and circled at a safe distance, to await the mission-complete evacuation order.

Mission Time: 8 200 850.M41

LOCATION: Generatorum IV

TEMPERATURE: 2ºC

VISIBILITY: 600m

AMMONIA READING: 0.2% - medium

The Valkyries flared to a halt at about 30 metres altitude, and the rappel ropes spiralled down to the ground below. The door gunners yelling, "Go! Go!" From both doors, one after another, the Drop Troops leapt onto the rope and slid downwards. Friction heat burnt through the troopers' jump gloves, warming their palms before they impacted hard on the ground and rolled away. During the deployment, the platoon was vulnerable, so speed was of the essence. Squads regrouped to the calls of their sergeants, instructions yelled through the howl of engines from overhead. They fanned out as men grasped for their weapons and scurried to take cover. Three Sentinels plunged to the ground, their grav-chutes cushioning the impact on their legs. Pistons extended and the Sentinels erected themselves. Pilots ran quick system checks, then activated their weaponry.

The jungle floor was dark, dank and acrid with the stench of ammonia. Boots pounded over the soggy ground as the lasguns' inbuilt flashlights cut through the gloom. Sergeants flicked on their surveyor units, short-range tracker devices built into their helmets to seek for possible enemy targets. For the moment, all was clear. The chemical reader strips on their uniforms read safe, but many retained their respirator units anyway, avoiding the noxious atmosphere for as long as possible.

As the squads and Sentinels formed their defensive perimeter, Lieutenant Jurev's Valkyrie swooped down behind them, the rear ramp already dropping as the aircraft hovered low, its powerful jet engines blasting the jungle floor into a swirl of mud and debris. The command squad leapt the final metre or so onto the ground, along with the servitor.

Lieutenant Jurev indicated the way to the generator house and set off at a flat run, his men directly behind him.

In a scene replicated at each of the generator sites, the Elysian squads deployed and prepared for battle. The Tyranids had not remained inactive. Already, long, slender claws and fanged maws, that oozed poisonous bile were being flexed. Under the directions of a Hive Mind the Tyranids moved with startling speed to react to the Elysians' incursion. It was as if they knew, by some strange force of precognitive power, that the generator sites would be important to the humans. They had not left them unguarded. Invisible sentries were hidden close by, and now moved stealthily into position to strike.

The first Jurev knew about the Tyranid attack was a sudden penetrating scream that echoed off the trees and through the vines, then slowly died in a strangled gurgle. Suddenly the comms-net was alive with shouted reports. Men were down. Firing started, the rapid staccato snap, snap of lasguns from left and right. The lieutenant called his vox-caster bearer to him and grabbed the handset to raise his air support. His men were under attack, as yet from exactly what, or where, was unclear, but the firing was growing in intensity. The explosion of a grenade sounded in the distance. As if out of nowhere the Tyranids were ambushing his perimeter squads. The squad-net was a chaos of shouted reports and calls of "Trooper down! Trooper down!". As the battle flared Jurev gathered his men at the generator building and ordered a lascutter to work against the sealed doorway. "Cut the door." he cried, and with a blinding flash the lascutter powered into life. The Elysian Guardsman worked the powerful cutter over the door, melting it into molten metal as he cut a bright, smouldering line around the doorway. After maybe fifteen seconds the door panel fell inwards with a resounding clang on the metal floor inside.

Jurev indicated a squad member to go first, and watched him duck into the darkness within. He then pushed the sluggish techno-servitor through the blackened, steaming entrance. Urgently, torch beams flicked 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 Radric screamed. Jurev opened fire, as did the squad member next to him. Las blasts impacted on the metal walls and ricocheted 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 here? 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 Jurev sprawling. He flet his skin singeing. With a roar of super-heated air the melta gun hit, and whatever it was lurking in the darkness died, turning into a slimy pile of oozing ichor by temperatures that could melt 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 sprayed blood and flesh on the ground. Radric had fallen, and when his companions dragged him away he left a smear of blood on the grilled metal floor. To Jurev, Radric already looked dead – pale, in shock, his eyes unblinking. The Lictor had taken the full force of the melta gun hit at point-blank range, and been turned into molten slag in an instant. Its toxic remains steamed, filling the room with a foul stench. Unaware and uncaring of the horrible scene within, the servitor went quickly to work, locking its multiple cable leads into the power generators control console. The panel flickered into life.

Outside, the battle was all happening in a rush. The sound of the Vulture gunship overhead became a roar as its rockets and cannons flailed the jungle below with fire. The veteran Drop Troopers were fighting hard. The jungle had come alive, something swift, silent and almost invisible had pounced, all claws and fangs, rending two men into bloody pieces before anybody had seen it. Nothing had registered on the squad sergeant's surveyor helmet. Then came the Gaunts, bounding out of the darkness, scythe-like talons pumping. They had emerged from their subterranean brood nests, roused from their hibernation and eager to kill. Surveyors were suddenly swamped with targets. The Drop Troopers fired, illuminating the jungle with the light of lasgun fire and the muzzle flash of shotguns. Fearless and without pause the Gaunts leapt forward, and the Elysians shot them down.

This foe, brutal and single-minded, would never back down. Victory here could only be won by those willing to fight and die to the last. It was ugly, but the men of D company had all fought the Tyranids before and what they faced now came as no surprise. There would be no quarter given here, no tactical withdrawals, no surrenders, only death, and more death, until either one side or the other had no one left standing. That was the mindset that the men who faced the Tyranids had to have, and Lieutenant Jurev's platoon had all seen it before. Lesser men would have run in fear, but not these men. They killed, and killed again, with lasgun, shotgun and grenade, whilst overhead their Vulture air cover launched volley after volley into the swarms. Volleys that felled trees with the force of their explosions, the rounds kicking up dirt and creating a shock wave that knocked the Gaunts off their feet. With grim resolution the Elysians scourged the jungle until the tide turned and the Tyranid swarms stopped coming.

Meanwhile, the servitor completed its programming and the power generator station slowly came to life again. Power began to hum and fizz through the great cables. Dial needles twitched and moved, indicating to Lieutenant Jurev that the power grid, in this sector, was up and running again. The servitor disconnected itself from the console, and with its strange mechanical voice pronounced "Programme complete." With his men hard pressed it was all Jurev needed to hear. It was time to leave before any more of his men died. He called his comms-man over again and got on the vox-net. "All squads, all squads. Fall back on my position for immediate withdrawal and evacuation."

The Valkyries also heard the order and banked down to meet the men now retreating to the landing zone. Emerging from the jungle the battle-scarred survivors – some walking wounded, other dragging badly injured casualties – made for the Valkyries now approaching. Covered by the Sentinels and the still fit survivors, Lieutenant Jurev's men embarked into their aircraft, which lifted off one by one. Once airborne, Lieutenant Jurev called through to Major Durra to report that his mission had been successful. Power generator two was online again, and the containment fence 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, one by one all the generators were working again. They immediately set about the task of reactivating the containment fences. It would keep the Tyranids out, and was their best defence against this enemy.

ELYSIAN DROP TROOPER

This is veteran Drop Trooper Lohgan, plasma gunner of 1st squad, 2nd platoon, D-company, 99th Elysian regiment, currently seconded to Inquisitor Solomon Lok. Trooper Lohgan was killed in action on Beta Anphelion IV.



1. Armour and Helmet

This Drop Trooper 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 communications receiver, and a reflective flash suppression visor. It is constructed of reinforced plas-steel with extra plates added to the front. This makes the helmet heavy and uncomfortable, but affords good protection.

A variant of the type 5 pressure helmets 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 body armour is constructed of lightweight synthi-plast to help reduce the Drop Trooper's overall encumbrance. The underarm air hose line runs to the trooper's respirator (not visible here) from a small oxygen supply. This is required for high altitude drops where oxygen is in limited supply. It can be employed as a standard respirator unit for a short period. The back plate includes the locator unit for the trooper's grav-chute. This includes a fast release mechanism so that a grav-chute 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 ropes.

The left shoulder pad bears a broad red stripe, the mark of a veteran Drop Trooper. 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 has seen combat against Tyranids on numerous occasions before deployment to Beta Anphelion IV.

2. Clothing

This Drop Trooper wears a PT-38 jumpsuit in mid-green. Made of hardwearing synthi-canvas, with impact pads on the upper leg and upper arms. The jumpsuit is worn with a thermal liner for warmth at high altitudes, but also proves useful in Beta Anphelion IV 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 trooper's heavy jump boots provide extra ankle protection upon landing and his jump gloves provide protection during free fall from windburn.

3. Weapons

This trooper's main weapon is his Accatran pattern, mark I plasma gun. This bulky squad support weapon fires highly energized hydrogen along a linear magnetic accelerator. The super-heated plasma explodes on impact, with devastating results. This pattern includes a tripod for stable firing when prone. The more common mark II 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 learnt that a secondary weapon is needed. He has procured a sawn-off shotgun – just in case. 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 ignore such breaches of standard procedure.

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

4. Webbing

The trooper's distinctive Elysian 68 pattern webbing is clearly shown. Drop Troopers have to carry more equipment than a normal Guardsman, because missions often result in them being dropped behind enemy lines, where resupplying is difficult. This trooper carries 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 personnel items, spare equipment like weapon clearing tools, 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.



UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 201 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: Ordo Xenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

"Defeat is never an option"

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

Anphelion base. Beta Anphelion IV

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

The Tyranids are present on Beta Anphelion IV in, as yet, unknown numbers. One of Magos Biologis Arthon's tasks is, using the facility's data-core, 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 my 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 proved himself to be a courageous and able commander.

Cadian forces, now on the planet'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. Should the fence fail, these will be our second line of defence, capable of inflicting withering losses. I am now confident that the situation is in hand, and all sites will soon be secure.

Two Cadian companies are preparing to leave to garrison areas Gamma and Theta, once Commander Culln reports the sites are cleared.

A summary of Magos Biologis Arthon's [illegible] findings follows:

[illegible]s on Beta Anphelion IV report by [illegible]s Magos Arthon on information [illegible]ed from datacore 7520-0984

[illegible]ms that the project on Beta [illegible]elion IV had been successful, [illegible]ially at least. Within the containment areas the Tyranid creatures had been allowed to develop. A few experimental samples had been released and observed. What had then happened within the containment areas had surprised everybody. From only a few initial organisms their numbers soon started to multiple rapidly, and their racial strains began to diversify with astounding speed, but only into related genus. Even the local flora had been affected, exhibiting alarming new features, such as poisonous spines 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 flame-throwers to prevent damage.

Within containment area Alpha the Tyranids had initially shown aggression, smaller creatures attacking the fence on numerous occasions, but being repulsed with heavy losses each time. When a sample taken from the area was noted to show what was believed to be the

CLASSIFIED

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

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Telepathic Duct: Terminus Kaleb

++++++++++Ref: Ordo Xenos/454228290/HV

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Thought for the Day:

"Defeat is never an option"

beginning of wings the entire of area Alpha was liquidated, and all samples within destroyed. By this time over 200 creatures were recorded from an initial sample of just 3.

In area Beta the Tyranids vanished and nothing was seen of them. They showed no aggression, and observation teams reported no sightings. Those samples taken from the area were found to be in a stupefied state, as if hibernating.

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

It was these creatures, having cunningly bided their time, that suddenly appeared en masse, overran the defences of Laboratory Gamma and killed all the workers. What happened next must be a matter of pure speculation, as there have been no survivors found.

Adjunct

Mission Time: 8 201 850.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 proved an impenetrable barrier to the Tyranid creatures, which came under heavy fire and quickly withdrew out of range of the garrison's weapons.

I summise from these weak attacks that the Tyranids have expended their main strength, and now realise that further attacks are futile whilst the containment fence remains in place.

CLASSIFIED



ANPHELION BASE
LABORATORY COMPLEX DELTA
LANDING SITE & CONTROL CENTRE



KEY

1. Base central control room
2. Communications room
3. Defence batteries
4. Generatorum control room
5. Landing pads
6. Officio Administratum
7. General storage
8. Air traffic control room
9. Medicea room
10. Barracks complex entrance

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Astropath Aylor

+++++++Received: Astropath Zarneck

++++Destination: Inquisitor Solomon Lok

++Mission Time: 8 202 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++++Ref: Ordo Xenos/454228290/HV

++++++++Author: Autosavant Wassily

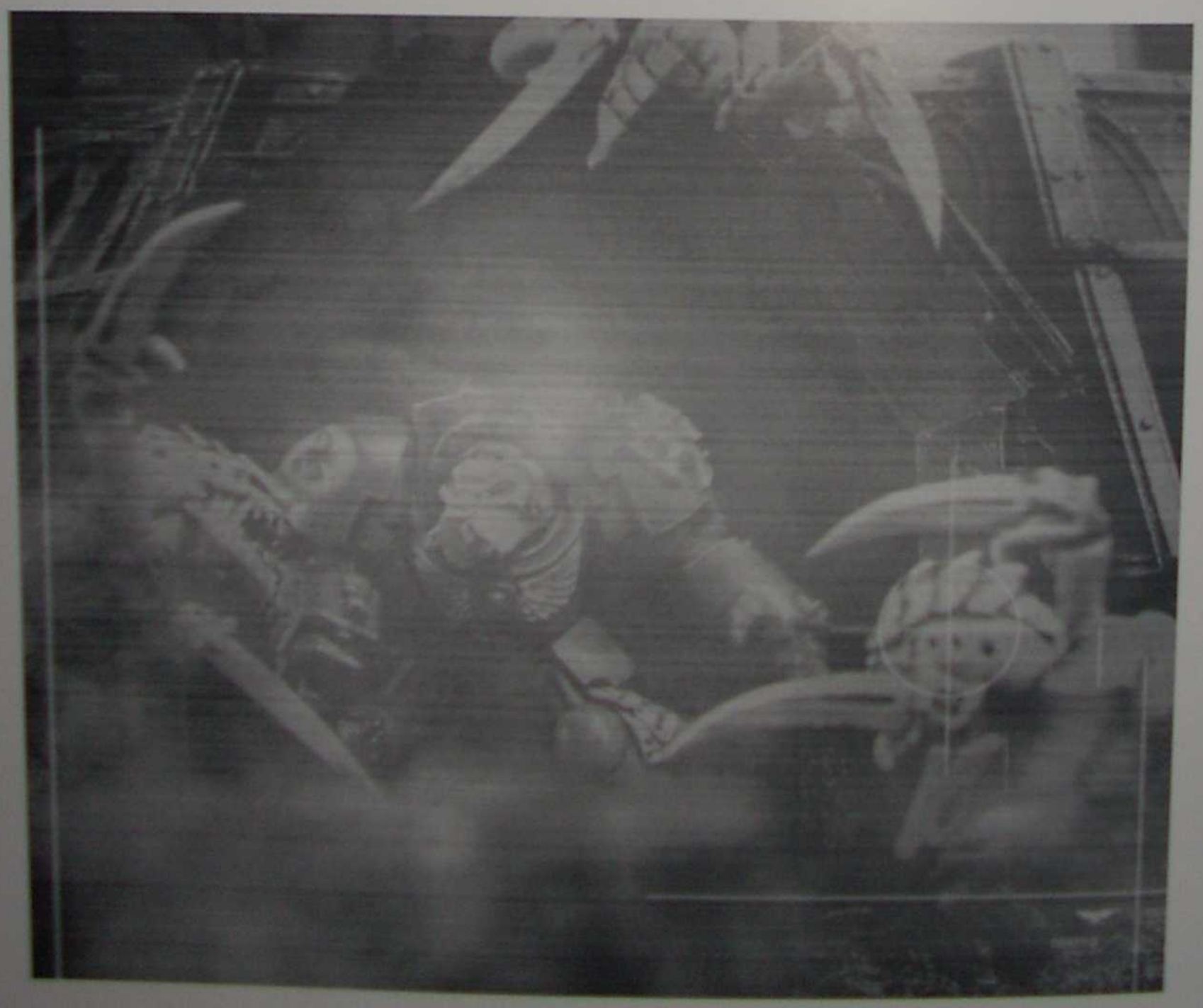
Thought for the Day:

" Defeat is never an option "

This is an auto-responsive message...

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.



Left: *Surrounded. A Terminator of Squad Rael prepares to sell his life dearly whilst holding an entrance against Hormagaunts. Such heroic actions are expected of the Chapter's finest warriors.*

Mission Time: 8 201 850.M41
LOCATION: Anphelion Base Laboratory Complex Delta
TEMPERATURE: 1ºC
VISIBILITY: 1300m
AMMONIA READING: 0.12% - very low

The 4th company of Cadian infantry were on the move, loaded up inside, and hanging onto the outside, of their Chimera carriers. With supporting Sentinels leading the way, they moved out, engines gunning them through the tangled jungles and splashing through shallow swamplands, headlights and spotlights illuminating the gloomy jungles as the Guardsmen inside jostled their way over land. The going was slow, but the column forced its passage through the entangling vines. Wherever a path could not be forced by dozer blades, a Hellhound flame-thrower tank simply incinerated the jungle to clear the way.

By the time the Cadians linked up with the Space Marines' remaining security outpost the fighting was long over. The Cadians rolled in, and debussed to take over, posting men around the perimeter and sighting heavy weapon teams with good fields of fire. They felt safe behind their perimeter fence which hummed with invisible power not far from the laboratory buildings. Also arriving was Magos Biologis Arthon and his servitors. The squat, square-nosed little transport shuttle emerged from the darkness, landing lights winking as it set down. The cargo ramp opened and out strode the Magos with his retinue of servitors just behind. Cadian troops rushed in behind them to grab the extra supply crates of heavy bolter and missile launcher ammunition inside. Magos Arthon immediately moved to begin an analysis of the laboratory's datacore and recover any surviving samples, to be returned for further investigation.

Mission Time: 8 202 850.M41
LOCATION: Anphelion Base Laboratory Complex Theta
TEMPERATURE: 2ºC
VISIBILITY: 1200m
AMMONIA READING: 0.14% -low

At laboratory area theta Commander Culln's surviving veteran Terminators began as before, deploying from a Thunderhawk gunship and sweeping the deserted corridors and rooms. Behind the Terminator vanguard followed the Tactical squads of 6th company.

"Darak to Culln. Commander, I have a reading, movement at 300 metres. Advancing to contact."

Sergeant Darak led his squad into the laboratory complex first. He paused as he watched the auspex readings. The enemy was ahead of him. He moved on, storm bolter 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. All was silent and dark.

The sergeant's chainfist made short work of the doorway. Beyond lay a bio-laboratory, and in the center was a macabre operating table, complete with a cluster of remote cutting arms. The walls were lined with stasis tanks, cylindrical flasks inside which dead samples were suspended. He shone his suit light over the tanks – inside were the embryonic forms of Tyranid creatures, shrivelled lesser versions of their lethal adult equivalents. Several of the tanks were cracked and empty.

"Some samples may have escaped." he alerted his squad members. "Reading is at 100 metres." His suit's auspex was tracking the target; it was coming this way.

"Brothers Njans and Malek, get the western door. Dayn you're rearguard. Zakir with me." The sergeant advanced across the room to another doorway, wedged the blade of his chainfist into the gap and levered it hard open. Before him the corridor was black. His suit light showed a crossroads ahead. "Readings at 60 metres." He stepped forward again, moving purposefully, Brother Zakir at his shoulder. 40 metres. They were getting closer. 30 metres. 20 metres. He reached the junction of corridors, and swung his heavy suit round to cover left. Zakir covered right, still no targets. His suit light illuminated the corridor, but the grilled metal floor was gone, instead there was just a black hole leading downwards. 10 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 burst of bolts roared and detonated. In the darkness ahead something screamed and died. He fired again. The dark hole ahead of Sergeant Darak was a sudden explosion of movement, claws and arms flashing in his spotlight beam. At this range Darak couldn't miss. He fired a sustained burst downwards and felt the micro-explosions of his storm bolters warheads rock him in his suit. There were more creatures coming. He fired again, but there were too many to stop.

"Back to the laboratory," he ordered Zakir, who stepped backwards, walking with precise strides as he fell back. At the doorway Brother Malek appeared, the barrel of his heavy flamer levelled on the corridor. Meanwhile Sergeant Darak fell back himself. He fired another long burst, then another, as the emerging Genestealers flung themselves at him. Blood and bile splashed over his armoured suit. Suddenly a Genestealer leapt down onto the sergeant from where it had been clambering along the ceiling, above his aim point. The impact of claws on adamantium armour screeched and echoed, instantly a second Genestealer pounced. Darak fired the last of his ammuniton, stumbling under the weight of the Genestealer now clinging to him, trying the prize open his armour. A third creature leapt at him, pounding a blow square into his chest-plate that left him reeling against the wall.

Zakir stepped passed Malek in the doorway, and the air in the corridor was suddenly an inferno. Roaring orange flames engulfed the corridor, incinerating the Genestealers and spilling burning fuel all over Sergeant Darak. Despite the intense 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 a 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 retardant for just such an eventuality. 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 Culln. Commander, the enemy are in force in this sector. Request reinforcments. We are holding them at," he glanced down at the sign on the doorway, now lying on the floor were it had fallen after his chainfist had cut through it. "laboratory theta-two."

"Culln confirms sergeant." came the distant crackling reply. "Hold your position. Squad Rael will move up through laboratory theta-three 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. He replaced it with a new one, and turned to his men. "Hold these two doorways until I give the order to advance".

The Red Scorpions' Terminators, supported by their powered armoured brethren of 6th company, swept the laboratory complex room by room, corridor by corridor, destroying the lurking Genestealer broods which had been quietly waiting for the enemy to arrive. By 203, all three of the laboratory facilities were clear of enemies and secured.

Whilst the Space Marines and Imperial 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 4th Cadian company, their convoy had been spotted, and the aliens where now closing behind them.

So far the containment fences had kept the Tyranids out, but the Hive Mind had not sat idle whilst the Imperial forces completed their mission. On Beta Anphelion IV the Tyranids' response to being imprisoned was patient and simple. Secretly, in dark recesses deep in the swamplands, hidden in underground brood nests, the Hive Mind had begun to evolve to counter its imprisonment. It had taken time, but the Hive Mind was patient, very patient. It had the infinite patience of an alien race that had spanned the inter-galactic void, of a hungry hunter that knew easy prey would soon be in reach. Now, where once had grown weapon-carrying limbs, or razor sharp claws, grew wings.

Mission Time: 8 202 850.M41

LOCATION: Anphelion Base Laboratory Complex Delta

TEMPERATURE: 1ºC

VISIBILITY: 500m

AMMONIA READING: 2.1% - medium

Central to the defence of the laboratory perimeter was 4th company's long-range ground surveyor unit and searchlight teams. To alleviate the problems of fighting in darkness the regiment deployed a number of ground-mounted searchlights with which to illuminate the surrounding jungle, hence making targeting any attacking Tyranids far easier. To detect Tyranids, the regiment was equipped with long-range ground surveyors. This equipment, manned by the company headquarters unit, was much like a squad-level surveyor often carried by sergeants and junior officers, except with a far longer range. It would make approaching the Guardsmen's perimeter undetected much harder.

Suddenly, at 202, the surveyor's sweeping screen was filled with multiple enemy contacts. As if from nowhere a swarm of Tyranids had appeared from containment area C1. The alarm was raised. Men scrambled to man their weapons, jumping into their weapon pits or behind sandbags, lasguns at the ready, whilst the searchlights came on, criss-crossing the area with beams that lit the jungle in pools of white light. Mortars fired a volley of flares in a high arching trajectory into the sky. The illumination rounds expoded in a bright light.

Illuminated by the flares, flying just above the canopy, came swarms of Gargoyles flitting over the containment fence as if it did not exist. 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 Guardsmen, dropping down to savage the unsuspecting soldiers with claws and fangs. Captain Ryesk was in shock. His strong perimeter had been compromised so quickly. The fence was active, but it had not helped.

Behind the swarming Gargoyles came the larger, winged Warriors, dropping down amongst the Guardsmen's positions; living weapons spitting acid and bile, raking left and right with poisonous clawed talons. Behind them came the looming shadow of a Hive Tyrant, its massive leathery wings beating as it dropped to the ground, powerful talons lashing out to eviscerate two hapless Guardsmen in one sweep. It roared its triumph into the sky, summoning more creatures to it.

The flare's light faded. In the darkness confusion reigned as some men tried to stand and fight, other fled, most died screaming. Captain Ryesk saw his entire company disappear in under five minutes. The containment field had not saved them at all, the Tyranids had already evolved



Right: *A Cadian Hellhound rolls into position on the perimeter. The vehicle's inferno cannon proved highly effective in the swampy jungles and against attacking Tyranid swarms.*



Left: *Gaunts attempted to force their way through a doorway.*

beyond that defence. The Cadian Guardsmen broke, running for their lives as fast as they could, back to the imagined safety of the laboratory complex. But it was too late. More Gargoyles were behind them, cutting off their retreat. To his right a 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 stumbled clear, their uniforms burning.

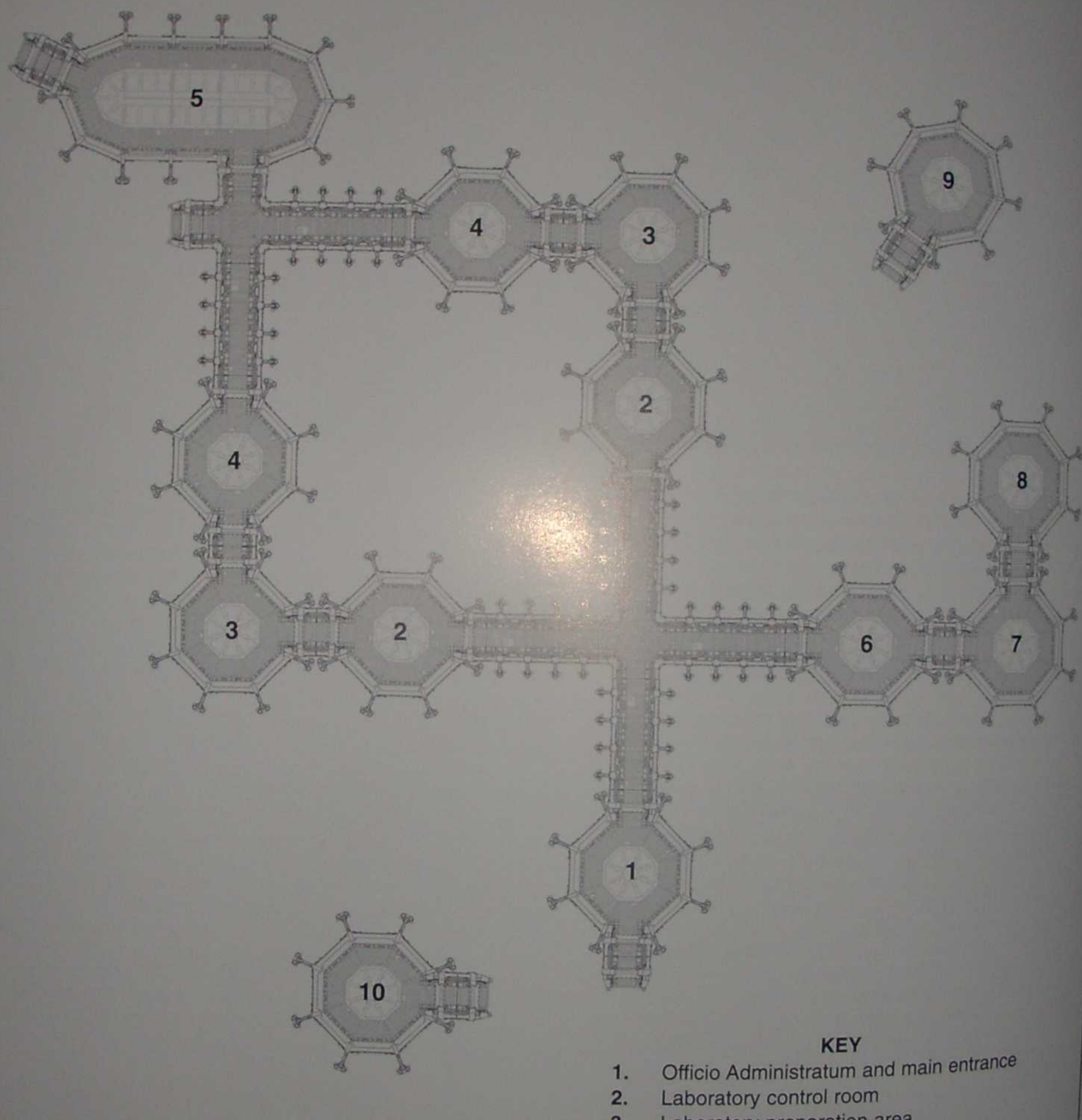
Fire from the Tyranid weapons was criss-crossing the complex, living ammunition that screamed through the air and upon impact burrowed into the skin. Captain Spears, desperately waving his sword and laspistol to rally his fleeing men, felt a round hit him, square in his carapace chest-plate. The impact forced all the air out of him. With horror he saw the acidic round eating away at his armour. His chest was burning from the heat, he felt like he was on fire. "Get it off!" he screamed, to nobody in particular, as he fumbled with the support straps. Too late. The ammunition had cut through the armour and into his flesh. Blood boiling-up in the Captain's throat spilled forth from his nose and mouth. He collapsed backwards convulsing with pain, trying to scream in agony, but only spewing a fountain of blood until his face was drenched in it. Contorted in pain he died as the burrowing creature ate into his heart.

Others died just as grimly, or worse. It was a slaughter without mercy. Those that 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 door to the laboratory was thrown open. A bleeding, mud-spattered Guardsman, 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, his voice a rasping electronic hiss through his vox-implant. Another Guardsman followed the first. "Get back to your stations." Arthon ordered. The Guardsmen babbled something about 'being under attack', 'being overrun', 'everybody dead'. Suddenly, all the lights went out, plunging everybody into pitched darkness. Someone screamed. Arthon recalibrated his bionically enhanced eyes to infra-vision, and at the doorway, where the Guardsmen had just been stood, was a looming monster. Wings folded behind it, claws and fangs already drenched in blood, it neared a challenge. With a quick sweep of its claw the last Guardsman flew across the room, crashing into the machinery, leaving a bloody stain. The Warrior ducked through the doorway, hissing as it locked the Biologis in its gaze. Backing away, Arthon fumbled for his laspistol. The creature stalked 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 wretched him off his feet. The Biologis was choking on his last breathes as the creature lifted him closer. Face to face with the Tyranid Warrior the Biologis could smell its acrid stench, feel its cold breathe from its fang-filled maw. Its eyes were black pits, cold lifeless orbs that betrayed no emotion or intelligence. Like an automaton or servitor it was just 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 in triumph.

Their heavy weapons abandoned or destroyed, 4th company had been all but annihilated by the surprise aerial attack. Inquisitor Lok and Colonel Schakir tried to raise 4th company and Biologis Arthon to find out what was happening, but the vox-net was a jumble of garbled cries for help and screaming terror. Then it was silent, just static. The company was gone, and the Biologis with them. Both commanders knew that laboratory site delta had been lost; there would be no survivors.

ANPHELION BASE
LABORATORY COMPLEX THETA
LABORATORY FACILITY



KEY

1. Officio Administratum and main entrance
2. Laboratory control room
3. Laboratory preparation area
4. Surgical dissection room
5. Sample holding area
6. Decontamination room
7. Laboratory control room
8. Bio-hazard sealed laboratory
9. Secure datacore and archive
10. Laboratory back-up generatorum

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 202 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: Ordo Xenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

"Cowards die many times, the brave die but once."

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

Anphelion base. Beta Anphelion IV

Our situation on Beta Anphelion IV has deteriorated. Disaster at the first laboratory facility has resulted in the complete loss of 4th company of the Cadian regiment. 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 fence totally ineffective, and my 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 possible. I must commend their souls to the Emperor. The loss of this team is of critical importance to my mission, as without them I am no longer able to fully analyse the data recovered.

My Astropath reports that communications are becoming less reliable, this maybe because of the unforeseen actions of the Warp, but I fear it has more to do with the awakening of the Hive Mind, as it now attempts to sever my communications off-planet.

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 (without any unnecessary [illegible] or vehicles) can be [illegible].

Commander [illegible] has completed his Search and Destroy operation at Laboratory Area Theta, and more Cadian troops are now in place to defend that site. His force has now moved on to Area Theta. I expect that operation to be completed rapidly, as the Tyranid threat continues to grow.

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

CLASSIFIED

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Astropath Aylor

+++++++Received: Astropath Zarneck

++++Destination: Inquisitor Solomon Lok

++Mission Time: 8 203 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: Ordo Xenos/L54228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

" Cowards die many times, the brave die but once."

This is an auto-responsive message...

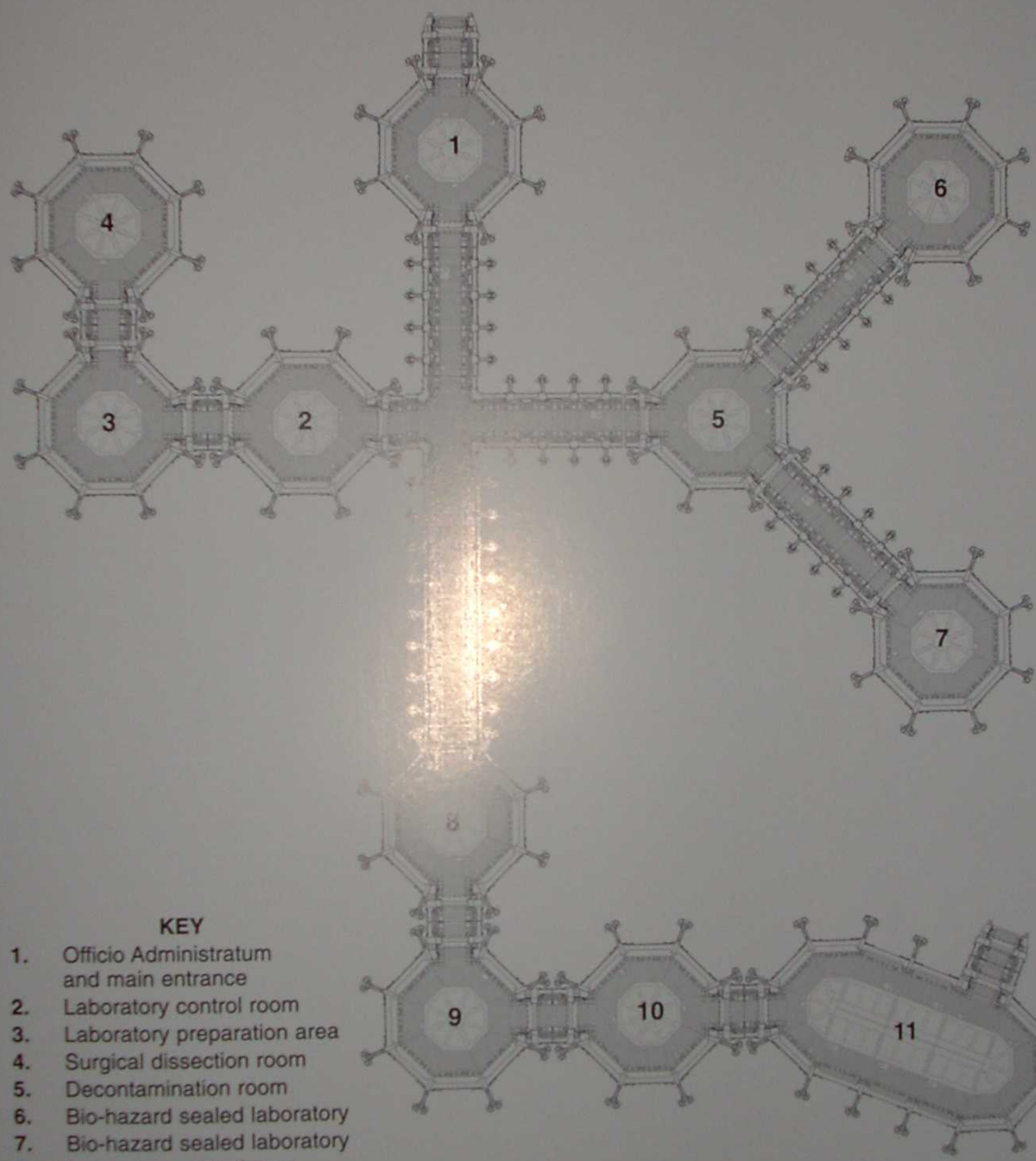
Inquisitor Lord Varius is unavoidably detained at the moment, but will give your report his full attention as soon as he is able. Until then, he leaves matters in your capable hands.

Praise the Emperor.

Right: *Enemy closing! Genestealers scuttle through the corridors of the Anphelion base. The Red Scorpions' Terminators would systematically sweep the base's facilities clear of alien infestation.*

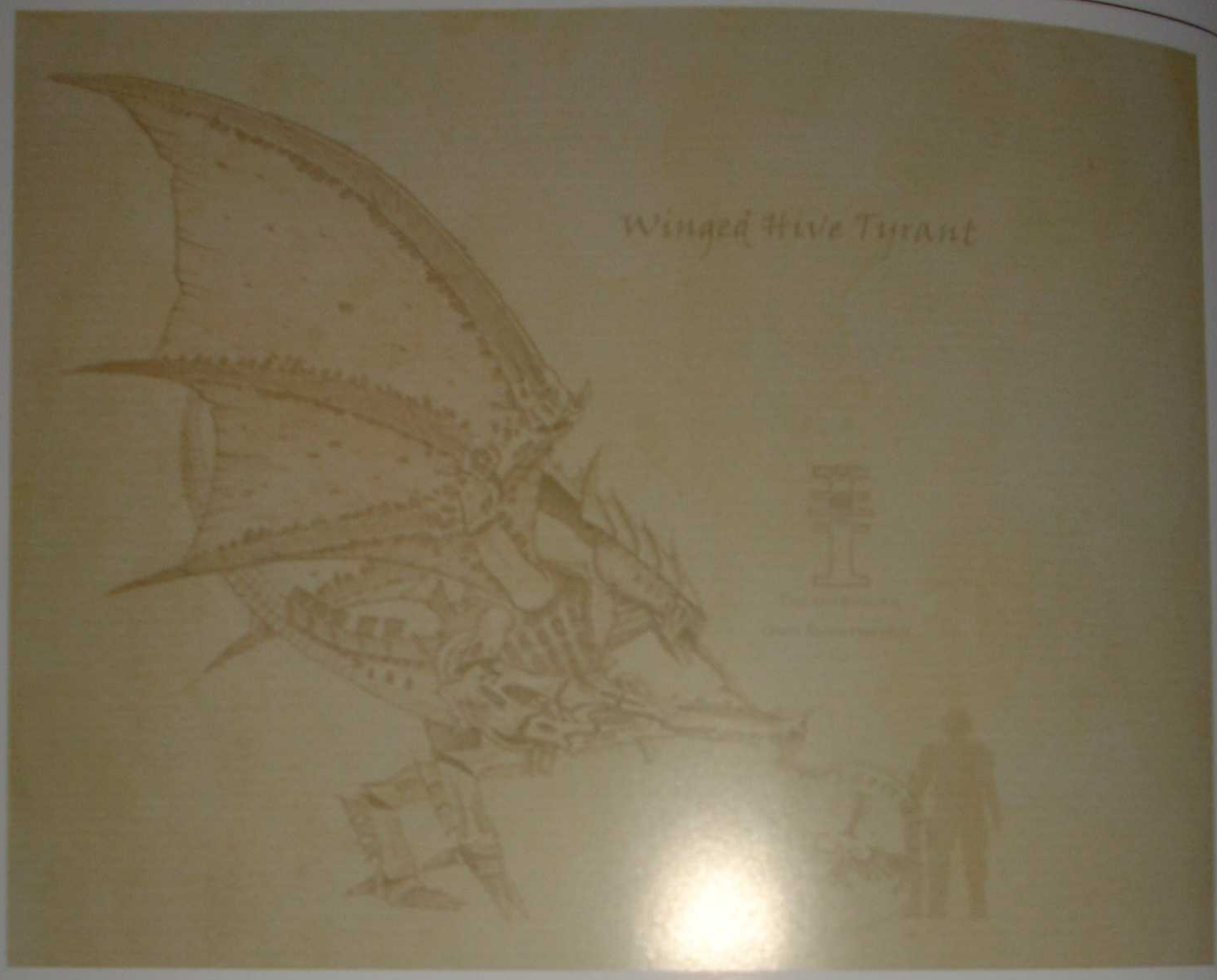


ANPHELION BASE
LABORATORY COMPLEX DELTA
LABORATORY FACILITY



KEY

1. Officio Administratum and main entrance
2. Laboratory control room
3. Laboratory preparation area
4. Surgical dissection room
5. Decontamination room
6. Bio-hazard sealed laboratory
7. 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



WINGED HIVE TYRANT

Tyranicii Praefectus Avius

This illustration opposite shows a winged Hive Tyrant, as encountered at laboratory complex delta.

The wings are a mutation of the more common genus strain, and are not often seen. It is thought that winged creatures evolve only as an immediate response to the environment. The wings have replaced the creature's upper limb set, and are not additional to the standard Tyranid six-limb physiology.

Other physiological features are broadly similar to other Tyranid creatures, with regard to carapace and skeletal thickness, and muscle density. The Hive Tyrant's thickest protection is its head crest, covering the creature's enlarged synaptic cortex. This complex synapse network is highly receptive to the directives of the greater Hive Mind, itself the manifestation of the gestalt consciousness of all the Tyranid creatures within range. The Hive Mind is greater than the sum of all its parts, but as a collective intellect the loss of any single creature has little overall effect on it. The Hive Tyrant's synapse acts as a focus or nexus for this intellect, rapidly processing its whims and desires, and disseminating them to others in the vicinity. Using this power, the Hive Tyrant can effectively control the actions of other lesser creatures around it.

The creature's main offensive weapons are its two claws. These long (220 cms) scything blades of hardened chitin, are capable of cutting a man in half, or penetrating up to 25 cm of heavy gauge plasteel. They are augmented with small toxin sacs around the lower end of the claw, which excrete poison along the blade. This poison is a paralytic neurotoxin that quickly renders its target inactive. Other weapons are in its mouth, with 20 cms fangs and a barbed tongue. This tongue has been found to deliver corrosive pathogens straight into a target's bloodstream. Other secondary weapons include spines and barbs, which the creature can rake with in all directions. This creature's long, whip-like tail isn't a weapon (other examples have been identified with weaponised tails), it is for balance and control during flight.

The colouring of this creature is typical of creatures on Beta Anphelion IV. Muted, mottled grey-greens and brown carapaces prevail, providing excellent camouflage amongst the native flora. This is unlikely to have been a coincidence, and it is a drastic change from the origin samples imported by the research base. Tyranids in general display a wide variety of colouring – the reasons for this are unknown, but are likely to be related to the genetic material a swarm was constructed from.



Mission Time: 8 203 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: -2ºC
VISIBILITY: 200m
AMMONIA READING: 2.6% - high

At the main control complex Elysian Guardsmen manned the perimeter defences. The report of the surprise attack at laboratory one meant everybody was already on full alert. Surely it would not be long before the winged Tyranid swarm descended upon them. Eyes and weapons scanned the skies for the first signs of an attack. Their surveyor units read all clear.

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

Without warning, the ground below the Guardsmen began to vibrate. A moment of confusion was ended when the earth below their fleet exploded upwards, followed by the fangs and claws of a Ravener. The first Guardsman hit was lifted clear into the sky, arms and legs flailing as he fell into a bloody heap. Another Ravener, and then another, exploded upwards in a whirl of scything claws.

The Guardsmen opened fire as the Ravener brood tore into them. As one brood emerged from the ground an Elysian Drop Trooper darted forwards and slung a heavy demolition charge at it. As the creatures freed themselves from the ground the charge exploded in a fountain of earth, hunks of flesh and a red mist of blood as the Raveners were torn apart. Now the creatures were sliding across the ground on their powerfully muscular tails, deathspitters and spinefists belching living ammunition. In return, the Elysians were fighting grimly.

Again the Tyranids were upon them before the Guardsmen could bring heavy weapons to bear. Again the Hive Mind was one step ahead. Suddenly the Raveners were everywhere; men were fighting for their lives, the well-prepared defences thrown into chaos in an instant. But the Elysians quickly regrouped and poured the fire of lasguns, plasma guns and meltaguns at their slithering attackers. The Raveners flung themselves at the Guardsmen – many died screaming as claws tore them apart, or bio-ammunition ate through their flesh, but the steaming, fetid corpses of the Raveners also littered the battlefield. The surprise attack was being repulsed.

At the containment fence's control room, Sergeant Orosz's squad had found cover beside a sentry gun and were pouring fire into the advancing Raveners. The sergeant aimed his underslung grenade launcher, fired, and saw the krak grenade impact, its small, intense explosion tearing the creature limb from limb. The Raveners had stopped coming now, but still the ground below them shook with powerful vibrations, like an earthquake, which grew stronger and stronger.

Orosz's men were being tossed left and right as the floor of the building buckled, bent and then splintered. The forelimbs of a huge beast emerged, great claws which swept left and right, smashing the sentry gun to pieces. One Drop Trooper was cut clean in two, his upper torso hitting the back wall and leaving a bloody stain. The others ducked clear and ran.

A Trygon smashed its way upwards, lasgun rounds ricocheting harmlessly off its chitinous carapace. The control room was a mass of sparks and fires as the panels were shattered. Sergeant Orosz backed away, still shooting until his lasgun's power cell was empty. On the perimeter the electronic hum of the powerfield suddenly died. The fence spluttered, then failed.

As suddenly as they had attacked, the Ravener brood was gone. Survivors slithered away back down their holes, leaving the bodies of their own dead upon the floor, their raid complete. Inquisitor Lok grabbed his weapons and raced towards the attack, but arrived too late. He saw the containment fence's control centre was a smoking ruin, smashed beyond repair by the Trygon's claws. Elysian Guardsmen lay scattered about – some wounded still crawled towards safety and called out for aid, but most had been torn into sticky wet piles of offal. The containment fence was gone. The Inquisitor knew that now they would feel the full strength of the Tyranids, and he also knew he did not have the men to stop them. He had to act now or they were all going to die here.

Mission Time: 8 203 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: -2ºC
VISIBILITY: 300m
AMMONIA READING: 2.6% - high

"Enemy contact closing fast" the surveyor controller warned over the vox-net. In response, the Cadian gunners manned their weapons, the base's reactivated defence turrets swivelled into position as new enemy targets approached fast. On the landing fields men were at work, rearming and refuelling the Valkyries and Vultures, preparing them for their next mission.

The Elysian Drop Troopers saw the enemy late, as they skimmed out of the mists, low over the jungle and the defunct remains of the containment fence. Huge leathery wings drove them towards their targets, great scythe-like claws glistened under their long serpentine torsos, as the Harridans swooped in.

The autocannons opened fire, explosive rounds detonating about the targets as they banked and dived. As the fire streaked overhead the Elysian aircrews on the ground scattered, running for cover. The first Harridan swooped just over the ground, its claws flashing out to smash into a Valkyrie with a blow so powerful and fast it severed both the tail booms as the aircraft was flipped over.

A second Harridan struck, smashing aircaft with it claws, left and right, slashing and hacking. The grounded aircraft were defenceless. Valkyries and Vultures began to burn as fuel and ammunition ignited. Their first attack run complete, the two Harridans wheeled away, climbing high as the autocannon turrets tracked them, still barking out a stream of shells. The creatures banked, turned and raced down again, in a headlong dive, screaming as they came. The second fly past caused as much devastation as the first. Aircraft were damaged and wrecked as the Harridans criss-crossed the landing field. As one creature dived down again the autocannons on the base found their range. Shells impacted, gouting blood from the creature which screamed in pain as it lashed out. More rounds hit, tearing through its wings and torso. Terribly wounded the Harridan banked again, and in one last reckless act of destruction, dived headlong into the airfield, crashing into the ground, claws still slashing in a suicidal attempted to reek more destruction. Amidst burning and smashed aircraft the Harridan came to rest, autocannon rounds still hammering into its dead body.

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 203 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++++Ref: Ordo Xenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

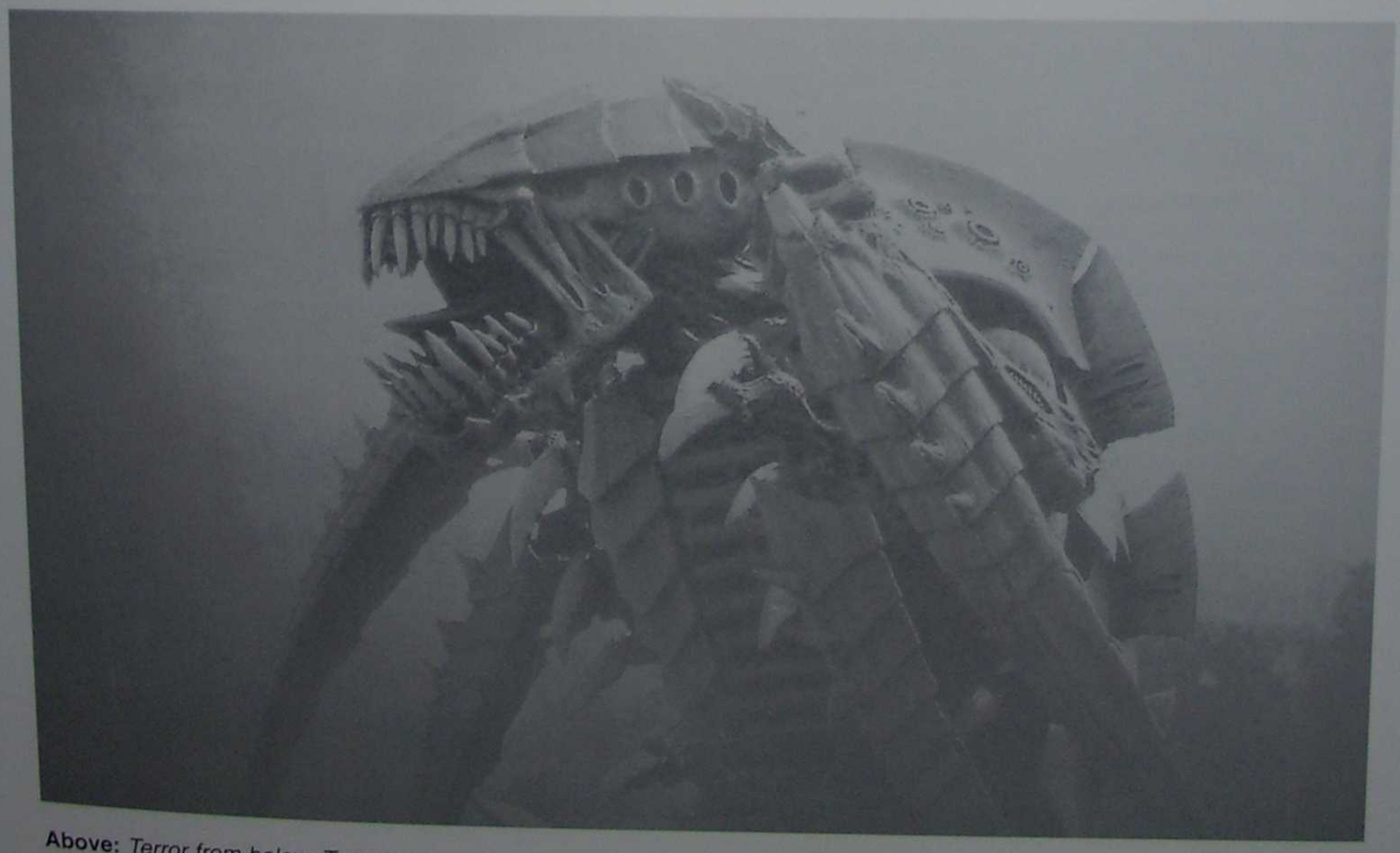
"Doubts rule the minds of the weak"

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

Anphelion base. Beta Anphelion IV

The containment fence has been destroyed, I must now order the evacuation of my forces from the planet. There is nothing to be gained now by remaining here. I have recalled all my forces to the central command complex, and shall regroup my full strength here until the

Cephestus is [illegible] position or the Inquisitorial [illegible] reinforcements I have been promised arrive. I must defend the [illegible] if there is to be any hope of escape.



Above: *Terror from below. Trygons played a major role in assaulting the Imperial force's perimeter. Striking suddenly with overwhelming force, the Cadian Guardsmen had little defence against these massive burrowing creatures.*

As fast as the attack had come, it was over. Their raid complete, the Harridans flapped their wings hard and climbed away into the sky. Behind them the landing field was a scene of devastation. Smashed and crippled aircraft were scattered about, flames were spreading and engulfing more aircraft. Ammunition was exploding. Shocked, the survivors emerged from their cover. Some aircraft might be salvageable, but the sudden attack had left most as smouldering wreckage.

Mission Time: 8 203 850.M41
LOCATION: Anphelion Base Laboratory Complex Theta
TEMPERATURE: 0ºC
VISIBILITY: 700m
AMMONIA READING: 0.19% - medium

Commander Culln's search and destroy missions were complete, but the situation on the ground had changed. The loss of laboratory area delta and the Biologis team had invalidated much of his men's work. He had received the communication to withdraw back to the command centre to regroup with the rest of his men, and quickly re-embarked onto the Thunderhawk for the short journey back.

As Commander Culln's Thunderhawk raced through the gloomy atmosphere the crew suddenly found themselves flying into a dark tangled cloud. Thousands of spore mines, drifting high, with long tentacles dangling grotesquely below them, were suddenly all around them like great fetid balloons full of acid, bloated and ready to explode. The aircraft jolted suddenly as a big spore mine exploded close by and set off a chain reaction. One after another the drifting spores detonated, sending bio-acid and shrapnel spraying out, tearing into the aircraft's hull and melting its armour plating. The Thunderhawk's airframe was rocked hard, and rocked again, as one after another the cloud's spores spontaneously exploded. The pilot banked hard to dive out of the cloud but with the spores' long tentacles slapping against the nose and windscreen as the airborne mines homed in. The Thunderhawk was their prey, and driven by some unknown force the spore mines gave chase, exploding close by. The assault was relentless.

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, but they could ascertain that the Thunderhawk had been badly damaged and was going to attempt a crash landing.

The Thunderhawk's warning beacons blared as the heavy gunship plunged out of control 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, altitude and control, the pilot and co-pilot fought with the flight controls. The co-pilot managed to shut down the fusion reactor, reducing power in an attempt to slow their descent; the pilot got the Thunderhawk's nose up, aiming for a flat landing. Engines screaming, the gunship raced towards the ground.

In a great plume of muddy swamp water over 100 tonnes of heavily armed and armoured drop ship plunged nose first into the swamps. Crashing through trees and tearing up the vines the stricken aircraft ploughed through the water on its belly. Wings and weapons were torn off in the impact. Restraining harnesses buckled and broke, sending everybody inside crashing to the floor.

Mission Time: 8 203 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: 3ºC
VISIBILITY: 800m
AMMONIA READING: 0.15% - low

"Odds are there will be no survivors from the crash. Sending more men out to look for them in the jungles is condemning those men to death as well. It is a fool's errand. I will not sanction any rescue mission. Our priority must be our survival until an evacuation 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 orders. The power of the Emperor is invested in me. Dare you gainsay the word of an Inquisitor?" warned Lok.

The Apothecary 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.

Lok 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 rushed to their vehicles and clambered aboard. The Thunderhawk's locating beacon was giving off a weak signal, but it was enough for them to home-in on. Once everybody was onboard, the convoy of Razorbacks and Rhinos headed off into the jungles.

Mission Time: 8 204 850.M41
LOCATION: The vicinity of containment area Omega
TEMPERATURE: 0ºC
VISIBILITY: 600m
AMMONIA READING: 0.19% - medium

Super-heated engines steamed in the water as the mud and spray cleared.

After the violence of the impact, everything was again quiet and still. Slowly a side door cracked open, and from within emerged the Space Marines that had survived the crash landing. The Thunderhawk's thick armoured belly plates had taken the brunt of the crash. They had buckled and torn, but they had saved the Space Marines within.

The survivors emerged into the dark and forbidding jungle. Helmet lights flickered on. It was dark, cold and silent, the mists swirled about them. The jungle here was strange, the seemingly dead plants had become twisted with new growths of long sharp spines. Close by several huge spines had thrust their way upwards from the ground. Another spire-like plant was lazily billowing clouds of small spores into the air. The jungle itself was changing; it too had become infected by the Tyranids. Their strange, twisted biology was taking over the planet and evolving it to their own needs.

Culln immediately ordered the twisted plant life destroyed with a flame-thrower, whilst the surviving flight crew engaged the emergency beacon and tried to raise anybody on the comms-net. The locating beacon silently flashed out

the Thunderhawk's location, but the comms had been reduced to a pile of sparking wires and fuses in the impact. Other battle brothers were at working cutting their Dreadnought, Brother Halar, from the wreckage. The Dreadnought had survived the crash, but was trapped inside the forward hold. Gradually the Space Marines managed to open the hold's front ramp and the Dreadnought was freed.

Commander Culln knew it would not take the Tyranids long to find them. Fifteen Space Marines and one Dreadnought. How long could they expect to survive in this Tyranid-infested jungle? Culln was determined to make it long enough for a rescue mission to reach them. He organised a defence of the crash site, whilst the flight crew set about salvaging what they could from the wreckage.

Mission Time: 8 204 850.M41
LOCATION: The vicinity of containment area Omega
TEMPERATURE: 0ºC
VISIBILITY: 700m
AMMONIA READING: 0.19% - low

The journey of ten kilometres would not take long, but the jungle terrain made the going difficult. Despite this, Apothecary Raels' convoy smashed through the undergrowth in a helter-skelter ride, tracks churning the muddy ground as the Razorbacks and Rhinos wallowed through the wet swamplands. Less than a kilometre to go now, he watched the Rhino's control screen as the locator beacon's winking light drew ever closer. Still no communication with the Thunderhawk or his commander. The auspex read-out showed multiple targets just ahead. The armoured convoy raced into the battle, weapons blazing.

Mission Time: 8 204 850.M41
LOCATION: The vicinity of containment area Omega
TEMPERATURE: 0ºC
VISIBILITY: 700m
AMMONIA READING: 0.19% - low

Meanwhile, at the crash site, Commander Culln, Brother Halar, and their men were surrounded. The Tyranids hadn't taken long to find them, and they were cautiously closing in for the kill. Culln checked his ammunition counter one last time – it wasn't enough. When the Tyranids came the fight would be short and brutal and he did not expect to live long, but he would take as many of the Tyranids with him as he could. He would tear them apart with his own power-gauntleted hands until the last of his strength was spent. After two hundred years of service, today the Emperor would finally embrace him. He did not fear death, he welcomed it. He feared nothing, and without fear, death had no meaning.

Off to his right a boltgun sounded. A burst of 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 wade forwards, his inferno cannon lit and aimed.

Culln placed the sight reticule of his helmet display on the closest target, Gaunts sliding through the undergrowth, and opened fire. The storm bolter barked and roared, its bolt rounds cutting into a Gaunt and exploding within, tearing the creature apart in a fountain of flesh and blood. He fired again, then again. The crescendo of battle rose about him. Halar's inferno cannon roared a flaming jet of burning promethium into the jungle, Gaunts screeched as the flames shrivelled them into blacken husks. The Dreadnought waded forwards again as the survivors pounced on him. His powerfist caught one Gaunt and crushed it effortlessly. Others bounced off the Dreadnought's great weight as it clubbed left and right.

From the jungles, behind the Gaunts, came 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, barbs tearing away armour plates. But the Dreadnought withstood the blows, grasping forwards with its own powerfist, servos screaming as it caught a claw, 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 powerfist hammered into the Carnifex again, smashing bone and splintering the beast's armour carapace. It was a blow that would have halted a charging battle tank, but the Carnifex would not die. Grievously wounded its claws sliced hard into the Dreadnought. One blow struck Halar's right arm, severing his inferno cannon, and the ammunition detonated. An orange fireball rose above the mêlée, 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 Culln could see the titanic clash of adamantium and steel against flesh and hardened bone. Both were terribly wounded and on fire. The Dreadnought staggered, tottering backwards as if it might fall, as blow after blow pummelled into him. The Commander was powerless to intervene, already another wave of Tyranids were massing.

Brother Halar knew the systems were failing, his responses were growing slower, the complex life support systems that kept him alive inside his armoured sarcophagus were badly damaged. But the Carnifex was also dying, weakened by its wounds and the flames that had surrounded them. Halar levelled his storm bolter and opened fire at point-range, round after explosive round riddling his enemy. The Carnifex lunged through the bolter rounds, ignorant of the damage each shell was causing as they blew chunks of armour and flesh away. With the creature's last strength it drove a long claw at the Dreadnought's sarcophagus, puncturing the front glacis, barbs ripping deep into it's 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 was near…

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 204 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++Ref: Ordo Xenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

" If you believe you can win, you can win. Faith is necessary before any victory"

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

Anphelion base. Beta Anphelion IV

I write this in great urgency.

Our situation worsens by the hour. It is clear to me now than we are facing a Tyranid threat far greater than could have been imagined. From a few samples we have ascertained that this planet is now infested with Tyranids of all genus types.

Commander Culln 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 breakout. There is no relief force I can send to them, and soon they too will be overrun.

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

Worse still, I have received communication from the Captain of the Cephestus that he has new orders, from a higher authority that mine own. There has been a delay in my orders for an evacuation reaching him, and thus, for the moment, left us stranded. Captain Mordin shall face the full wrath of the Inquisition for this incompetence. It is matter of utmost urgency that this confusion be rectified and an evacuation begun.

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

[illegible] surveyor units report the [illegible] are massing for an overwhelming attack. We do not have long left.

CLASSIFIED

UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: .Astropath Aylor.....

+++++++Received: .Astropath Zarneck.....

++++Destination: .Inquisitor Solomon Lok.....

++Mission Time: .8.205.850.M41.....

Telepathic Duct: .Terminus Kaleb.....

++++++++++Ref: .Ordo Xenos/454228290/HV.

+++++++++Author: .Autosavant Wassily.....

Thought for the Day:

" If you believe you can win, you can win. Faith is necessary before any victory"

It is with deep regret that I must inform you that the reinforcements I had ordered to your aid have had to be re-called as a matter of utmost urgency. I can no longer offer any assistance in this matter and trust only in the Emperor to deliver you from this terrible predicament.

Praise the Emperor.



Above: *A Carnifex rampages forwards. This creature was killed in combat with Brother Halar, but only at the cost of the Red Scorpions' Dreadnought-armoured battle brother.*

SCYTHED HIERODULE

Sica Hierodule Domitor

This illustration shows a Scythed Hierodule, as encountered at laboratory complex theta.

After first contact with the Tyranid race on the Exploritas outpost of Tyran, and their subsequent attack (designated as Hive Fleet *Behemoth*), the Imperium began to realise the true nature of the threat they faced from the Tyranids. Mainly due to the work of Inquisitor Kryptman, it was realised that Hive Fleet *Behemoth* had only been the vanguard of a far larger invasion. The Tyranids, after long eons, had crossed the inter-galactic void and arrived in vast numbers with the single objective of consuming and incorporating all the genetic material in this galaxy into their own genepool. Savage, merciless and driven by an insatiable desire, the Tyranids would stop at nothing in their urge for new genetic material. Mankind faces a war of annihilation against the Tyranids. It is either them or us.

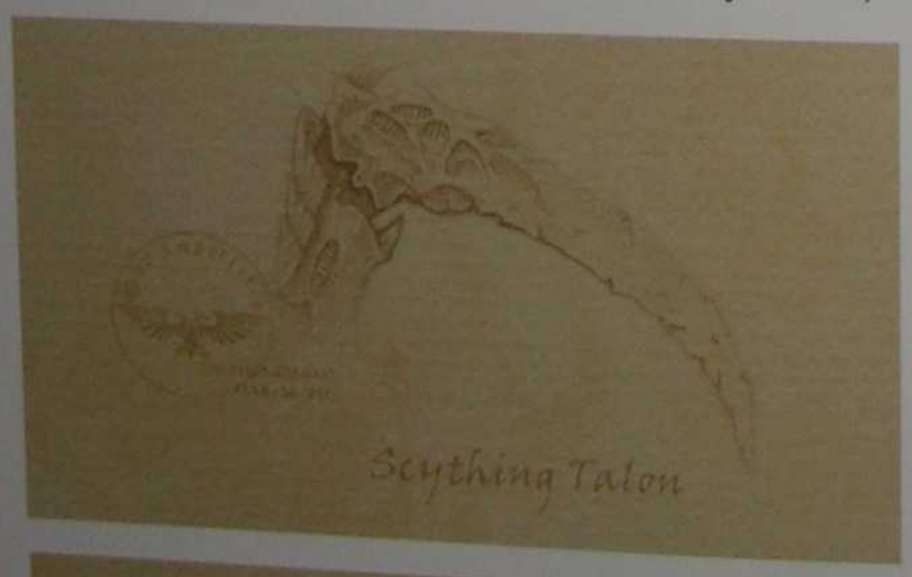
Since the first engagements the Tyranids have constantly sought to evolve to overcome the Imperium's defences and weapons. The Hierodules were first encountered during the defence of Hamman's World, where their huge bulk and thick armour allowed them to wade through heavy fire and smash the Planetary Defence Force's strong points. It is thought that the Hierodule is broadly equivalent to the Imperium's own Super-heavy tanks, and fulfils a similar role, deployed into the heart of battle where it can inflict maximum damage whilst absorbing heavy enemy fire.

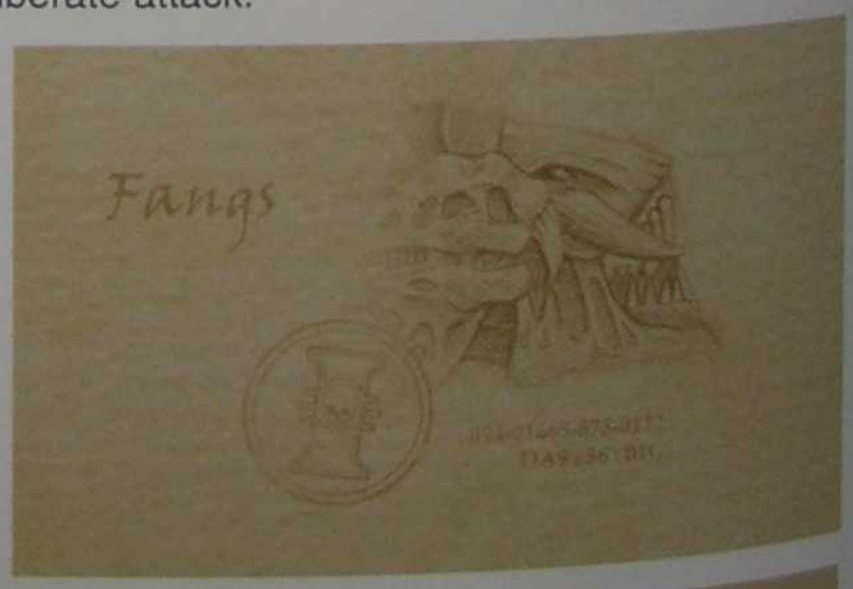
Physically, the Hierodule is a massive creature, standing almost 5 metres tall and 14 metres long, in excess of 25 tons of armoured, muscled bulk. Notable physiological features (many of which were first researched by Magos Biologis Salik at the NewHallefuss research station), include the creature's external carapace, with its elongated and thickened head crest. A study across the various Tyranid genii has identified that carapace thickness increases exponentially with body mass, the thickest 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 Hierodule (and indeed all Tyranids) a unique internal and external skeletal system, allowing little in the way of space for internal organs, but making it exceptionally resistant to damage. The internal skeleton is composed of a dense, silicate rich material, which is both strong and flexible. Salik's important research work led to the identification of weak points on Tyranid creatures, information that the Ordo Xenos saw fit to distribute to Imperial Guard High Commanders to assist troops on the battlefield with targeting. According to Salik's hypothesis, the weak points on the Hierodule should be its eyes and mouth, and the rear and lower 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 Hierodule will have fewer internal organs as we would commonly understand them. No discernable liver, kidneys or digestive tract exist. Hierodules have no need for them they do not eat for sustenance. Instead, the space is used for extra muscle mass and adrenaline or toxin secreting glands, further enhancing the Hierodule as a pure biological fighting machine.

The creature's main offensive weapons are its four claws. These long (3[illegible] cms) scything blades of hardened chitin are easily capable of penetrating up to 40 cm of heavy gauge plasteel at the charge. Its secondary weapon system is a symbiote creature, a parasite that lives off the host organism. This creature excretes a potent organic acid as a natural defensive response to enemies in close proximity. The Hierodule's others weapons includes a fanged mouth. With multiple fangs up to 43 cms in length it is easily capable of tearing a man to shreds with a single well-aimed bite. It also has numerous spines and barbs all over its head, thorax and tail, which are effective as the creature barges its way through a crowd, causing lacerations without the creature making a deliberate attack.











Mission Time: 8 205 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: 1ºC
VISIBILITY: 500m
AMMONIA READING: 0.3% - very 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.

Lok knew what was coming. Out there, in the jungles, the Tyranids were massing, and soon they would come to finish him off. Their raids had weakened his defences, but he had to hold on in case an evacuation could be effected. Whoever had issued the *Cephestus* new instructions had made a bad mistake, and if he escaped from this death trap, he would see they paid for it.

For now, however, he looked to his defences. His inventory of men made solemn reading. Half of the Elysians' D company had been eliminated. The Space Marines had disobeyed his orders and were now pursuing their own agenda – another matter that would need punishing upon his return.

The Cadians had also taken heavy losses; three companies had already been annihilated, the others had taken some losses. In all his force consisted of no more than three hundred men. Yet they must hold out.

Just then he heard the first sound of firing, the clear snap of lasgun shots and the heavy bark of the bases autocannon defence turrets. The enemy were coming. Inquisitor Lok levelled his bolt pistol and took careful aim into the jungle. He saw a Gaunt's snarling face, its weapon convulsing and spitting maggot-like shells. Squeezing the trigger he felt the heavy pistol recoil as the shell launched, and watched as the Gaunt's head was smashed apart by the micro-explosion of the warhead. He took aim and fired again.

The Tyranids came in hordes, Gaunts first, wave after wave of the creatures, baring their fangs, filling the air with screaming bio-ammunition. From their defensive positions in gun pits and behind sandbags, the Guardsmen, Cadians and Elysians side by side, returned fire. This was just the start, a probe to see where his defences were strongest. They would look for a weak spot, and attack in strength there. Wherever that attack came, Inquisitor Lok would be, holding the line for all the Guardsmen to see.

The Elysians showed remarkable courage. As the Gaunts closed in, some leapt up, combat knives in hand and rushed them back, screaming like banshees. It was rash, and no training manual ever taught such foolhardy bravery when fighting Tyranids, but it was effective. He saw one man grappling with a Termagant, plunging his knife repeatedly into its torso as it writhed on the floor, tail lashing. The man staggered clear, covered in his own blood and the bile of the beast he had just butchered, then launched himself at another beast.

From all around the perimeter the Imperial Guard's heavy weapons opened fire, the smoky trail of missile launchers lancing into the undergrowth to explode, heavy bolters rattling a stream of shells. The Tyranids were dying, but they did not stop. They came on, more and more of them, swarms of little Rippers seething over the ground, and now Lok could see the looming shapes of larger creatures beyond, Warriors, perhaps even a Hive Tyrant. They returned fire. Running to a new firing position he leapt into a sandbagged weapons pit, to find the crew dead. Their heavy bolter was hissing and melting from some corrosive venom that had splashes over it. The first crewman was little more than a heap of sticky entrails and bone, the venom having eaten him away. The second man was still recognisable, but his skull was exposed were his face had been scorched away. Ignoring the sickening stench, the Inquisitor emptied his magazine, tossed a fragmentation grenade in the mass of Rippers, reloaded, then opened fire again.

To his left he saw a Hellhound rumble slowly into place, grinding the soft ground to mud, engine throbbing and belching fumes. Its turret slowly rotated to take aim at the jungle tree line. Lok felt the heat wave hit him as the inferno cannon fired. A stream of flaming promethium arched out, splashing the foliage with fiery liquid. The jungle burned brightly in the gloom. He saw flaming Tyranid creatures stumble from their cover, many were still on fire as they charged forwards, heedless of the flames that were engulfing them. Others fell dead, shrivelled by the intense heat. The Hellhound 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 forward through the flames. It was huge; six metres tall, all talons, tusks and claws. It ran forward through a storm of lasgun fire, smouldering from the flames, and smashed headlong into the front of the Hellhound. The forty tonne 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, to give themselves more room. Lok gave the order over the comms-net, and shouted out for those around 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 stride. Lok drew his powersword and thumbed the tiny powerfield 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 an 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. He saw the headlights of a Razorback approaching, its turret weaponry locked onto the monster in front of him. The lascannons 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 powersword point first into the stricken leviathan's head. The powerfield 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 transports, Rhinos and Razorbacks, came roaring into the perimeter. Space Marines debussed by squads, boltguns blazing. The Razorbacks' heavy weapons targeted the larger creatures. Amidst them the Inquisitor could see Commander Culln, still issuing orders and directing fire. The

Space Marines turned the tide of the battle, driving the Tyranids back into the jungles with the ferocity of their sudden counter-attack. Soon the Tyranids had withdrawn, but they would not be far away – like a predator staying close to its prey herd. The timely arrival of the Space Marines had bought them some much-needed time. The first Tyranid assault had been repulsed, but others would soon follow.

Mission Time: 8 206 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: 1ºC
VISIBILITY: 800m
AMMONIA READING: 0.24% - high

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

"My orders are to evacuate the planet surface. The situation here means my priorities have changed. My men are no longer under at your command. We are not expendable assets." Culln betrayed no emotions, he had orders, they must be followed. The Inquisitor's anger at his decision to evacuate had not swayed him for a second. He felt no pity.

Inquisitor Lok was furious, "This is treachery commander, your strike force still has a mission to complete, the authority of the Emperor is invested in me, I am a bearer of the Inquisitorial mandate. The Conclave of Har will hear of this base treachery, and you and your Chapter will face the severest of retributions. In the name of Emperor, I command your men to stand fast."

"Your mission is irrelevant." Culln declared and turned and walked up the ramp. Inside the Thunderhawk his men where awaiting his order to launch. Powerless to intervene, Lok watched as the nose ramp slammed closed, and the gunship's engine pitch rose. The Thunderhawk lifted off, the engines boomed and it rocketed skywards towards orbit. It was soon out of sight.

Lok surveyed the base, at the tired, wounded, sallow-eyed Guardsmen still dug-in around his shrinking perimeter. He knew now that he had been betrayed, not just by the Red Scorpions, but also by some higher authority still. His authority had been undermined, and now it seemed he was to be sacrificed on Beta Anphelion IV. He trudged back to the control centre, resigned to his fate. All that was left to do was make a final log entry. He doubted it would ever reach the Conclave's Advocate Judge. The shadow in the Warp was so dense now, Astropath Zarneck was unsure if anything was getting through. It was worth a last try, if only because the Conclave would at least know his fate, and retribution could be taken against those who had plotted against him.



Above: *Terror troops. A gargantuan Hierodule closes with the defenders of laboratory theta. The creature's massive bulk and thick armour absorbed all the fire the Cadians could throw at it before smashing the perimeter defences. It is believed that there were no survivors.*





Top: *An Elysian patrol in action. Note the sergeant (recognisable by his helmet stripe) leading the way.*
Above: *Hormagaunts caught by the defender's fire as they attack the command complex.*
Opposite Top: *With preternatural speed, a swarm of Hormagaunts rushes forwards.*
Right: *In the wake of battle, a Malanthrope appears through the mists to scavenge corpses.*



UTILITATUM ADMINISTRATUM BAKKA

++++Transmitted: Beta Anphelion IV

+++++++Received: Astropath Aylor

++++Destination: Inquisitor-Lord Varius

++Mission Time: 8 206 850.M41

Telepathic Duct: Terminus Kaleb

++++++++++++Ref: Ordo Xenos/454228290/HV

+++++++++Author: Autosavant Wassily

Thought for the Day:

"Consider not the future. The only thing that matters is the everlasting present."

Being the official report and journal of Inquisitor Solomon Lok, as recorded by 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 bodied men.

Still no contact from the Cephestus, although repeated attempts have been made to contact the vessel. The betrayal runs deeper still. Commander Culln has begun his own evacuation operation, and as I 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 can not say. We will fight to the last. Hours, days, it matters not, for without assistance death now is certain. Firing has started, they are coming again.

[illegible] is the final entry in this log. [illegible] Emperor knows I was a loyal servant [illegible] the end...

[illegible] to the alien.



Above: *All fangs, claws and armoured muscle, a Carnifex charges.*

Mission Time: 8 207 850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: 1ºC
VISIBILITY: 200m
AMMONIA READING: 0.32% - very high

Even as he finished his dictation to Autosavant Wassily, the Inquisitor heard the faint sound of firing. The Tyranids were attacking again. As an Inquisitor of the Ordo Xenos it was his sworn duty to purge the galaxy of any alien threat to Mankind. He would do so with his dying breathe. He drew his powersword from its scabbard. "Sign off the log entry with, death to the alien." he instructed his scribe, and made for the exit.

Outside the fog had gathered about the base, it lent the battle a strange, surreal, detached air. Respirator-faced soldiers emerged from the thick white blanket to scurry by. Searchlight beams reflected a white wall of swirling mist. Lasgun blasts made the fog cloud glow from the inside, like a living entity. He felt the first slight burning sensation of the ammonia in his throat and pulled his own helmet into place.

At the perimeter he 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 echoed through the fog. As he watched a brood of Hormagaunts bounded from the undergrowth with dazzling speed, straight at them. Their reckless charge was cut down by lasgun blasts, but more followed. He took aim, his last clip of bolt pistol ammunition already loaded. He added his own shots to the Cadians' firepower.

Behind the Hormagaunts came taller Warriors, stalking the jungles 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 tremble. The skeins of drifting fog parted long enough for Inquisitor Lok to see the approaching Hierophant that towered above the trees on long spiny limbs, its huge ugly head full of fangs which dripped bile and mandibles that gleamed with acid. The biotitan was massive, how could it have avoided being detected?

"All fire, target the biotitan." He ordered, directing the fire of his remaining squads. Las blasts simply glanced off its carapace, but the Cadians' lascannons blew huge, smouldering chunks out of the beast. It roared, and smashed its way towards them. Lok ducked behind some sandbags and reached to his belt. From it he pulled all six krak grenades, and quickly bound them together. Heavy weapons fire was slashing over his head, the biotitan came closer. Lok pulled out his powersword once again, and prepared himself for one last heroic effort. The creature was so tall it easily passed over the top of him. Looking up he saw its hideous maw drooling poison, clouds of spores spewed from rends in its thick armour plates. Leaping to his feet Lok aimed the krak grenade bundle. As he did, long stringy tendrils lashed out from the biotitan'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 hard, dropping his sword and grenades. The bio-killer stamped down hard, trying to impale him with its clawed feet. He 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 sizzled with acid burns. Seizing his 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 biotitan loomed massive – and then it was gone. The massive explosion ripped away the underside of the creature, spilling its slimy internal organs out in a torrent od bile. Its legs buckled, and with a last strangled scream the titan collapsed, dead.

Exhausted and in 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 torn off. Inside his body was ruined and broken. As he tried to pulled himself up two Cadian Guardsmen ran to his aid. With their help he staggered to his feet, coughing up blood, his face singed and melted. He looked down for his powersword, lacking the strength to wield it, it might at least act as the prop. "Lord?" one Guardsman inquired. Lok looked up at him, both men were looking past him, into the sky. A rescue ship was coming? Reinforcements had arrived? They had evolved!

Slowly, the Inquisitor turned to look, and through the parting fog clouds saw two more biotitans approaching. Lok was amazed, the Hive Mind had evolved so quickly. From just a few experimental samples the Tyranids had just grown out of control, evolving and evolving into the familiar forms it knew would defeat the foe. It had been a mistake to think the Hive Mind could be tamed for experimentation. 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 were dying around him, Inquisitor Lok saw the full horror of the truth. The Tyranids could not be stopped, 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 they would inevitably be annihilated. Mankind would fight on, but it was already doomed.



Right: *The end is nigh! A biotitan approaches through the swarmps to overwhelm Inquisitor Lok's last few desperate survivors.*



Top: *The watcher. A Genestealer patiently awaits the arrival of new prey.*

Above: *A Barbed Hierodule crushes the jungle foliage as it seeks a new target.*

Top: Broadly equivalent to an Imperial Guard Super-heavy tank, a Hierodule is unstoppable to all but the heaviest weapons.

Above: The Red Scorpions' rescue column forces its way towards the Thunderhawk crash site.



Detachment D-99's Valkyries take-off from their landing fields at the command complex on their way to secure the *generatorum buildings.*

Detachment D-99's Valkyries take-off from their landing



Trygons smash their way into the command complex as the last of Inquisitor Lok's stranded forces are destroyed.



Valkyrie airborne assault carrier of D company, 99th Elysian regiment.
This aircraft is a transport vehicle for 2nd platoon.



Tarantula sentry gun with lascannons of 99th Elysian regiment.
This weapon was deployed as part of the perimeter defences of the control complex.



Drop Sentinel with multi-melta of 4th Sentinel squadron. This vehicle was lost during the mission to secure and restart the containment fence generators.



Valkyrie airborne assault carrier. This aircraft is the fifth vehicle of third platoon.
The company's 21 Valkyries were all destroyed during the course of the fighting.



Cyclops remote controlled demolition vehicle.
The company's attempts to use these vehicle against the Tyranids proved unsuccessful.



Vulture gunship. This is the 3rd aircraft of the company's attack squadron.
A55-31 is the aircraft's registration number.



**Graia pattern Hellhound flame-thrower tank of the Cadian 266th regiment.
This vehicle was destroyed defending laboratory complex alpha.**



**Chimera armoured carrier of the Cadian 266th regiment, armed with a heavy flamer in the turret.
The regiment employed a wide variety of Chimeras.**



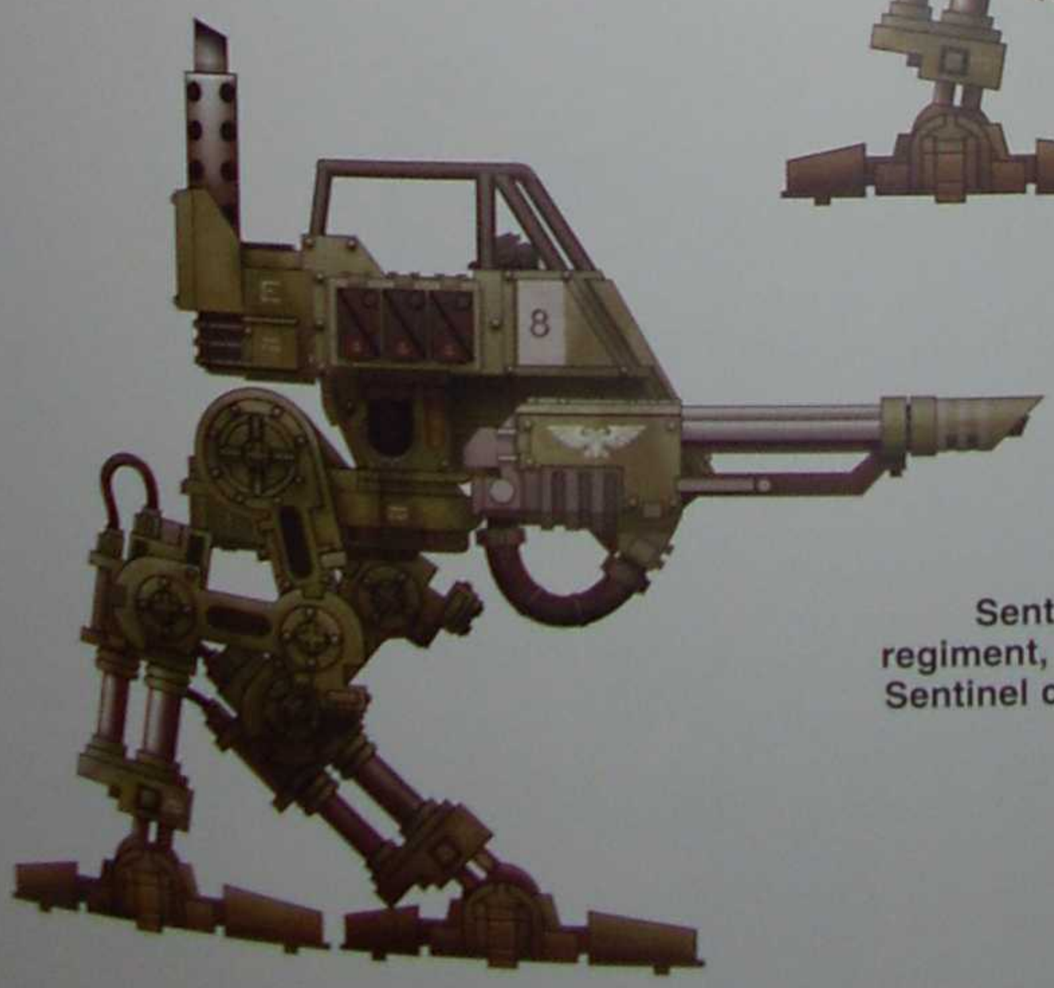
**Tarantula sentry gun with heavy bolters.
Sentry guns proved effective when deployed inside the base in a point defence role.**



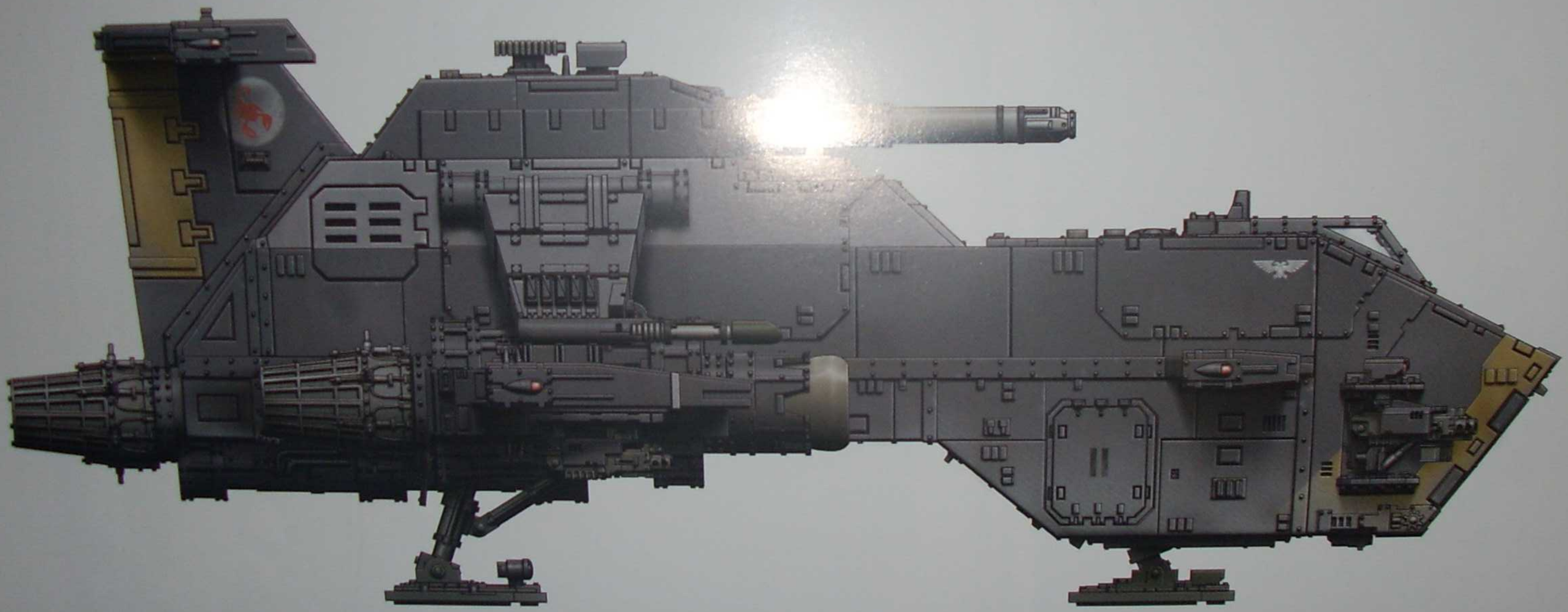
Chimera armoured carrier of the Cadian 266th regiment.
This vehicle, of second squad, second platoon, was part of the convoy that reached laboratory complex delta.



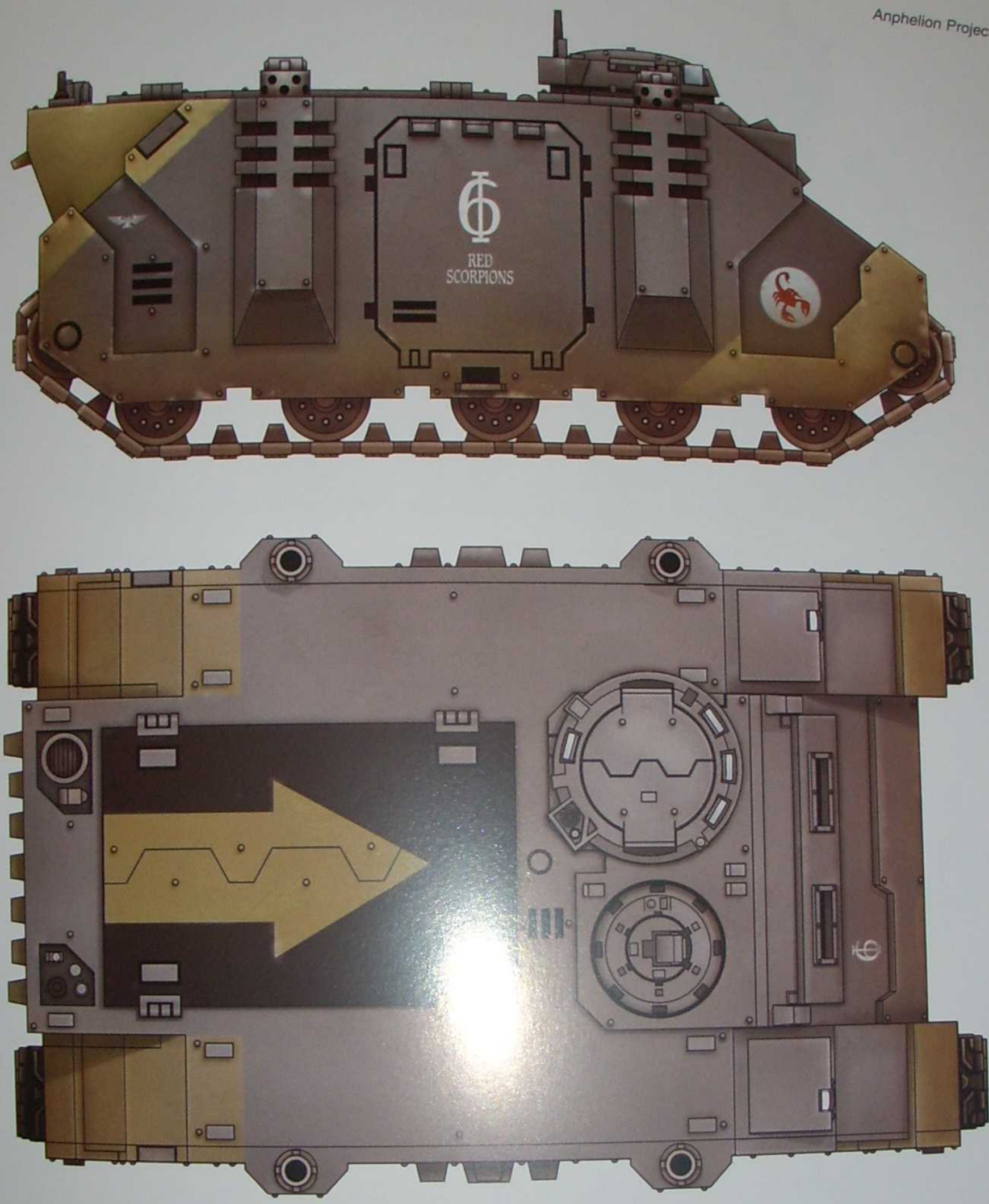
Sentinel scout walker, 266th Cadian
regiment, sixth vehicle of the regiment's
Sentinel company.



Sentinel scout walker, 266th Cadian
regiment, eighth vehicle of the regiment's
Sentinel company. These two walkers are
from the same squadron (E).



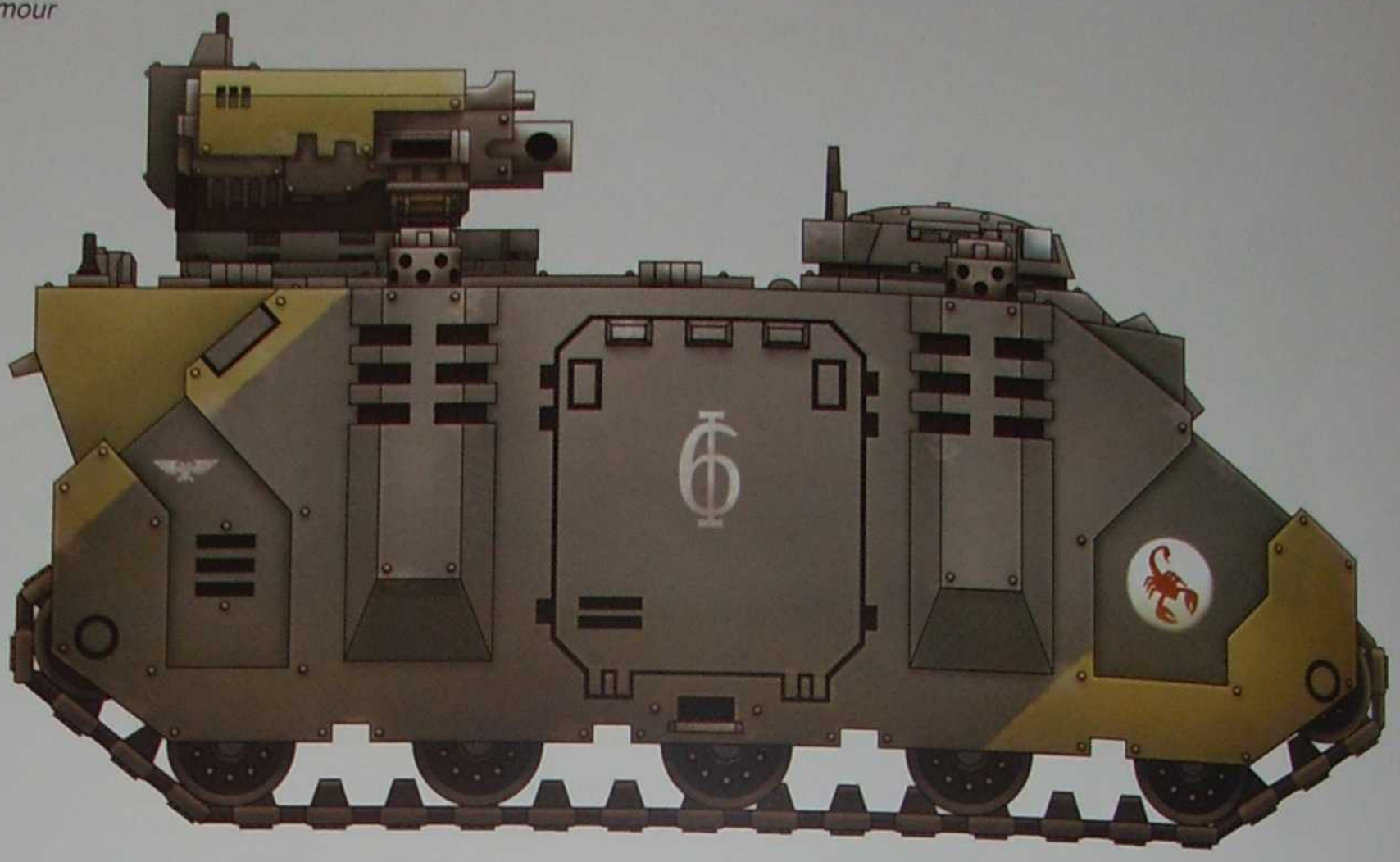
Red Scorpions' Thunderhawk gunship. One of three gunships transporting Commander Culln's force.
This aircraft was destroyed after it crash landed in the swamps whilst transporting Commander Culln from laboratory complex theta.





Rhino of the Red Scorpions Chapter, sixth (tactical) company. This is the Codex Astartes 'Chapter Approved' colour scheme.

There are no squad markings on the vehicle, so which tactical squad it transports is unknown.

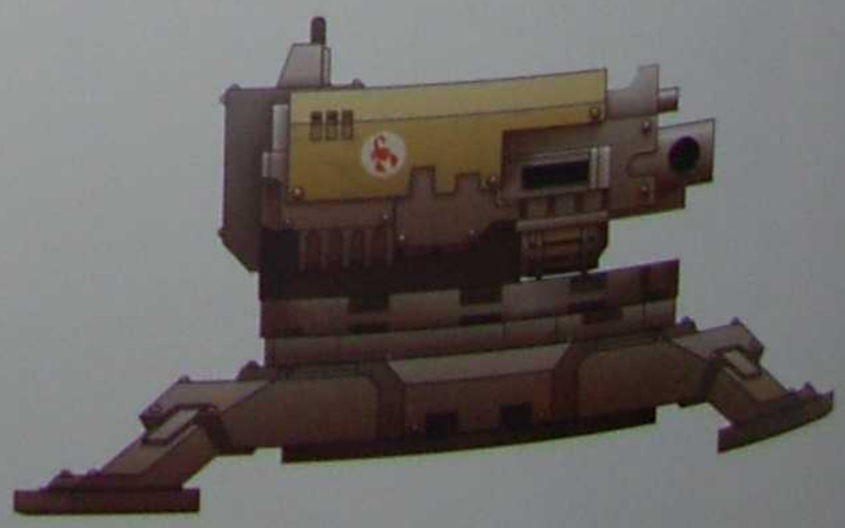


Razorback of the Red Scorpions Chapter, armed with twin-linked heavy bolters.



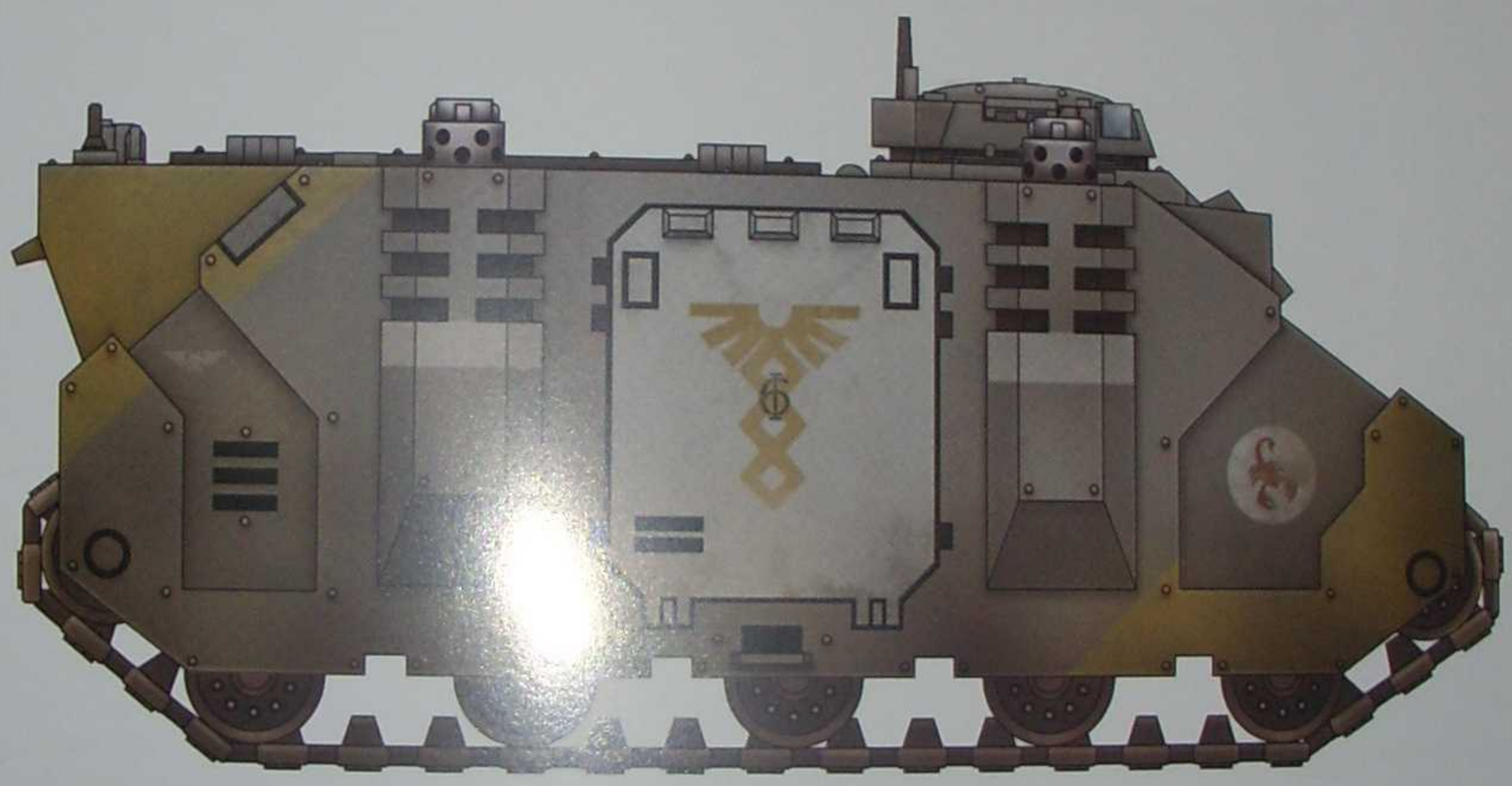
MkIV Dreadnought of the Red Scorpions Chapter. Brother Halar, formerly a commander of 2nd company, was attached to 6th company, for this mission, but still bears his original company number on his leg. He is armed with an inferno cannon, powerfist and storm bolter. Brother Halar was killed in action on Beta Anphelion IV.

Tarantula sentry gun of the Red Scorpions Chapter. Transportable inside a Rhino or Razorback, sentry guns provided useful support during search and destroy operations.





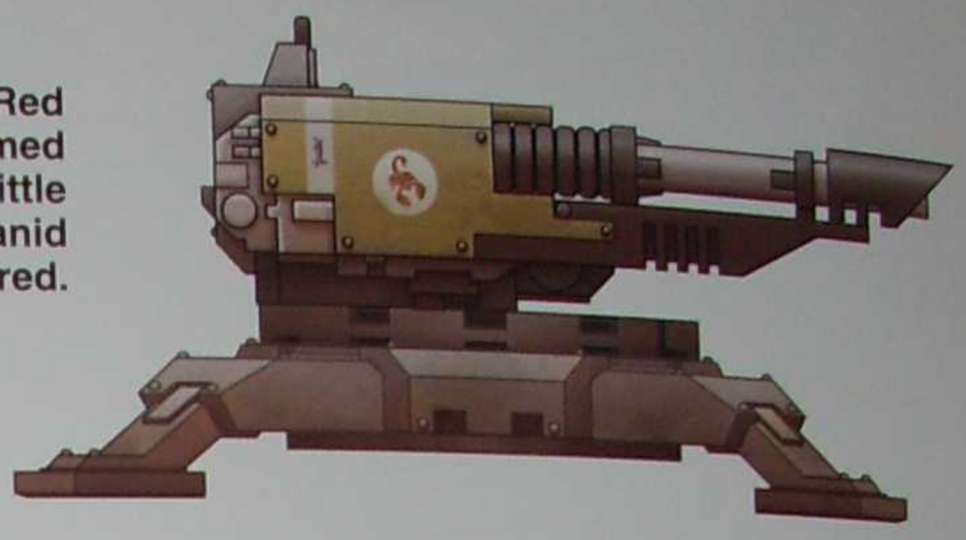
Razorback of the Red Scorpions Chapter. This is the armoury's seventh vehicle, operating as the transport for Demi-squad Laan.



Apothecary Rhino of the Red Scorpions Chapter, 6th company. Note: no weapons are included.



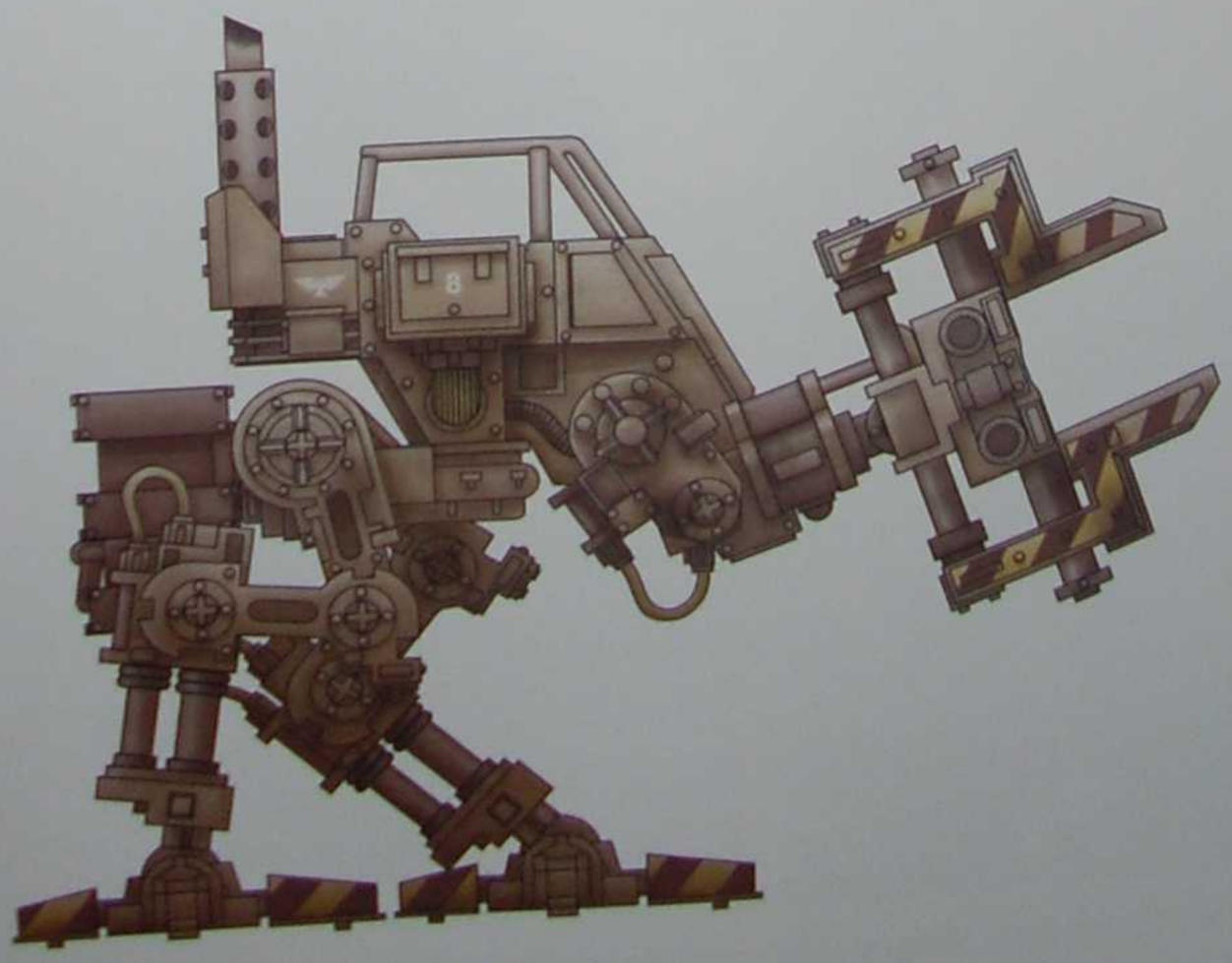
Rhino of the Red Scorpions Chapter, 6th company.



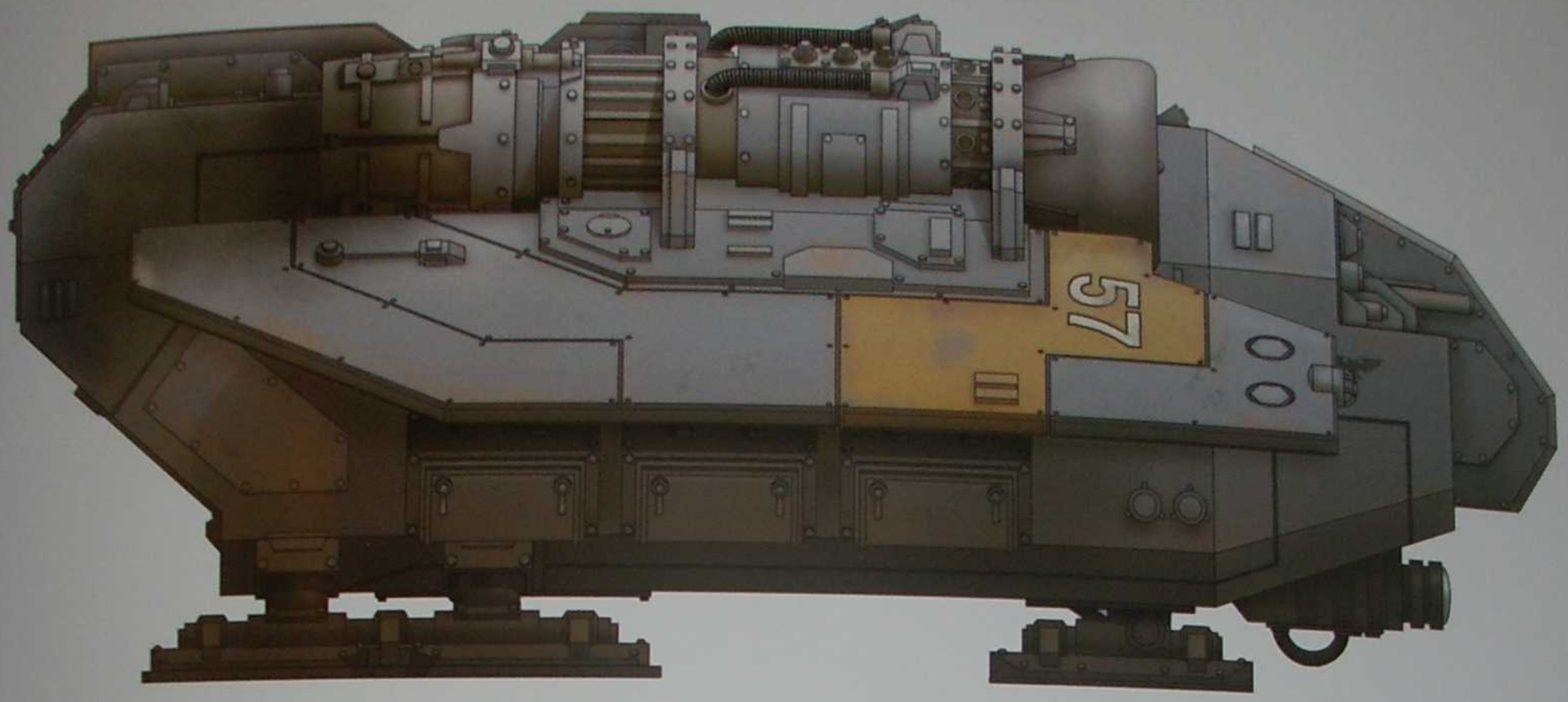
Tarantula sentry gun of the Red Scorpions Chapter. Lascannon armed sentry guns were found to be of little value against the Tyranid swarms they encountered.



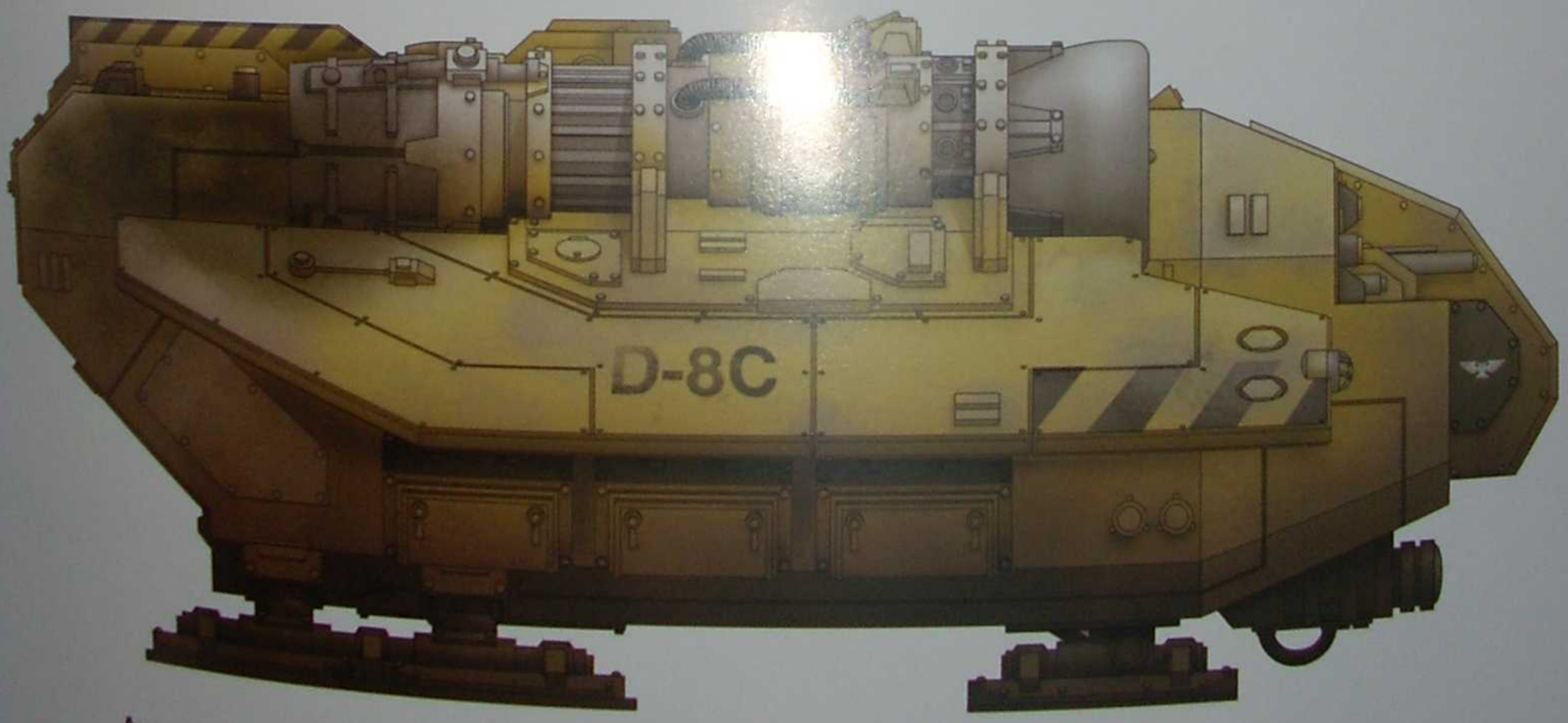
Trojan tractor found at the Anphelion base's command centre. It was already defunct when discovered, but must have been used during the base's day-to-day operations. Judging by its colour scheme, this vehicle was never intended for use in combat.



Sentinel powerlifter. Another of Anphelion base's support vehicles, found and utilised by Solomon Lok's forces.



Arvus lighter. This shuttle was used by Inquisitor Lok to transfer from his transport vessel *Cephestus* to the planet's surface, and subsequently to move men and supplies between the base's facilities.



Arvus lighter found in working order on a landing pad at laboratory facility theta. It was employed by Inquisitor Lok's forces to move supplies until it was destroyed during a Tyranid raid.



Hive Tyrant with four scything claws, observed at laboratory theta.



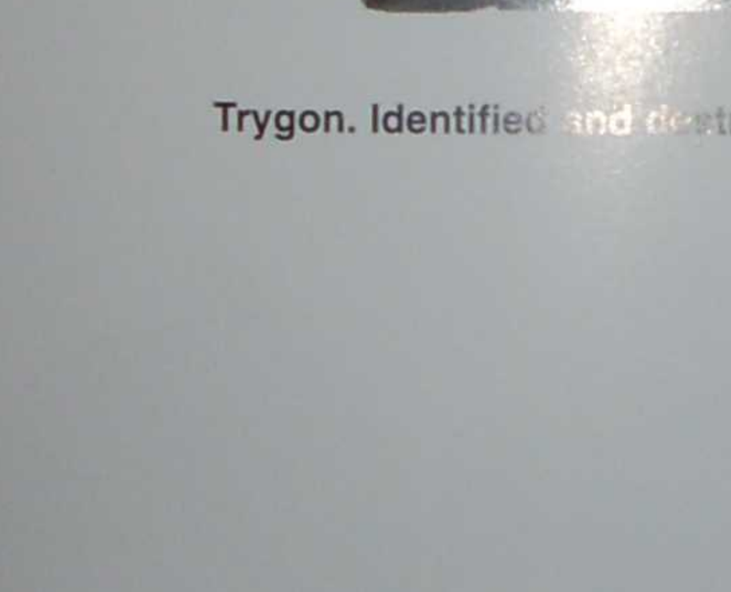
Meiotic Spore, identified by Red Scorpions during Thunderhawk operations.



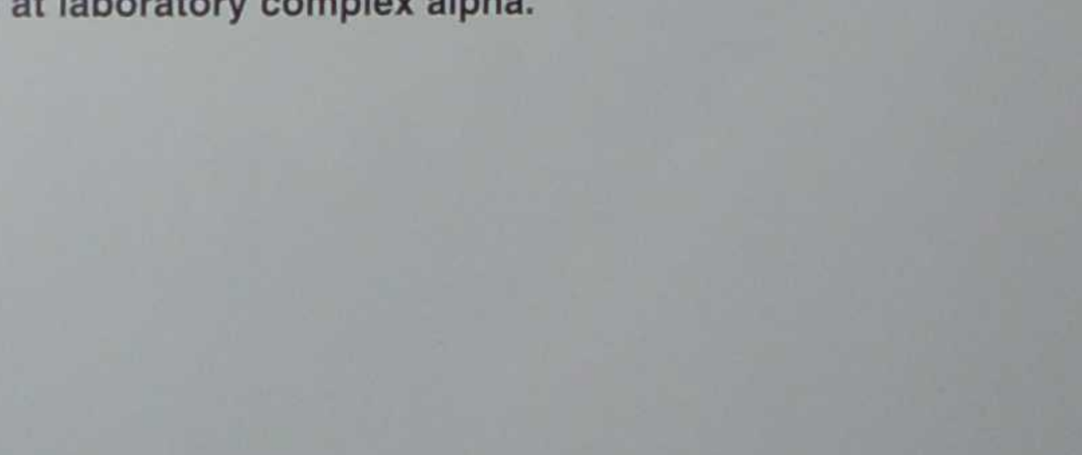
Tyranid Warrior armed with a deathspitter and scything claws. Killed during fighting at laboratory alpha.



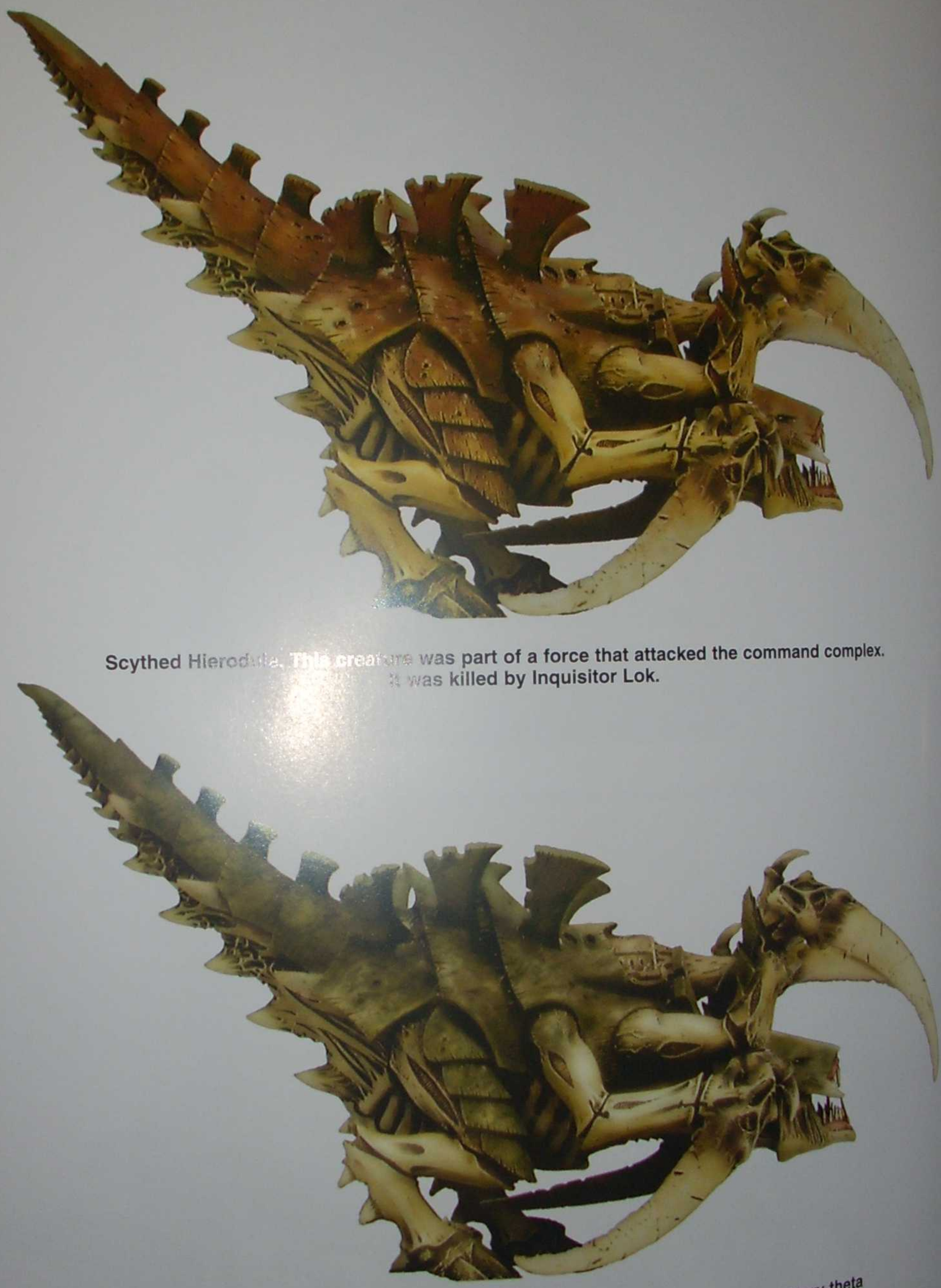
Trygon. Identified and destroyed at laboratory complex alpha.



Genestealer, encountered at laboratory complex delta.



Gaunt armed with a devourer.
Killed at laboratory complex theta.



Scythed Hierodule. This creature was part of a force that attacked the command complex. It was killed by Inquisitor Lok.

Scythed Hierodule. This creature was part of a force that attacked laboratory theta and destroyed the Cadian garrison.

TYRANID CREATURES



Trygon. This creature destroyed the containment fence control centre during a surprise attack on the Anphelion command complex.

HIVE TYRANT



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

Various hive fleet and splinter fleets have exhibited different physical characteristics and slight differences in physiognomy. The Imperium's Magos Biologis have put this down to each fleets own rapid evolutionary development, with each new world conquered adding more genetic material to the bio-mass, the Hive Mind can bioengineer new creature strains and evolve again. Within larger hive fleets, such as *Kraken* or *Leviathan*, it is likely that creatures will remain broadly similar, but some Hive Tyrants identified amongst splinter fleets have larger heads, different configuration of claws, talons, tails etc. This is likely to be because the genetic material available to a more isolated fleet dictates a different development path.

Even within these different 'types' there is mutation and physical alterations. Different weapons are common, but the bio-morphication also changes the Hive Tyrant. So mutable is the Hive Tyrant genus, that only rarely are two found the same. On Beta Anphelion IV several Hive Tyrants were encountered, including those that had evolved wings. This was the first confirmed sighting of a winged Hive Tyrant, although since the ill-fated expedition to the Anphelion system, other Hive Tyrants across the hive fleets have also been identified with wings.

Hive Tyrants encountered on the battlefield carry a wide array of symbiote weapons, with venom cannon, barbed strangler, 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 deathspitters. 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 very close. Although Hive Tyrants embody the Hive Mind completely, their destruction will disrupt it, but 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. Veterans of fighting against the hive fleets soon learn that Hive Tyrants must be quickly destroyed to achieve maximum disruption to the Hive Mind.



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Date : 0766998.M41

Signature :

Designation : HIVE TYRANT

Common Title : OVERFIEND

Specied Name : TYRANICUS PRAEFACTOR

Species Number : TY-0056-0838

Sub-Species Number : III

Average Height : 2.9 M

Average Weight : 6.1 TONNES

First Encountered : TYRAN

Role : BATTLEFIELD COMMAND

Threat Evaluation : VERY HIGH

Main Weaponry : 4 x SCYTHING CLAWS

Secondary Weaponry : FANGS AND CLAWS

Tertiary Weaponry : NONE

Known Genus Mutations :

CURRENT 402 GENUS TYPES OF HIVE TYRANT HAVE BEEN RECORDED - INCLUDING AVIUS GENUS BIOMORPHIFICATION AND SYMBIOTE CREATURES.

CLASSIFIED

Summary : SYNAPSE CREATURE THAT ALSO DISPLAYS PSYCHIC POWERS. PRIORITY TARGET FOR ALL WEAPONS FOR MAXIMUM DISTRUPTION OF THE HIVE MIND.

WINGED TYRANID WARRIORS



Tyranid Warriors have been identified as amongst the most important Tyranid creatures on the battlefield. Not only are they large and powerful fighters in their own right, but they also fulfil a pivotal role in Tyranid attack swarms. The Warriors act as psychic resonators, amplifying the psychic bond of the Hive Mind and transmitting it to the smaller, less developed creatures around them. Like officers in a conventional army, they lead the lesser creatures into battle, directing their actions and adapting the Tyranid's battlefield tactics to the situation they face.

Some Magus Biologis actually believe Tyranid Warriors to be the origins of the Tyranid race, and that other geno-types are evolved from these taller creatures, to do their bidding. Others believe that Warriors and Hive Tyrants have evolved from lesser Gaunts, and that eventually the aim of the Hive Mind is for all Gaunts to become Warriors, with the same strong synapse network that allows more independent thought and action. One issue that the Biologis can agree on is that the Hive Mind has adopted a standard six-limbed template for all its creatures. Warriors, like other creatures, walk on their back legs, and can use two symbiote weapons in their upper limbs.

Tyranid weapons technology is referred to as symbiotes. Rather than being weapons as we might know 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 inception, two parts of a whole – when the host creature is killed, the symbiote dies with it. All Tyranid weapons are just an extension of their bodies, like a claw, talon or a tail. Ranged weapons like deathspitters, barbed stranglers and devourers are complex multi-creatures, which launch a variety of highly corrosive maggot-like creatures, burrowing organisms, gobbets of volatile bio-acid, or diamond-hard spines. These are wielded with the same instinctive reactions that a human might use to clench his fist and strike an opponent.

Tyranid Warriors were first encountered, along with most of the Tyranid race, on the planet of Tyran, an Explorator 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 encountered on Beta Anphelion IV, and to the surprise of Inquisitor Lok's team, some had evolved wings. How this could happen is not known, 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. Not only did it evolve the creatures, but it had the sense to hide its new traits from its captors, and patiently built 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.



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Date : 0769998.M41

Signature :

Designation : WINGED TYRANID WARRIOR

Common Title : WARRIOR

Specied Name : TYRANICUS GLADIUS AVIUS

Species Number : TY-0104-0766

Sub-Species Number : XI

Average Height : 2.4 M

Average Weight : 2.5 TONNES

First Encountered : TYRAN

Role : SHOCK TROOP/LEADER

Threat Evaluation : HIGH

Main Weaponry : DEATHSPITTER

Secondary Weaponry : FANGS AND CLAWS

Tertiary Weaponry : NONE

Known Genus Mutations :

THIS IS A GENUS MUTATION OF THE TYRANICUS GLADIUS SPECIES. BIOMORPHIFICATION AND SYMBIOTE CREATURES MAY VARY WITHIN TYPE.

CLASSIFIED

Summary : MOST COMMON SYNAPSE CREATURE ENCOUNTERED.

HIEROPHANT



The Hierophant biotitan is an immense, hideous creature, towering over the battlefield and bristling with spines, tendrils and symbiote weapons. They are amongst the largest bio-creatures yet encountered amongst the swarms of the hive fleets, comparable in size and power to an Imperial Titan.

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

The Hierophant is the Tyranids' largest shock troop, armed with massive bio-cannons, multiple claws and chitin blades, and armoured with a thick chitinous hide that exudes poisonous spores from rends in the plates.

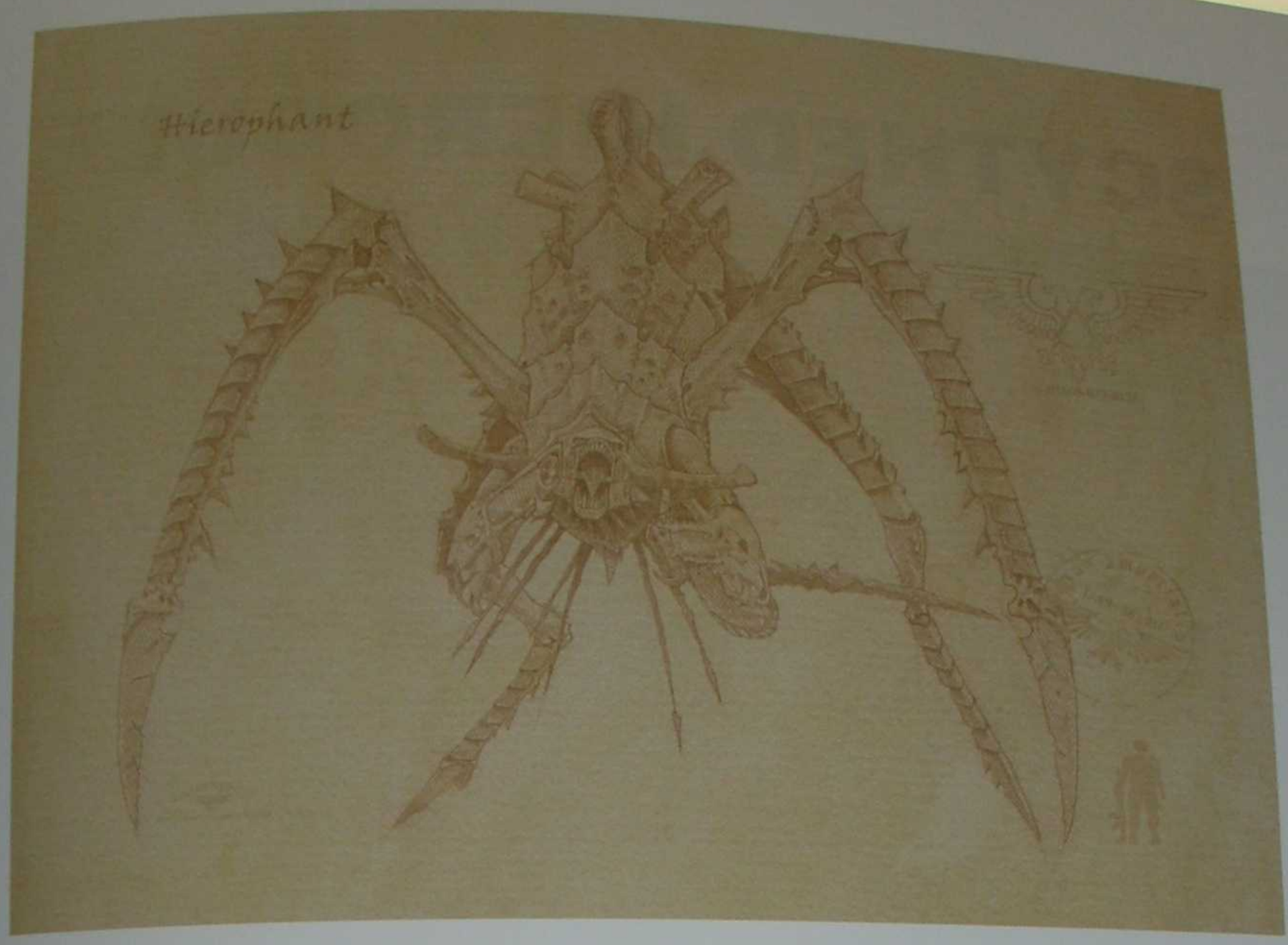
As well as its many razor sharp claws and spines which cover its body, head and tail, the Hierophant is also armed with two long bio-cannons. These symbiote weapons are triggered by a massive electro-chemical shock from the host creature, the bio-cannon creature then spews forth a hail of highly corrosive maggot-like organisms. These venomous and highly acidic organisms then impact upon the target, splattering gobbets of bio-acid and poison, that melt through plasteel, ferrocrete, flesh and bone in seconds, reducing the unfortunate victim to a steaming pile of bubbling goo.

As well as its main weapons, the creature's vulnerable belly is protected by many spiny tendrils that 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.

The Hierophant also has one last line of defence. From rends in its armour plates and body the Hierophant constantly exudes a cloud of highly toxic poisonous spores. These are lethal to all non-Tyranid creatures, forming a drifting vapour about the Hierophant that chokes and burns anybody without proper protection that is brave enough to get close to the creature.

Like all Tyranid creatures, the biotitan seems to be able to mutate rapidly, evolving new weapons and defences. Other variants of the Hierophant biotitan have been identified with huge crushing claws or long scythe-like blades, cluster spines and other bio-weapons.

Deep in the jungles of Beta Anphelion IV, biotitans were growing. From only a few initial samples, the Hive Mind managed to multiply and grow into various creature-genii with alarming speed, from the smallest Ripper to towering biotitans, and soon the planet was infested by all manner of Tyranid creatures. The development of such large bio-constructs remains a mystery to the Imperium's Biologis Whilst it seems a Hive Tyrant or Carnifex could easily be a further evolution of a Tyranid Warrior, there is no clear connection from any other creature to the Hierophant. Combating Hierophants is simply a matter of applying the heaviest firepower available; large ordnance weapons and heavy artillery have so far proved the only effective weapons in destroying biotitans.



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Date : 0771.998.M41

Signature :

Designation : HIEROPHANT

Common Title : BIOTITAN

Specied Name : TYRANICUS GIGAN

Species Number : TY-0899-0367

Sub-Species Number : CXXII

Average Height : 13.45 M

Average Weight : 51 TONNES

First Encountered : MIRAL PRIME

Role : HEAVY SHOCK TROOP

Threat Evaluation : EXTREME

Main Weaponry : 2 X BIO-CANNON

Secondary Weaponry : SCYTHING CLAWS

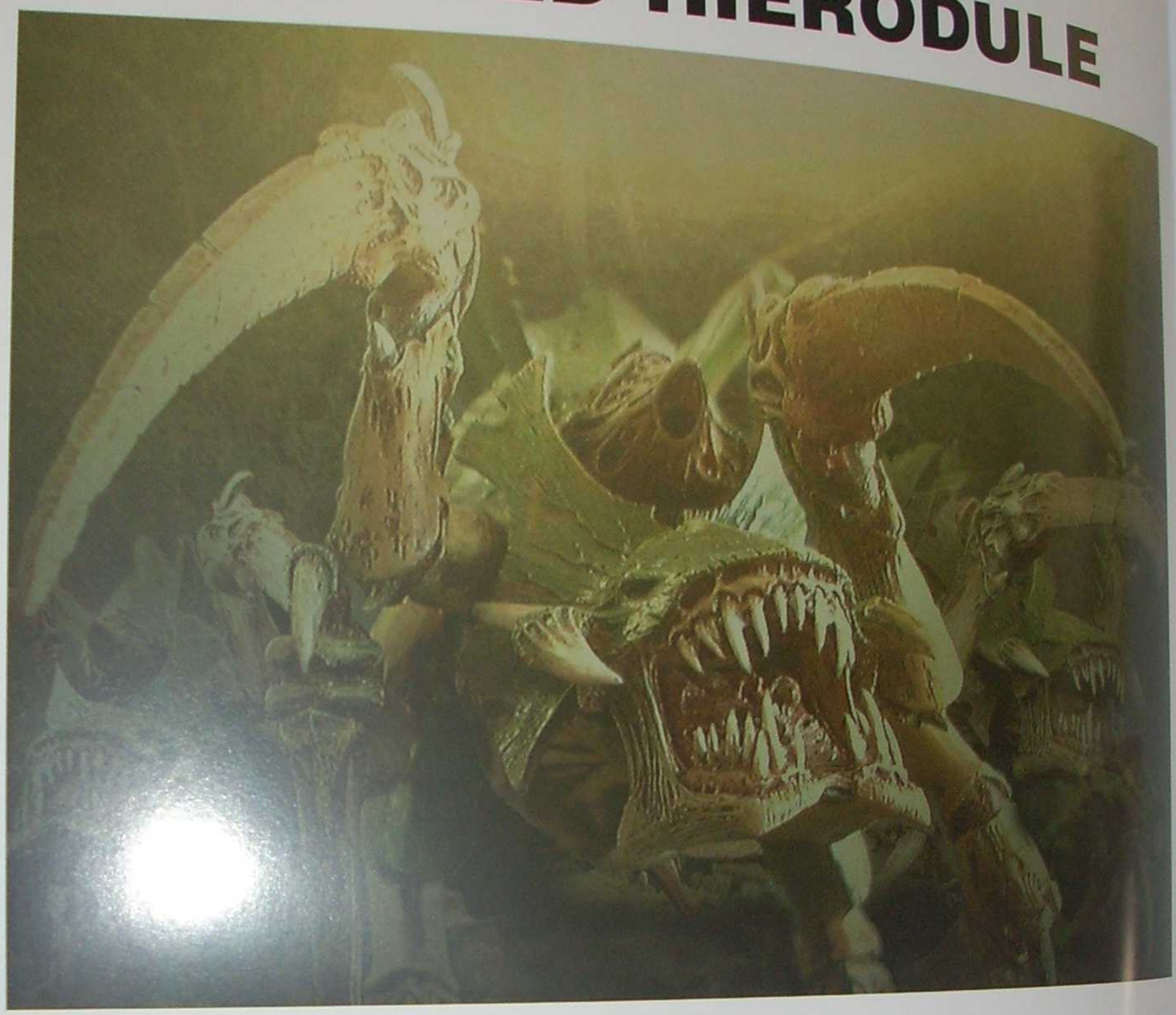
Tertiary Weaponry : TOXIC SPORES

Known Genus Mutations :

OTHER GENUS INCLUDE SYMBIOTE WEAPON VARIATIONS SUCH AS SCYTHING CLAWS AND CLUSTER SPINES.

Summary : AMONGST LARGEST BIO-CREATURE ENCOUNTERED. EXUDES TOXIC SPORE CLOUD.

SCYTHED HIERODULE



The Scythed Hierodule was recorded during the invasion of Hamman's World, a small Imperial colony close to one of the tendrils of Hive Fleet *Kraken*. Hamman's World was attacked soon after the *Kraken's* defeat on Ichar IV, as the hive fleet began to splinter. Nothing like the Hierodule had ever been reported before. It is armed with four huge razor-sharp claws, each capable of slicing clean through a battle tank, and heavily protected by chitin plates, in places up to 30 cm thick. A Hierodule is far larger than a Carnifex, a monstrous-killing machine, even by Tyranid standards.

The garrison of Hamman's World put up a brave defence. During the bloody battles for the colony, the Scythed Hierodule played a major role in the vanguard of Tyranid attacks, leading swarms of lesser Gaunts into battle, particularly against the strong points and prepared ferrocrete defences occupied by the Planetary Defence Forces.

After the battles and subsequent evacuation of Hamman's World, a detailed study of the campaign was carried out by newly arrived Xenos-Biologis teams. Although their findings were kept secret, they did not believe that the Hierodule acted as a focus for Hive Mind activity, or is a synapse creature – all the attacks were still accompanied by the usual Tyranid Warriors and Hive Tyrants who seemed to control the actions of the lesser creatures.

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 armour plates. This toxic creature helps defend its host from attack, squirting a jet of potent mutagenic acid against any enemy that gets too close. No samples of a Scythed Hierodule have been recovered for research. Those creatures that have been killed have all been destroyed by large weapons, leaving few remains for laboratory investigation.

As yet, the Scythed Hierodule has only been reported active within a single tendril of Hive Fleet *Kraken*, and even then only encountered on a handful of worlds, but slowly its presence on the battlefield is growing. The advance of Hive Fleet *Leviathon* has seen Hierodules leading assaults. Capture of a live sample has become a high priority for Xeno-biologists if an effective counter-measure to this threat is to be found quickly. So far none of the Xenos-Hunter teams that have been sent to capture a Scythed Hierodule have returned!



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Date : 0778998.Mk1

Signature :

Designation : SCYTHED HIERODULE

Common Title : SCYTHED SLAUGHTERER

Specied Name : SICA HIERODULE DOMITOR

Species Number : TY-0970-0623

Sub-Species Number : CXXIV

Average Height : 4.9 M

Average Weight : 14 TONNES

First Encountered : HAMMAN'S WORLD

Role : HEAVY ASSAULT

Threat Evaluation : EXTREME

Main Weaponry : 4 X SCYTHING CLAWS

Secondary Weaponry : ACID SPRAY

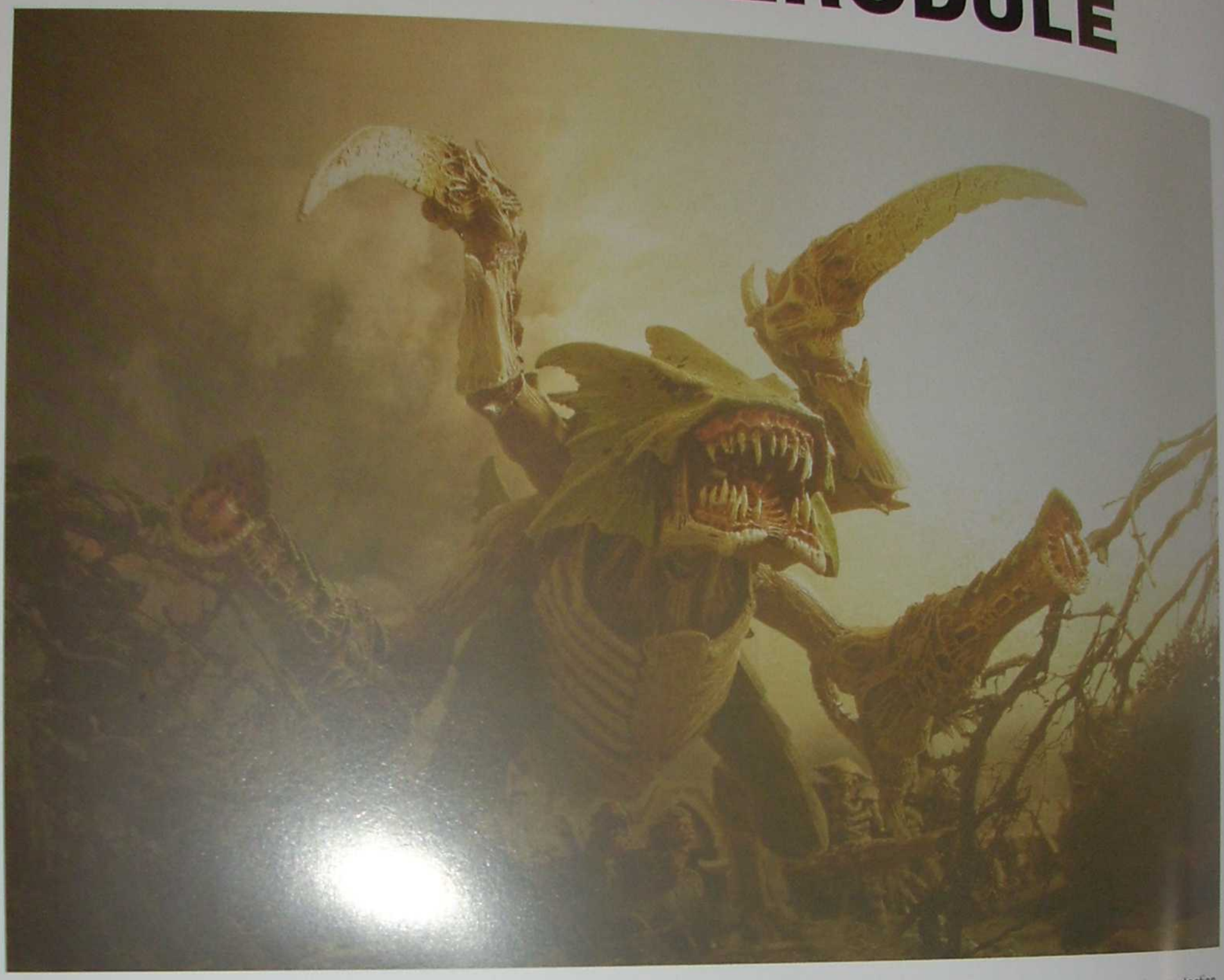
Tertiary Weaponry : MULTIPLE CLAWS AND FANGS

Known Genus Mutations : NONE KNOWN

CLASSIFIED

Summary : LARGE ASSAULT CREATURE REQUIRES ORDNANCE WEAPONRY TO KILL.

BARBED HIERODULE



Following the loss of Hamman's World to the swarms of Hive Fleet *Kraken*, the Imperial forces were evacuated and moved to the neighbouring Moran system. Reinforcements, originally intended for Hamman's World, were redirected to the main planets of the Moran system. A strong defence was rapidly established in anticipation of a new Tyranid invasion.

Moran did not have long to wait before the onslaught began. Hive ships 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. Now a new threat emerged; the Scythed Hierodule had evolved into a new, deadlier species.

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 response.

The Barbed Hierodule (as the troops on Moran soon came to know it), had replaced two of its four huge scythe-like claws with massive bio-cannons. 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 soldiers on the ground. Was the alien Hive Mind learning and adapting faster than anybody thought possible?

Like the Scythed Hierodule, the Barbed Hierodule has spread throughout the hive fleets. During the hellish fighting on Dantris, 26 Hierodules were recorded as destroyed. On Beta Anphelion IV Inquisitor Lok's forces encountered at least four Hierodules of both types. Inquisitor Lok himself was responsible for killing one, and another was destroyed by concentrated heavy weapons fire from Cadian troops defending laboratory complex theta, before they were eventually overrun by a swarm of Tyranid creatures led by a second Hierodule.

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

Barbed Hierodule



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Date : 0779998.M41

Signature :

Designation : BA[illegible]ODULE

Common Title : B[illegible]AUGHTERER

Specied Name : UNCH[illegible]ODULE DOMITOR

Species Number : TY-0900-0368

Sub-Species Number : CXXIII

Average Height : 4.9 M

Average Weight : 17 TONNES

First Encountered : MORAN PRIME

Role : HEAVY ASSAULT/SUPPORT

Threat Evaluation : EXTREME

Main Weaponry : 2 X BIO-CANNON

Secondary Weaponry : SCYTHING CLAWS

Tertiary Weaponry : MULTIPLE CLAWS AND FANGS

Known Genus Mutations : GENUS MUTATION OF THE SCYTHED HIERODULE TO INCLUDE NEW BIO-WEAPON SYMBIOTES.;

Summary : LARGE ASSAULT CREATURE WITH INCREASED FIREPOWER REQUIRES ORDNANCE WEAPONRY TO KILL.

HARRIDAN



Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the inter-galactic alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before diving down over the battlefield, strafing its foes with bio-cannons or swooping low to rake a tank with its two massive claws, or snapping its massive fanged jaws around an infantryman. The Harridan's fearsome armament means it is capable of attacking just about any target, and the high-speed impact of its two main claws are capable of punching through just about any armour.

Being a living creature and relying upon wings rather than jet engines the Harridan cannot match an aircraft for straight line speed, but its lithe, twisting body is far more manoeuvrable, allowing it to twist and turn to avoid enemy fighters or ground fire. A Harridan lacks the speed to dogfight effectively with Imperial flyers, although Imperial pilot's after action reports tell tales of Harridans intercepting aircraft that fly too close, or of them sacrificing themselves in suicidal mid-air collisions that destroys both the aircraft and the Harridan.

Harridans seem to act as brood mothers to smaller Gargoyles. It is thought that Gargoyles lack the endurance for very long distance movement, but it is known that they can hitch a lift on a Harridan, using their hooks and claws to attach themselves to the larger creature. With a Gargoyle brood attached a Harridan's belly appear to constantly writhe with hideous clusters of scaly limbs and leathery wings, writhing over the mother's skin and chitinous armour plates. As the Harridan soars over the battlefield the Gargoyles will detach themselves and flap off to attack the enemy. When Harridan's gather for a large attack, swarms of Gargoyles will usually darken the skies around them.

Magos Biologis have noted that Harridans have been encountered in a variety of sizes. Some are huge, upwards of 30 metres in length with a wingspan of 40 metres, other far smaller Harridans have also be identified. The reason for this is unknown.

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

On Beta Anphelion IV Inquisitor Lok's forces encountered at least two Harridans, when the creatures conducted a devastating surprise aerial attack against the Elysian's landing fields. The two creatures destroyed or damaged almost all the Elysian's aircraft, in a deliberate attack to cripple the Drop Troops' mobility. The anti-aircraft defences for the landing ground proved insufficient to stop the Harridans.



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Date : 0786998.M41

Signature :

Designation : HARRIDAN

Common Title : BROOD-MOTHER

Specied Name : AVIUS TERRIBLIS

Species Number : TY-0950-0433

Sub-Species Number : LXVII

Average Height : 29 M (LENGTH)

Average Weight : 62.4 TONNES

First Encountered : TYRAN

Role : AIR SUPERIORITY

Threat Evaluation : EXTREMUS

Main Weaponry : 2 X BIO-CANNONS

Secondary Weaponry : 2 X SCYTHING CLAWS

Tertiary Weaponry : CLAWS AND FANGS

Known Genus Mutations : NONE KNOWN

Summary : OFTEN ACCOMPANIED BY GARGOYLE SWARMS

Pax Imperialis

CLASSIFIED

TRYGON



The Trygon is to the Ravener what the Harridan is to a Gargoyle – a monstrous tunnelling bio-killer that leads whole broods of Raveners into battle. The origins of the Trygon are unknown, although on Beta Anphelion IV the creature's ability to tunnel allowing it to easily escape from the containment areas. It is thought that this may be the origins of the Tyranid evolution of tunnelling creatures, as a response to imprisonment.

A Trygon's claws can burrow through just about any material, carving out underground tunnels as it passes by. These tunnels are utilised by other Tyranid creatures, which follow in the Trygon's wake and move without detection. This often means a Trygon's appearance is a precursor to a far larger Tyranid attack, as scores of smaller creatures pour out of the hole in the ground left by the Trygon. On Moran, Space Marine Terminators of the Death Strike Chapter launched an operation to investigate the tunnels left behind after Trygon attacks. Savage subterranean fighting resulted in few gains, and eventually all the identified entrances were sealed and virus weapons were detonated underground.

Their acute senses can detect enemy lifeforms above, and the Trygon will burrow upwards, exploding through the ground underneath its unsuspecting target with devastating power, it's huge claws scything through men and vehicles. It is powerful enough to easily smash through buildings and bunkers.

Alongside its huge powerful claws, the Trygon also generates a strong bio-electric field or aura. Created by constant micro-vibrations across the Trygon's body and chitinous armour, this energy can build up to dangerous levels for anybody too close, discharging in a sudden powerful arc that is strong enough kill. Whilst the field is building 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 shield.

The similarities between the Trygon and the 'Red Terror' cannot be ignored, and Magos Biologis now believe that reports of encounters with the 'Red Terror' were simply the first misidentifications of a Trygon. It maybe that the 'Red Terror' was actually part of the Trygon's evolution, a halfway point between the Ravener and the Trygon. Since the loss of the Devlan system the number of reported encounters with Trygons has risen drastically.



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Date : 0789998.M41

Signature :

Designation : [illegible]

Common Title : [illegible] RAVENER/SLASH-TAIL

Specied Name : TYRANICUS SUBTERRA EXTREMIS

Species Number : TY-0950-0433

Sub-Species Number : LXVII

Average Height : 7.1 M

Average Weight : 9.7 TONNES

First Encountered : BETA ARPHELION IV

Role : SUBTERRANEAN ASSAULT

Threat Evaluation : VERY HIGH

Main Weaponry : 4 X SCYTHING CLAWS

Secondary Weaponry : BIO-ELECTRIC FIELD

Tertiary Weaponry : OTHER CLAWS AND FANGS

Known Genus Mutations :

NONE KNOWN

CLASSIFIED

Summary : OFTEN ACCOMPANIED BY RAVENERS. CLAWS ADAPTED FOR TUNNELLING.

MALANTHROPE



Rarely seen, the Malanthrope's existence has only recently been discovered. For a long time the creature was a total mystery to Imperial forces. The reason for this lack of knowledge was that the creature's role meant it only followed behind a Tyranid attack swarm. Few troops survived long enough to witness a Malanthrope at work or, if the Tyranid swarm was destroyed in battle, then no Malanthropes would appear. As more battles were fought against the Tyranids, reports describing the Malanthrope were often mistaken for sightings of Zoanthropes. It was not until Inquisitor Bach encountered a Malanthrope on Moloch II that the Ordo Xenos realised this was a distinct new creature, and a Xenos-Hunter team was dispatched to investigate. Their subsequent report is the main source of knowledge about these mysterious creatures.

It is well known that once a battle is over and a Tyranid attack has moved on, then the Ripper swarms move in, following in the Tyranid's wake, devouring anything in their path. These follow-up swarms are sometimes accompanied by strange and hideous Malanthropes. The Malanthrope's role seems to be to selectively collect and process genetic material from fallen enemies, before itself being reabsorbed along with the Ripper swarms into the Tyranid biomass. The biomass is then used to create more complex creatures. The Malanthropes full role is not yet understood, but some Magos Biologis believe that it is seeking out unique genetic material for use in creating new Tyranid monsters. If so, they are very dangerous creatures indeed, as they may be responsible for a hive fleet's ability to rapidly evolve. The destruction of Malanthropes has therefore been given top priority by the Ordo Xenos.

Those that have witnessed a Malanthrope at work report that the creature grasps dead, injured and still living foes with its long groping tendrils, stuns them with its sting, then consumes them, feeding them into its maw with its small but dextrous arms. The Malanthrope's tendrils carry a highly venomous, cardiotoxic, neurotoxic and dermatonecrotic poison, injected through the skin of just about any living creature it causes excruciating pain. This disables its target before absorbing it into the bloated sacks of its torso, where its genetic material is slowly extracted – a terrible death for anybody unlucky enough to be caught by a Malanthrope.

A Malanthrope is also a highly intelligent, psychic creature with a strong link to the Hive Mind. Like the closely related Zoanthrope, a Malanthrope can only move by psychically levitating to skim over the ground.



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Date : 07/4998.M41

Signature :

Designation : [illegible]PE

Common Title : CORPSE-EATER/SCAVENGER

Specied Name : TYRANICUS CADAVI TERRIBLIS

Species Number : TY-0963-0480

Sub-Species Number : CLIIV

Average Height : 6.1 M

Average Weight : 2.7 TONNES

First Encountered : MOLOCH II

Role : DNA RECLAIMATION

Threat Evaluation : MODERATE

Main Weaponry : TOXIC TENDRILS

Secondary Weaponry : TAIL

Tertiary Weaponry : CLAWS

Known Genus Mutations :

NONE KNOWN

CLASSIFIED

Summary : OFTEN ACCOMPANIED BY RIPPERS IN THE WAKE OF A TYRANID ATTACK

RIPPER SWARMS

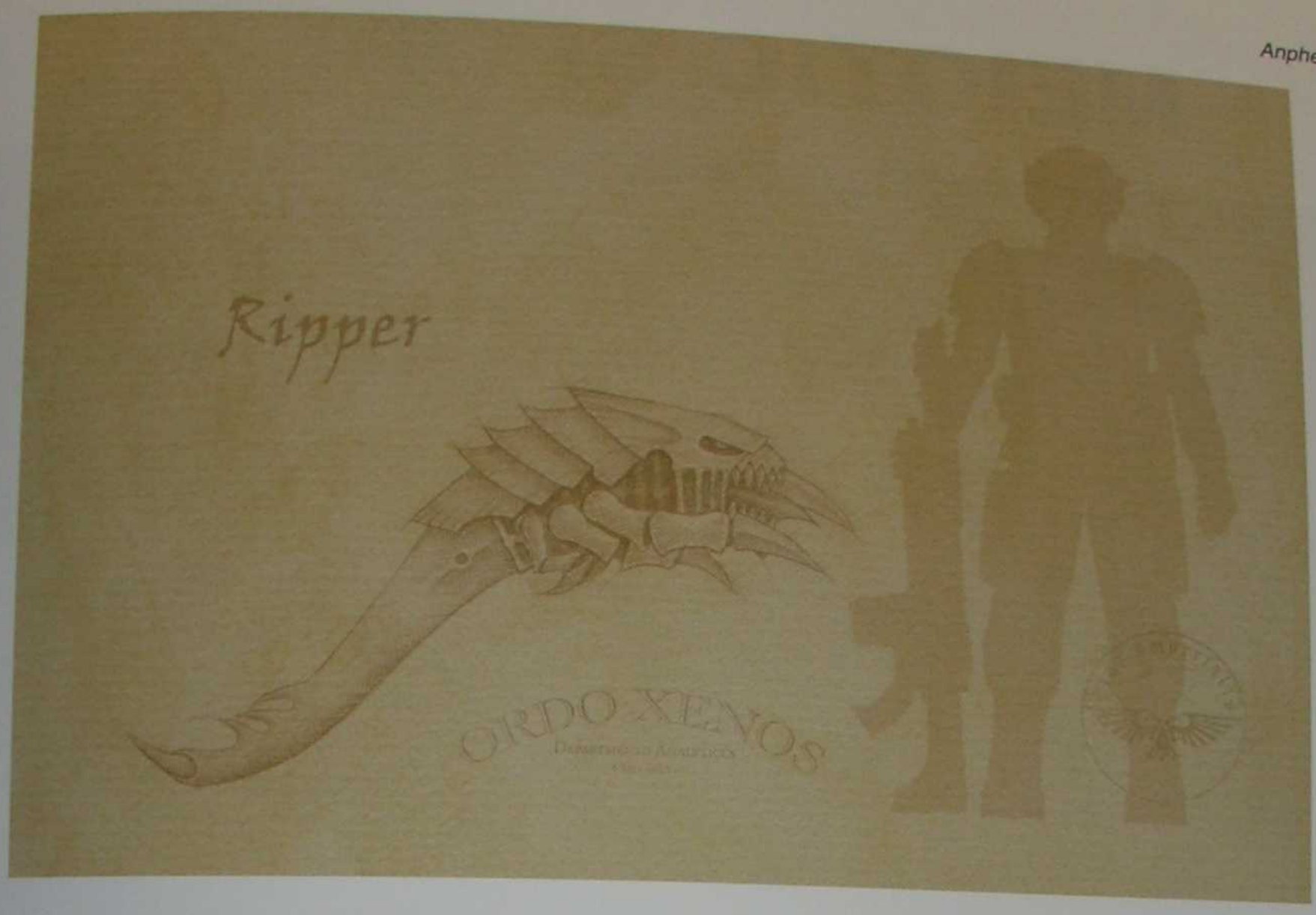


The smallest Tyranid creatures are referred to as Rippers, and vary from tiny creatures only a few centimetres long to those up to two metre in length. Rippers follow Tyranid attack swarms en masse, and perform an important function for the Hive Mind.

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

Although consumption is their primary role, a Ripper swarm is still a dangerous foe. Aggressive and persistent, a Ripper swarm is easily capable of pulling down creatures many times their own size. During a Tyranid attack, millions of these small 'anklebiters' (as the Imperial Guard refer to them), consume all biological material in their path. Rippers will often be found crawling and leaping around the feet of larger creatures, aiding the quick consumption of a dead enemy's genetic material. Each individual Ripper will eventually return to a digestion pool, to be reabsorbed into the biomass. They live a very short life-cycle, existing only to consume until they are sated. Once re-absorbed, another Ripper swarm is created and unleashed upon the next world.

Some Magos Biologis 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 widely regarded as wrong by the Ordo Xenos, after Space Marine scout forces, under Ordo Xenos directions, managed to board Tyranid hive ships and witness the inner workings of the ships at first hand. Despite very high casualty rates, the Space Marine scout units reported tens of thousands of creatures in hibernation, awaiting the call of the Hive Mind to stir them to action. There was no evidence of Rippers being transformed into larger creatures. Although this misplaced belief does have some merit, as Ripper's biological material will be used to spawn more complex creatures.



094-01665-875-0132
DA9 : 56 : 01C

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Date : 0795998.M41

Signature :

Designation : RIPPER

Common Title : ANKLEBITERS

Specied Name : MINORIS OMNIPHAGEA

Species Number : TY-0088-0265

Sub-Species Number : XXXIV

Average Height : .3 M

Average Weight : 0.1 TONNES

First Encountered : TYRAN

Role : DNA RECLAIMATION

Threat Evaluation : LOW

Main Weaponry : CLAWS AND FANGS

Secondary Weaponry : NONE

Tertiary Weaponry : NONE

Known Genus Mutations : BILLIONS OF SUCH CREATURES HAVE BEEN OBSERVED DURING LARGE TYRNAID ATTACKS. GENUS MUTATION SEEMS TO BE WIDESPREAD.

CLASSIFIED

Summary : SWARMS OF RIPPERS ARE RELEASED TO CONSUME EVERYTHING IN THEIR PATH.

MEIOTIC SPORES

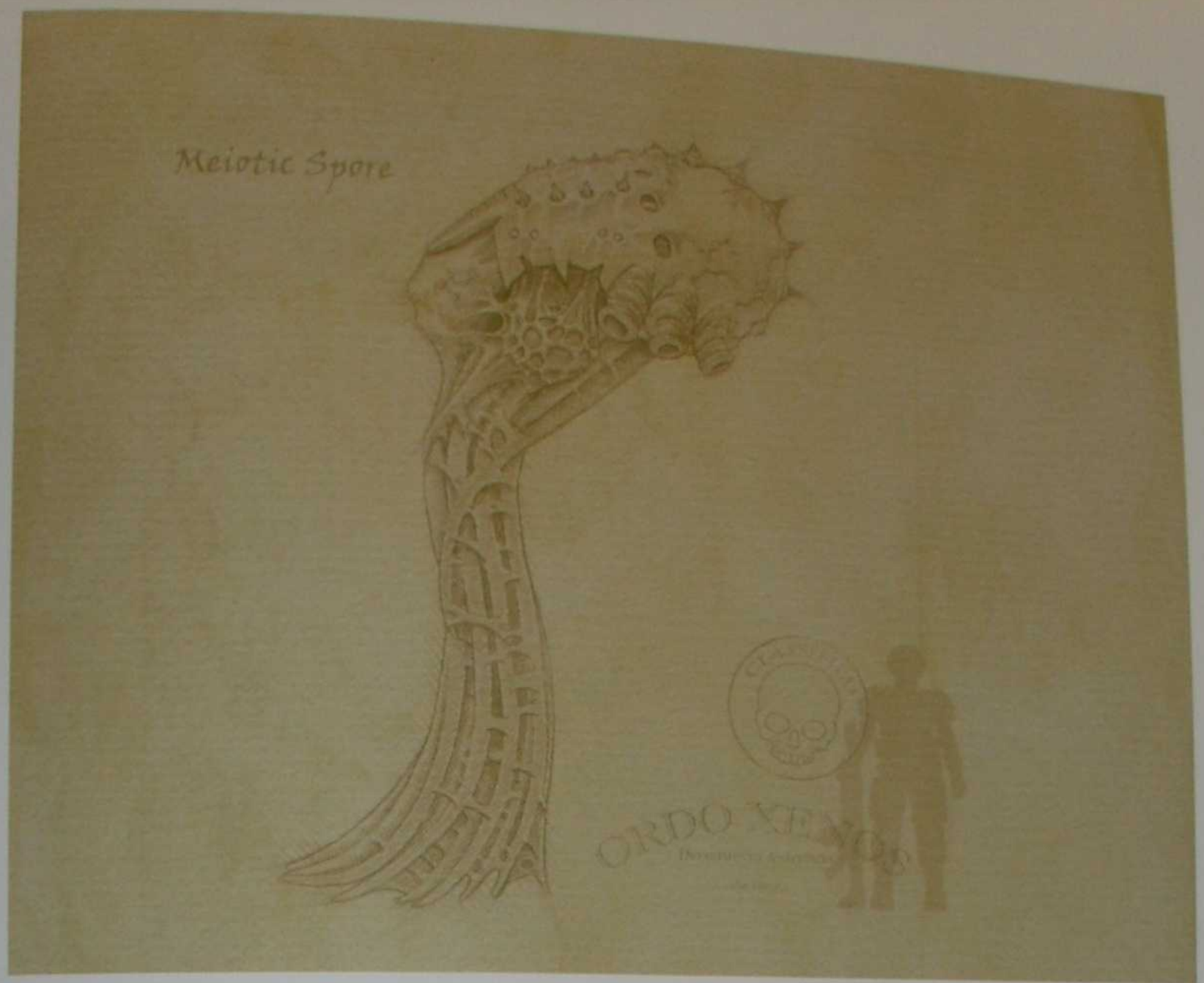


First encountered on Beta Anphelion IV, Meiotic Spores were first thought to be just large spore mines. It was only after a Red Scorpions' Thunderhawk gunship was forced to crash land due to a Meiotic Spore explosion that their true nature was realised.

These large spore sacks are full of bio-acid and toxins and contain smaller spore mines within them. Trailing long, groping tendrils, which writhe in search of target, Meiotic Spores act much like a larger versions of the common spore mine clusters. Once their tendrils sense an enemy nearby they detonate, showering the area with razor-sharp chitin and bone shrapnel, toxic gases and corrosive juices. Unlike other spore mines, Meiotic Spores also have gas-filled sacks, which allow them to rise high into the sky and drift on the winds, forming floating minefields. The sensitive tendrils seem to detect incoming aircraft and allow the Meiotic Spore to home-in. Propelled by a gaseous release, the Meiotic spore attempts to intercept the target aircraft, seeking to explode in close proximity to it. The force of an explosion, much greater than that of a normal spore mine, is often enough to critically damage an aircraft.

Meiotic Spores also carry other spore mines inside them. When the sack detonates many of these mines are destroyed, adding to the force of the explosion, however the big spore seems to have evolved in such a way that some spore mines will be flung clear and will continue drifting to find new targets, meaning destroying a Meiotic Spore is not as easy as simply shooting it down.

Meiotic Spores have also been encountered close to the ground, drifting around just like standard spore mines. Unlike spore mines, which can contain a variety of deadly material, all the Meiotic Spores yet encountered have been full of bio-acid. They seem to be essentially mindless creatures, controlled by the whim of synapse creatures or simply endlessly drifting about awaiting an unsuspecting target.



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Date : 0795998.M41

Signature :

Designation : MEIOTIC SPORE

Common Title : DRIFTERS

Specied Name : BOLETUS MAJORIS

Species Number : TY-0088-0265

Sub-Species Number : XXXIV

Average Height : 4.2 M

Average Weight : 0.9 TONNES

First Encountered : BETA ANPHELION IV

Role : ANTI-AIRCRAFT DEFENCE

Threat Evaluation : LOW

Main Weaponry : BIO-ACID DETONATION

Secondary Weaponry : NONE

Tertiary Weaponry : NONE

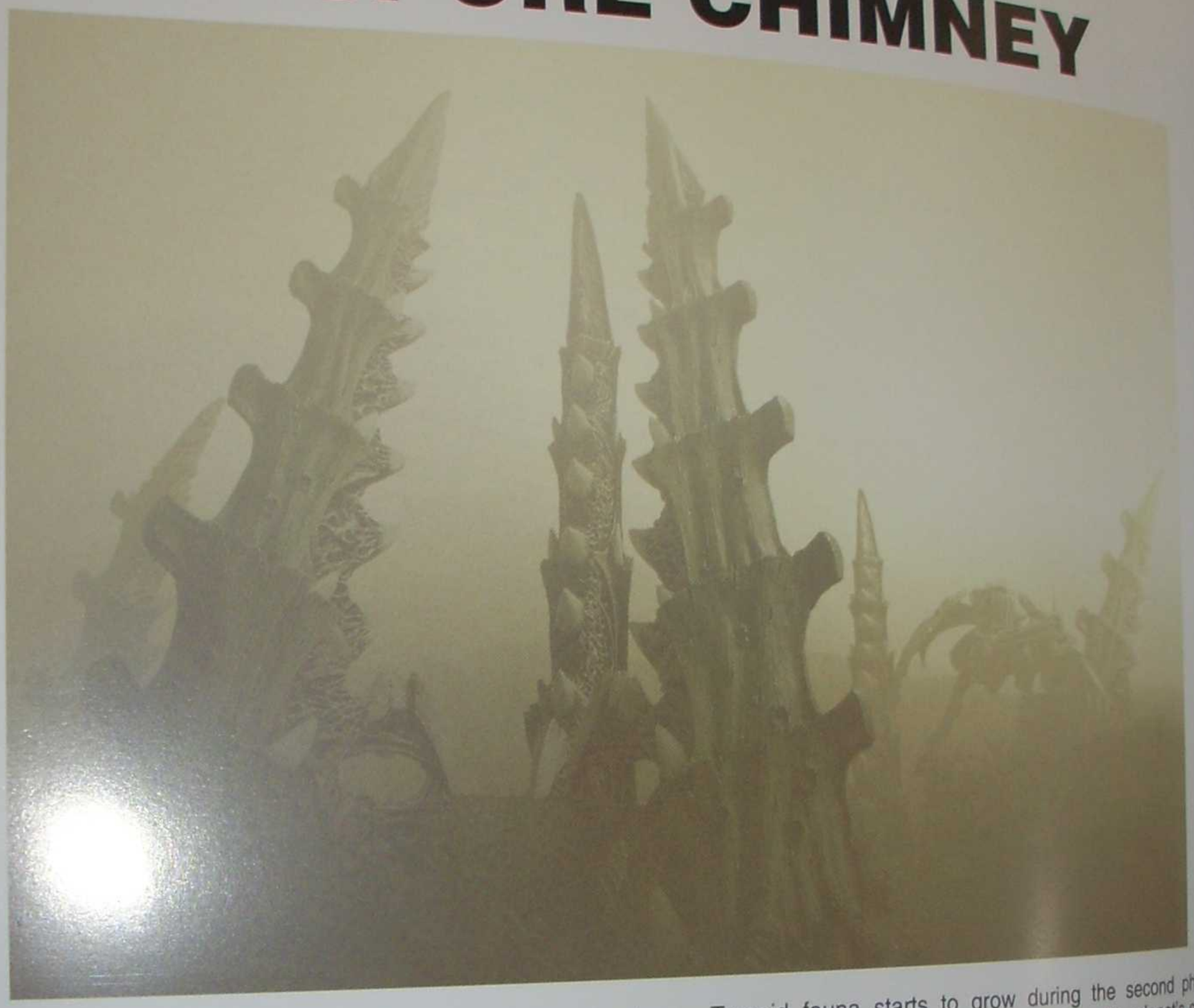
Known Genus Mutations :

MANY SUCH SUB-CREATURES HAVE BEEN OBSERVED DURING TYRANID INFESTATIONS.

CLASSIFIED

Summary : EACH MEIOTIC SPORE ALSO CONTAINS OTHER BIO-ACID SPORES WHICH ARE SCATTERED UPON DETONATION.

CAPILLARY TOWER & SPORE CHIMNEY



When a planet is invaded by a Tyranid hive fleet, not only is it subjected to the horror of monstrous Tyranid creatures, marauding and destroying everything in their path, but the Hive Mind also starts to infect the planet with its own alien flora. Capillary towers sprout from the planet's surface, spore chimneys grow and start pumping alien spores into the atmosphere, slowly rendering it toxic and unbreathable.

Capillary towers, spore chimneys, brood nests and digestions pools are collectively referred to as Tyranid flora. They are not Tyranid creatures, or sub-creatures, but perform an important function as the Hive Mind works to consume the planet by stripping it of all biological material.

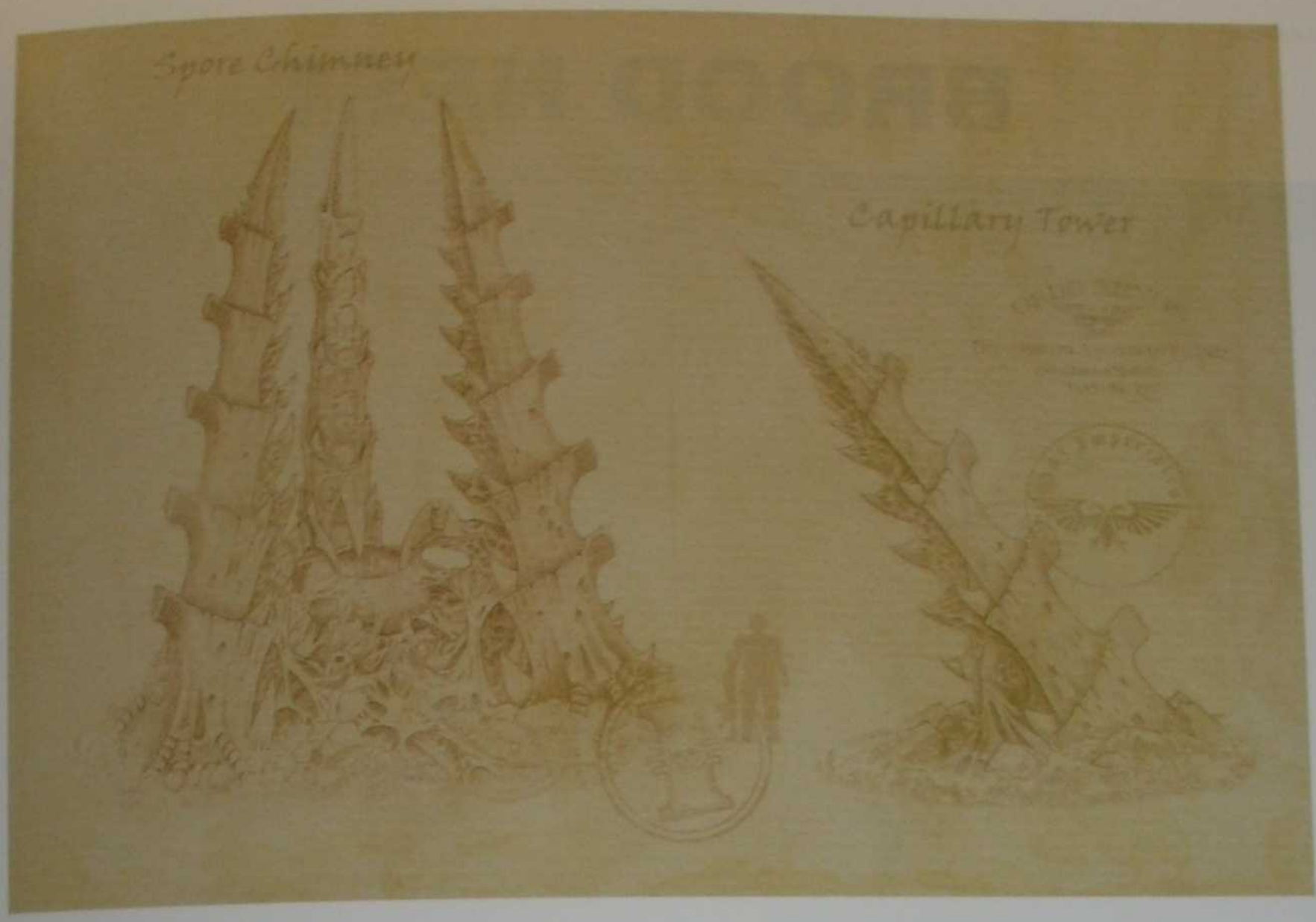
A Tyranid invasion, infestation and consumption has identifiable stages. First comes the identification and infiltration of a prey world, when mycetic spores land vanguard creatures such as Genestealers and Lictors. These become active, probing defences and assessing the worlds ability to resist an attack. Next comes the subjugation phase, when the planet's defenders are assaulted and overwhelmed by swarms of Tyranid creatures, from the smallest Ripper to mighty biotitans. After all major resistance has been overcome, comes the consumption phase, as the planet's atmosphere is changed and all genetic material is broken down into digestion pools. These pools are harvested by hive ships, adding to the fleet's gene-pool, becoming the raw material for the creation of the next wave of Tyranid creatures.

Tyranid fauna starts to grow during the second phase. Capillary towers push their way up from the planet's crust, growing taller and taller, whilst spore chimneys grow and begin to churn out alien spores, polluting the native atmosphere. This is just a precursor to the fauna's real task, which takes place in the third phase.

The full function of capillary towers is not understood, but it seems that where they grow, digestion pools then start to appear. Later, the towers link up with the sucking proboscis feeding tubes of the hive ships in low orbit, which then pump the biomass upwards and distribute it to awaiting bio-vessels.

Spore chimneys pump out alien spores which not only pollute the atmosphere, but quickly alter the native fauna. Local vegetation will be replaced by highly aggressive alien vegetation. As the process of consumption accelerates, the sky darkens and the planet's temperature begins to rise. The surface is soon transformed into a hothouse environment, accelerating the process still further and optimising conditions for the next stage of consumption. Within days hordes of rippers will have consumed the vegetation mass and added to it the digestion pools, until all biological matter is broken down and ready to be collected.

Once complete, even the planet's seas and atmosphere will have been consumed, leaving only an endless barren wasteland of bare, airless rock.



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Date : 0806998.M41

Signature :

Designation : CAPILLARY TOWER

Common Title : TOWER

Specied Name : TYRANICUS NIDUS MINORIS

Species Number : TY-0178-9926

Sub-Species Number : VII

Average Height : 11.5 M

Average Weight : N/A

First Encountered : TYRAN

Role : UNKNOWN

Threat Evaluation : VERY DANGEROUS

Main Weaponry : NONE

Secondary Weaponry : NONE

Tertiary Weaponry : NONE

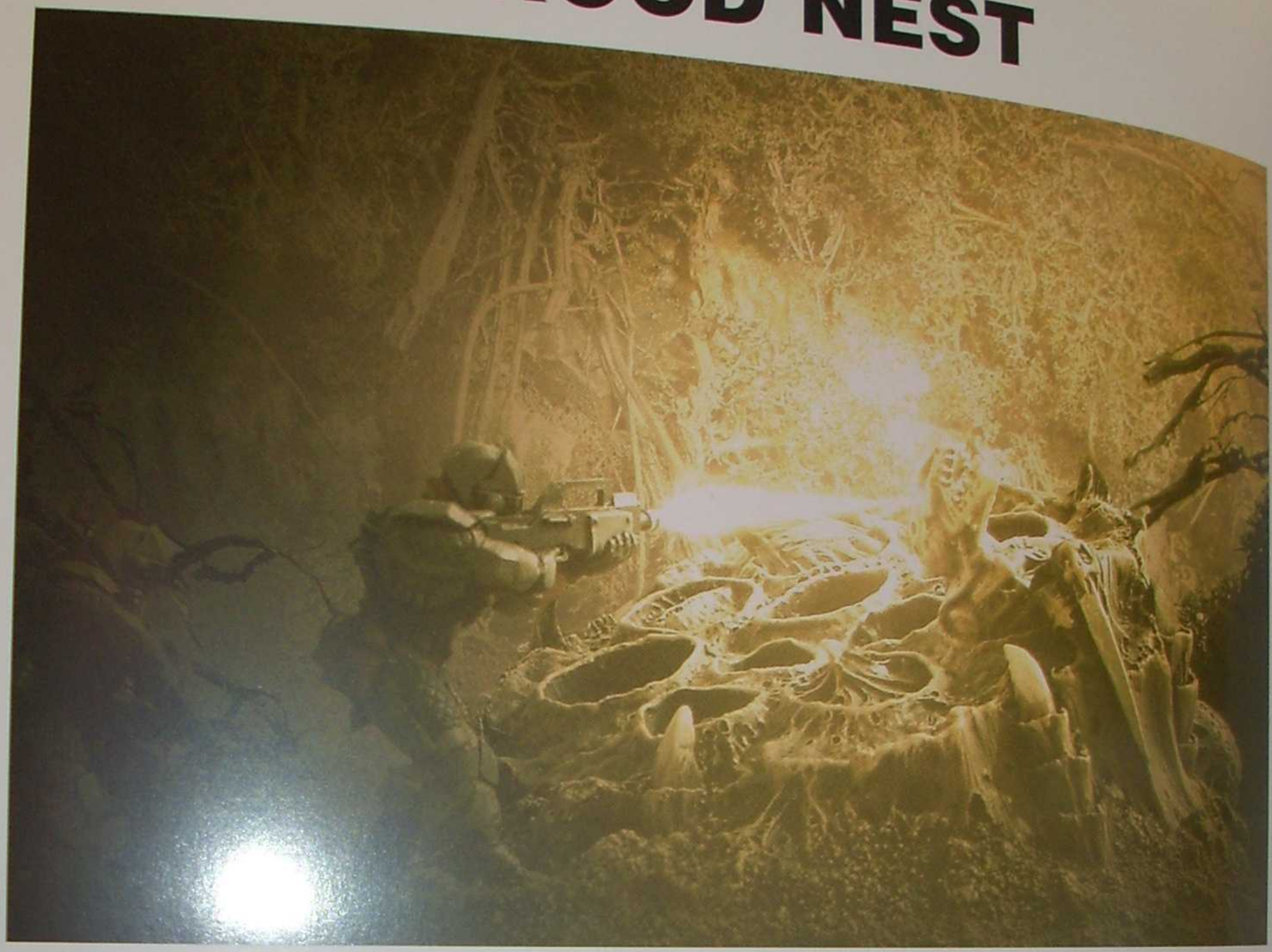
Known Genus Mutations :

NONE KNOWN

CLASSIFIED

Summary : SIZE OF CAPILLARY TOWERS VARY WIDELY.

BROOD NEST



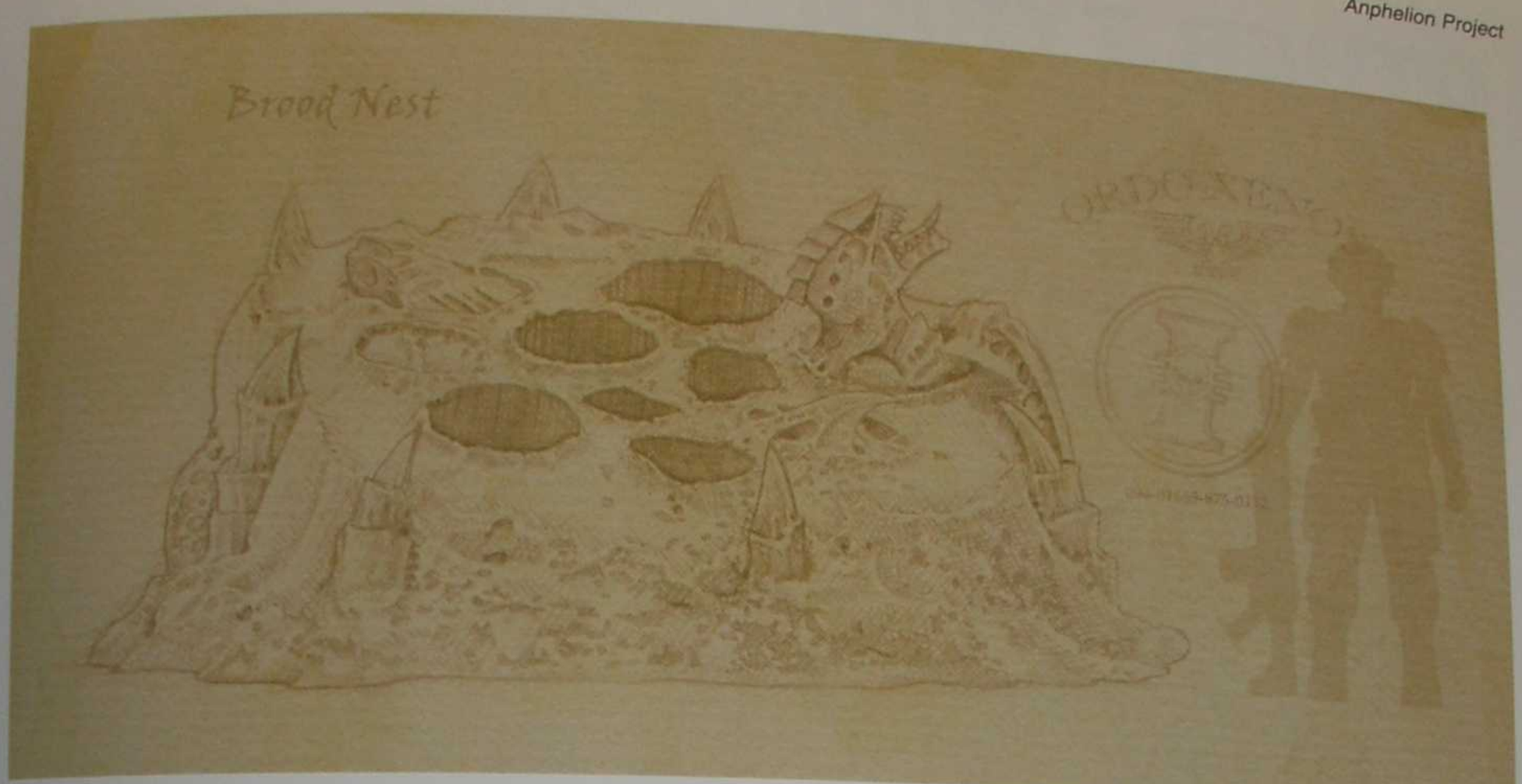
When a planet is attacked by Tyranids, during the subjugation phase, more and more spores infect the planet. These spores have many effects, but one seems to be to allow Tyranid organisms to rapidly flourish. Brood nests are one such organism, providing an invading Tyranid swarm with instant reinforcements.

Hidden safely underground, Tyranid creatures are nurtured inside the brood nests. On the surface a brood nest only appears to be a series of entrance holes, but underneath will be a complex of womb-like caverns, inside which the bio-killers grow. Once fully grown they remain in a state of hibernation until the Hive Mind requires them, at which time they are awakened and claw their way to the surface, exploding from the brood nest entrance, still covered in amniotic slime and mucus, fully grown and ready to kill. The brood nests so far encountered vary widely in size, from small nests with just a few creatures inside, to huge complexes full of hundreds of growing creatures, with many different entrances.

Within the heat of the brood nest Tyranid creatures grow at a terrifying rate and gestation periods are short. In a matter of just a few days a brood nest will be packed with fully grown monsters. They may then wait in hibernation for months until needed, but once born they are instantly under the Hive Mind's control. Magos Biologis who have studied the development of Tyranid organisms note that they do not have the equivalent of a human growth cycle, from infancy to adolescences to maturity – Tyranid's are always birthed fully mature. No Tyranid infants have ever been reported.

Larger creatures are believed to be grown inside the hive ships, these are then deposited onto a planet's surface via mycetic spores or down the long probiscus' of Hive ships in low orbit. On Beta Anphelion IV larger creatures appeared despite no hive ships being present. Brood nests large enough to nurture Hierodules and Hierophants must also have been present.

When fighting Tyranid invasions Imperial forces have learned to destroy brood nests in order to stem the flow of monsters. If a large brood nest is located then Space Marines or other rapid strike forces will be deployed to destroy them. This can result in highly dangerous missions deep behind Tyranid lines, in areas already heavily infested.



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DA9 : 56 : 01C

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Departmento Analyticus

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Date : 0801998.M41

Signature :

Designation : BROOD NEST

Common Title : NEST

Specied Name : TYRANICUS NIDUS MINORIS

Species Number : TY-0178-9926

Sub-Species Number : VII

Average Height : 2.1 M

Average Weight : N/A

First Encountered : MIRAL PRIME

Role : CREATURE SPAWNING

Threat Evaluation : VERY LOW

Main Weaponry : NONE

Secondary Weaponry : NONE

Tertiary Weaponry : NONE

Known Genus Mutations : NONE KNOWN

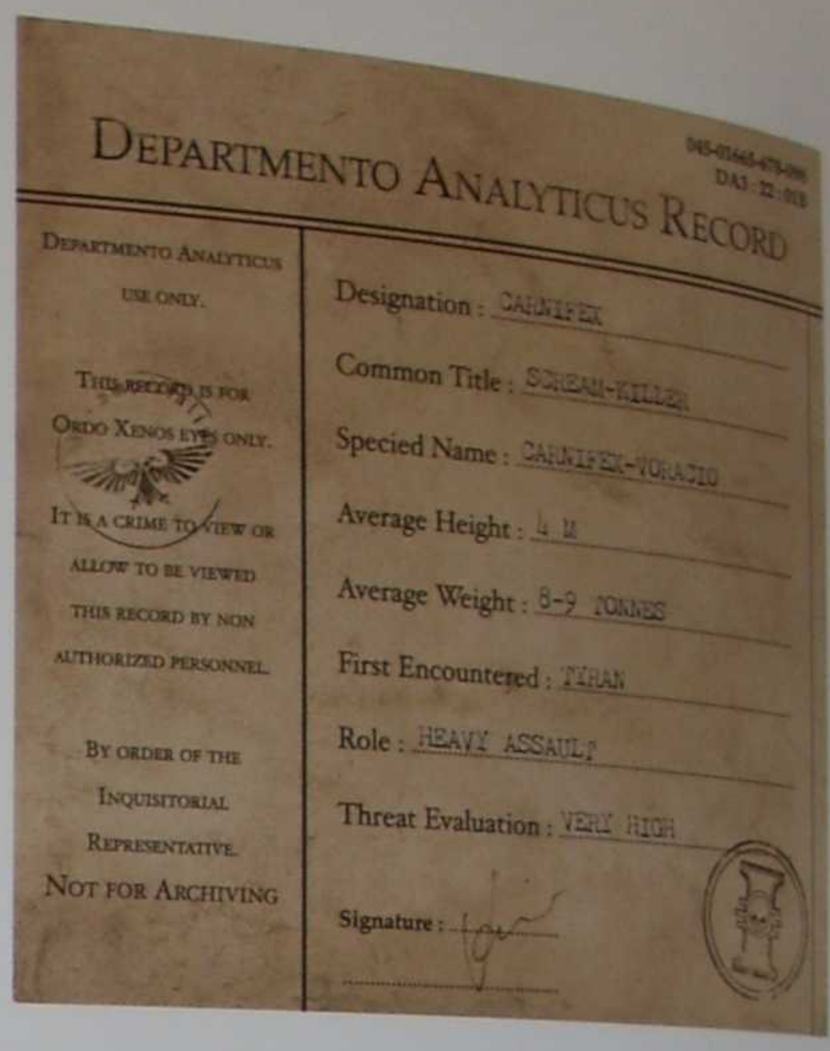
Summary : SIZE OF BROOD NESTS VARY WIDELY. ONLY THE ENTRANCES ARE VISIBLE.

Ceramite Armour

OTHER TYRANID CREATURES

CARNIFEX

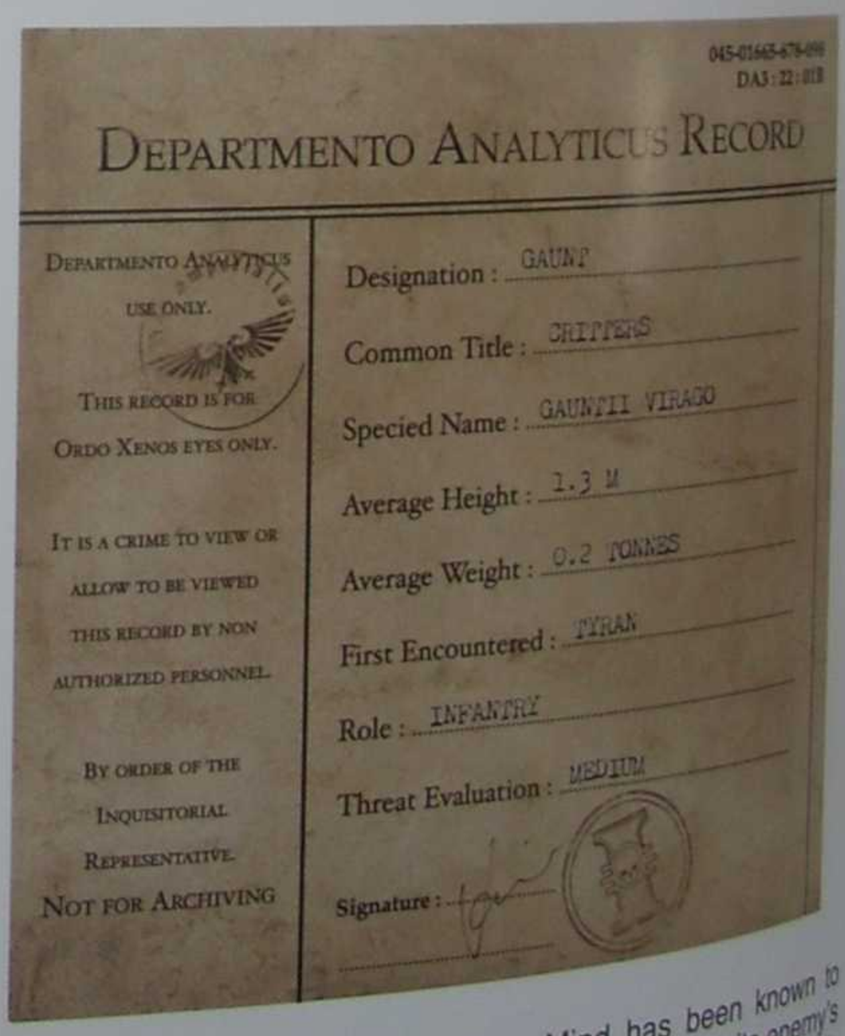




The Carnifex is a large, powerful creature, evolved for shock assaults, where it can smash through enemy lines as fire pounces off its thickly armoured carapace and reinforced exoskeleton. As well as its heavy armour protection, a Carnifex is armed to deliver maximum destruction to the enemy. Carrying massive claws, tusks, mace-head tails, a multitude of barbs, hooks and spines and venom cannons, devourers, or bio-plasma, Carnifex are used in reckless headlong assaults against the strongest enemy positions.

GAUNT





The smallest recognisable Tyranid creatures are referred to as Gaunts. Agile, fast and with a malevolent cunning, Gaunts (commonly referred to as Critters) are deadly despite their small size. Gaunts fulfill the role of the common foot soldier, and swarms of them will be found where ever the Tyranids attack. The Hive Mind has been known to expend thousands of Gaunts just to wear down its enemy's ammunition supplies. Commonly Gaunts carry 'fleshborers', a small weapon that fires a burrowing grub that eats into its target.

GENESTEALER

045-01665-678-098
DA3 : 22 : 01B

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Designation : GENESTEALER

Common Title : STEALER

Specied Name : CORPORAPTOR HOMINIS

Average Height : 1.9 M

Average Weight : 0.3 TONNES

First Encountered : YMGARL

Role : INFILTRATION

Threat Evaluation : HIGH

Signature :



First encountered on the moons of Ymgarl, where they were mistaken as an indigenous life form, Genestealers form the vanguard of a Tyranid attack. They seem to have been created to seek out and undermine potential prey worlds by infiltration. Genestealer infestation is a threat to many Imperial worlds, as these creatures are able to operate independently of the Hive Mind. Hidden aboard bulk freighters and space hulks, Genestealers have spread far across the galaxy. They are legendarily ferocious in close combat, with lightning fast reflexes and diamond-hard claws capable of tearing through heavy gauge plasteel.

LICTOR

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DA3 : 22 : 01B

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Designation : LICTOR

Common Title : STALK

Specied Name : TYRANI LEO

Average Height : 2.4 M

Average Weight : 1 TONNE

First Encountered : MIRAL PRIME

Role : INFILTRATION/AMBUSH

Threat Evaluation : HIGH

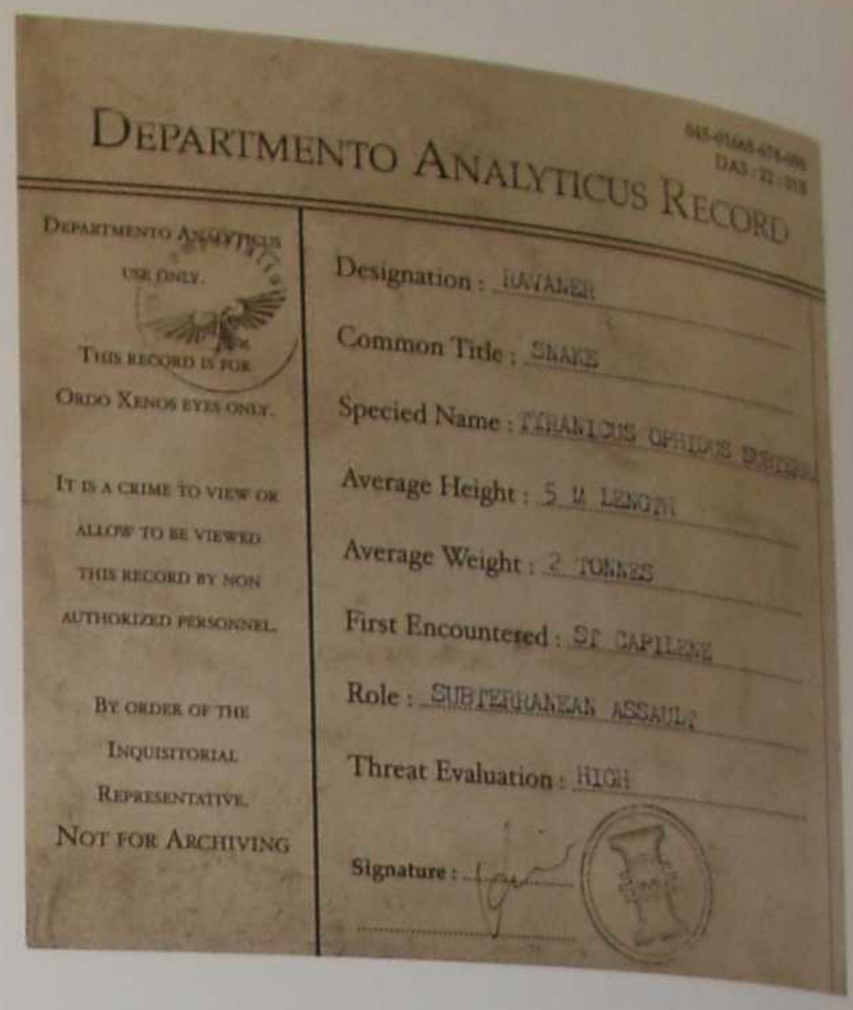
Signature :



Lictors are experts in stealth, infiltration and hit-and-run attacks. They are a Tyranid swarm's far roving scouts, and have earned the nicknames 'Stalker' and 'Lurker' from Imperial Guardsmen. Chameleonic scales make a Lictor very difficult to spot with the naked eye, and it seems they have also developed properties to help disguise themselves from auspex and scanners. Lictors are also superbly adapted to survival in hostile environments. When hunting, a Lictor exudes a pheromone trail which draws other Tyranid creatures in their wake. The larger the concentration of prey the stronger the pheromone response, bringing more Tyranids to join the kill.

RAVENER

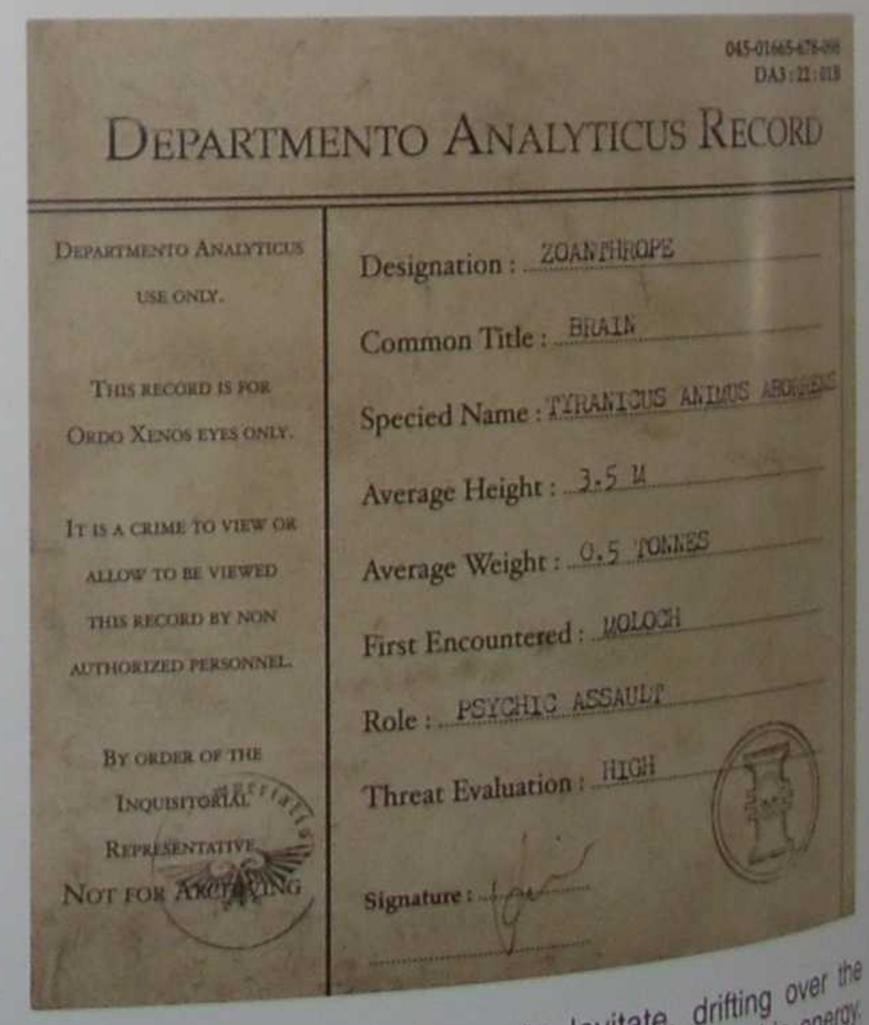




Raveners are specially adapted Tyranid Warriors with powerful snake-like bodies, that have evolved the ability to burrow. They can dig with great speed, clawing their way through almost any substance with their spade-like talons. Sensing vibrations on the surface, they tunnel up to explode into enemy positions in a spray of earth. Armed with symbiote weapons in their thorax, Raveners (known as Snakes or Slither-slashers) attack without warning.

ZOANTHROPE

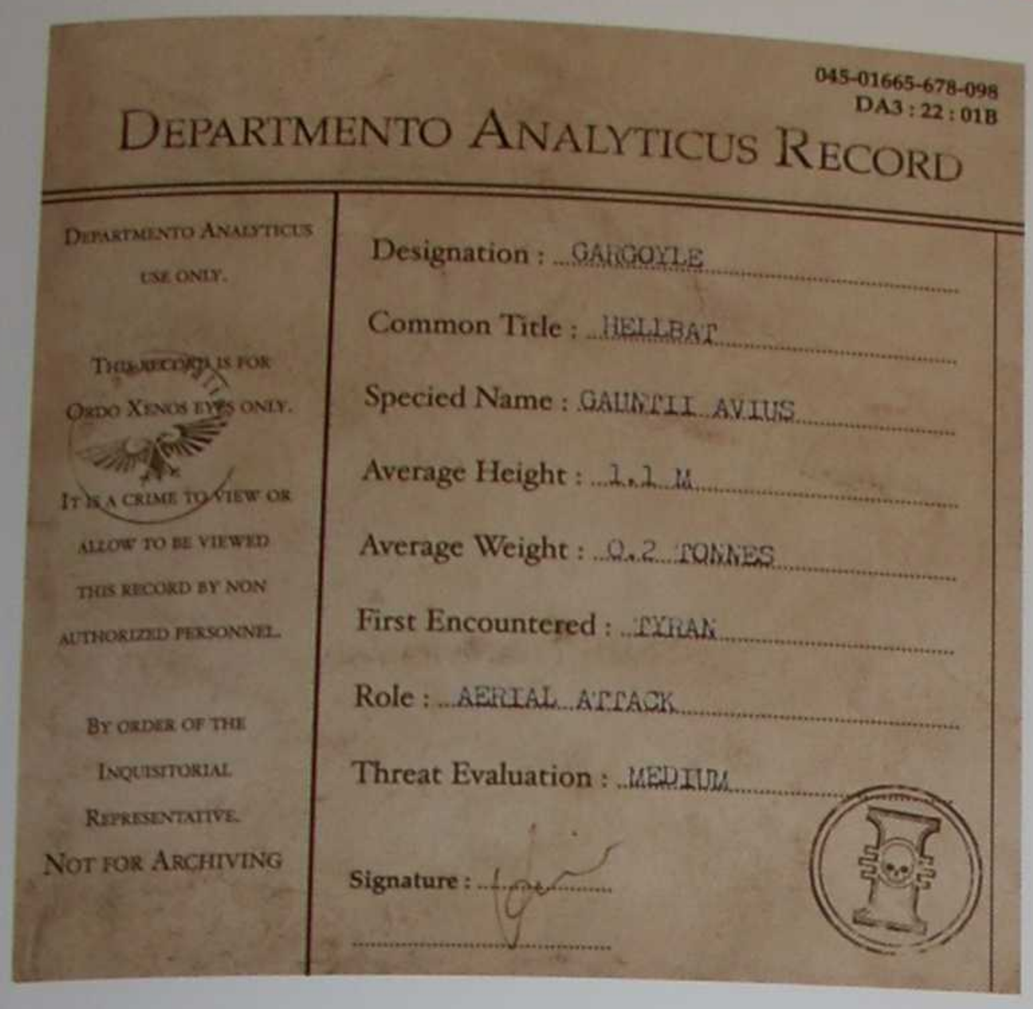




Rarely seen, Zoanthropes, or 'Brains', are the most recently Tyranid evolution recorded – and amongst the strangest. They are powerful psykers, apparently engineered from harvested alien life forms to create a focus for the Hive Mind. They have atrophied bodies and limbs, with a bulbous head and massively expanded cortex. Energised by psychic forces, Zoanthropes appear to levitate, drifting over the battlefield and unleashing torrents of raw psychic energy. Zoanthropes also seem to be synapse creatures, relaying the commands of the Hive Mind to the lesser creatures around it.

GARGOYLES

Anphelion Project


045-01665-678-098
DA3 : 22 : 01B

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Designation : GARGOYLE

Common Title : HELLBAT

Specied Name : GAUNTII AVIUS

Average Height : 1.1 M

Average Weight : 0.2 TONNES

First Encountered : TYRAN

Role : AERIAL ATTACK

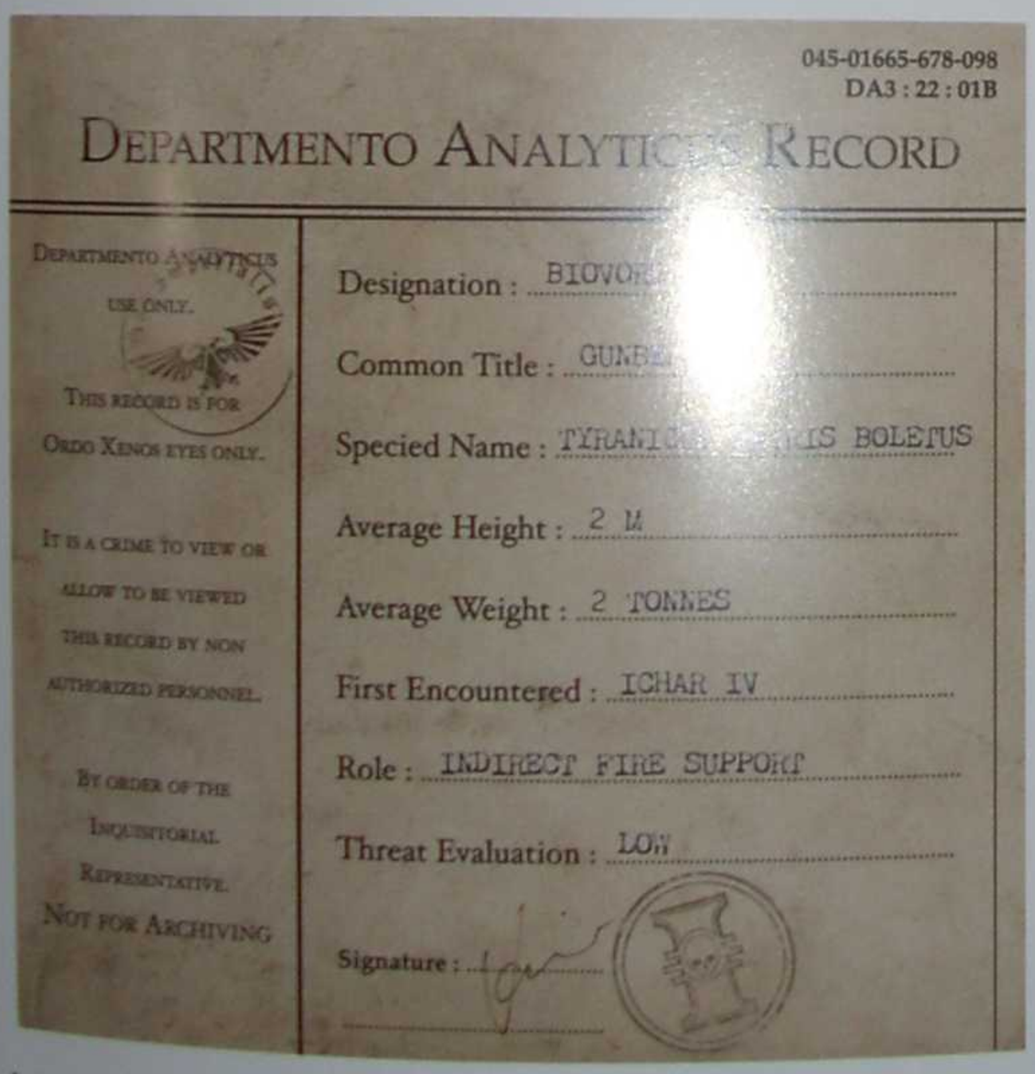
Threat Evaluation : MEDIUM

Signature :



Gargoyles derive from the Gaunt genus and, like the larger Tyranid Warriors, have evolved flight. Flitting like giant vicious bats, swarms of Gargoyles swoop down to rake and claw at the enemy with their talons and long, barbed tail, sowing fear and confusion. They are also armed with fleshborers and bio-plasma, which they spit down upon the enemy, making it hard to hide from a Gargoyle attack. It is believed that Gargoyles cannot fly far on their leathery bat-like wings, and that they rely on hitching themselves to the flanks and belly of a Harridan, to be transported over massive distances.

BIOVORE


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Designation : BIOVORE

Common Title : GUNBEAST

Specied Name : TYRANIDS PANDIS BOLETUS

Average Height : 2 M

Average Weight : 2 TONNES

First Encountered : ICHAR IV

Role : INDIRECT FIRE SUPPORT

Threat Evaluation : LOW

Signature :



Another relatively recent evolution from the Tyranid gene-pool, Biovores are walking weapons. They vomit forth spore mines, which are nurtured inside its own body. They launch these using powerful muscle spasms, lobbing bio-acidic or toxic mines into the enemy ranks, where they can cause maximum disruption. The Biovore's recent appearance means it is likely that they were created using hybridised DNA gathered solely from this galaxy.

NEW TYRANID CREATURE RULES

SCYTHED HIERODULE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Scythed Hierodule	445	6	2	10	8	5	3	2(4)	10	2+

Brood: 1 Scythed Hierodule.

Mass Points: 2

Bio-weapons: The Scythed Hierodule (as its name suggests) has two sets of scything talons (+2 Attacks). It also has a bio-acid spray. It may not have any other weapons.

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a gargantuan creature, all the rules for monstrous creatures apply to the Hierodule. Being a gargantuan creature, a Hierodule never has to fall back when in combat with a war machine. A gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non gargantuan creature. It counts as 20 models for the purposes of calculating enemy morale after an assault.

Fearless: Almost nothing can stop a rampaging Hierodule; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

The Horror: Any enemy unit wishing to assault it must make a Morale check. If the unit fails, then it quails before the horrifying psychic presence of the Tyranid Hive Mind and may not make an assault that turn.

Bio-acid Spray:	Range	Str	AP	Type
	Template	5	3	Assault 1

BARBED HIERODULE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Barbed Hierodule	[illegible]	4	3	8	8	5	3	1(2)	10	2+

Brood: 1 Barbed Hierodule.

Mass Points: 2

Bio-weapons: The Barbed Hierodule has two scything talons (+1 Attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a gargantuan creature, all the rules for monstrous creatures apply to the Hierodule. Being a gargantuan creature, a Hierodule never has to fall back when in combat with a war machine. A gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non gargantuan creature. It counts as 20 models for the purposes of calculating enemy morale after an assault.

Fearless: Almost nothing can stop a rampaging Hierodule; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

The Horror: Any enemy unit wishing to assault the Barbed Hierodule must make a Morale check. If the unit fails, then it quails before the horrifying psychic presence of the Tyranid Hive Mind and may not make an assault that turn.

Bio-cannon:	Range	Str	AP	Type
	48"	10	3	Assault1, Large blast

HIEROPHANT

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Hierophant	835	6	3	10	8	5	3	3(5)	10	2+/5+

Brood: 1-3 Hierophant

Mass Points: 3

Bio-weapons: It has two scything talons and two bio-cannons. It is also surrounded by a poisonous spore cloud.

Options: The Hierophant may be upgraded to take lash whips. Lash whips cost +30 pts.

Separate Detachment: A Hierophant must be taken as a second detachment of 1-3 Hierophants, like other Super-heavy war machines. They are taken as a single choice but are deployed and act independently.

SPECIAL RULES

Gargantuan Creature: As a gargantuan creature all the rules for monstrous creatures apply to the Hierophant. As a gargantuan creature a Hierophant never has to fall back when in combat with a war machine, even if it didn't destroy the war machine. A gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non gargantuan creature. It counts as 30 models for the purposes of calculating enemy morale after an assault.

Fearless: Almost nothing can stop a bio-titan; it is Fearless. See page 74 of the Warhammer 40,000 rulebook.

Fleet: The Hierophant moves using the Fleet special rules. It may move 6", use the 'fleet' rules, and assault 6".

The Horror: Any enemy unit wishing to assault the Heirophant must make a Morale check. If the unit fails, then it quails before the horrifying psychic presence of the Tyranid Hive Mind and may not make an assault that turn.

Warp Field: The Hierophant is protected by a warp field, giving it an invulnerable save of 5+.

Poisonous Spore Clouds: The Hierophant is surrounded by a cloud of poisonous spores which spew from rends in its hideous body. These toxic, corrosive fumes affect anybody in base contact with the creature. At the start of the assault phase, each model takes a hit with a Strength equal to its Toughness (so are always wounded on a 4+) with AP-. Open-topped vehicles take an automatic glancing hit. Other vehicles are unaffected.

Lash Whips: Lash whips are spiny tendrils that writhe from the creatures body to entangle those close by. All creatures in base contact with the Hierophant reduce their Attacks by 1, to a minimum of 1.

Regenerate: The biotitan can regenerate lost wounds. At the start of the biotitan's turn roll a D6 for each wound the creature has lost, on a 6 it recovers a wound. Note, the biotitan cannot recover mass points, only wounds.

Bio-cannon:	Range	Str	AP	Type
	48"	10	3	Assault1, Large blast

Notes on base contact: Establishing base contact with the Hierophant can be difficult, as it stands on four claws and could have a base of any size. To determine if an enemy is in base contact, draw an imaginary line between the four feet and assume that anything in contact with that line is in contact with the bio-titan.

BROOD NEST

A Brood Nest can be bought as upgrade for the following Tyranid Broods:

Broodlord + Genestealers, Gaunts, Hormagaunts, Genestealers, Ripper Swarms, Spore Mine cluster.

If a Brood takes a Brood Nest, then they automatically begin the game in reserve (hidden within the nest). When the Brood arrive from reserve they will enter the table from the Brood Nest. When the nesting brood arrive, deploy them within 6" of the nest. They may fire weapons in the run they arrive, but may not assault.

Deployment: A Brood Nest can Infiltrate. It may be set up anywhere on the table that is more than 12" from an enemy unit, if no deployed enemy unit can draw a line of sight to it. Alternatively they may be set up anywhere on the table that is more than 18" from an enemy unit, even if it can be seen. A Brood Nest can always Infiltrate regardless of the scenario special rules being used.

Points: A Brood Nest's points values is equal to the number of wounds nesting inside, times 3. So if 10 Genestealers are inside, the Brood Nest costs 30 pts. If 32 Hormagaunts are inside, then the Brood Nest costs 96 pts.

Destroying a Brood Nest: A Brood Nest can be attacked and destroyed before the nesting brood has emerged. A Brood Nest can be targeted by enemy fire exactly like any other enemy unit. It has the following stat line:

T	W	Sv
5	3	5+

If a Brood Nest is reduced to 0 Wounds it is destroyed and the Brood within may no longer use it as an entry point. The nesting brood must enter from the Tyranid's own board edge instead.

TRYGON

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Trygon	290	6	2	8	7	5	5	3(5)	10	3+

Brood: 1 Trygon.

Mass Points: 1

Bio-weapons: Two pairs of scything talons (+2 attacks) and a scythe-tail. It also has a bio-electric field.

Heavy Support: A Trygon is a Heavy Support choice for a Tyranid army. A Tyranid army may only include a Trygon if it also includes at least 1 Brood of Raveners.

SPECIAL RULES

Beasts: The Trygon is fast and as such follows the rules for the Beasts on page 57 of the Warhammer 40,000 rulebook.

Gargantuan Creature: As a gargantuan creature, all the rules for monstrous creatures apply to the Trygon. Being a gargantuan creature, a Trygon never has to fall back when in combat with a war machine. A gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non gargantuan creature. It counts as 10 models for the purposes of calculating enemy morale after an assault.

Fearless: Almost nothing can stop a rampaging Trygon; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

Deep Strike: The Trygon can Deep Strike (tunnelling up from below). It may enter play using the Deep Strike special rules in missions where that special rule is being used.

Bio-electric Field: The Trygon generates a potent bio-electric field which it can use in one of two ways. It can either use the field as a defensive barrier, giving it a 6+ invulnerable save, or use it in the shooting phase to attack an enemy unit with following stats. Declare at the start of the Trygon's turn how it will use its field.

Range	Str	AP	Type
12"	4	5	Assault D6

Scythe-tail: The Trygon can make a special close combat attack each turn if it is in combat with more than 4 enemy models at the beginning of the assault phase. The attack is conducted at Initiative 1, with D3 attacks made at Strength 4 (half the Trygon's Strength).

Subterranean Tunnels: The Trygon is large enough to carve underground tunnels along which other smaller Tyranid creatures can follow. If the Trygon is Deep Striking, then the Tyranid player may place a single brood of Gaunts, Hormagaunts, Raveners or a Ripper Swarm in reserve with the Trygon. Once the Trygon emerges, the Brood will automatically follow in the next turn, moving on to the table from the point where the Trygon arrived. If this means they would enter the table directly into an enemy unit, then they will move on in the assault phase and count as assaulting as normal.

Such is the Trygon's size and power that if it emerges within 1" of an enemy model (and would therefore normally be destroyed), it is not destroyed but instead it is placed as normal, move any enemy models out of the way, but still place them in base contact with the Trygon. The Trygon counts as having assaulted the enemy. If the Trygon emerges within 1" of a Super-heavy vehicle or a creature with mass points, then it is destroyed as normal.

SPORE CHIMNEY

A Spore Chimney is impassable terrain that cannot be passed over by skimmers or jump pack troops. The chimney pumps out spores to pollute the atmosphere. At the start of each Tyranid player's turn roll a dice; on a 6, the Spore Chimney releases 2D6 Spore Mines, in clusters of up to 3 spores, scattering from the centre of the chimney. The Tyranid player can choose the type before rolling for scatter.

If a non-Tyranid weapon hits the Spore Chimney accidentally as a result of a scatter etc, then 2D6 Spore Mines are immediately scattered from the centre of the Spore Chimney. The Tyranid player can choose the type before rolling for scatter.

The Spore Chimney makes an excellent objective in a sabotage scenario, with the Tyranids defending it.

MEIOTIC SPORE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Meiotic Spore	35	1	0	1	5	1	1	0	10	5+

Brood: 1-3 Meiotic Spores

Fast Attack: Meiotic Spores are a Fast Attack choice for a Tyranid army. They are taken as a single choice but are deployed and act independently.

SPECIAL RULES

Meiotic Spore Strength: 5 **AP:** 3 **Type:** Large blast.
Due to their bio-acid, Meiotic Spores roll 2D6+5 to penetrate vehicle armour. Any unit attacked by the Spore must take a Pinning test.

Altitude: Meiotic Spores can float at two levels: ground or high. At ground level they can only attack other ground units. Floating high they can only attack aircraft. At the start of the game, the Tyranid player must declare which level each of his Spores will float at. A Meiotic Spore will then remain at that level throughout the game.

Movement: A Meiotic Spore moves like a Spore Mine, moving D6" in a random direction determined by rolling the scatter dice. On a Hit result the Tyranid player may choose the direction in which the Meiotic Spore will move. A Meiotic Spore cannot move in the assault phase.

Self-destruct: Meiotic Spores can be detonated during the Tyranid player's shooting phase, or as soon as it comes into contact with an enemy model. If an enemy model within 2" of a Spore fires a weapon, then it immediately explodes.

Destruction: If the Meiotic Spore is destroyed by enemy fire, or by self-destructing, then D6-1 bio-acid Spore Mines are thrown out. Place a Spore Mine on the same spot as the floating spore, then place all the remaining Spore Mines in base contact with the first. These fall back down to earth and act like a normal Spore Mine cluster.

Aerial Attack: If an enemy aircraft enters the board, then the Tyranid player may activate any of his Meiotic Spores that are floating high. Make the aircraft's attack run as normal; the Meiotic Spores will move 3D6" directly towards the aircraft, at any point in its attack run. If it comes into contact with the aircraft then it explodes. Meiotic Spores will only attack aircraft as they are floating too high to attack enemy units on the ground. They cannot be assaulted by enemy units, unless the unit has jump packs or can fly.

Targeting: If Meiotic Spores are floating high, add 12" to the range of any unit targeting a Meiotic Spore, as if targeting an aircraft. They are not fast moving like aircraft, and therefore a unit uses its normal BS to hit a Meiotic Spore.

Deep Strike: Meiotic Spores must always enter play by Deep Strike, regardless of the mission special rules.

Fearless: Being essentially mindless, a Meiotic Spore is Fearless, as detailed on page 74 of the Warhammer 40,000 rulebook. For the same reason, they cannot capture table quarters, hold objectives or count as scoring units.

LANTHROPE

	Pts/model	BS	S	T	W	I	A	Ld	Sv
Malanthrope	140	3	6	6	4	5	1+D6	10	2+/6+

Brood: 1 Malanthrope

Biomorph: The Malanthrope always has feeder tendrils.

Hive Mind Powers: A Malanthrope always has the psychic powers: Warp Field, Synapse Creature and The Horror.

Headquarters: A Malanthrope is an HQ choice for a Tyranid army. To include a Malanthrope in your army you must also include at least 1 Ripper Swarm.

SPECIAL RULES

Large Target: The Malanthrope is a large target. It can be targeted instead of normal infantry without a Target Priority check.

Fleet of Tendril: The Malanthrope glides along at a terrifying rate on writhing tentacles. They are 'Fleet', as described on page 74 of the Warhammer 40,000 rulebook.

Multiple Attacks: The Malanthrope has a random number of attacks each turn. At the start of each assault phase roll a D6 and add 1; this is the number of attacks from the Malanthrope's groping tendrils. The Malanthrope does benefit from +1 Attack if it assaults an enemy unit.

Anaphylactic Shock: Due to its extreme toxicity, any wound from the Malanthrope causes Instant Death. This does not effect Daemons – as warp beings they are immune to the toxins. This includes C'tan and the Eldar Avatar.

HARRIDAN

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	636	5	3	8	7	5	5	1(2)	10	3+

Brood: 1 Harridan

Mass Points: 3

Bio-weapons: The Harridan has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Options: A Harridan may carry a Brood of Gargoyles, clinging to its body. The Brood consists of 8-20 Gargoyles at 12 points each. These are part of the Harridan's detachment.

Heavy Support: A Harridan must be taken as a second detachment of 1-3 Harridans, like other super-heavy war machines. They are taken as a single choice but are deployed and act independently.

SPECIAL RULES

Gargantuan Creature: As a gargantuan creature, all the rules for monstrous creatures apply to the Harridan. A gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non gargantuan creature. It counts as 30 models for the purposes of calculating enemy morale after an assault.

Fearless: Harridans are Fearless, see page 74 of the Warhammer 40,000 rulebook.

Flyer: The Harridan is a flyer and uses the Flyer rules, as described on page 162 of this book. Because it flaps and glides over the battlefield, units firing at the Harridan always hit using their normal BS, rather than on a 6 as for standard aircraft.

Scything Claws: Instead of firing its bio-cannons, a Harridan may use its scything claws to swoop down on the enemy and attack in close combat. To do this, the Harridan is moved into contact with an enemy unit – it can still be fired at as normal. It then makes its two attacks with the long scything claws. After the attacks are resolved using the creature's Strength of 8 and rolling 2D6 for penetration, the Harridan then flies off using the normal Flyer rules.

Gargoyle Brood: If it is carrying a Gargoyle Brood they may detach themselves from the Harridan and flap off at any point during the Harridan's movement. This is treated as disembarking from a vehicle; place the Gargoyle Brood on the table within 2" of the Harridan. They may move as normal in the Tyranid player's next turn.

If the Harridan is hit by a blast weapon whilst carrying Gargoyles then the Gargoyle Brood are also hit. If the Harridan is shot down then the Gargoyles immediately flap off. Deploy them from the point where the Harridan was destroyed.

	Range	Str	AP	Type
Bio-cannon:	48"	10	3	Assault1, Large blast

CAPILLARY TOWERS

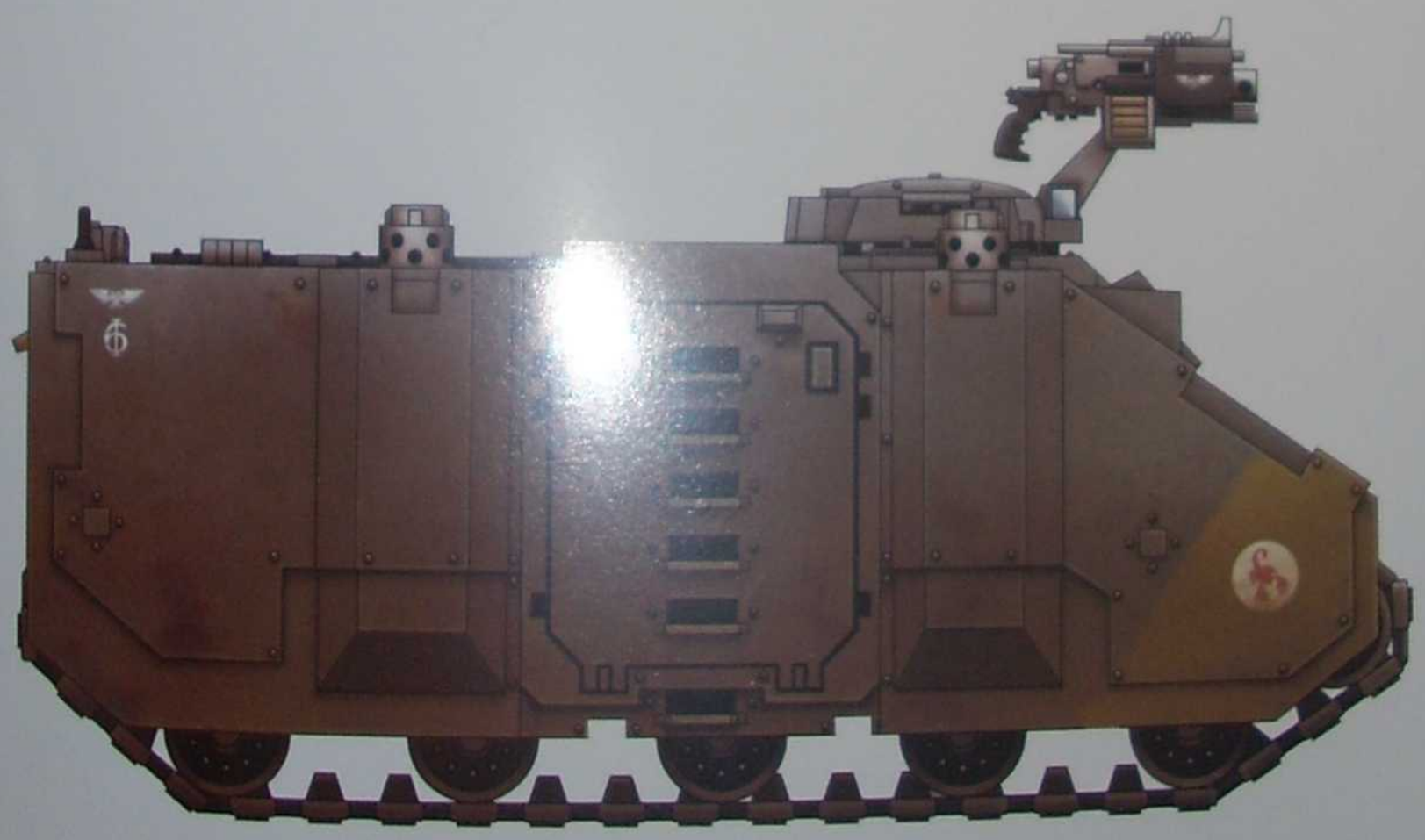
Capillary Towers are impassable terrain. Skimmers and jump pack or jet pack equipped troops may not move over a Capillary Tower, and it blocks line of sight.

The presence of Capillary Towers on the table shows that the world the battle is being fought on is in an advanced state of infestation. The power of the Hive Mind is starting to take over, casting its shadow in the Warp.

If there are 3 or more Capillary Towers on a battlefield then the entire area counts as having the Hive Mind power 'The Shadow in the Warp' upon it. All Pyschic tests made by the enemy during the game are made on 3D6, discounting the lowest roll. Any Perils of the Warp results are nullified, and the power will pass or fail as normal.

Capillary Towers can also be used as the objective of a Seek and Destroy mission, with the attackers required to destroy all the Capillary Towers, while the Tyranid forces defend them.

FORCES OF THE IMPERIUM



Rhino of the Red Scorpions' 6th company, equipped with additional spaced armour for increased survivability whilst on campaign.

HELLHOUND



The Hellhound is a flamer-thrower tank based upon the versatile Chimera hull. Armed with a fearsome inferno cannon to burn enemy troops out of cover, its main role is for deployment as a terror weapon during close-range combat, such as street-fighting.

Most Hellhounds have a crew of three Imperial Guardsmen, a driver, a commander and a main gunner. The Artemia pattern reduces this to two crew as it has a remotely operated turret.

Hellhounds are issued to dedicated Hellhound Tank companies or as squadrons of support vehicles to Armoured Fist and Tank companies. Although some regiments are lucky enough to include entire Hellhound companies, many Imperial Guard commanders on the ground use a flexible approach to the deployment of Hellhounds. Commanders find Hellhounds more useful as independent vehicles, attached in an adhoc fashion to battle groups or assault groups as needed. Hellhounds do not tend to fight as complete companies in their own right, as many Leman Russ companies practise.

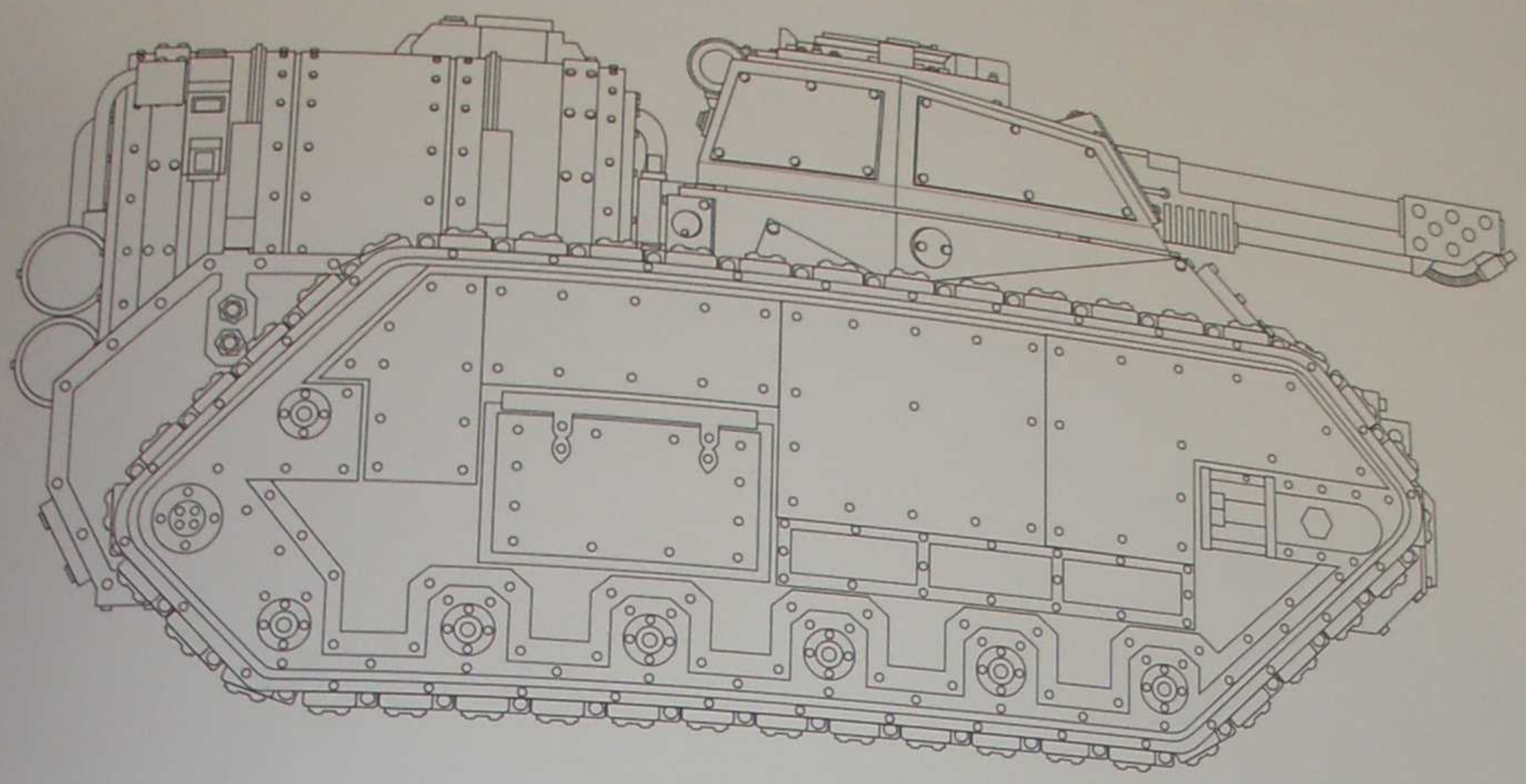
As with other Imperial Guard vehicles, there are a variety of patterns of Hellhound. These patterns have cosmetic or minor differences, but all have the same basic features. All have the large armoured fuel tank, carrying the huge supply of promethium required to keep the inferno cannon in action during an extend battle. Many flame-thrower weapons suffer from a lack of ammunition capacity, and any flame-thrower requires a lot of fuel. The Hellhound overcomes this drawback by carrying a huge supply. In turn, this makes each vehicle a potential death trap for its crew, as enemy fire can easily detonate the promethium store in a huge, super-heated fireball. Crews of Hellhounds have a well-earned reputation for foolhardy bravery. In an attempt to avoid catastrophic damage, all Hellhounds have thicker armour to protect the fuel tank.

The Artemia pattern includes a remotely operated turret, whilst on many patterns, including the Mars pattern, the fuel tank is inside the Chimera's standard hull, filling the transport compartment. Many commanders prefer these patterns, as the vehicle's shape and profile remain very similar to a standard Chimera, making identification more difficult for the enemy. Being such a lethal weapon system, Imperial Guard commanders are well aware that, given the chance, enemy forces will give priority to destroying Hellhounds.

During the Beta Anphelion IV campaign, the Cadian 266th regiment fielded a Hellhound Tank company, dividing the tanks between the infantry companies for direct close support in the jungles. As well as proving valuable on the battlefield, they were also used for defoliation operations – clearing lines of fire, or burning a path through dense foliage for following Chimeras. All the regiment's Hellhounds were destroyed in the fighting against the Tyranids.

Graia pattern Hellhound

Anphelion Project



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM

TECHNICAL SPECIFICATIONS

DVLA 6724930

Vehicle Designation 0639-944-6501-HH070

Vehicle Name HELLHOUND

Forge World of Origin GRAIA

Known Patterns II-XVII

Crew COMMANDER, GUNNER, DRIVER

Powerplant VULCANOR 16 TWIN COUPLED [illegible]-BURN

Weight 35 TONNES

Length 6.90 M

Width 5.70 M

Height 4.1 M

Ground Clearance 0.45 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament INFERNO CANNON

Secondary Armament HEAVY BOLTER

Traverse 360 °

Elevation -8 ° TO +25 °

Main Ammunition 98 SHOTS

Secondary Ammunition 400 ROUNDS

Armour

Turret 150 MM

Superstructure 150 MM

Hull 120 MM

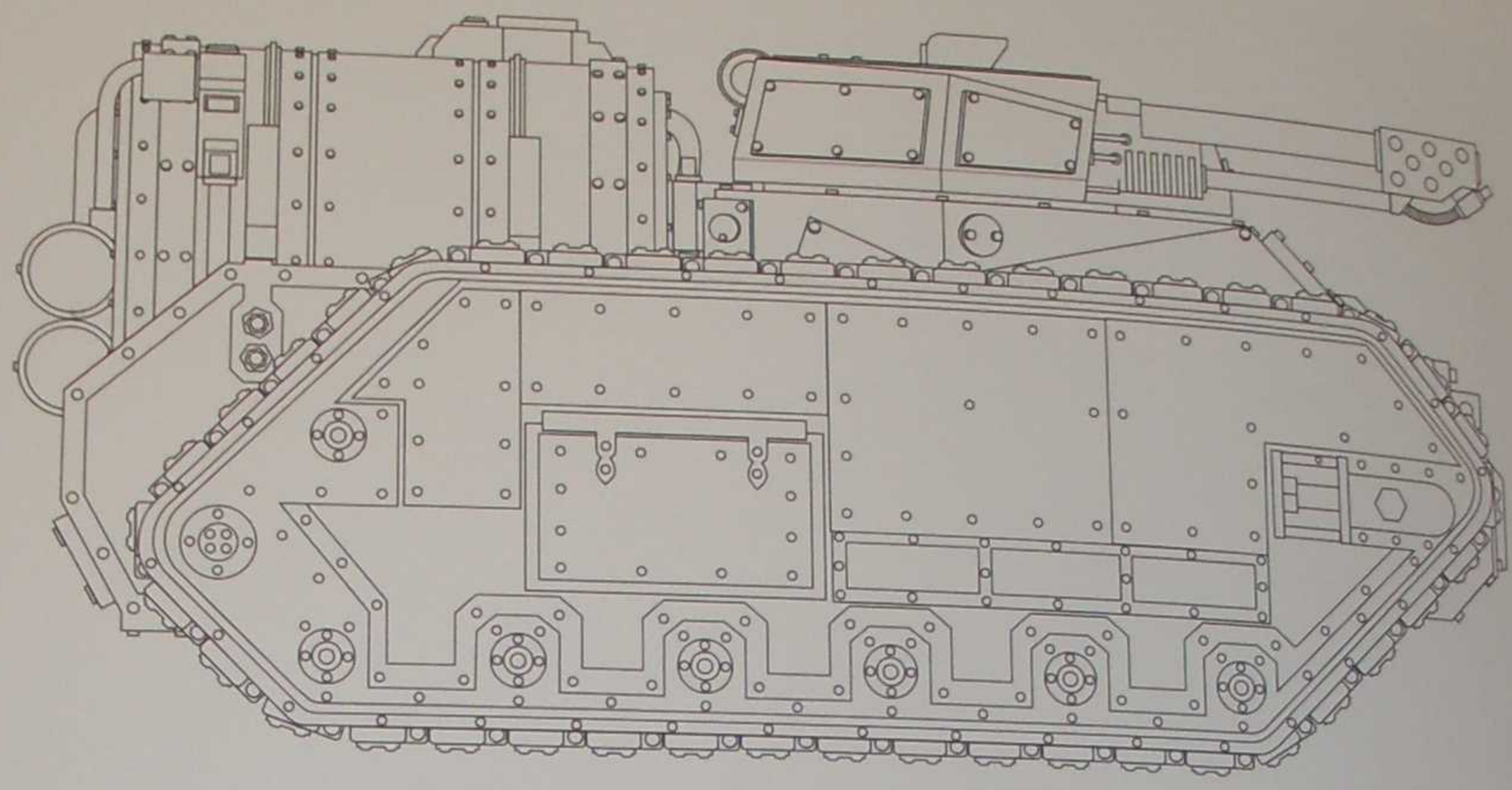
Gun Mantlet N/A

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Magos Fabricator

Artemia pattern Hellhound



HELLHOUND					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	115	12	12	10	3

Type: Tank.

Crew: (3) Imperial Guard.

Weapons: Turret-mounted inferno cannon and a hull-mounted heavy bolter.

Options: The Hellhound may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

Fast Attack: The Hellhound is a Fast Attack choice for an Imperial Guard army.

SPECIAL RULES

Inferno Cannon

Range: 24" **Strength:** 6 **AP:** 4 **Type:** Heavy 1/ Template

When firing the inferno cannon, designate a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hellhound's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.

ARVUS CLASS LIGHTER



The Imperial Navy commonly employs a wide variety of smaller craft aboard its vessels, from brigs, dories and pinnaces to couriers and lighters. One such lighter (a lightweight cargo shuttle) is the Arvus class.

The Arvus is a small utility cargo shuttle, used by the ships of the Imperial Navy for transferring cargos of supplies or small units of personnel from ship-to-ship, or ship-to-planet. Whilst the Aquila lander is a well-appointed, well-equipped personnel shuttle, specifically designed for transporting VIPs and their retinues, the Arvus is a solid and reliable workhorse shuttle. Squat and durable, with two powerful engines for carrying heavy loads. As standard, the Arvus has no armament; it is not a combat vehicle and is not expected to engage the enemy. The Arvus is commonly seen on the launch decks of large Imperial Navy ships, or making repeat runs from surface to ship, transporting supplies and men.

The Arvus, itself only one of a wide variety of shuttles and lighters, can also be modified. Imperial Navy crews on long-range patrols must adapted their vessels to their own requirements. Arvus lighters have been converted into fuel-carrying tanker variants, or have longer hulls for increased cargo capacity (and reduced speed and handling). Some have been armed for self-defence when operating on hostile worlds, but this is discouraged as it tempts pilots to get involved a fight that they should avoid.

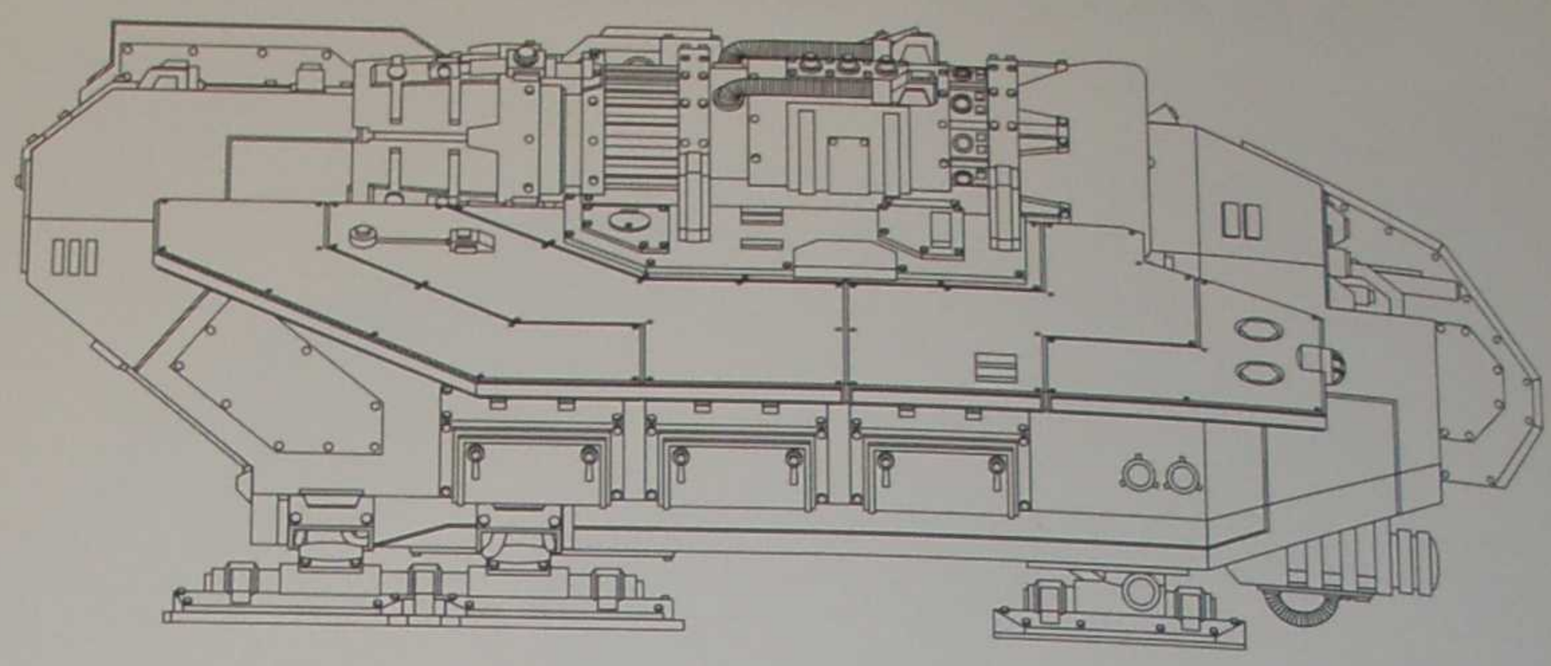
At need, the Arvus can be employed as a stand-in assault boat, although it is not designed for this purpose. It can transport a squad of infantry or a small Imperial Navy boarding party in only basic comfort

The interior of the Arvus is very basic, and does not include many advanced systems beyond standard navigational and sensor equipment and proximity alarms. The single pilot has small cramped cockpit. The cockpit's screen swings up to allow the pilot access from the front. There is also a small hatchway to allow the pilot access to the cargo compartment should he need it.

The Arvus is the Imperial Navy's equivalent of the Imperial Guard's Trojan, and fulfils many of the same roles. Like its ground-based relative, it also has affectionate nicknames amongst its crews, such as the 'Hog', the 'Little Pig' and 'the Onager'. The reasons for this title are unknown, but superstition amongst the Imperial Navy believes the machine-spirit of the Arvus lighter to be truculent and stubborn.

On Beta Anphelion IV the Arvus was used to transport men and materiel from orbit down to the base, and then to move small units from the command complex to the other facilities, thus avoiding the difficult process of travel through the creature-infested jungle and ammonia swamps.

Bakka pattern Arvus lighter



ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

DVLA ad 345 772

Vehicle Designation

Type GENERAL PURPOSE CARGO SHUTTLE - SMALL

Vehicle Name ARVUS LIGHTER

Forge World of Origin BAKKA

Known Patterns IV-XXVII

Crew PILOT

Powerplant 2 X RX-60-22 ROCKET ENGINES

Weight 15 TONNES

Length 8.52 M

Wingspan 8.2M

Height 3.68M

Operational Ceiling N/A

Max Speed 1600 KPH

Range 22,000 KM IN ATMOSPHERE

Main Armament NONE

Secondary Armament N/A

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Superstructure 15 MM

Hull 15 MM

CLASSIFIED

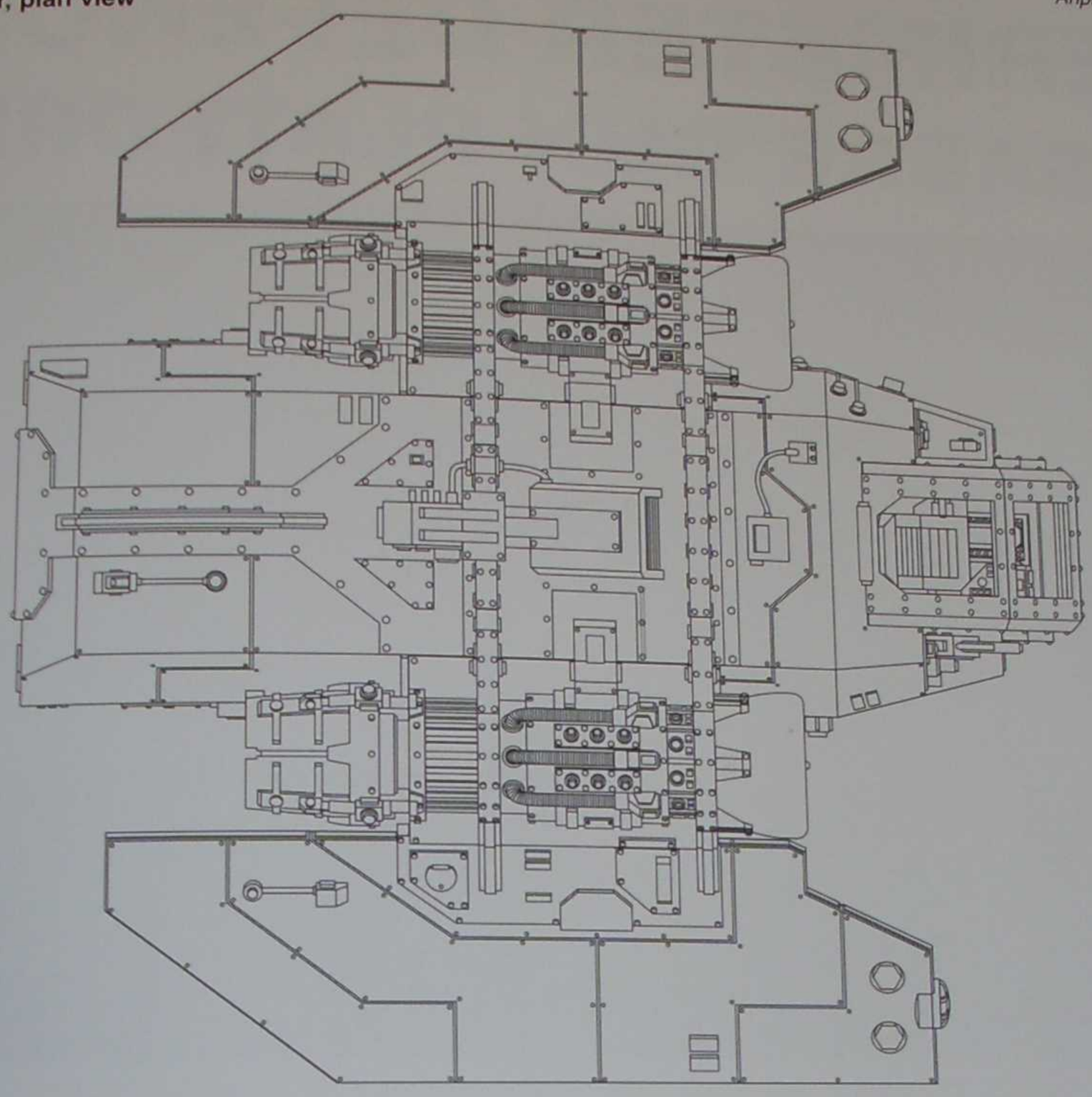
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Magos Fabricator

Domine Ex Machina

Arvus lighter, plan view



ARVUS LIGHTER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Arvus	75	10	10	10	3

Type: Flyer, orbital lander

Crew: (1) Imperial Navy

Weapons: None.

Options: The Arvus may take the following Imperial Navy Aircraft upgrades: ejector seat, flares or chaff launcher, armoured cockpit, illum flares.

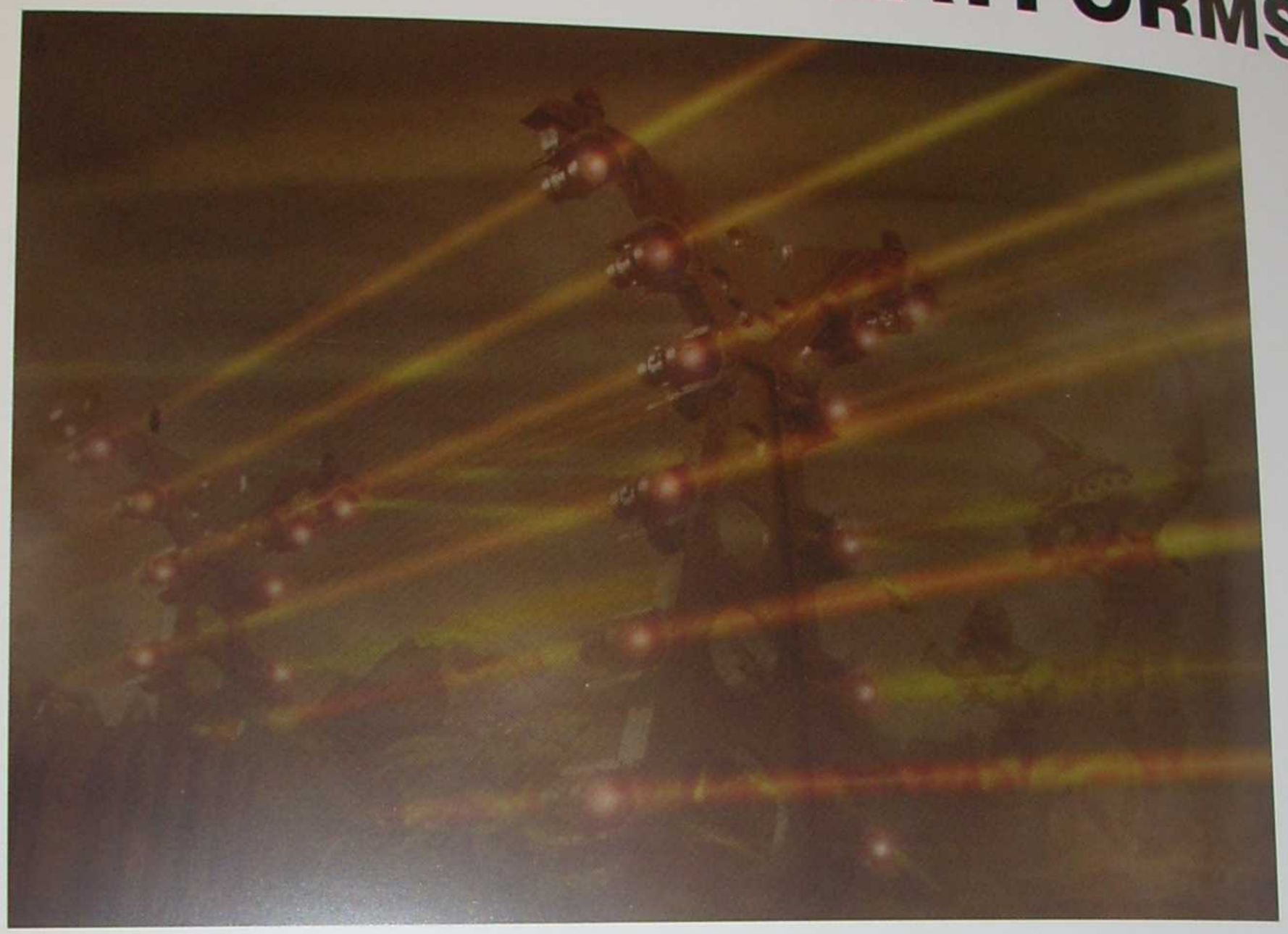
Transport: The Arvus can transport up to 12 models. Remember that Ogryns take up two spaces each. The Arvus is always selected as a transport upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with an Arvus may also travel in it.

Transport Option: The Arvus is a transport option for the following Imperial Guard squads: Command HQ, Infantry squad, Fire Support, Anti-tank or Mortar team or Special Weapons Support team, Hardened Veterans, Storm Troopers, Ogryns, Ratlings, Techpriest Enginseer and retinue. It may also carry an Inquisitor and retinue, or Inquisitorial Storm Troopers.

Access Points: 1. Rear ramp.

Fire Points: None.

PERIMETER DEFENCES & SABRE GUN PLATFORMS



On Beta Anphelion IV the Imperial Guard employed a variety of equipment and weapons to defend the perimeter of the laboratory and research centre sites. Their first line of defence was a containment fence. Generating a powerful forcefield to prevent anything passing through it, the containment fence requires huge amounts of power to operate, but at full power is highly effective. Anything foolhardy enough to try to pass through a containment fence is likely to be vapourized. The forcefield flows from fence pylon to pylon, each relaying the power. Should the flow of energy be disrupted then that section of fence is likely to overloaded by the power and cut out, resulting in a hole in the fence.

Containment fences are only used to defend important locations. Due to the amount of power required to keep a fence activated they are not common, and only very sensitive areas use them. Unlike smaller stasis fences, the containment fence is not mobile, and cannot be quickly set up or broken down; construction of the containment fence is likely to take months. On Beta Anphelion IV the Tyranid holding areas were surrounded by containment fences, and each laboratory complex was also protected by a fence, should the bio-killers escape.

The Imperial Guard also deployed their own equipment to defend the perimeter. These were long-range ground scanners, searchlight teams and Sabre gun platforms.

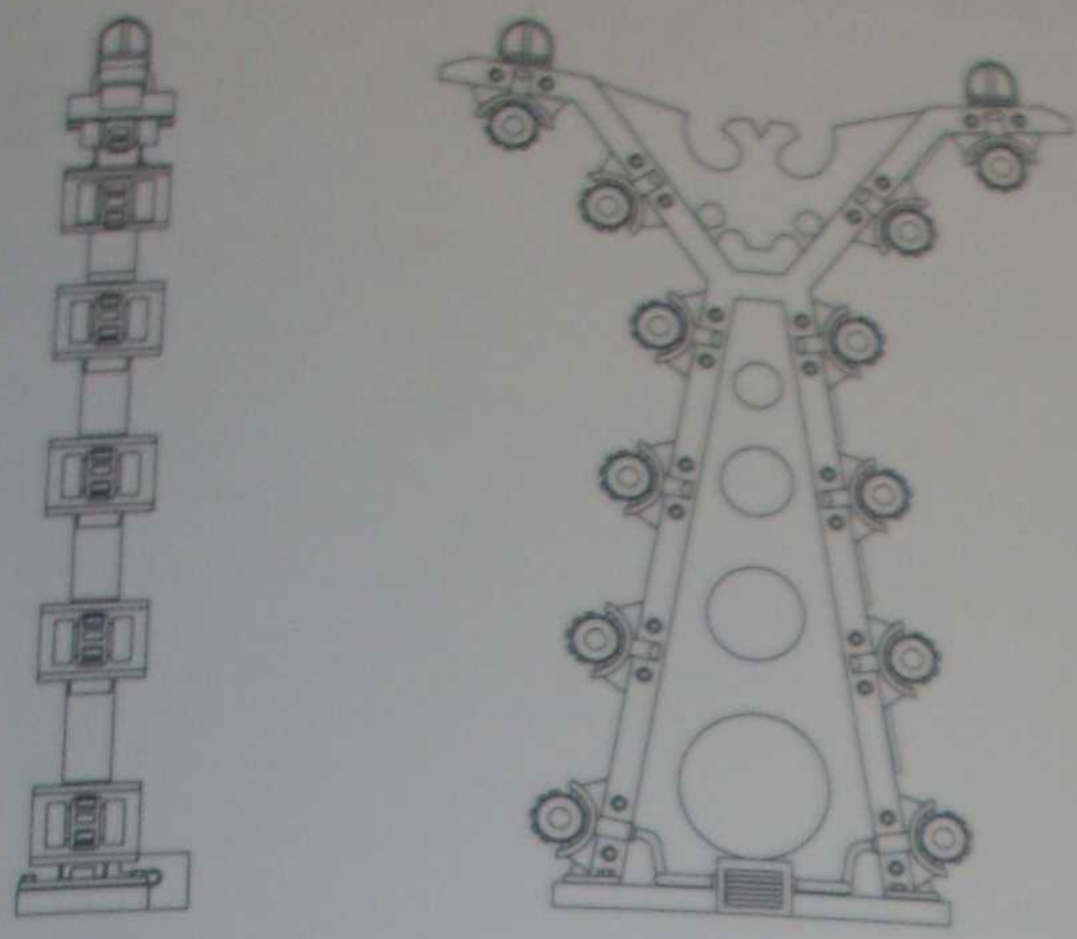
Long-range scanners are larger, more powerful versions of the hand-held scanners issued to officers and squad leaders. These units, manned by an Imperial Guard specialist, are set up as part of Imperial Guard defensive positions, and are used to monitor the surrounding area for the enemy. They can provide a wide array of useful data on enemy movements and locations, which can then be disseminated over the vox-network.

Once set up, the scanner unit cannot be moved. Lengthy recalibration of the scanner makes it impossible to move during a battle, and this limits the scanner's usefulness on an open battlefield, but makes it a valuable piece of equipment as part of static defences. As advanced and sophisticated equipment, long-range scanners are not common amongst the Imperial Guard, and are usually only deployed to defend vital locations.

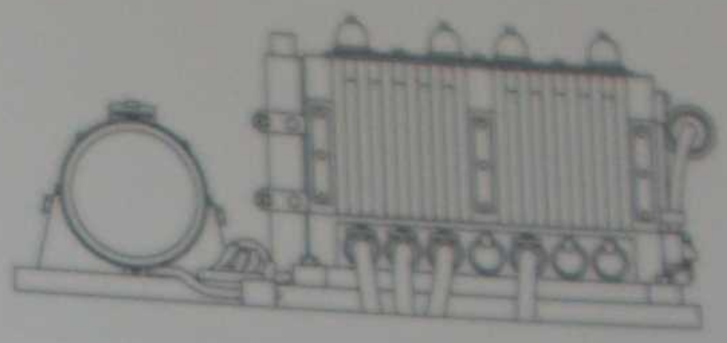
A searchlight team is a large, ground-mounted searchlight for illuminating targets in darkness. Searchlights are often attached to heavy weapon teams for finding ground targets and to illuminate targets for anti-aircraft fire, but they can also be vehicle mounted.

Sabre gun platforms are static heavy weapon positions. With multiple weapons mounted on a heavy platform, they are commonly used for light anti-aircraft defence as well as for engaging ground targets. Sabre platforms are issued to some heavy weapons platoons instead of the standard heavy weapons, but the reduction in mobility means the weapons are only deployed when a regiment is occupying static defensive positions. Sabre platforms are also used by Planetary Defence Forces.

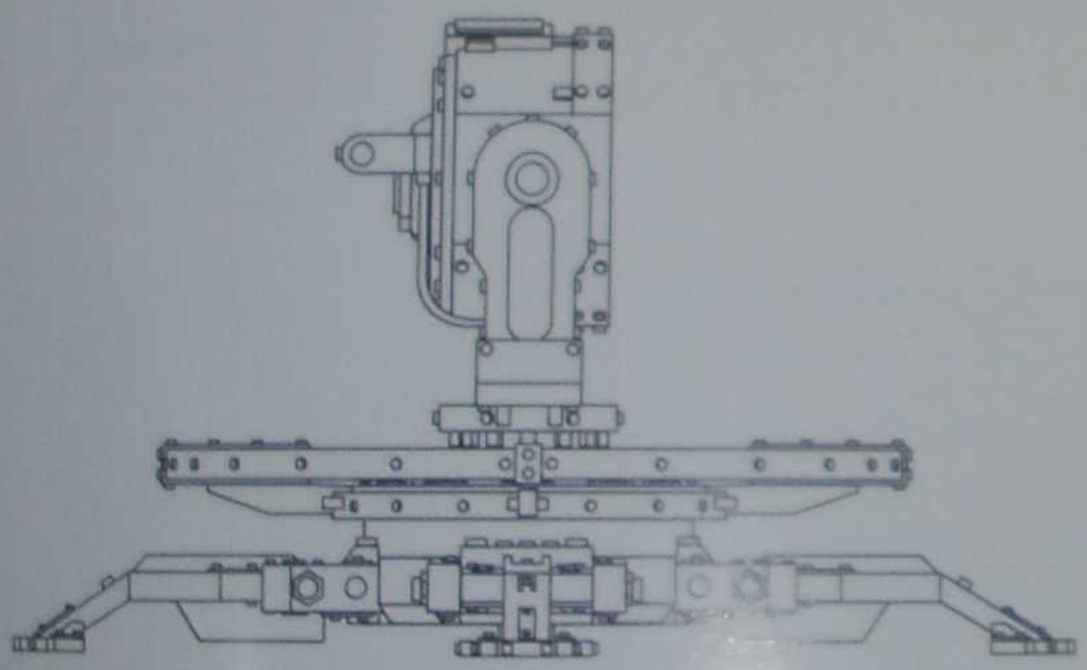
Phaeton pattern, Containment fence pylon

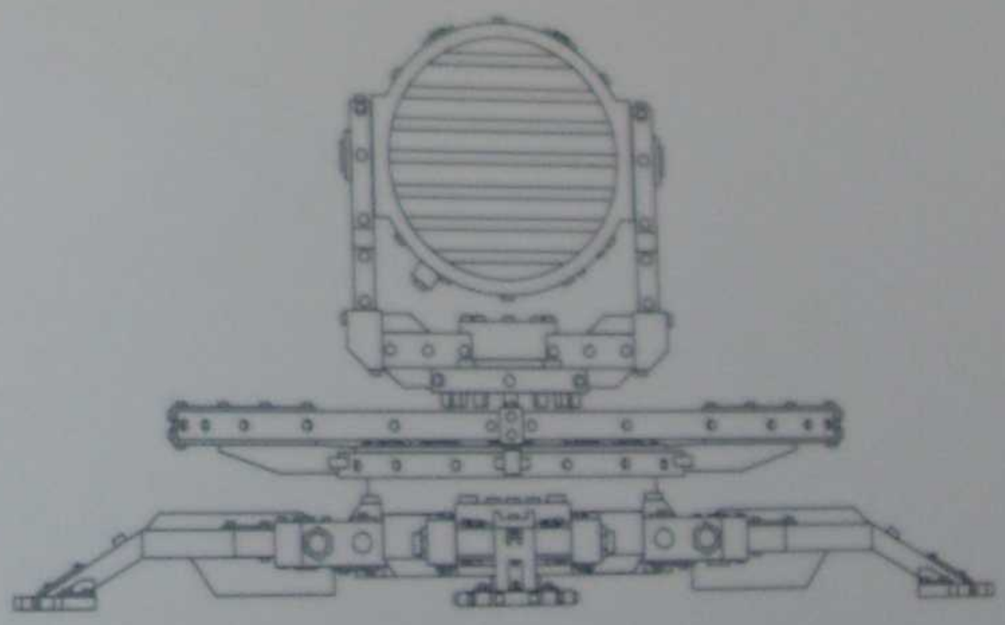


Phaeton pattern Generator unit

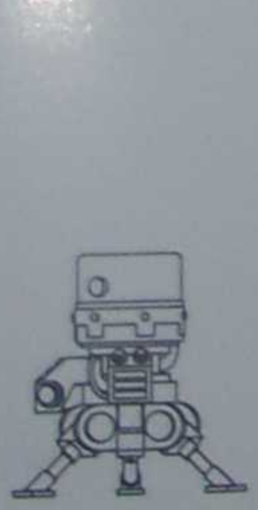


Sabre platform with searchlight

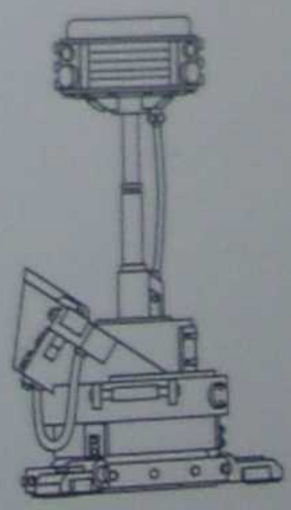




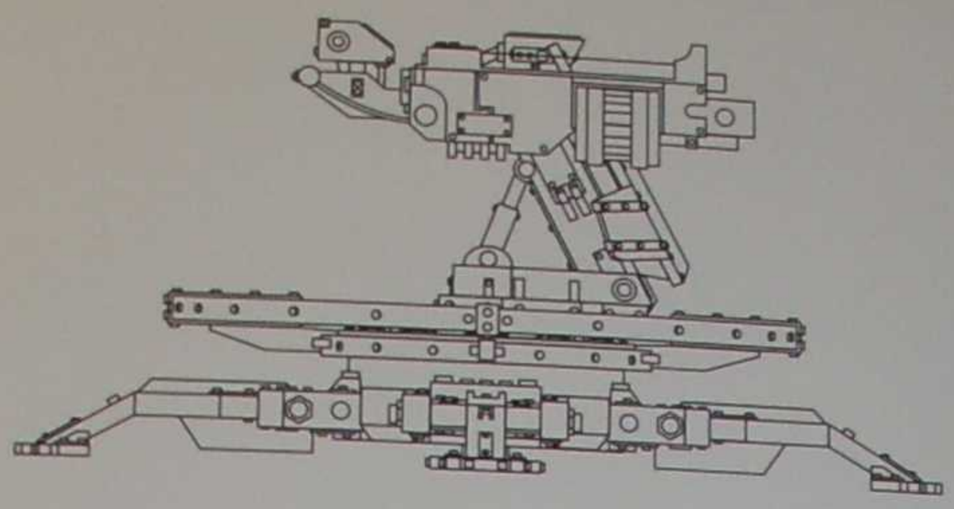
Long-range ground scanner units



Accatran pattern

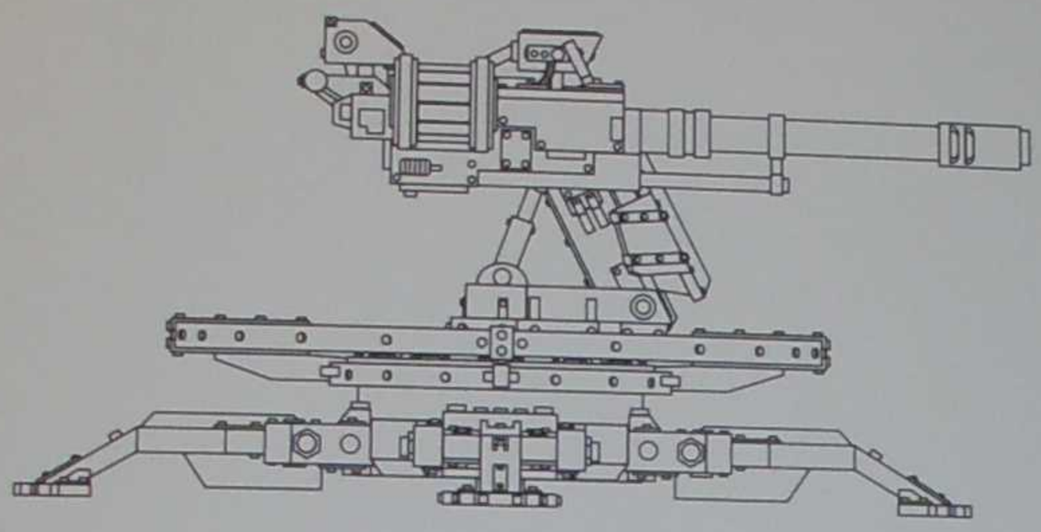


Kantrael pattern

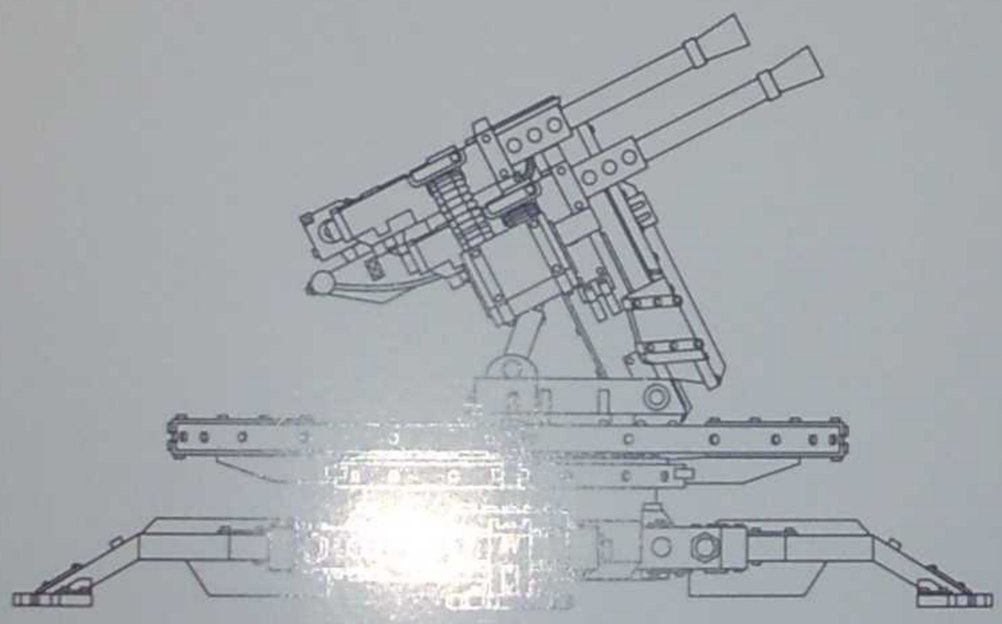


Sabre gun platforms

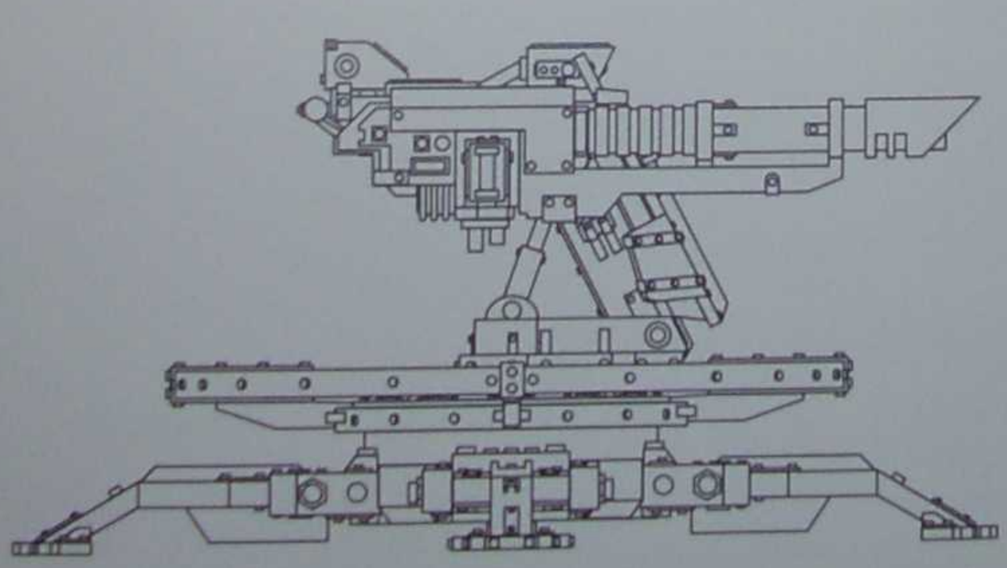
Twin-linked heavy bolters



Twin-linked autocannons



Quad heavy stubbers



Twin-linked lascannons

SABRE GUN PLATFORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Sabre Platform	40	10	10	10	3

Type: Immobile

Crew: (2) Imperial Guard

Weapons: Twin-linked heavy bolters. Both Guardsmen have lasguns.

Options: The heavy bolters may be upgraded to an AA mount for +10 pts.

A platform may replace its twin-linked heavy bolters with twin-linked autocannons for +10 pts; this may be upgraded to AA mounted for an additional +10 pts.

A platform may replace its twin-linked heavy bolters with two twin-linked heavy stubbers for +10 pts; this may be upgraded to AA mounted for an additional +10 pts.

A platform may replace its twin-linked heavy bolters with twin-linked lascannons for +20 pts. These may not be AA mounted.

Heavy Support: You may take a Sabre gun platform battery as part of a Heavy Weapons platoon, in which case a battery of 1-3 gun platforms replaces a single Support unit.

SPECIAL RULES

AA Mount: If weapons are AA mounted, they may roll to hit aircraft using its normal BS of 3 rather than needing 6s to hit.

Damage: Treat the platform and crew as artillery and randomise hits between the weapon and the crew, as per page 56 of the Warhammer 40,000 rulebook. The platform has an Armour Value of 10 all round, and any glancing or penetrating hit destroys it.

0-1 LONG-RANGE GROUND SCANNER

	Points	Front Armour	Side Armour	Rear Armour	BS
Scanner	65	10	10	10	3

Type: Immobile

Crew: (1) Imperial Guard

Weapons: None. The Guardsman has a lasgun.

Options: None.

HQ: 0-1 long-range ground scanner is a HQ choice for an Imperial Guard army.

SPECIAL RULES

Scanner Modes: The scanner can be set up in one of two modes, as detailed below. You must decide which mode the scanner will be set up in before the game starts. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.

Long-Range Sweep: With the scanner in this mode, enemy units will find it difficult to get close to the Imperial Guard's positions without being detected. Any enemy unit that wishes to Infiltrate must first roll a dice. On a 4+ they may Infiltrate as normal. On any other result they cannot Infiltrate and must be set-up as normal, with the rest of their army.

Short-Range Lock: The scanner locks onto an enemy unit, and targeting information is passed to a nearby Imperial Guard unit. Nominate an Imperial Guard unit within 12" of the scanner. Roll a dice. On a 4+ this unit can re-roll any To Hit dice that miss in the shooting phase. A unit with a vox-caster does not have to be within 12", but can be anywhere on the table. The Imperial Guard unit chosen to receive the targeting data can be changed each turn. The targeting data does not affect ordnance or barrage weapons.

Damage: Treat the scanner and operator as artillery and crew and randomise hits between the scanner and the crew, as per page 56 of the Warhammer 40,000 rulebook. The scanner has an Armour Value of 10 all round, and any glancing or penetrating hit destroys it.

SEARCHLIGHT TEAM

	Points	Front Armour	Side Armour	Rear Armour	BS
Searchlight	20	10	10	10	3

Type: Immobile

Crew: (2) Imperial Guard

Weapons: None. Both Guardsmen have lasguns.

Options: None.

Troops: 1-3 Searchlight teams are a Troops choice for an Imperial Guard army. They are deployed at the same time, but do not have to be deployed together, and operate as separate units.

SPECIAL RULES

Searchlight: Searchlights are only used during scenarios using the Night Fighting scenario special rules.

The searchlight is larger and more powerful than the normal vehicle-mounted version. The searchlight's targeting dice for spotting enemy units in a Night Fight is increased to 2D6x5, rather than the normal 2D6x3.

The searchlight allows one enemy unit spotted by the Searchlight team to be fired at by any other Imperial Guard units in range that also have a line of fire, without rolling the targeting dice themselves. However, the Searchlight team itself can be fired at by any enemy unit in the next turn, because they can see the light shining in the darkness.

Damage: Treat the searchlight and operators as artillery and crew and randomise hits between the searchlight and the crew, as per page 56 of the Warhammer 40,000 rulebook. The searchlight has an Armour Value of 10 all round, and any glancing or penetrating hit destroys it.

CONTAINMENT FENCE

Crossing the Fence: If any model in a unit tries to cross an activated containment fence then the unit will take a D6 Strength 9, AP 2 hits. If a 6 is rolled, then the damage is still inflicted, but the section of fence overloads and stops working from now on. The unit may continue its move through an overloaded fence. If the fence does not overload then it remains impassable; the unit must halt and try again next turn. A monstrous creature that survives crossing the fence may continue its movement as normal.

Vehicles that cross the fence will take a single Strength 9 hit to the front. Roll 2D6 and choose the highest dice for penetrating the vehicle's front armour. If a 6 is rolled then the damage is still inflicted, but the fence overloads and stops working. Vehicles that survive crossing the fence may continue to move as normal.

Units that can fly, have jump packs or jet packs, can move between pylons without being damaged, as they can simple pass over the force field.

Firing through the Fence: Such is the power of the fence that most of the energy of weapons fired through it will be absorbed. A shot that passes through the fence gains a 3+ cover save. Vehicles count as an obscured target.

Shooting Pylons: Pylons maybe targeted in the shooting phase. They have an Armour Value of 14 (due to the force field). Any glancing or penetrating hit destroys the pylon. If a pylon is destroyed then any sections of a fence it is generating are lost.

Assaulting Pylons: A unit that assaults a pylon takes D6 Strength 9 hits before resolving any attacks. Any hits from the fence count as power weapons. The pylon has an Armour Value of 14.

Fortifications: In a scenario where the Imperial Guard player can take fortifications, they can buy a containment fence. A containment fence costs 25 pts per pylon, and pylons must be positioned 12" apart. The fence itself must run in a straight line between pylons.

INDEX ASTARTES
'STRENGTH IN PURITY'
THE RED SCORPIONS CHAPTER

"Camouflage is the colour of fear... I have no need to hide from my foes...
I have no fear of death. My colours I wear openly, they proclaim louder than any words,
"I am proud to live - I am proud to die".

Commander Carab Culln, 1st Company, Red Scorpions.

Origins and History
The origins of the Red Scorpions are a complete mystery. No records remain of the Chapters founding, or from which Primogenetor Chapter their geneseed was first taken. This mystery has led to some distrust amongst the Imperium's hierarchy, who feel that a Chapter with a questionable history may have questionable loyalty. In five thousand years of service the Chapter have disproved this, fighting in defence of the Imperium with steadfast loyalty to their Emperor. They have responded to calls for aid on thousands of occasions, and been willing to assist the Imperium's agents whenever needed.

One well recorded incident in the Chapter's history was during 857.M38, when the Chapter was called to assist in the prolonged siege of the traitor stronghold of Helios. The Chapter deployed in force, but their mistrust of the Imperial Guard regiments already involved meant they lacked the heavy artillery needed to breach the walls for their assault. The Red Scorpions' Commander refused all aid, being determined that the Chapter would not be tainted by those forces which had already been exposed to the traitor's corruption during the siege. To solve the Chapter's artillery problem the Master of the Forge came up with a solution – mounting extra Whirlwind launchers on their Land Raiders to assist in the preliminary bombardment. This proved effective, and the Land Raider Helios was born, firing salvoes into the fortress before moving forwards to disembark Assault squads and Terminators into the breach.

At the end of M.39 the Red Scorpions undertook the Ordon Crusade. It saw the entire Chapter deployed deep into the wilderness space of the Ordon Rift in Segmentum Tempestus, operating entirely independently for over 300 years. The circumstances surrounding this extended expedition remain unknown. For 300 years the Chapter was out of contact and many thought it destroyed. Only when the Chapter declared the crusade at an end did it resume communications and return to the Imperium. Whatever happened within the Ordon Rift remains a secret within the Chapter.

Upon their return the Red Scorpions took part in the Badab War, when the Tiger Claws Chapter led a rebellion against the Emperor, and Space Marine Chapter fought Space Marine Chapter. The Chapter was involved in several bloody ship-to-ship boarding actions against the renegade Executioners Chapters. More recently they have also seen successful operations against Hive Fleet *Kraken* and the growing Ork Empire of Urgok the Unstoppable.

Homeworld and Recruitment
The location of the Red Scorpions' battle fortress is top secret. Few (except for high-ranking members of the Administratum), know where the Red Scorpions are currently based, or where they draw the Chapter's new recruits from.

Since the Ordon Crusade the Red Scorpions have been based upon a large battle station in orbit around the moon of Zaebus Minoris. The Zaebus system is isolated deep in the Ordon Rift. Before establishing the Chapter at this semi-permanent base, the Red Scorpions had no permanent homeworld, for they were always on the move in their fleet.

The small, arid world of Zaebus Minoris is inhabited by a primitive human culture of roughly stone-age development. Missionary Galactica reports that these tribes each have a central temple complex, at which each newborn male child is presented to the gods, for their approval. On the first full moon of the newborn's life it is presented to the High Priest and placed upon the temple's stone altar. The tribesmen believe that the gods look down from the moon in judgement upon their children. In the night, those that are judged inadequate die (usually from exposure). Most are allowed to live, the infant being returned to its father at dawn to begin a normal life amongst the tribe. A few – those judged to be the very best by the High Priest – are taken by the gods. For a tribe this is the greatest honour and shows they have the gods' blessing. All tribes hope that their children will be taken, to live amongst the gods as one of them.

Of course those children that go missing are indeed taken, selected by the Chapter's Apothecary, (after vigorous genetic screening) to begin the process of becoming a Space Marine. As these newborn recruits have had no experience of their primitive culture they carry none of this cultural baggage with them. As they grow they will have no memory of their parents, background or culture, and life within the Chapter will be all each recruit ever knows. Because recruits are inducted at an early age, the Red Scorpions exhibit no cultural influence, unlike other Chapters that recruit from primitive cultures.

Organisation
The Chapter conforms to the standard Codex pattern of ten companies. First company being Veterans and Terminators, 2-4th company are Battle companies. 5th-7th are Tactical companies. 8th is an Assault company. 9th is a Devastator company. 10th is the (reduced strength) Scout company.

The Captains of each company of the Red Scorpions are known by the honorary title of 'Commander'. The Chapter Master is traditionally called the 'Lord High Commander'. As

a matter of tradition, the Chapter's second-in-command is always the Master of the Apothecary.

Geneseed
Remarkably, the Red Scorpions shows very little in the way of geneseed corruption, a fact they are rightly proud of and have gone to great lengths to ensure continues for another five thousand years. The Red Scorpions have a fanatical belief in their own purity, and this has led to the Chapter's isolationism. They believe that geneseed corruption weakens the Chapter, and as the protectors of Humanity, in turn this weakens the Imperium. Protecting the Chapter's purity is their core belief.

Beliefs
The Red Scorpions' beliefs remain something of a mystery. They do not seem to venerate any Primarch above any other, preferring instead to venerate only the Emperor. They revere Roboute Guilleman as the author of the Codex Astartes, and this has been taken to indicate that the Red Scorpion may be a successor of the Ultramarines, but there is little evidence to support this, and without detailed comparative investigation into the Chapter's geneseed, (prescribed by the Chapter itself), no evidence can be gathered.

The Red Scorpions are strict adherents to the Codex Astartes, although their Chaplain's have their own interpretation of the text. As they see it, they do not deviate from it in any way. Those Chapters that deviate are suspect in the Red Scorpions' eyes. As a Chapter they are extremely xenophobic, hating all aliens and all deviation from the pure human form. They will not serve alongside abhumans, and have little liking for other fighting forces, which they view as inferior and untrustworthy.

Chapter Colours
The Chapter's armour is a very dark charcoal grey. They always have a mustard yellow/sandy yellow broad helmet stripe. Other trim such as shoulder pad edging, chest eagles and a knee-pad can also be in the same yellow, and this varies betwen individuals. The shoulder pads are black. The left shoulder pad bears the Chapter symbol of a red scorpion in a white circle. The right shoulder pad bears squad markings, name scrolls etc.



Traits

Minor Divergence. Pious

Trait Advantage: Purity above All
The Chapter believes its geneseed to be pure and untainted, and regard any genetic deviation as dangerous heresy. They have little liking for other Chapters which have become tainted, such as the Space Wolves and Blood Angels. Every Red Scorpions battle brother is constantly screened for mutation and corruption. The Chapter's Apothecary enforce this screening to the point of fanaticism, and regularly deploy its members to monitor the troops in battle and be immediately on hand to recover the Chapter's valuable progenoid glands. Any Red Scorpion Tactical or Veteran squad may upgrade its Sergeant to an Apothecary for +25 pts.

Minor Drawback: Have Pride in your Colours
The Red Scorpions shun the use of camouflage, and its attendant tactics such as covert operations, stealth and infiltration. These are the tactics of cowardice, and have no place amongst the honoured ranks of the Red Scorpions. No Red Scorpions may use the Infiltrators or Scouts special rules. Red Scorpions Scout squads must deploy just like any other units.

In addition, Scout squads become a 0-1 choice for a Red Scorpions army. Scout Bike squadrons also become a 0-1 choice.

Red Scorpions Tactical Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+
Vet Sergeant	+15	4	4	4	4	1	4	2	9	3+
Apothecary	+25	4	4	4	4	1	4	1	8	3+
Vet Apothecary	+35	4	4	4	4	1	4	2	9	3+

Number/squad: 1 Sergeant and 4 to 9 Space Marines

Weapons: Boltgun. The Sergeant may replace his boltgun with a bolt pistol and close combat weapon for free.

Options: The squad may be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pts per model. One Space Marine may be armed with a weapon from the following list: heavy bolter at +5 pts; missile launcher or multi-melta at +10 pts; lascannon at +15 pts; plasma cannon at +20 pts. One Space Marine can be armed with a weapon from the following list; flamer at +6 pts, meltagun or plasma gun at +10 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant and given Terminator Honours at +15 pts. If so, he may select equipment from the Space Marine Armoury. Alternatively, the Sergeant may be upgraded to an Apothecary for +25 pts. The Apothecary is always equipped with a bolt pistol, narthecium and reductor. The Apothecary may be given Terminator Honours for +10 pts. If the Apothecary has Terminator Honours then he may also select equipment from the Space Marine Armoury.

Transport: A Tactical squad which numbers six models or less may select a Razorback transport. Tactical squads that number ten models or less may select a Rhino transport.

UNIT ORGANISATION

Red Scorpions Chapter, Anphelion Investigation Force



Commander Culln
1st Company

Headquarters

Apothecarion



x3 Apothecary



x1

Fleet



x3



x3

1st Company



x5



x5



x5

6th Company



x10



x10



x10



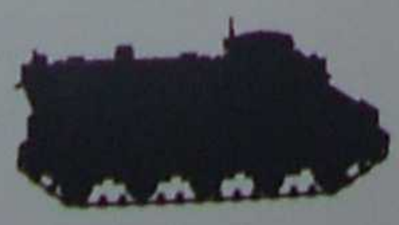
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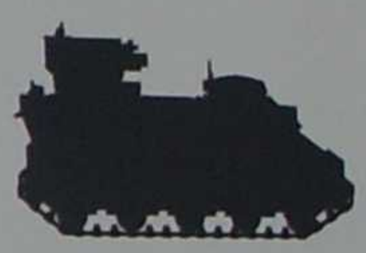


x1 Brother Halar

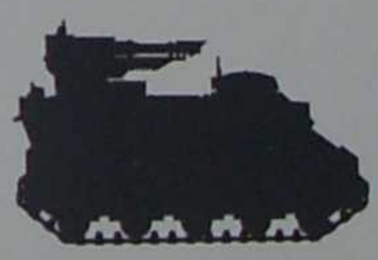


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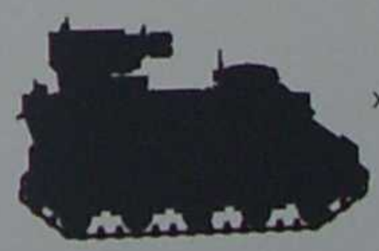
Armoury



x3



x2



x1



x2



x2

FORCE TO & E

Personnel
1 Commander
3 Apothecaries
8 Sergeants
93 Other ranks

105 total

Vehicles
5 Rhinos
6 Razorbacks
4 Sentry Guns
3 Thunderhawk Gunships
3 Thunderhawk Transporters
1 Dreadnought

RED SCORPIONS
TERMINATOR SQUAD RAUM
4th squad, 1st company



1. Veteran Sergeant Raum
Squad Commander. 109 Missions.
KIA on Beta Anphelion IV.

TERMINATOR WEAPONS

1-4. Storm Bolter. (Umbra pattern)

Storm bolters are a development of the standard boltgun, designed for close quarters combat. With twin barrels they have a higher rate of fire than the standard boltgun, but correspondingly have a drop-off in accuracy due to the weapon's ferocious recoil whilst rapid firing. The storm bolter fires the same mass-reactive, armour-piercing, high-explosive bolts as other 'bolt' weapons. Its dual magazine design means it has high magazine capacity – in this pattern, 40 bolts are held.

5. Assault Cannon. (Ultima pattern)

A weapon synonymous with Space Marine Terrminators, the assault cannon is a six-barrelled, kick-backing autocannon. It fires a fixed cartridge round which has a dense metallic core. The round also has a non-metallic composite sheath with a diamantine tip for extra armour penetration, which provides stable flight ballistics at short ranges.

The weapon's very high rate of fire makes it perfect for tunnel fighting and room clearance. Its motor generates immense heat when firing, and the barrels, forged from a tempered ceramite alloy, are disposable and are changed after each mission. Motor and barrel failure are common problems with the assault cannon, but despite these drawbacks, and its limited ammunition availability, it is still a fearsome weapon.

When combined with a Terminator suit the assault cannon includes gyroscopic stablisation and recoil compensators as well as targeter links to the suit's autosenses.

1.



2.

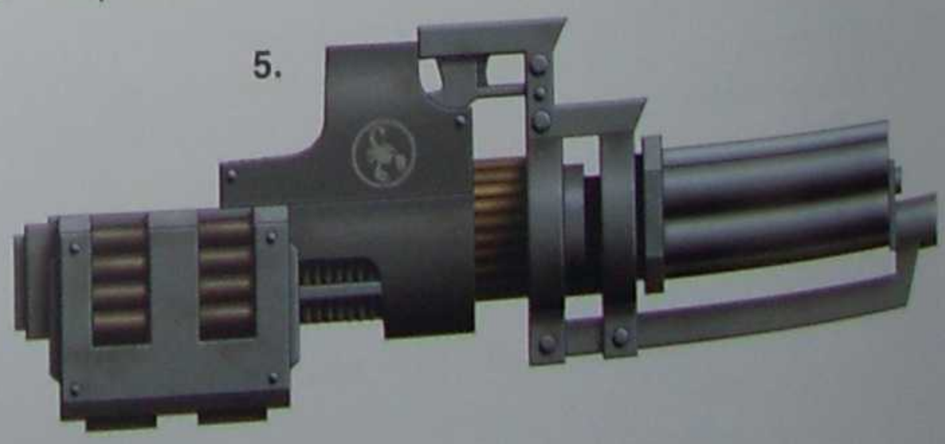


3.

4.



5.





2. Veteran Brother Vjalka
68 Missions.
KIA on Beta Anphelion IV.



3. Veteran Brother Thain
Squad 2-i-c. 92 Missions.



4. Veteran Brother Neahn
25 Missions.
WIA on Beta Anphelion IV.



5. Veteran Brother Yanek
36 Missions.

RED SCORPIONS
TACTICAL DEMI-SQUAD HAAS
3rd Squad, 6th Company



1. **Veteran Sergeant Haas**
In artificer modified MkIV armour with Iron Halo and Terminator Honours. 6th Missions.

TACTICAL SQUAD WEAPONS

1. Powersword and Bolt pistol (MkVII Ultra pattern).

Within many Space Marine Chapters swords are a sign of seniority. As a squad leader, a veteran battle brother may choose to carry a sword rather than a bolt-gun. This hand-and-a-half sword (wielded in one or two hands), contains a small powerfield generator in the pommel. When activated, it wreaths the blade in a crackling energy field that disrupts anything hit at a molecular level, greatly assisting armour penetration. The sergeant also carries a bolt pistol as a back-up weapon. Its magazine holds just ten bolts.

2-4. Boltgun (MkIV Ultra pattern).

Boltguns are the Codex issue armament of all Space Marine Chapters. Boltguns fire self-propelled bolts that detonate after penetrating a target, literally blowing it apart from within. They are superbly made, constructed by skilled artisans of the Chapter's armoury, and many weapons are ancient artefacts of the Chapter. These weapons provide each Space Marine with ferocious short-ranged firepower, and each is easily capable of destroying light vehicles.

This pattern's magazine holds 25 rounds and includes many advanced systems, with targeter and ammunition-counter links to a Space Marine's autosenses and palm-print genetic identification coding.

5. Plasma gun (MkV Mars pattern).

Plasma guns are ancient weapons ultilising technology that is little understood today. Most Chapters retain and revere them as weapons from a former age. The gun fires highly energised hydrogen plasma, accelerating the 'plasma bolt' via a linear magnetic accelerator. Upon impact with a target the plasma explodes with the destructive heat of a small sun. Plasma guns are deployed as squad support weapons.

Whilst effective, plasma weapons are very unreliable. The colossal energies generated by the weapon must be contained within a magnetic field. Failure of this field can, however result in the weapon over heating in a catastrophic meltdown. This can be as dangerous to the firer as the enemy, and it is an honoured task to be a squad's plasma gunner.

1.



2.



3.



4.



5.





2. Brother Kalz
In MkIV armour with modified chestplate.
33 Missions.



3. Brother Mawdri
In MkVII armour. 29 Missions.
KIA on Beta Anphelion IV



4. Brother Zohran
In Mk VII armour. 12 Missions.



5. Brother Ramtha
In MkVII armour. 18 Missions.
WIA on Beta Anphelion IV



1. Veteran Brother Auhr
In MkIV armour. 54 Missions.

RED SCORPIONS
TACTICAL DEMI-SQUAD AUHR
3rd Squad, 6th Company

1.



2.



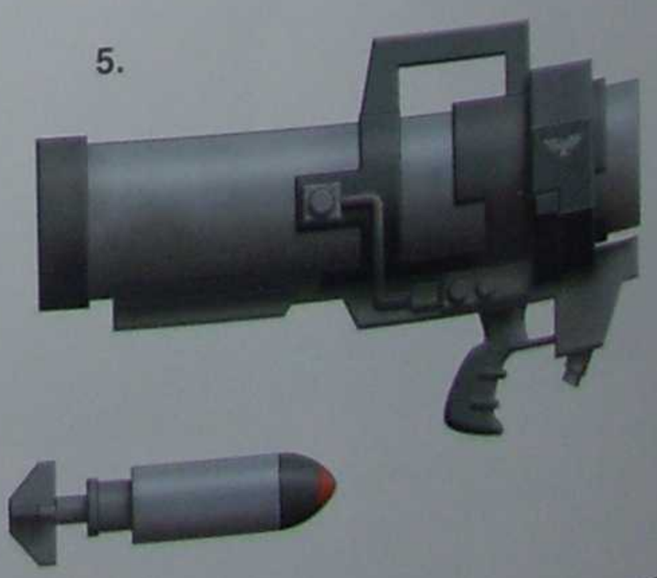
3.



4.



5.



TACTICAL SQUAD WEAPONS

1. Plasma pistol (MkII Mars pattern).

The plasma pistol uses the same ancient technology as the plasma gun and, whilst devastating at close quarters, also suffers all the reliability drawbacks of its larger cousins. The weapon's photonic hydrogen cells are only capable of supplying enough fuel for five shots before needing to be reloaded. This is a time-consuming action in the midst of battle. Because of this, plasma pistols are favoured weapons for Assault squad troops, who will fight at close quarters and always carry other close combat weapons.

2-3 Boltgun (MkIV Ultra pattern).

See previous page.

4. Boltgun with 'Dark-Eye' nightscope (MkII Ultra pattern).

This boltgun includes the 'Dark-Eye' nightscope, a modification sometimes favoured by Space Marines that have earned the Marksman's Honour. It provides enhanced low-light sighting via the weapon's link to the powered armour's autosenses. Increased magnification and powerful infra-targeting make this scope a useful addition to a squad operating in darkness or engaging the enemy at longer ranges. The scope itself is of little use at close range, where it can actually be a hinderance and must be disabled.

5. Missile launcher (MkIII Mars pattern).

This man-portable tactical missile launcher provides the squad with flexible heavy weapons fire support. It is capable of eliminating hard targets and enemy vehicles at long range with its armour-piercing krak missiles (also shown), or can provide anti-infantry suppressive fire power with fragmentation missiles.

Despite its size and bulk, the missile launcher is constructed of lightweight materials, and to further reduce the encumberance, spare missiles are carried by other squad members as well the operator himself. This pattern missile launcher is a single shot weapon, and must be reloaded after each shot. Other patterns include a short magazine of missiles.



2. Brother Dalan
In MkVII armour 18 Missions.
WIA on Beta Anphelion IV



3. Brother Aric
In MkVII armour. 27 Missions.



4. Brother Etche
In Mk VII armour. 40 Missions.



5. Brother Maun
In MkVII armour. 21 Missions.
KIA on Beta Anphelion IV

DETACHMENT D-99
ELYSIAN DROP TROOP VETERANS

It is known that during the Dantris III campaign the Adeptus Mechanicus were sanctioned to conduct various experiments upon several companies of the Lostock 23rd regiment. This was an attempt to allow the Imperial Guardsmen to operate outside the seal factory complexes without protection. The forge world of Dantris III had become a hellish war zone, heavily infested with Tyranid spores and organisms, and the Adeptus Mechanicus fought desperately to save it. The Lostock troops had new organs and drug-secreting glands incorporated into their bodies in an effort to boost their combat abilities, such as increased aggressiveness and strengthened immunological systems. After heavy losses, Dantris III was eventually cleansed of the Tyranids. The Lostock 23rd was destroyed in the fighting.

It is believed that only three of the Lostock experiments survived the battle; all of these Guardsmen were subsequently turned over to the Inquisition. One was Sergeant Stone, who would go on to serve as part of Inquisitor Tyrus' retinue. Another was Guardsman Hanri, who passed into the service of Inquisitor-Lord Varius.

The 99th Elysian Drop Troop regiment was also engaged in heavy fighting against Hive Fleet *Kraken* on the Eastern Fringe. After repeated combat drops on Moloch, Hamman's World and Moran, the regiment was down to its last reserves of manpower. The survivors were reformed into a single over-strength company under the command of the regiment's highest ranking officer, Major Durra of D 'Dragon' company.

The veteran company was then inducted into Inquisitorial service, under the code-name Detachment D-99, and has remained so ever since. Currently, they are in the service of Lord Varius.

When Inquisitor Solomon Lok received orders to assemble a force to investigate Beta Anphelion IV, his orders also placed special unit D-99 at his command.

Doctrines

Drop Troops
Iron Discipline
Special Weapon Squads
Xeno-Fighters - Tyranids
Surgical Enhancement

New Doctrine: Surgical Enhancement

The unit has been surgically experimented on. Drug secreting glands in the Guardsman's system give them +1 initiative and boost their morale. They never suffer any negative modifiers to their Leadership characteristics and, if they fail a Morale check for taking 25% casualties, then the unit becomes pinned rather than falls back.

New Wargear: Lascutter (5 pts)

A lascutter is a powerful piece of mining equipment converted for military use. It is used for cutting through doors and bulkheads. It has a very short range (literally a couple of feet), so can only be used in an assault. A model armed with a lascutter automatically inflicts 1 Str 10 hit in close combat, and he does not have to roll to hit.

A lascutter requires some time to cut through its target and therefore can only be used against stationary or immobile targets. It can be used against bunkers, doors, immobile equipment such as gun emplacements, or against a stationary or immobilised vehicle. It cannot be used against any infantry or creatures, or vehicles which moved last turn.

New Wargear: Auxilary Krak Grenade Launcher (3 pts)

An auxiliary krak grenade launcher is a single shot grenade launcher mounted under the barrel of a lasgun. Loaded with a krak grenade and used as a squad close support weapon against hard targets and light vehicles. A model may fire either its lasgun or grenade launcher, not both.

Range:12" **Str:** 6 **AP:** 4 **Type:**Assault1 **Notes:** Single shot

Using Detachment D-99 in games

Detachment D-99 are a specialised force of Tyrannic War veterans. As the remnants of a full regiment, all the survivors are battle-hardened veterans. Just like Codex: Catachans, this army list is for a small, elite Imperial Guard force.

As an army to collect it lacks the full array of a standard Elysian Drop Troop regiment's troops types, being restricted to veteran squads and their support, but it retains the Elysian's real advantage in mobility and firepower provided by Valkyrie transports and Vulture gunships.

The army list allows a player interested in fielding an Elysian army to collect and play with a smaller force, where each of his men is a veteran (with attendant points cost increase). The army will suit smaller games, and might form a useful detachment in larger games allied to other Imperial Guard forces. Lacking a variety of troop types trying to play large games with Elysian veterans will require a lot of repetition.

Detachment D-99 are a special forces unit of the Ordo Xenos, and as such should not be mixed with other Imperial Guard regiments or Elysian regiments in the same detachment. This is a stand-alone army list, and should be taken as its own detachment. Any of these units maybe taken as Indentured troops by an Ordo Xenos Inquisitor. Wargear for characters should be taken from the Imperial Guard Codex with the additions above. Upgrades for the aircraft are also listed below.

Of course, this campaign describes the annihilation of Detachment D-99 on Beta Anphelion IV, but this does not mean that players should feel this is any restriction on using the detachment in games. Before the Anphelion Project the detachment had a long history of other actions in the service of the Ordo Xenos. Who is to say that other rogue elements within the Ordo Xenos would not be interested in developing their own super-soldiers to combat the alien threat?

IMPERIAL NAVY AIRCRAFT UPGRADES

Ejector Seats (10 pts)

Should the aircraft be hit, the ejector seat fires the pilot (and crew if present), out of the aircraft and grav-chutes them safely to ground. If the aircraft is destroyed then roll a D6 for each crewman. On a 1-3, the crewman is killed; on a 4+ the crewman manages to successfully eject. Roll a Scatter dice and 4D6 for the direction and distance away from the aircraft that each crewman lands. Roll separately for each crewman. An aircraft crewman counts a single Imperial Guardsman with a laspistol. They are considered to be below half strength for the purposes of morale checks, claiming table quarters, etc. They are worth no Victory Points on their own but if any crew survive the aircraft only counts as damaged for the purposes of the Victory Points total.

D COMPANY, 99th ELYSIAN REGIMENT (Table of organisation)



COMPANY TO & E

Personnel
1 Major
3 Captains
9 Lieutenants
28 Sergeants
279 Other ranks

320 total

Vehicles
22 Valkyries
4 Vulture gunships
12 Sentinels
6 Sentry guns
6 Cyclops

Flare or Chaff Launcher (5 pts)
Flares and chaff are launched to fool enemy fire aimed at the aircraft. If it takes a Vehicle Immobilised damage result on the damage tables then re-roll the result. The second result must stand even if it is another Immobilised result. The flare or chaff launcher only works once. Once it has been used it cannot be used again.

Armoured Cockpit (20 pts)
Reinforced armour around the cockpit helps to keep the pilot and crew safe from incoming fire. If the aircraft takes a Crew Shaken, Crew Stunned or Pilot Shaken result on the damage table, then on a dice roll of 4+ the effect is ignored.

Infrared Targeting (10 pts)
The aircraft has been modified to fight at night. When used in a Night Fighting mission, the aircraft can re-roll the dice for the distance it can engage enemies at. You must abide by the second result even if it is worse than the first.

Illum Flare (3 pts)
The aircraft carries a bright flare, which is dropped to illuminate the battlefield at night. The Illum flare can be used in missions where the rules for night fighting are used. They allow one enemy unit spotted by the aircraft to be fired at in the next turn by any other ground forces that are in range and have a line of sight.

Distinctive Paint Scheme or Decals (10 pts)
The crew have painted the aircraft in such a way as to make it stand out. Commonly, the nose of the plane is painted as the face of a monster, or the wings are given bright lightning flashes or similar decoration. This allows troops on the ground to recognise it, giving them the morale boost of knowing the Imperial Navy is at hand.

In the player's own turn, after the aircraft has attacked in the opponent's turn, the first unit to fail a Morale test may re-roll the test. The unit must abide by the second result. To take a distinctive paint scheme upgrade it must be shown on the model.

HEADQUARTERS

VETERAN COMMAND HQ ..... cost of squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	-	3	4	3	3	1	4	1	8	5+
Veteran Officer	60	4	4	3	3	2	5	3	8	5+
Vet' Senior Officer	75	4	4	3	3	3	5	3	9	5+

Number/squad: A command squad consists of one Officer, chosen from the list above, and a squad of four Guardsmen. The Officer's points cost include the basic cost of his squad.

Weapons: All are armed with lasguns. The Officer may replace his lasgun with a laspistol and close combat weapon for free.

Characters: The Officer is an independent character. However he must remain within 2" of his command squad at all times and may not leave it. If it is wiped out, the Officer reverts to being an independent character.

Options: All Officers have access to the Imperial Guard Armoury.

The squad can be equipped with frag grenades at +5 pts and/or krak grenades at +10 pts.

Two Guardsmen may form a single Heavy Weapons team armed with one of the following weapons: heavy bolter at +10 pts; missile launcher at +15 pts.

Any Guardsman not acting as heavy weapon crew may be armed with one of the special weapons from the following list: meltagun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts, flamer at +6 pts, lascutter at +5 pts.

One Guardsman not equipped with a heavy weapon or a special weapon may be equipped with a vox-caster at +5 pts. This may be upgraded to a master-vox for +20 pts.

One Guardsman not equipped with a heavy weapon, special weapon or vox-caster may be equipped with a medi-pack for +5 pts.

Transport: The command squad may be mounted in a Valkyrie airborne carrier at +140 pts. See the Valkyrie entry for more details.

SPECIAL RULES

Iron Discipline: Elysian Drop Troops are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristics of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength and, may regroup even if below half strength.

Deep Strike: Any Elysian Drop Troop infantry without a transport vehicle may Deep Strike, if the mission permits, using the grav-chutes to land on the battlefield.

Leadership: Any Elysian unit within 12" of the Officer may use his Leadership when taking Morale and Leadership tests as long as he isn't in close combat, fleeing, fallback, or pinned.

Xenos-Fighters: The unit has fought Tyranids many times. When in close combat with any Tyranid creature they hit on a 3+ regardless of respective Weapon Skills.

Surgical Enhancement: The drugs secreted into the Guardsmen's systems give them +1 Initiative (included in the stat line above) and boost their morale. This unit never suffer any negative modifiers to their Leadership characteristics, and if they fail a Morale check for taking 25% casualties, then the unit becomes pinned rather than falls back.

Each of the company's platoons is led by a command squad. Due to the unit's special status, these platoons are organised along different lines to other Imperial Guard regiments, and free to operate in any manner the officer sees fit.
All of D-company's officers are veterans of the Tyrannic Wars, experienced in facing the alien threat.

ELITES

VETERAN SNIPER TEAMS ..... 30 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	4	1	8	5+

Number/squad: 1-3 Sniper teams. Each Sniper team consists of two Veteran Guardsmen. Each team may deploy and act independantly.

Weapons: 1 Veteran has a Sniper rifle. 1 Veteran has a lasgun.

Options: The squad can be equipped with frag grenades at +2 pts and/or krak grenades at + 4 pts.

SPECIAL RULES

Iron Discipline: Elysian Drop Troops are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristics of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength, and may regroup even if below half strength.

Deep Strike: Any Elysian Drop Troop infantry without a transport vehicle may Deep Strike, if the mission permits, using the grav-chutes to land on the battlefield.

Infiltrate: Sniper teams that do not Deep Strike onto the board may Infiltrate, if the mission being used permits (they are already on the ground ahead of the main attack).

In combat, the veterans squads are supported by small, two-man sniper teams. These hardy souls often deploy before the main force, to find good hiding positions from which to target enemy commanders or specialist.

Xenos-Fighters: The unit has fought Tyranids many times. When in close combat with any Tyranid creature they hit on a 3+ regardless of respective Weapon Skills.

Surgical Enhancement: The drugs secreted into the Guardsmen's systems give them +1 Initiative (included in the stat line above) and boost their morale. The unit never suffer any negative modifiers to their Leadership characteristics, and if they fail a Morale check for taking 25% casualties, then the unit becomes pinned rather than falls back.

SPECIAL WEAPONS SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	4	1	8	5+

In combat, ad-hoc teams of special weapons are formed to assault enemy strong-points or engage larger Tyranid creatures at very close range – a very risky mission!

Number/squad: The squad consists of six veteran Guardsmen.

Weapons: Lasguns. Up to three Guardsmen may replace their lasguns with one of the following: flamer +9 pts; meltagun +15 pts; maximum of one demolition charge at +10 pts.

Options: The squad can be equipped with frag grenades at +6 pts and/or krak grenades at +12 pts.

Transport: The command squad may be mounted in a Valkyrie airborne carrier at +140 pts. See the Valkyrie entry for more details.

SPECIAL RULES

Iron Discipline: Elysian Drop Troops are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristics of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength and may regroup even if below half strength.

Deep Strike: Any Elysian Drop Troop infantry without a transport vehicle may Deep Strike, if the mission permits, using the grav-chutes to land on the battlefield.

Xenos-Fighters: The unit has fought Tyranids many times. When in close combat with any Tyranid creature they hit on a 3+ regardless of respective Weapon Skills.

Surgical Enhancement: The drugs secreted into the Guardsmen's systems give them +1 Initiative (included in the stat line above) and boost their morale. The unit never suffer any negative modifiers to their Leadership characteristics, and if they fail a Morale check for taking 25% casualties, then the unit becomes pinned rather than falls back.

TRANSPORT OPTION

Valkyrie Airborne Assault Carrier ..... 140 + wpns + upgrades

	Pts	Front	Side	Rear	BS
Valkyrie	140+wpns	11	11	10	3

The Valkyrie airborne assault carrier is the standard transport vehicle of Elysian Drop Troops. Used for high altitude drops or low level insertions, and armed for fire support during missions, the Valkyrie is also versatile enough to be used in many roles, be it dropping in heavier equipment such as Drop Sentinels, Cyclops, sentry guns or drop cannisters full of extra supplies.

Type: Flyer, orbital lander

Crew: 4. Imperial Navy

Weapons: The Valkyrie is armed with a hull-mounted multi-laser and two door-mounted heavy bolters.

Options: The multi-laser maybe upgraded to a lascannon for +10 pts.

The Valkyrie has two external fuel tanks. The Valkyrie may exchange both the fuel tanks for one of the following: two hellstrike missiles for +20 pts; two multiple rocket pods for +50 pts.

A Valkyrie may take any of the following Imperial Navy Aircraft upgrades: Ejector seats, flare or chaff launcher, armoured cockpit, infra-red targeting, illum flares, distinctive paint scheme or decals.

Transport: A Valkyrie can transport up to 12 models. A Valkyrie is always selected as a Transport upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a Valkyrie may also travel in it. A Valkyrie can also carry a single Sentinel, Cyclops or sentry gun.

Acces Points: Passengers exit via the two side doors and the exit ramp at the back of the fuselage.

Fire Points: None.

SPECIAL RULES

VTOL Hover Mode: The Valkyrie can choose to engage its VTOL hover mode to remain on the table. For full details of the rules for flyers and VTOL hover mode see the Flyer rules in Appendix II.

Heavy Lift: If a Valkyrie is carrying either a Sentinel, Cyclops or sentry gun then it must be equipped with external fuel tanks. Whilst equipped with fuel tanks a Valkyrie may not carry hellstrike missiles or multiple rocket pods.

TROOPS

VETERANS SQUAD ..... cost of squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	10	3	4	3	3	1	4	1	8	5+
Veteran Sgt	15	3	4	3	3	1	4	2	8	5+

Squad/Numbers: The squad consists of one Veteran Sergeant and between four and nine Veteran Guardsmen, with grav-chutes.

Weapons: Lasgun or shotgun.

Options: Up to two models may be armed with one of the following: flamer at +6 pts, meltagun at +10 pts; plasma gun at +10 pts; grenade launcher at + 8 pts; up to one demolition charge at +10 pts.

Two models may form a Heavy Weapons team equipped with either a heavy bolter at +10 pts, or a missile launcher at +15 pts.

One model may be equipped with a lascutter at +5 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given frag grenades at +1 pt per model. The entire squad may be given krak grenades at +2 pts per model. The entire squad may be given melta bombs at +4 pts per model.

Characters: The Hardened Veteran Sergeant has access to the Imperial Guard Armoury and may select 'Officer only' items.

Transport: A Veteran squad may be mounted in a Valkyrie airborne carrier at +140 pts. See the Valkyrie entry for more details.

SPECIAL RULES

Iron Discipline: Elysian Drop Troops are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristics of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength and, may regroup even if below half strength.

Deep Strike: Any Elysian Drop Troop infantry without a transport vehicle may Deep Strike, if the mission permits, using the grav-chutes to land on the battlefield.

Xenos-Fighters: The unit has fought Tyranids many times. When in close combat with any Tyranid creature they hit on a 3+ regardless of respective Weapon Skills.

Surgical Enhancement: The drugs secreted into the Guardsmen's systems give them +1 Initiative (included in the stat line above) and boost their morale. The unit never suffer any negative modifiers to their Leadership characteristics, and if they fail a Morale check for taking 25% casualties, then the unit becomes pinned rather than falls back.

The core of Detachment D-99 are its grizzled veterans. All have faced the Tyranids on numerous occasions, and are given a certain amount of free reign to operate as they need to on the battlefield. Many of these squads are required to fight below full strength, as no replacements are available.

FAST ATTACK

DROP SENTINEL SQUADRON ..... cost of vehicles

	Pts	WS	BS	S	Front	Side	Rear	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, open topped. **Crew.** 1. Guardsman

Squadron: The squadron consists of between one and three Sentinels.

Weapons: Each Sentinel must be armed with one of the following weapons (a squadron may contain different weapons).

Heavy bolter +5 pts Multi-melta +20 pts

Options: Sentinels may take the following vehicle upgrades: armoured crew compartment, camo-netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Transport: A sing;e Sentinel may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details. Squadrons of more than 1 Sentinel must Deep Strike.

SPECIAL RULES

Deep Strike: Sentinels without a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Elysian squads on the ground are supported by Drop Sentinel squadrons, which carry the bulk of the company's heavy weapon support. Drop Sentinels are not deployed as scout units, but for direct fire support on the battlefield.

CYCLOPS ..... 25 pts + cost of vehicle

	Pts	Front	Side	Rear	BS
Cyclops	25	10	10	10	3

Type: Tank (may not Tank Shock)

Crew: 1. Imperial Guardsman

Weapons: 1 Demolition charge. The operator carries a laspistol.

Transport: A Cyclops may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

For complete special rules see Imperial Armour Volume 1: Imperial Guard and Imperial Navy.

Deep Strike: A Cyclops and its operator, without a Valkyrie, may Deep Strike if the mission permits, using their grav-chutes to land on the battlefield.

Anphelion Project

As they are small enough to fit inside a Valkyrie, Cyclops are sometimes deployed by Elysian Drop Troops to destroy enemy obstacles, razorwire and minefields, clearing the way for the following infantry.

HEAVY SUPPORT

VULTURE GUNSHIP ..... 100 + wpns + upgrades

	Pts	Front	Side	Rear	BS
Vulture	100 + wpns	11	11	10	3

Type: Flyer

Crew: 2. Imperial Navy

Weapons: Nose-mounted heavy bolter.

Options: The Vulture has four wing hardpoints for mounting weapons. Each weapon is bought as a pair and a Vulture may mount two pairs of weapons. A Vulture must choose a pair of weapons from the Hardpoint 1 list (inner wing) and a pair of weapons from the Hardpoint 2 list (outer wing).

Hardpoint 1: 2 x External fuel tanks for free; twin-linked lascannons at +45 pts; twin-linked missile launchers at +45 pts; twin-linked autocannons at + 30 pts; twin linked multi-lasers at +30 pts; 2 x multiple rocket pods at +50 pts.

Hardpoint 2: 2 x external fuel tanks for free; 2 x bomb racks of 3 heavy bombs per rack at +60 pts; 2 x bomb racks of 3 x heavy smart bombs per rack at +90 pts; 2 x missile racks of 3 hunter-killer missiles per rack at +60 pts; 2 x multiple rocket pods at +50 pts; 2 x hellstrike missiles at +20 pts.

A Vulture may take any of the following Imperial Navy Aircraft upgrades: Ejector seat, flare or chaff launcher; armoured cockpit; infra-red targeting; illum flares; distinctive paint scheme or decals.

SPECIAL RULES

VTOL Hover Mode: The Valkyrie can choose to engage its VTOL hover mode to remain on the table. For full details of the rules for flyers and VTOL hover mode see the Flyer rules in Appendix II.

Multiple Rocket Pods: Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are an effective anti-infantry weapon used against swarms of lightly armed troops.

Range: 24" **Str:** 4 **AP:** 6 **Type:** Heavy2, Blast

Vulture gunships provide the Elysians with their heaviest firepower, and fly in direct support of the Valkyries. Armed with a wide array of heavy weapons, missiles and bombs, they are a powerful attack gunship.

SENTRY GUN BATTERY ..... 15 pts per gun

	Front	Side	Rear	BS
Sentry Gun	10	10	10	2

Unit: Consists of 1 to 3 sentry guns.

Weapons: Twin-linked heavy bolters.

Options: A sentry gun may exchange its twin-linked heavy bolters for twin-linked lascannons for +10 pts.

Transport: A single sentry gun may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details. A battery of more than 1 Sentry gun must Deep Strike.

SPECIAL RULES

Deep Strike: Sentry guns without a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Sentry guns are small enough to be air-mobile and provide useful extra firepower to the company. These guns are often dropped in to help form a defensive perimeter once an objective has been captured.

ELYSIAN DROP TROOP WEAPONS

Examples taken from 99th regiment, D company



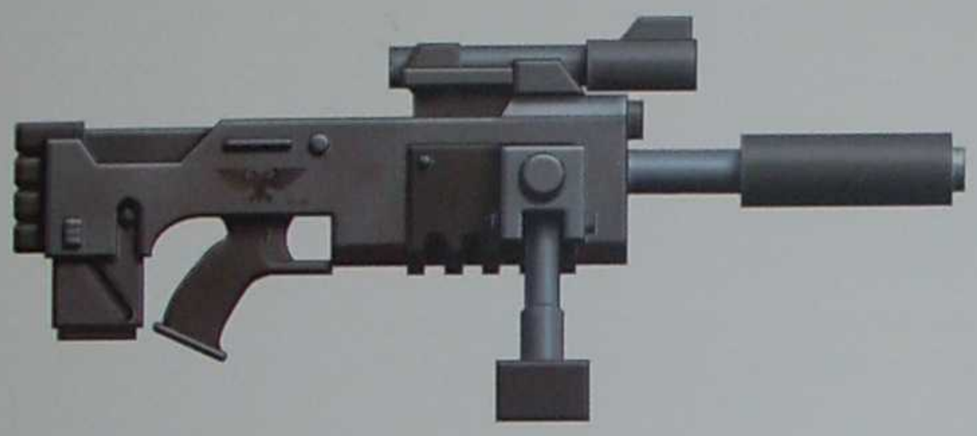
1. Laspistol. *Accatran pattern, MkII. Heavy laspistol utilising the same powercell as the lasgun. Only issued to officers and specialists.*



2. Lasgun. *Accatran pattern, MkIV. 'Bullpup' design to reduce weapon length and weight. This is a semi-automatic weapon. Powercell capacity of 50 shots. This also powers the weapon's built-in flashlight*



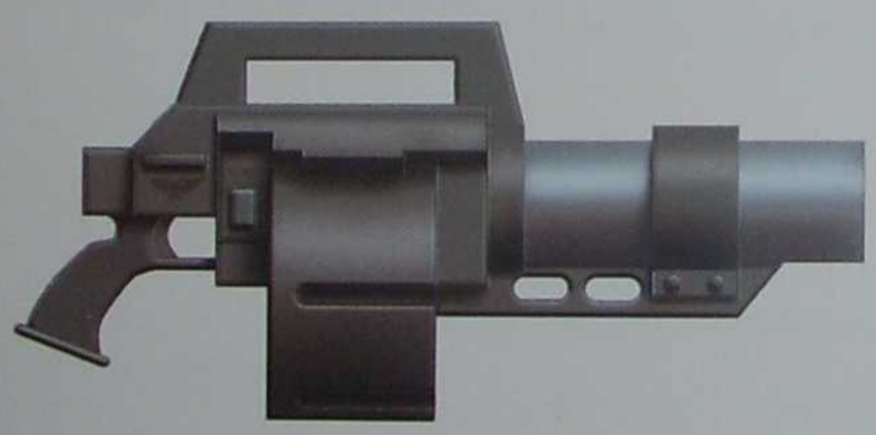
3. Lasgun. *Accatran pattern, MkIVc. The same weapon as the MkIV, but with integral single-shot auxiliary krak grenade launcher under the barrel.*



4. Lasgun. *Accatran pattern, MkIVe. Modified sniper version with integral bipod, extended barrel with a flash supressor, and an image-intensifying low-light scope.*



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



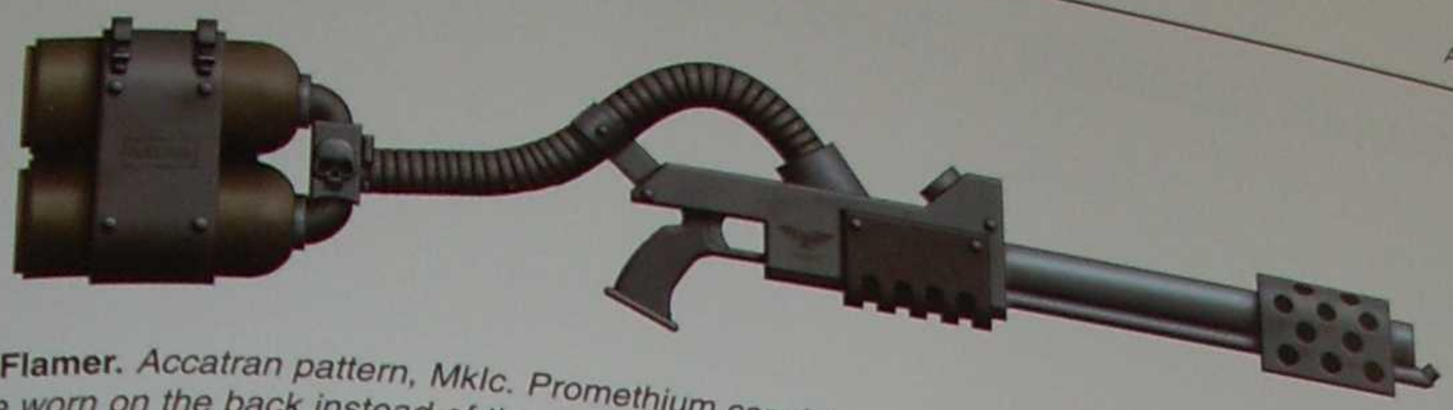
6. Grenade Launcher. *Voss pattern, MkV. Automatic grenade launcher with a 6 shot revolving drum magazine. Often disliked due to the weapon's poor accuracy.*



7. Meltagun. *Accatran pattern, MkVIII. With integral bipod, carrying handle and sight. Reinforced high pressure flask contains fuel for 5 shots.*



8. Combat Shotgun. *Accatran pattern, model 34. Self-loading, semi-automatic weapon with an 8-round internal magazine. Features an extending stock and pistol grip.*



9. Flamer. *Accatran pattern, MkIc. Promethium cannisters are worn on the back instead of the large webbing pack. Fuel supply good for 12 seconds worth of firing. Pressure gauge mounted on top of weapon.*



10. Demolition Charge. *Voss pattern. 9kg shaped charge for destruction of bunkers and obstacles.*



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

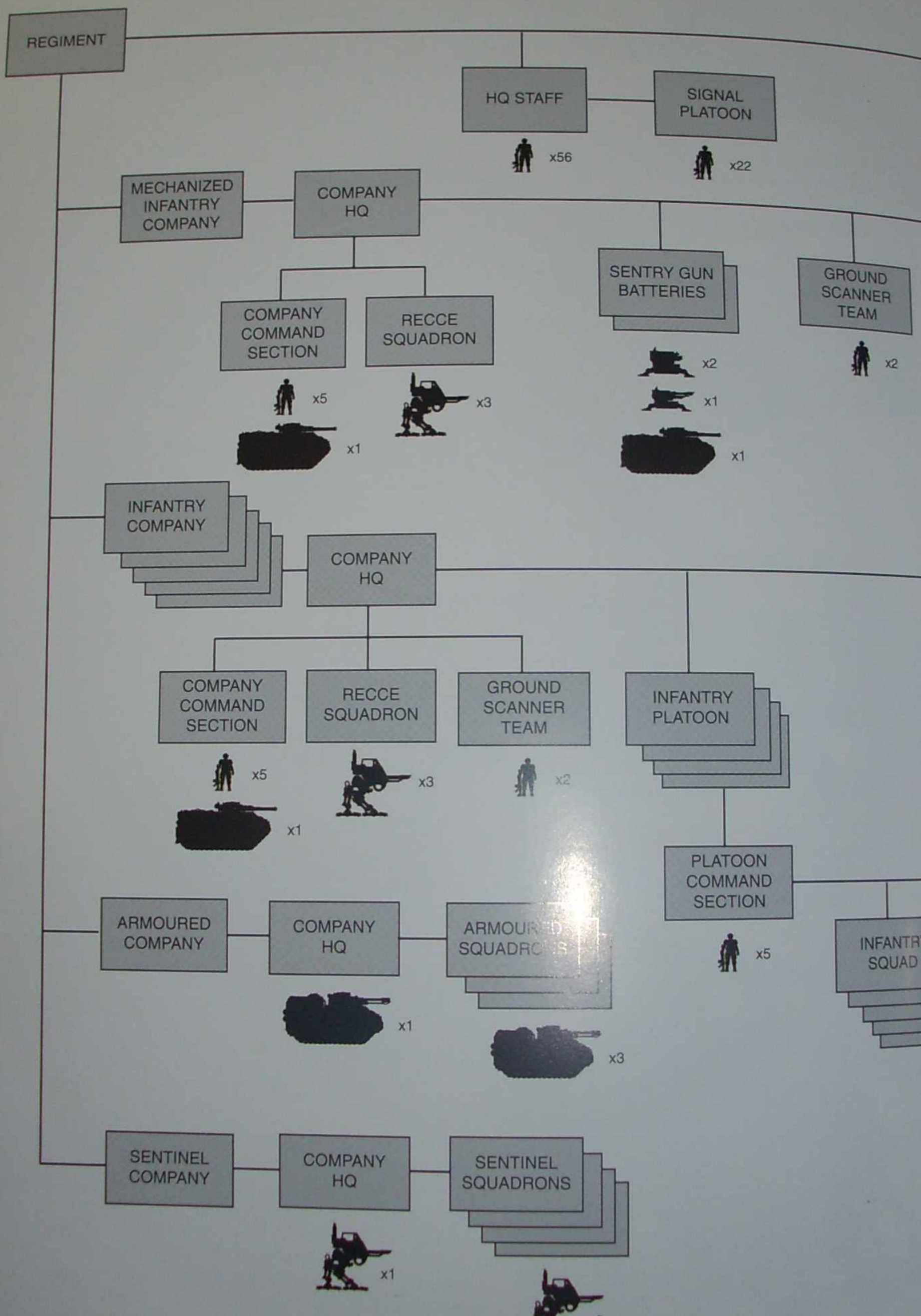


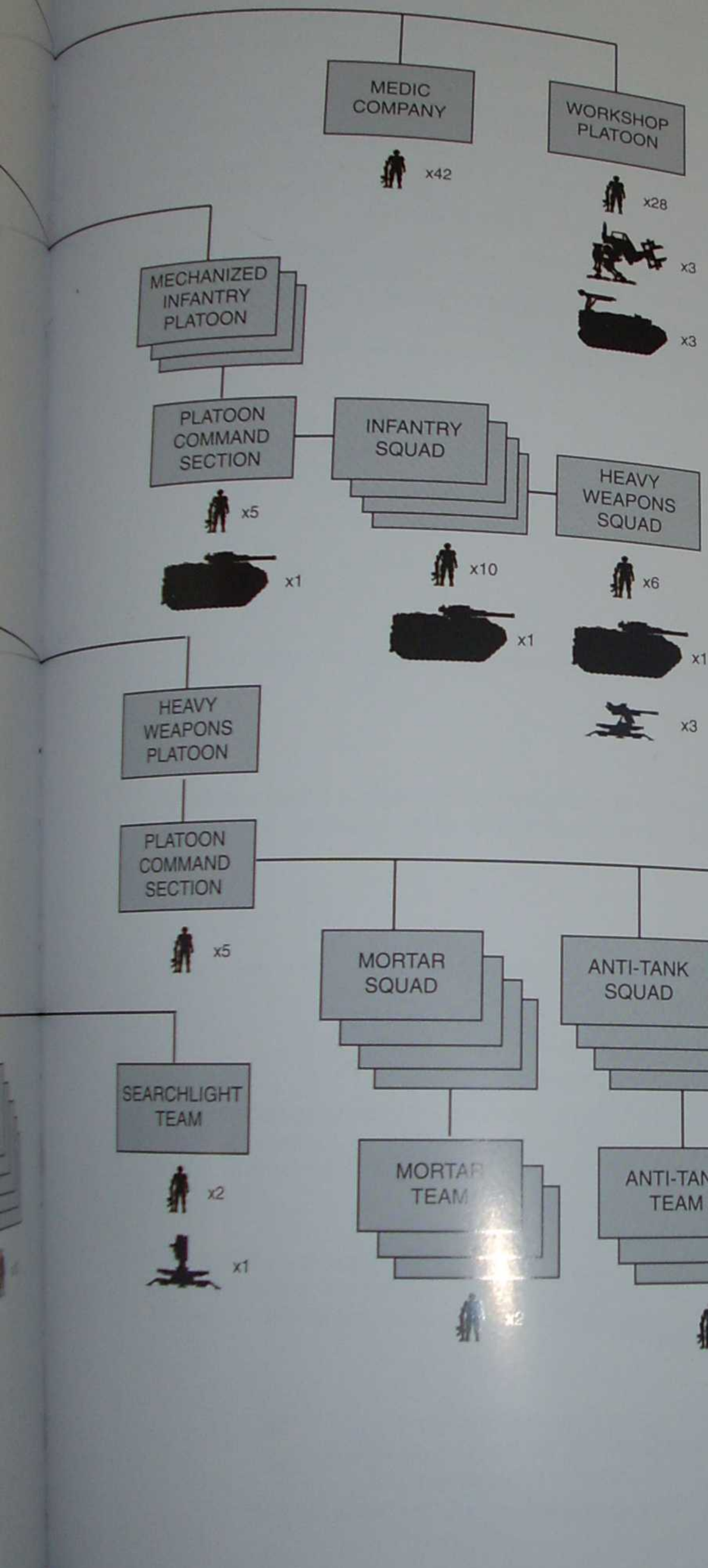
12. Heavy Bolter. *Accatran pattern, MkVd. With integral bipod for sustained fire. Carrying handle incorporates the weapon's sight. Belt fed by a loader. The weapon fires self-propelled, mass-reactive, high-explosive, armour piercing bolts, capable of destroying light vehicles.*



13. Mortar. *Accatran pattern, MkIX. This automatic mortar is preloaded with a revolving drum magazine of 5 rounds, and once set up it is activated via a short-ranged 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 after the magazine is empty. Carrying handles allow it to be moved by two men.*

266th CADIAN REGIMENT (Table of organisation)





COMPANY TO & E

Personnel

1 Colonel
13 Captains
62 Lieutenants
144 Sergeants
1402 Other ranks

1622 total

Weapons

1459 Lasguns
176 Laspistols
98 Close combat weapons
64 Mortars
32 Lascannons
31 Missile launchers
32 Heavy bolters
32 Autocannons
36 Plasma guns
36 Melta guns
36 Grenade launchers
36 Flamers
9 Sabre gun platforms
20 Searchlights

Vehicles

24 Chimeras
31 Sentinels
10 Hellhounds
6 Sentry guns
3 Trojans
3 Sentinel powerlifters

ORDO XENOS INQUISITOR
SOLOMON LOK & RETINUE

Solomon Lok is a veteran Inquisitor of the Ordo Xenos, the alien-hunters. Originally an Acolyte of Inquisitor Lord Gruberman, he served under his former mentor on the stormy ocean planet of Tyrama Secundus, against the mysterious inhabitants of its murky deeps.

Success in this campaign led to missions against many of the Imperium's greatest threats, combating alien aggression and domination, including Eldar Exodites on Tirathain, the Ork Empire of Charadon and, assisted by the Dark Hands Space Marine Chapter, fighting the Chincare Hrud Infestation. He has recently been recalled from front line service in Segmentem Obscuras to Segmentum Tempestus as part of the Ordo Xenos' build-up to stop the encroachment of the Tyranid hive fleets. His experience against Tyranids is limited, although as part of his long training with Gruberman he would have attended the vaunted Inquisitor Lord's many lectures on the Tyranid threat. On the orders of Inquisitor Lord Varius, Lok has received instructions to lead the mission to the Anphelion system.

Like most Inquisitors, Lok is accompanied by his own retinue of loyal helpers: his Autosavant, Wassily, Astropath Zarneck, and a general purpose servo-skull. This force is augmented by specialists seconded to his command for the duration of the mission – Major Durra of the 99th Elysian regiment, and Magos Biologis Arthon.

As a veteran Inquisitor Lok must not only plan and oversee the entire mission, but is also expected to lead from the front on the battlefield should his presence be needed.

Inquisitor Solomon Lok

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Solomon Lok	160	5	5	3	3	2	5	2	8	2+ (5+)

Equipment: Artificer armour, refractor field, auspex, digital weapons, master-crafted powersword, bolt pistol, purity seals, krak grenades.

RETINUE

Sage: Autosavant Wassily

Equipment: Laspistol and close combat weapon.

Special Rules: The Autosavant's rapid calculations and access to battlefield information give Lok +1 to his BS (already included in his stat line above)

Mystic: Astropath Zarneck

Equipment: Emperor's Tarot and laspistol.

Special Rules: As well as providing an interstellar communications link, the Astropath's psychic abilities allow him some power to predict the future. If a Deep Striking unit enters the table within 4D6" of the Inquisitor, both he and the rest of his retinue may take a 'free' shot at them.

Familiar: Servo-skull

Equipment: counts as close combat weapon.

Special rules: The Inquisitor's servo-skull is a general purpose servant – carrying messages, acting as a sentry etc. It confers a +1 I bonus to the Inquisitor (already included above).

Warrior: Imperial Guard Veteran, Major Durra, D company 99th Elysian regiment

Equipment: Lasgun with auxiliary krak grenade launcher, bionics, krak grenades.

Special Rules: Major Durra is the commander of D company, 99th Elysian regiment, and has been seconded to Lok's retinue for the duration of the mission. His presence increases the Inquisitor's WS by +1 (already included above). He has the stats of a Veteran Senior Officer. He is armed and armoured as the rest of the Drop Troopers.

OTHER SERVANTS

For the duration of this mission, the Magos Biologis and his technical servitors are part of the Inquisitor's retinue, but act as separate unit on the battlefield. They confer no benefit to the Inquisitor himself. Arthons main role is to analyse the experimental data recovered from the base, not to engage in combat, although he is equipped should he need to defend himself.

Techpriest Magos Biologis Arthon

Pts	WS	BS	S	T	W	I	A	Ld	Sv
80	3	3	3	3	1	3	1	8	3+

Equipment: Powered armour, laspistol, power weapon (axe), servo-arm, bionics. 4 x Technical servitors.

SCENARIOS



Heavy flamer unit from a Red Scorpions' Terminator armour suit.
Commonly used by Terminator squads for tunnel fighting, its promethium
supply restricts the flamer to only 9 seconds of continuous firing,
but generates heats in excess of 900° C.

SCENARIO 1

SEARCH AND DESTROY

The Battle

Commander Culln and his veteran battle brothers were the first to land on Beta Anphelion IV. A search team of Terminators from the first company landed by Thunderhawk gunship and set about sweeping through the command complex. They found nothing, and moved on to laboratory complex alpha.

It did not take the Tyranids long to detect the trespassers, and hidden in the surrounding jungles and swamps, lurking creatures began to stir. The first the Red Scorpions knew of the Tyranids' presence was the warning bleep of their suit auspexes. Something was out there, and it was coming this way fast. Culln and his men moved swiftly into position, holding the doorways and corridors against the broods of Genestealers and Gaunts. In the tightly packed corridors the fire of assault cannons and storm bolters could not miss, tearing through the swarms of aliens and leaving them as ragged piles of ichor and bone. For an hour the base resounded to the explosion of bolter shells, as Culln's men dispatched the attackers with ruthless precision and well-practiced tactics. With casualties mounting the Tyranids withdrew back into the jungle. Culln's squads had lost just 3 brothers in the fighting, and had achieved a kill-ratio of greater than 10:1.

The Wargame

This game recreates the battle fought by the Red Scorpions' Terminators against the Tyranids to secure the lab complex. Play the game on a 6'x4' board. There should be plenty of buildings and corridors to represent Laboratory Complex Alpha. Outside are a few patches of swamp and jungle bushes.

The Tyranid player should choose a single long edge as his table edge.

The Tyranid player may deploy his squads within 6" of his table edge or either of the two short table edges (the Tyranids are approaching from different directions). The Tyranid player deploys all his forces first. The Broodlord may not Infiltrate in this scenario. The Space Marine player then deploys his forces, anywhere on the table, but not within 12" of any Tyranid models.

Roll a dice; the player that scores highest takes the first turn. Play for 6 turns, then start rolling for random game length.

Special Rules

Use the Anphelion base special rules for this scenario. Also use the Random Game Length scenario special rule.

Objectives

The Space Marines must destroy all the Tyranid forces to win. Likewise, the Tyranid player must wipe out the Space Marines to win. If both forces still have forces fighting at the end of the game, it is a draw.

FORCES OF THE IMPERIUM

Commander Carab Culln

Space Marine Captain in Terminator armour with Terminator Honours, purity seals, master-crafted storm bolter, master-crafted powersword.

Terminator Squad Darak

Sergeant Darak with storm bolter, chainfist, purity seals and auspex.

Terminator with assault cannon and chainfist.

Terminator with heavy flamer and powerfist.

2 x Terminators with storm bolters and powerfists.

Terminator Squad Raum

Sergeant Raum with storm bolter, powerfist and auspex.

Terminator with assault cannon and powerfist.

2 x Terminators with storm bolters and powerfists.

Terminator with storm bolter and chainfist.

Terminator Squad Rael

Apothecary Rael in Terminator armour with storm bolter, powersword, narthecium, reductor and auspex.

Terminator with heavy flamer and powerfist.

Terminator with assault cannon and chainfist.

2 x Terminators with storm bolters and powerfists.

TYRANID FORCES

1 Broodlord
with acid maw and flesh hooks biomorphs

Retinue of 4 Genestealers
Acid maw biomorphs

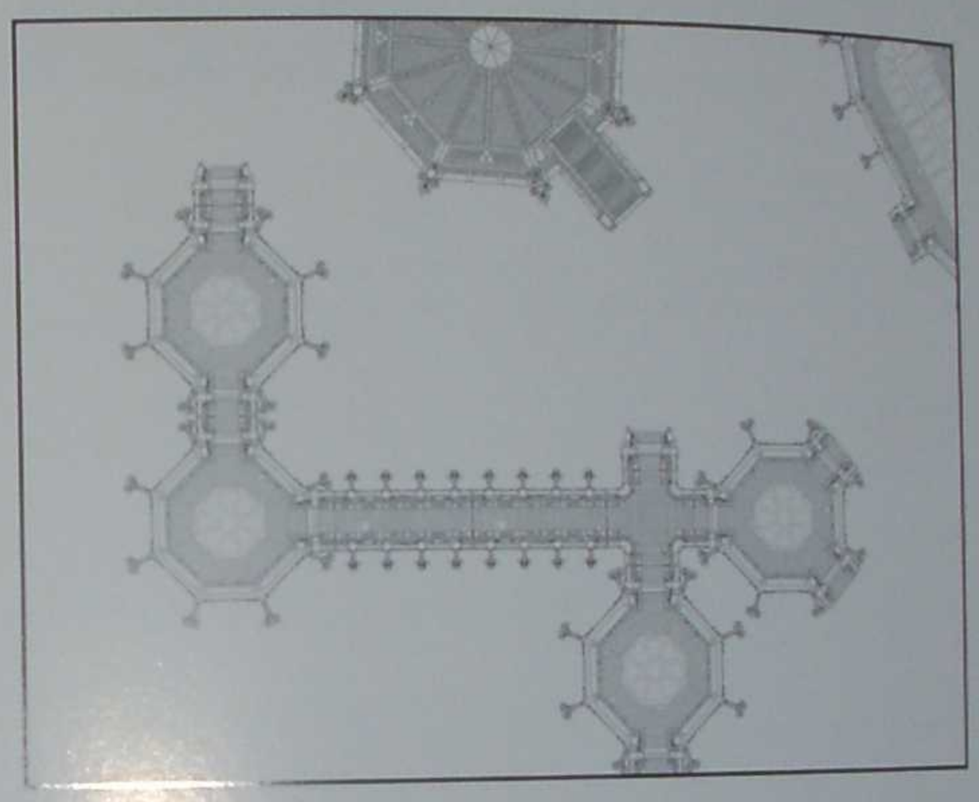
10 Genestealers
with scuttlers biomorph

10 Genestealers
with acid maw biomorph

Reserves

10 Genestealers
with implant attack biomorph

10 Hormagaunts
with toxin sacs biomorph



Notes:

The Red Scorpions conducted three search and destroy operations to clear all the lab complexes, so you could easily replay this scenario twice. Allow the Space Marine player to regenerate his Terminators, as not all casualties removed from the table would be dead. I suggest at least 50% of casualties are regained after each battle, probably more for Space Marine's super-physique.

The Tyranid forces should be restricted to Genestealers and a few Hormagaunts only.

For terrain, the more corridors and rooms you use, the more interesting the game will become, as the Space Marines sweep through the complex fighting off the Genestealers as they advance. This game could also easily be played using Space Hulk floor plans.

TAKE AND HOLD – GENERATORUM III

The Battle
The Elysians' first mission was to secure the containment fence's generatorum buildings so the fences could be re-activated. Each of the four platoons was given a generatorum to take and hold, whilst a technical servitor got the generators working again.

Carried in their Valkyrie transports the Elysians stuck swiftly, but the Tyranids had each site guarded by Lictors, and soon other creatures were racing out of the jungle. Each platoon found itself in a vicious close quarters fight, surrounded, and in a hostile environment, but managed to hold out long enough to get the generators working and containment fence working again.

After driving the Tyranids back, they evacuated to be replaced by a Cadian garrison force.

The Wargame
The game should be played on a 6' x 4' table. The terrain is jungle and swamps, with lots of bushes and vines and few dense patches of trees. In the centre of the table is the generatorum building.

The Elysians take the first turn and Deep Strike their initial deployment units onto the table. The Tyranids take the second turn and Deep Strike their Lictors onto the table. The Brood Nest may then be placed anywhere on the table. Roll for Reserves as normal in subsequent turns.

Elysian squads and the Drop Sentinel in Reserve deploy onto the board via Deep Strike, except the command squad which arrives in a Valkyrie.

Tyranid forces move on from a random table edge; as marked on the map. One pre-selected unit may deploy from the Brood Nest.

Special Rules
Beta Anphelion IV is dark and misty. Use the Night Fighting rules throughout this scenario. Also use the Deep Strike scenario special rules.

Objectives
The Elysians have 3 objectives: start the generator, hold the generatorum building, and destroy the Tyranids. If they achieve 2 of these 3 objectives they win.

The Imperial player must get the technical servitor into the generatorum to reboot the system. Once inside, the servitor can start work getting the generator running again. Roll a dice; on his first attempt roll a 6 to start the generator on the second turn roll a 5+, on the third 4+ and so on, until a 2+ is needed.

FORCES OF THE IMPERIUM

First Platoon, D Company, 99th Elysian regiment

Initial Deployment

Veteran Squad 1

Veteran Sergeant	Shotgun, scanner
Guardsman	Melta gun
Guardsman	Plasma gun
2 x Guardsmen	Heavy Bolter
Guardsman	Vox-caster, shotgun
Guardsman	Las-cutter
3 x Guardsmen	Shotguns

Veteran Squad 2

Veteran Sergeant	Lasgun, auxiliary krak grenade launcher
Guardsman	Flamer
Guardsman	Demolition charge
2 x Guardsmen	Missile launcher
Guardsman	Vox-caster, lasgun
4 x Guardsmen	Lasguns

1 Drop Sentinel
with heavy bolter, searchlight, smoke launcher, hunter-killer missile

Reserves

Veteran Command HQ

Officer	lasgun, auxiliary krak grenade launcher, medallion crimson
Guardsman	Vox-caster, lasgun
Guardsman	Medi-pack, lasgun
Guardsman	Meltagun
Guardsman	Flamer
Technical Servitor (independent character)	Laspistol

The Command squad and Servitor are in a Valkyrie

Valkyrie
with multi-laser, 2 Hellstrike missiles.

Veteran Squad 3

Veteran Sergeant	Lasgun, plasma pistol, scanner
Guardsman	Grenade launcher
Guardsman	Demolition charge
2 x Guardsmen	Missile launcher
Guardsman	Vox-caster, lasgun
4 x Guardsmen	Lasguns

Veteran Squad 4

Veteran Sergeant	Shotgun, bionics,
Guardsman	Plasma gun
Guardsman	Demolition charge
2 x Guardsmen	Heavy Bolter
Guardsman	Vox-caster, shotgun
4 x Guardsmen	Shotguns

All Elysian squads have frag and krak grenades.

1 Drop Sentinel
Sentinel with multi-melta, with searchlight, smoke launcher

1 Vulture Gunship
With twin-linked multi-lasers and two multiple rocket pods. Infra-red targeting, illum flares

TYRANID FORCES

Initial Deployment

Lictor

Lictor

Reserves

Tyranid Warriors
3 Warriors with enhanced senses (+1BS), bio-plasma deathspitter and scything talons

Tyranid Warriors
3 Warriors with adrenal glands (+1WS), flesh hooks spinefists and lash whip

Gaunts
15 Gaunts with fleshborers and toxin sacs

Gaunts
15 Gaunts with fleshborers and toxin sacs

Hormaguants
12 Hormagaunts with toxin sacs (+1S)

Hormagaunts
12 Hormagaunts with flesh hooks

1 Brood Nest
Select a Reserve unit to place inside the Brood Nest



SCENARIO 3

WINGS OF DEATH

The Battle

After the Red Scorpions had conducted their search and destroy operation, 4th company of the Cadian regiment moved into laboratory facility alpha as the new garrison. Protected by the newly operational containment fence they set up a defensive perimeter, whilst Biologis Arthon and his team went to work.

Captain Ryesk's force was taken totally by surprise when a Tyranid swarm suddenly attacked. Unknown to the Imperial forces, all the Tyranids had evolved wings, and they flew straight over the containment fence. Dropping in out of the sky they tore the Imperial Guardsmen apart, leaving no survivors.

The Wargame

This game recreates the battle fought by the Cadian garrison against the winged Tyranids to protect lab complex alpha.

Play the game along the length of a 6' x 4' table. At the Imperium's end of the table are a few out-buildings of the lab complex. Roughly 12" from the Tyranid table edge, and running across the width of the table, is the containment fence. The rest of the terrain is a few scattered patches of jungle bushes, trees and swamps.

Deploy the Imperial Guard's forces first. They may be placed anywhere on the table, inside the containment fence. They may have a few (3 or 4) sandbagged positions for additional cover. Imperial Guard Reserves enter from their table edge.

The Tyranids take the first turn, deploying their initial forces via Deep Strike. All the Tyranid Reserve forces enter via the Tyranid's table edge.

The game lasts 7 turns.

Special Rules

Use the Anphelion base special rules for this scenario. Also use the Deep Strike and Night Fighting scenario special rules.

Objectives

The Tyranids must wipe out the Imperial Guard. They have 7 turns in which to do this. If there are any Imperial Guard forces left fighting at the end of turn 7, they win.

FORCES OF THE IMPERIUM

Initial Deployment

4th Company Command HQ

Command HQ Capt*+ 4 men plasma gun, master-vox, medi-pack

Captain Ryesk is a Senior Officer with a laspistol, power sword, medallion crimson and krak grenades.

Fire Support Squad 6 men 3 heavy bolters

Searchlight Team with 2 men

Ground Scanner with 1 man

Infantry Platoon

Command Section	Lt + 4 men	missile launcher, medi-pack
Squad	10 men	melta-gun
Squad	10 men	grenade launcher
Squad	10 men	plasma gun
Squad	10 men	flamer

All squads have frag grenades. Each squad has 1 Guardsman with a vox-caster.

Containment Fence
4 pylons

Reserves

Hellhound
with searchlight, smoke launchers, rough terrain modification

Sentinel Squadron
Sentinels with multi-laser. Searchlight
Sentinels with multi-laser. Searchlight
Sentinels with multi-laser. Hunter-killer missile.

TYRANID FORCES

Initial Deployment

Tyranid Warrior Brood
3 Warriors with deathspitters, rending claws
Winged and toxin sacs (+1S) biomorphs

9 Gargoyles

9 Gargoyles

Reserves

Winged Hive Tyrant
Scything Talons, venom cannon
Synapse Creature, the Horror, Warp Field
Winged, adrenal glands (+1WS), enhanced sense (+1BS), toxin scas (+1S), adrenal glands (+1I).

Tyranid Warrior Brood
3 Warriors with deathspitters, rending claws
Winged and toxin sacs (+1S) biomorphs

Tyranid Warrior Brood
2 Warriors with deathspitters, rending claws
1 Warrior with venom cannon, rending claws
Winged and toxin sacs (+1S) biomorphs

12 Gargoyles

9 Gargoyles



Notes

This a very specialised Tyranid force, all able to fly, so reusing it in other games is more difficult than with standard forces. Elements of this force will come in useful in other scenarios, and in future battles no enemy will relish fighting such a fast moving Tyranid army.

UNDER THE FENCE

The Battle

With the containment fence keeping them at bay, the Hive Mind targeted the containment fences control centre, launching a surprise subterrean raid to destroy it, and thus disable the fences.

The Cadian and Elysian Guardsmen fought side by side against the Ravener raiders, but could not stop a massive Trygon from smashing the control centre to pieces. The loss of the fence left the perimeter exposed to further attacks.

The Wargame

Play this game along the length of a 6' x 4' table. At one end place a few outbuildings of the command complex – nominate one building as the containment fence control centre. At the opposite end of the table place the containment fence.

The rest of the terrain is a few scattered areas of jungle bushes, swamps and trees.

Deploy the Imperial Guard defenders first, positioned anywhere on the table, inside the fence. They may have a few (3 or 4) sandbagged positions as additional cover. Their reserves enter from their table edge.

The Tyranids take the first turn. Their forces deploy via Deep Strike, emerging from underground. All Tyranids Reserves arrive via Deep Strike.

The game lasts 6 turns.

Special Rules

Use the Anphelion base special rules for this scenario. Also use the Deep Strike scenario special rules.

Tyranids must destroy the containment fence control centre. The nominated control centre building has an Armour value of 13 all round. Keep track of how many penetrating hits the building has taken. Three penetrating hits on the building destroys the controls. Glancing hits are ignored.

Objectives

If the control centre is still functioning at the end of the game the Imperial Guard win. If it is destroyed, the Tyranids win.

FORCES OF THE IMPERIUM

Initial Deployment

Elysian Hardened Veterans Squad

Veteran Sergeant	plasma pistol, bionics
Guardsman	melta gun
Guardsman	plasma gun
2x Guardsmen	heavy bolter
Guardsman	vox-caster, shotgun
2 x Guardsmen	shotguns

Elysian Hardened Veterans Squad

Veteran Sergeant	lasgun, auxiliary krak grenade launcher
Guardsman	flamer
Guardsman	demolition charge
Guardsman	vox-caster, lasgun
2 x Guardsmen	lasguns

Both Elysian squads have frag and krak grenades.

Cadian Infantry Platoon

Command Section	Lt + 4 men	missile launcher, medi-pack
Squad	10 men	lascannon, melta-gun
Squad	10 men	autocannon, grenade launcher
Squad	10 men	mortar, plasma gun
Squad	10 men	heavy bolter, flamer

All squads have frag grenades. Each squad has 1 Guardsman with a vox-caster. The command section has a Chimera.

Chimera
with multi-laser and heavy bolter, with searchlight, rough terrain modification, trackguards, smoke launchers

Sentry Gun
with twin-linked lascannons

Containment Fence
4 pylons

Reserves

Inquisitor Solomon Lok and Retinue

TYRANID FORCES

Initial Deployment

Ravener Brood
4 x Raveners with scything talons and rending claws, and spinefists

Ravener Brood
4 x Raveners with scything talons and rending claws and deathspitters

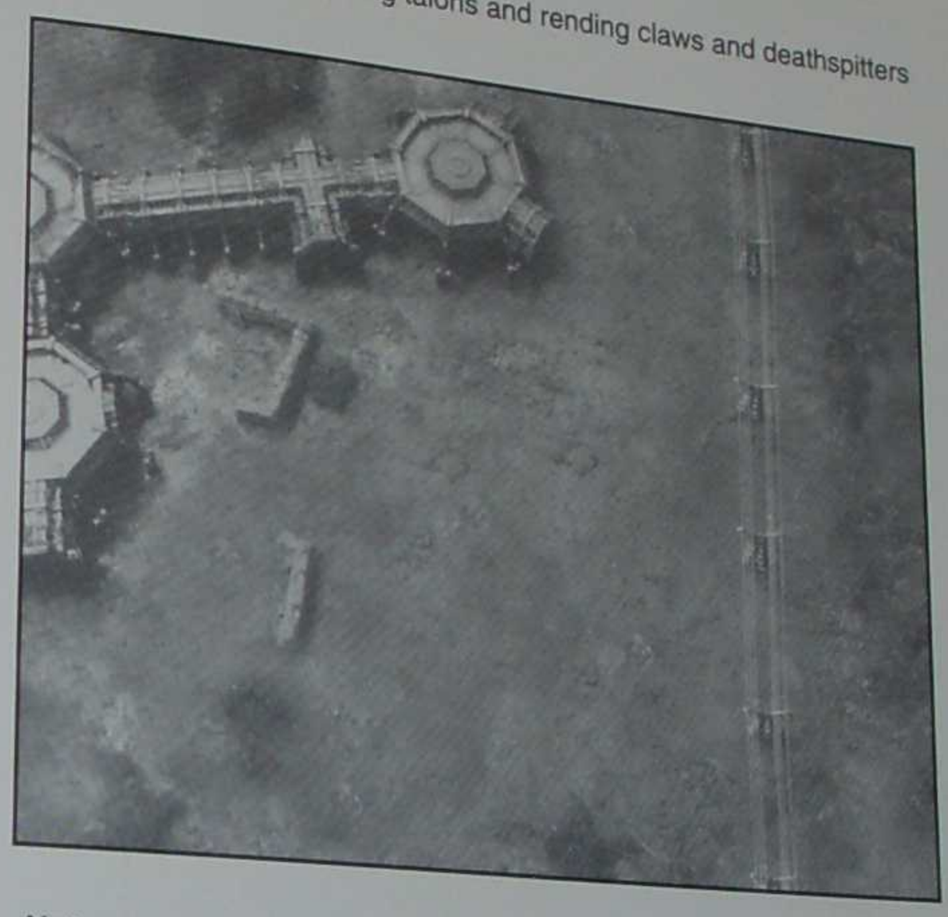
Ravener Brood
4 x Ravener with scything talons and rending claws, and devourer

Reserves

1 Trygon

Ravener Brood
4 x Raveners with scything talons and rending claws, and spinefists

Ravener Brood
4 x Raveners with scything talons and rending claws and deathspitters



Notes

Again this a very different type of Tyranid force, all tunnelers, so reusing it in other games is more difficult than with standard forces. Elements of this force will come in useful in other scenarios, and in future battles no enemy would relish fighting such a unpredictable Tyranid army.

The Battle

Returning from his final seek and destroy mission, Commander Culln's Thunderhawk was forced to crash-land in the ammonia swamps by floating Tyranid spores. The emergency locator beacon on the Thunderhawk immediately broadcast the wreck's location and a relief column, under the command of Apothecary Rael, raced out to rescue any survivors.

The Tyranids had quickly surrounded the survivors, and Commander Culln and his men were already fighting heroically to keep them at bay when Rael's column arrived, all guns blazing.

The Wargame

This game recreates the battle fought to rescue the stranded Space Marines.

Play the game along the length of a 6' x 4' table. At one end, in the centre of the table edge is the crashed Thunderhawk. The rest of the table is covered in swamps, and dense jungle trees and bushes. Some Capillary towers have started to grow.

Deploy the Space Marines at the crash site first, placing them within 12" of their table edge.

Deploy the Tyranids second. Place them anywhere on the table, but not within 24" of any Space Marine unit. The Tyranids take first turn.

The Space Marine relief column enters from the opposite short table edge to the crash site. This is the relief force;s table edge, from which edge the Space Marines must escape.

There is no turn limit; play until either all the Space Marines have escaped or have been killed.

Special Rules

Rhino Transports: For the purposes of this scenario up to 5 Terminators may fit in the back of a Rhino. This is for emergency transportation purposes only, and would not usually be considered as a viable battlefield option, given the cramped conditions and difficulty in embarking/ disembarking.

Objectives

Rescue the trapped Space Marines and escape back off the relief column's table edge. The more forces that escape the better the Space Marines have done.

FORCES OF THE IMPERIUM

Deployed at the Crash site

Commander Carab Culln
Space Marine Captain in Terminator armour, with Terminator Honours, purity seals, master-crafted storm bolter, master-crafted powersword.

Thunderhawk crew
4 Space Marines with bolt pistols.

Terminator Squad Darak
Sergeant Darak with storm bolter, chainfist, purity seals and auspex.
Terminator with assault cannon and chainfist.
Terminator with heavy flamer and powerfist.
2 x Terminators with storm bolters and powerfists.

Brother Halar
Mk IV Dreadnought with inferno cannon, powerfist, storm bolter and searchlight.

Reserves – Relief Column

Arriving from Reserve. Roll once for all the entire column – either all arrive or none.

Veteran Squad
Apothecary Rael with 5 veterans with multi-melta, flamer.
in Razorback with twin-linked lascannons.

Tactical Squad
Sergeant and 5 Space Marines with missile launcher, plasma gun.
in Razorback with twin-linked heavy bolters.

Tactical Squad
Sergeant and 5 Space Marines with heavy bolter, melta gun.
in Razorback with twin-linked heavy bolters.

Rhino with storm bolter, searchlight

Rhino with storm bolter, searchlight

TYRANID FORCES

Initial Deployment

Tyranid Warriors
4 Warriors with flesh hooks, deathspitter and rending claws

10 Gaunts with adrenal glands (+1WS) and fleshborers

10 Gaunts with adrenal glands (+1WS) and fleshborers

1 Brood Nest

Reinforcements

Random Tyranid Forces

The Tyranid reinforcements arrive adhoc, being drawn to the sounds of battle. From turn 2, at the start of each Tyranid turn, roll once on the random force table. From turn 8 onwards roll twice on the random force table.

These units enter from either of the long board edges; roll randomly for which one. Units that can may Deep Strike onto the table. During the game a single Brood unit may emerge from the Brood Nest.

1 - 2. No Tyranid forces arrive this turn.

3 - 4. Brood. Roll again.

- **1-2.** 3D6 Gaunts with fleshborers.
- **3-4.** 3D6 Hormagaunts.
- **5.** 3D6 Gargoyles.
- **6.** 2D6 Genestealers.

5 - 6. Large Creature(s). Roll again.

- **1.** 1D6 Raveners with scything talons, rending claws spinefists.
- **2.** 1 Biovore with bio-acid spore mines.
- **3.** 1D6+3 Tyranid Warriors with scything talons, deathspitters.
- **4.** 1 Zoanthrope with Psychic Scream, Synapse Creature, Warp Blast.
- **5.** 1 Carnifex with scything talons and barbed strangler.
- **6.** 1 Hive Tyrant with scything talons and venom cannon.



Notes

The random forces in this scenario mean that replaying it is always enjoyable, you won't get the same battle twice. This is a large battle, and requires both players to have a large collection of miniatures. Although a 6'x 4' table will be large enough, the larger the board, the better this game will be. Victory conditions havenot been proscribes, the payers will have to decide how well the Space Marines have do.

ALL-OUT ATTACK!

The Battle

With the containment fences destroyed the Imperial Guard garrisons were exposed to the fully horror of the Tyranid attacks. At laboratory complex beta the Cadian 1st company was in position to defend the site, but soon found themselves surrounded by the Tyranids lurking in the jungles. Without any hope of reinforcements or relief, the Imperial Guardsmen were cut off, and were soon making a desperate stand. The merciless Tyranids assaulted in waves, and the Cadian's dug-in heavy weapons extracted a heavy toll before being overrun when the massive form of a Hierodule stormed from the jungle. The following broods overran the complex, there were no survivors.

The Wargame

Play this game across a 6' x 4' table. The terrain should include buildings of the lab complex and a landing pad, with a few piles of stores, crates, fuel drums, etc. The rest of the terrain should be scattered areas of swamps and jungle bushes and trees.

Players take turns deploying one unit at a time, starting with the Imperial Guard. The Imperial Guard may include a few (3 or 4) adhoc barricades and sandbagged positions for additional cover.

Roll for which player will take the first turn. The game lasts 6 turns.

Special Rules

Use the Anphelion base special rules for this scenario. Also use the Deep Strike and Infiltrate scenario special rules.

Objectives

Tyranids must wipe out the Imperial Guard. If there are any Imperial Guard forces still fighting at the end of six turns, then the Imperial Guard win.

FORCES OF THE IMPERIUM

1st Company, Cadian 266th regiment

Command HQ

Command HQ	Capt*+4 men	flamer, medi-pack

The Captain carries a laspistol and powersword, and has the Macharian Cross. The squad has frag grenades and a master-vox.

Anti-Tank squad	6 men	3 lascannons
Fire Support squad	6 men	3 heavy bolters
Special Weapons squad	6 men	3 sniper rifles

Infantry Platoon

Command HQ	Lt*+4 men	meltagun, medi-pack
Squad	10 men	flamer, autocannon
Squad	10 men	melta gun, missile launcher
Squad	10 men	plasma gun, lascannon
Squad	10 men	grenade launcher, mortar

All squads have frag grenades. Each squad has a vox-caster.

Armoured Fist Squad

Squad	10 men	grenade launcher, heavy bolter

Veteran Sergeant carries a laspistol, close combat weapon and scanner. The squad has frag and krak grenades.

in a Chimera
with multi-laser, heavy bolter, rough terrain modification, hunter-killer missile, searchlight and smoke launchers.

Hellhound
with track guards, searchlight, pintle-mounted heavy stubber, smoke launchers

Sentry Gun Battery
1 Sentry gun with heavy bolters
1 Sentry gun with lascannons

TYRANID FORCES

Hive Tyrant
With barbed strangler, lash whip and bonesword.
Enhanced sense (+1BS), toxin sacs (+1S), toxic miasma
Psychic Scream, Warp Blast

Tyranid Warriors
5 Warriors with deathspitters and rending claws
Adrenal glands (+1WS), toxin sacs (+1S)

Tyranid Warriors
2 Warriors with devourers and rending claws
1 Warrior with venom cannon and rending claws
Adrenal glands (+1WS), toxin sacs (+1S)

1 Lictor

12 Genestealers, scuttlers

15 Gaunts with devourers

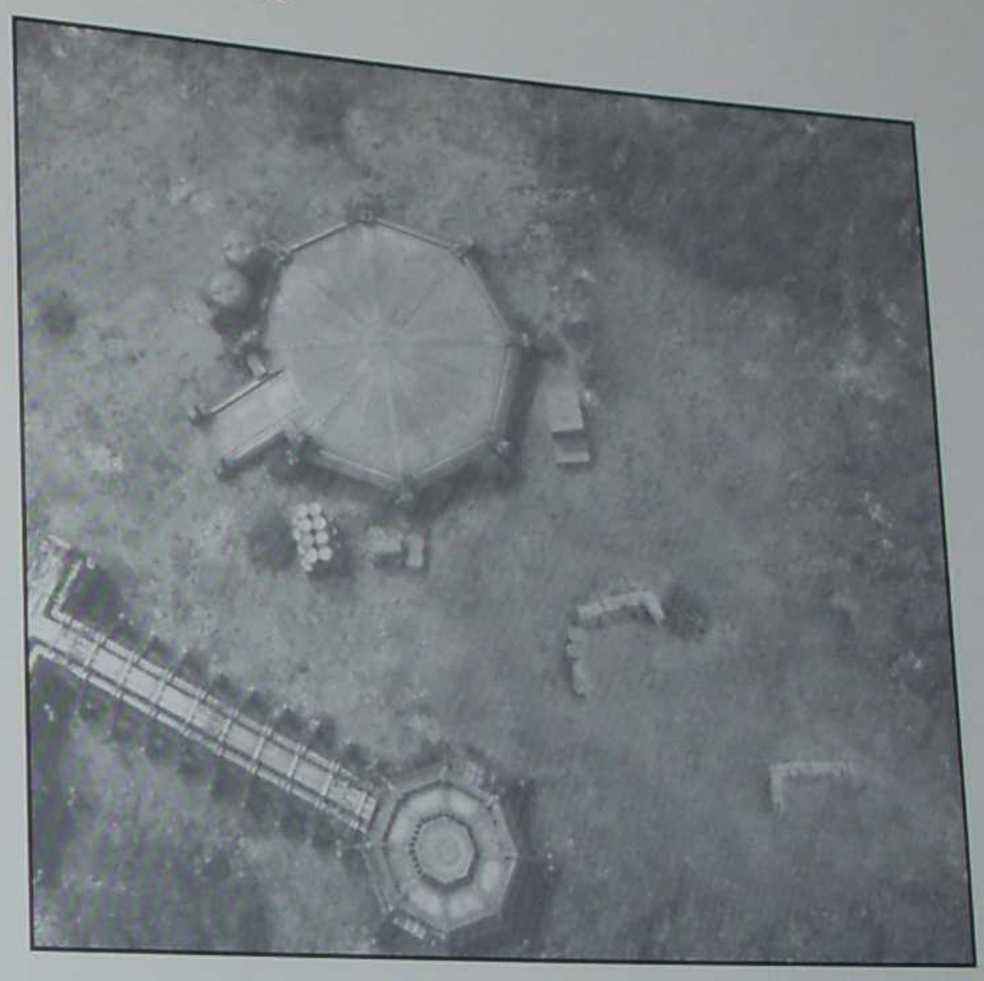
15 Gaunts with fleshborers

18 Hormaguants with toxin sacs (+1S)

12 Gargoyles

1 Biovore with bio-acid spore mines

1 Barbed Hierodule



Notes

This scenario is an example of the sort of attack the Cadian garrisons had to face. You can replay it for each location, with similar terrain and forces. Slight changes to the Imperial Guard forces might be to include sabre weapon platforms instead of the Heavy Weapon teams. The Tyranids might replace the Hierodule with a Trygon, and some of the Warriors with Raveners.

The Battle
The sudden evacuation of the Red Scorpions left Inquisitor Lok and the remaining Imperial Guardsmen stranded and facing the full weight of the Tyranids without hope of reinforcements or rescue. Lok knew his force was doomed, but was determined to fight until the last round.

By this time the command complex had been attacked several times, and was littered with the detritus of battle. The Imperial Guardsmen were reduced to a few ragged bands, with most of the officers already dead and many of the vehicles and aircraft destroyed.

For the Imperial Guard there was no hope of survival, all that remained was their duty to take as many Tyranid creatures with them as they could.

The Wargame
Play this game across the width of a 6' x 4' table. The terrain should include a few buildings of the command complex, and lots of scattered detritus of battle. Destroyed Chimeras, Valkyries, craters etc. There are also a few scattered areas of swamps, and jungle bushes and trees. The area is also littered with the remains of the Imperial Guard's defences, barricades and sandbagged positions

Both sides have a deployment zone of up to 12" from their own table edge. Roll a dice. Starting with the player that rolls lowest, the players take turns deploying a unit at a time until both armies are fully deployed.

Roll another dice, the highest score gets to take the first turn.

The game last for six turns, then roll for the random game length.

Special Rules
Use the Anphelion base special rules for this scenario. Also use the Deep Strike, Infiltrate, Random Game Length and Sustained Attack scenario special rules.

Due to the darkness and thick mists the Night Fighting special rules are used throughout this scenario.

Objectives
The Tyranids must wipe the defenders out. If any Imperial Guard forces are still fighting at the end of the game, then they win.

FORCES OF THE IMPERIUM

Inquisitor Lok and retinue
(see page 140 for details).

Cadian and Elysian survivors
(most of these squads are reduced in strength due to casualties).

Elysian Hardened Veterans Squad

Veteran Sergeant	plasma pistol, bionics
Guardsman	meltagun
Guardsman	plasma gun
2 x Guardsmen	heavy bolter
3 x Guardsmen	shotguns

Elysian Hardened Veterans Squad

Veteran Sergeant	lasgun and auxiliary krak grenade launcher
Guardsman	grenade launcher
Guardsman	flamer
2 x Guardsmen	missile launcher
3 x Guardsmen	lasguns

Elysian Special Weapons Squad

3 Guardsmen	lasguns
2 Guardsmen	flamers
Guardsman	demolition charge

Cadian Infantry Squad
6 Guardsmen plasma gun, heavy bolter

Cadian Infantry Squad
7 Guardsmen flamer, missile launcher

Cadian Infantry Squad
7 Guardsmen grenade launcher, autocannon

Cadian Anti-Tank team
4 Guardsmen 2 lascannons

Cadian Fire Support Team
6 Guardsmen 3 heavy bolters

Searchlight Teams
4 Guardsmen with 2 searchlights.

Long-Range Ground Scanner Team
1 Guardsman with a long-range ground scanner.

Sentry Gun Battery
Sentry gun with heavy bolters
Sentry gun with lascannons

Anphelion Base Defence Turret (mounted on a building)

	Front	Side	Rear	BS
Turret	11	11	11	3

Type: Immobile.
Weapons: Twin-linked long-barrelled autocannons on an AA mount.
Crew: 1. Imperial Guardsman.

TYRANID FORCES

Tyranid Warriors
3 Warriors with enhanced senses (+1BS), bio-plasma Deathspitter and scything talons

Tyranid Warriors
3 Warriors with enhanced senses (+1BS), bio-plasma Deathspitter and scything talons

12 Genestealers with Acid Maw biomorph

16 Gaunts with toxin sacs, fleshborers

16 Hormagaunts with toxin sacs (+1S)

4 Ripper Swarms with leaping biomorph

2 Biovores with bio-acid spore mines

Reserves (entering from the Tyranid's table edge).

1 Malanthrope

Tyranid Warriors
2 Warriors with devourers and rending claws
1 Warrior with venom cannon and rending claws
Adrenal glands (+1WS), toxin sacs (+1S)

Raveners
4 x Raveners with scything talons and rending claws, and spinefists

Hierophant Bio-titan
with lash tendrils.



ANPHELION BASE



Defence turret, this is the second weapons system of the command complex's defences.

ANPHELION BASE



The Anphelion base is a standard modular construction, made by interlocking pre-constructed building units together. These modular buildings are manufactured to a standard pattern, and used across the Imperium to rapidly build outposts for many different purposes. Phaeton pattern bases are used as military barracks, habitation blocks for colonists, laboratory complexes or Administratum buildings.

The pattern for this type of base was re-discovered in the archives of Phaeton forgeworld during M.37, and since then the pattern has been passed to the great central standard template construction repository on Mars. Several other forge worlds now also build this pattern of modular buildings, from where they are transported, in their constituent parts, to wherever the Administratum needs them. Although meant as temporary buildings, they often become permanent constructions.

The complexes are constructed by Departmento Munitorum labour corps, under the direction of Administratum engineer-adepts. Once a site is chosen and cleared, the building units are landed and then careful positioned to the engineer-adepts plans, before being locked in place by driving the support pistons into the ground. Over the course of several weeks a complex of rooms and inter-connecting corridors will slowly appear.

Once in position, the Phaeton pattern base can then be equipped as needed. Being used mainly on remote frontier worlds, the base usually needs its own defences. Autocannon-armed defence turrets are locked onto the roof, or can be ground mounted close by. Other defences, such as containment fence pylons, gun emplacements or ferrocrete bunkers, are positioned with good fields of fire to defend the base. Landing pads, control and communications facilities, are also added. Ultimately, it will take several months before a base becomes operational.

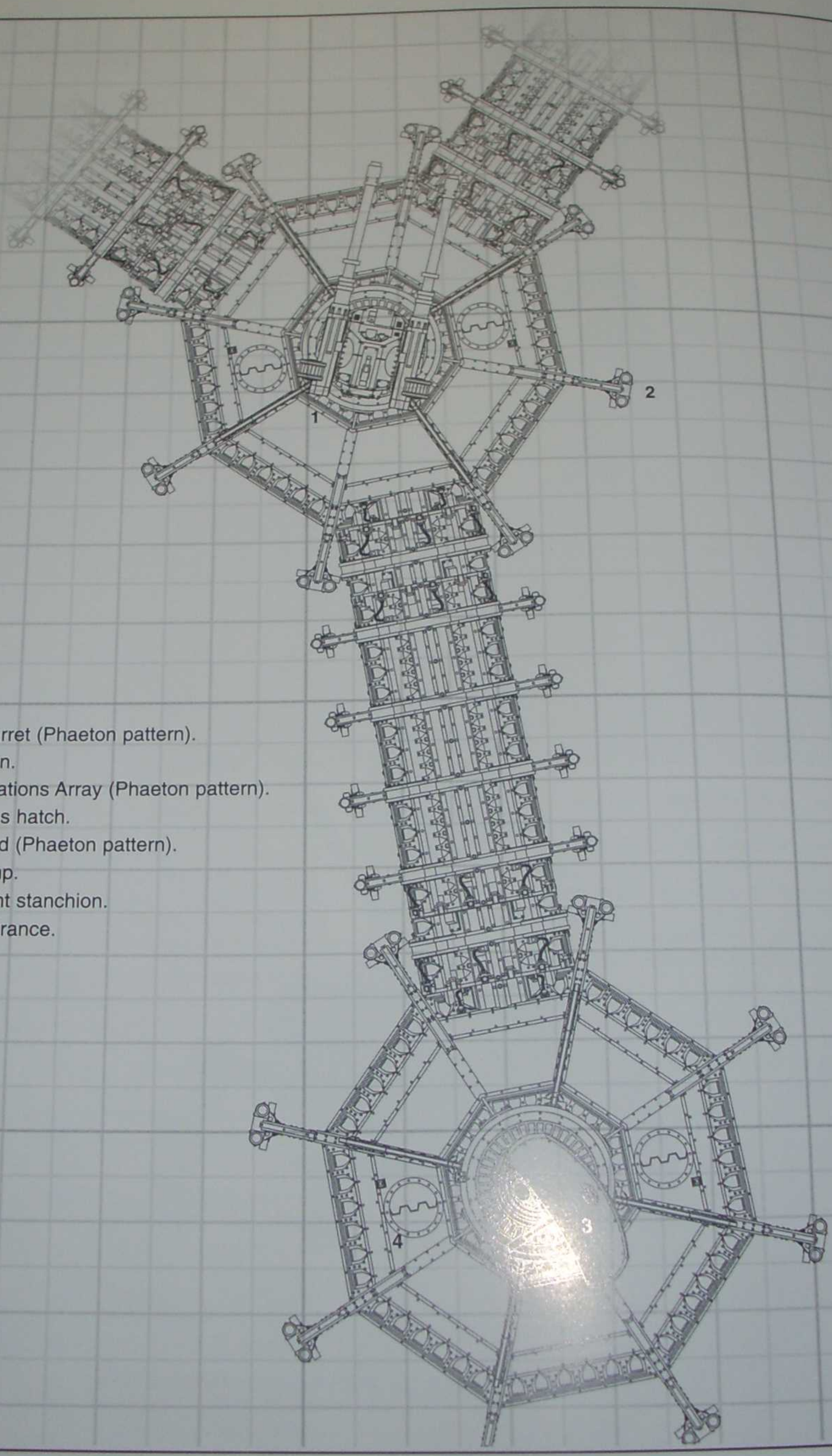
The Anphelion base was a series of four seperate complexes, each containing sub-complexes of habitation areas, barracks, control complexes, storehouses and laboratories. All of these had to searched by the Space Marines before the Imperial Guard moved in to garrison the complex and man a defensive perimeter.



Defence turret, this is the fourth weapons system of complex Theta's defences.



Communications array from the command complex.

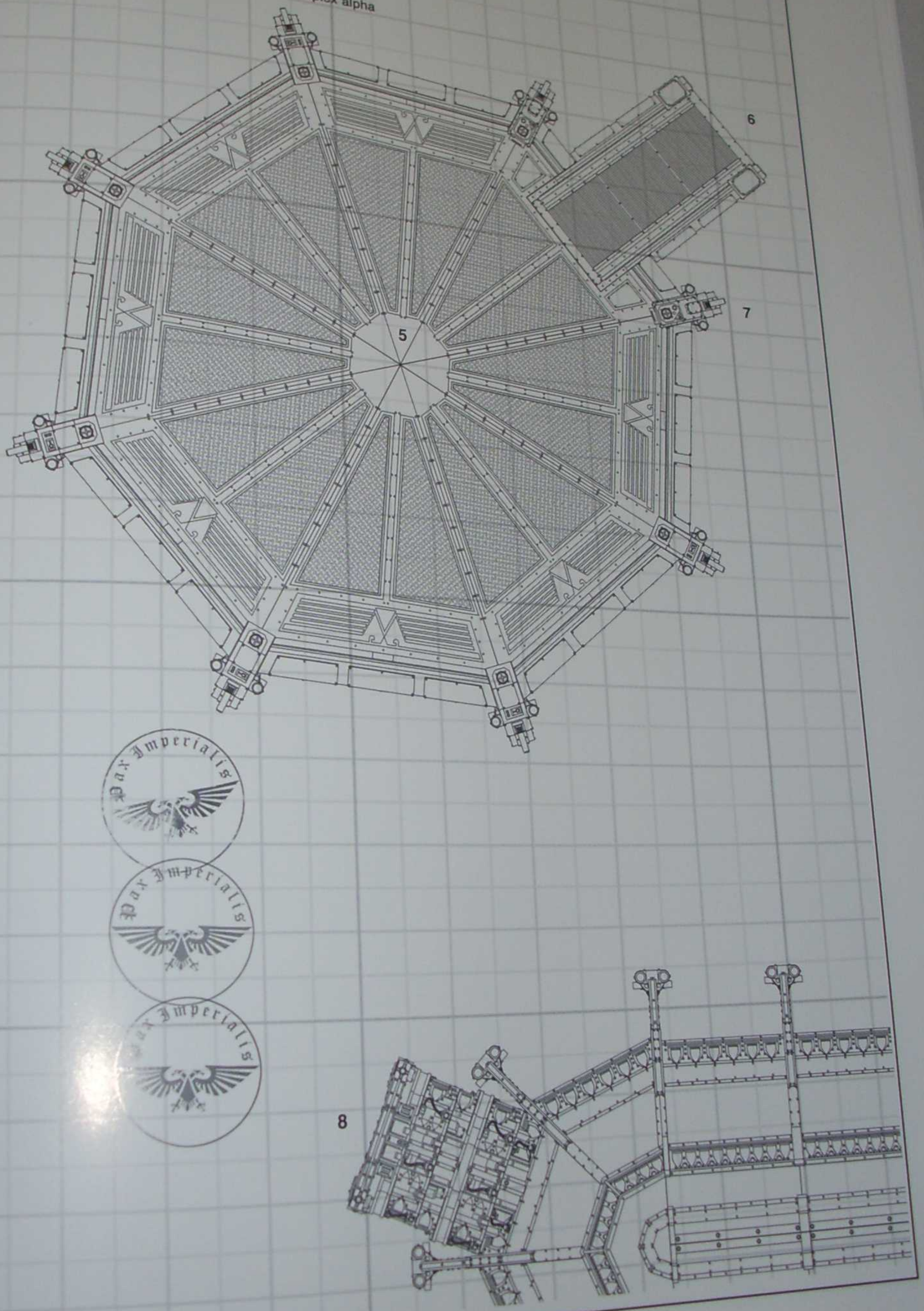


KEY

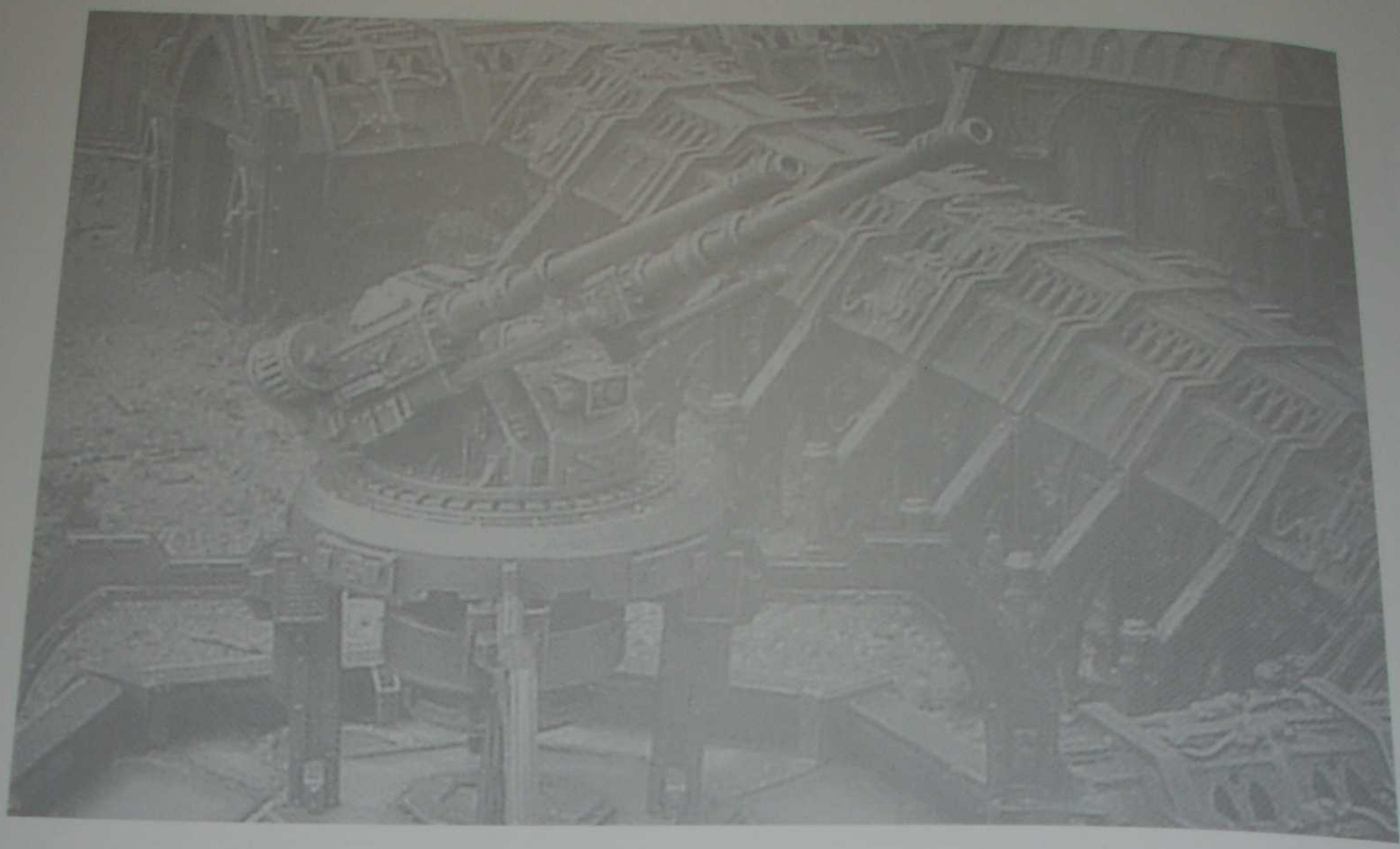
1. Defence turret (Phaeton pattern).
2. Piling piston.
3. Communications Array (Phaeton pattern).
4. Roof access hatch.
5. Landing pad (Phaeton pattern).
6. Access ramp.
7. Landing light stanchion.
8. Exterior Entrance.

ANPHELION BASE

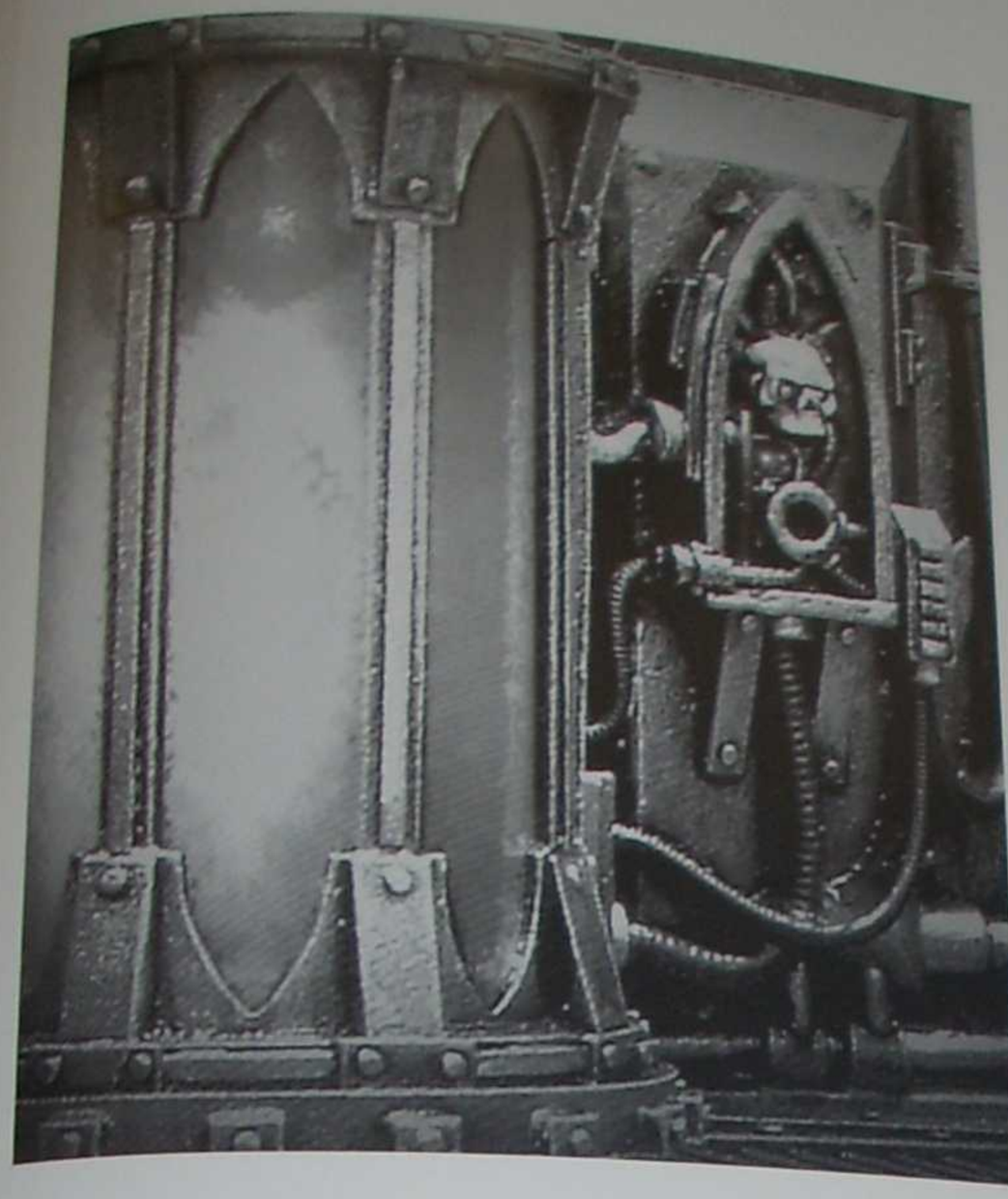
Exterior schematic from laboratory complex alpha



Pax Imperialis
Pax Imperialis
Pax Imperialis











Opposite Top: *Twin autocannons provide the base with combined air and ground defence.*
Left: *A Valkyrie of Detachment D-99 occupies a landing pad.*
Top Right: *A stasis chamber, part of each laboratory's equipment, used for storing samples.*
Top Left: *An entrance corridor is illuminated by a rare beam of sunlight.*
Above: *Each site had its own landing pads, as Beta Anphelion IV's environment meant aircraft were the most practical form of travel.*

ANPHELION BASE

RULES FOR FIGHTING INSIDE THE ANPHELION BASE IN GAMES OF WARHAMMER 40,000

USING THE ANPHELION BASE

Fighting through the tight confines of the Anphelion base is brutal, short-ranged combat. There is little room for manoeuvre or tactics. This is the realm of short-ranged firepower and bold assaults. It will be swift and bloody. The Anphelion base adds a whole new dimension to games of Warhammer 40,000, as troops stalk through rooms, charge along corridors and desperately hold doorways. The roofs of the Anphelion base are removable, and this not only allows you to place miniatures inside, but also to hide forces within without your opponent knowing, until he enters the room or corridor, at which point the roof is removed and the horror of whatever is lurking inside is revealed.

Game Tip: The Anphelion base model has been designed so that the roof and doors block an opponent's view of what is inside. Players should agree that they will not look in rooms before their squads enter them, and should an opponent wish to deploy a unit in the Anphelion base, they can do so without their opponent watching. This will increase the tension caused by lurking infiltrators, which are only revealed when a door is opened and the roof removed. Alternatively, players can simply remove all the roofs and allow both players to see everything that is moving.

DEPLOYING IN THE ANPHELION BASE

Model Size

Only infantry can enter the Anphelion base. That is any model on a standard 25mm base. Some models on a 40mm base may enter the Anphelion base, such as Terminators, Tyranid Warriors, Lictors, Ogryn and Swarms. In the end players will have to use their common sense here.

As an example, the model of the Lictor will not fit inside due to its large claws. This should not stop the model entering the building, as in real life it can fold its claws away, crouch and even crawl if it has to!

Some examples of models on 40mm bases that could not enter the base are; Tau Crisis and Broadside battlesuits, Necron Destroyers and any Cavalry models. Models on 65mm bases cannot enter the Anphelion base. No vehicles can enter the Anphelion base, except to enter a garage area through its main doors.

Deployment

A unit may deploy directly into the Anphelion base if it is in their deployment zone. In which case they may be deployed secretly, so that your opponent cannot see what is lurking inside until either you choose to reveal it (by moving them), or until his own forces enter that part of the complex.

Infiltrators may deploy into an Anphelion base complex, in which case also do this in secret. The unit remains secret until you choose to reveal the models (by moving them) or until an enemy unit reveals them by entering the area and the roof is removed.

MOVEMENT

Moving around inside buildings is considerable harder than moving in the open. There are many objects in the way, doors to open, every dark corner needs checking, and distances are so short sprinting is impossible.

To represents the cramped conditions inside the Anphelion base, no model may use the Jump Infantry, Fleet or Beasts special rule. Inside the Anphelion base all models will move 6" and Assault 6". No other special movement rules may be used.

SHOOTING

To Hit

Inside the Anphelion base ranges will be short, and lines of sight difficult, but when firing along a corridor it is difficult to miss. All weapons fire inside the Anphelion base hit on a 2+, regardless of the firer's BS. This rule applies to all armies and weapons (very brutal I know!).

This only applies to units inside the Anphelion base firing at a target inside the Anphelion base. Shots taken from inside at a target outside, or the opposite way round, are resolved using normal BS's.

Cover Saves: Models in corridors are in the open and get no cover save. Model inside a room get a 6+ cover save from furniture and alcoves. Models sheltering at corners or junction get a 4+ cover save.

Blast weapons: A confined space contains and intensifies a weapon's blast, making it more powerful than in the open. No cover saves are allowed against blast weapons inside the Anphelion base. Barrage weapons cannot be fired inside the Anphelion base, due to the lack of headroom.

ASSAULTS

Stand and Fire

In such cramped conditions assaults will be commonplace, but rushing along a corridor or breaking into a defended room is very risky. If a unit is assaulted it may declare that it will 'Stand and Fire', blasting away at point-blank range as the chargers rush them, rather than fight in close combat. A squad may only stand and fire on the turn it is assaulted, not in subsequent turns, and may not stand and fire if it is already engaged in hand-to-hand combat with another unit.

A unit that declares it will 'Stand and Fire' foregoes its normal hand-to-hand attacks to take a shot from each engaged model (ie. if a model would have fought in close combat, it can stand and fire). The shot is resolved at double the model's normal Initiative (maximum of 10). Roll to hit as normal (using the defender's normal BS). Roll to wound and save as normal. Models which are killed are removed as per hand to hand combat casualties.

Models count as moving when they stand and fire. Any weapon with a template or blast cannot be used (including Assault weapons with a blast template). So, rapid fire weapons get 2 shot when standing and firing, assault weapons get their normal number of shots – making them highly effective in this environment, which is what they are designed for! A flamer could not be used to stand and fire with because it has a template.



Example 1

A squad of five Space Marines, armed with 3 boltguns, a plasma gun and a missile launcher, are assaulted by a unit of 6 Genestealers and opt to stand and fire rather than fight in close combat.

The firing is resolved at Initiative 8 (double the Space Marine's 4), before the Genestealers attack at Initiative 6. They can fire 6 boltguns, and 1 shot from the plasma gun, but the missile launcher (being a heavy weapon) cannot fire. Needing 3+ to hit, 4 boltguns and the plasma gun shot hit. 2 boltguns and the plasma gun shot causes wounds. With no armour saves possible due to the weapons' AP values, 3 Genestealers are removed before they get a chance to attack. The Space Marine squad will not now fight back in hand-to-hand combat.

Example 2

A squad of Terminators, armed with 3 storm bolters, a heavy flamer and an assault cannon, are assaulted by 6 Genestealers and opt to stand and fire rather than fight in close combat.

The firing is resolved at Initiative 8 (double the Terminator's 4). They can fire 6 shots from the storm bolters and 4 shots from the assault cannon (Terminators can move and fire with heavy weapons). The heavy flamer cannot fire as it has a template. Needing 3' to hit, 4 storm bolter shots and 2 assault cannon shots hit. 2 storm bolter shots wound, killing 2 Genestealers, and both assault cannon shots wound, killing 2 more Genestealers. After firing, 2 Genestealers are left to attack the Terminators in close combat.

Sentry Guns

Sentry guns deployed in rooms or corridors may stand and fire just like a squad, resolve their stand and fire at Initiative 10. Sentry guns may fire heavy weapons. In Point Defence mode they may only stand and fire if they assaulted from within their 90° arc. In Sentry mode they may stand and fire regardless of the direction they are assaulted from.

Hand-to-Hand Combat

Hand to hand combat is resolved normally. Due to the confined space it is likely that fewer models will be fighting than in the open, but remember models within 2" of a friendly model already engaged in hand to hand combat will also get to attack.

Note that the rooms and corners count as cover and therefore give the defender an Initiative of 10 (unless grenades are used during an assault). This represents the defenders hiding behind corners, doorways, in alcoves and using any furniture to their advantage.

Psychic Powers

Psychic powers can be used inside the Anphelion base as normal. For powers which use a template, the template should not extend beyond the walls. Only models inside the Anphelion base can be affected. The reverse is also true, so a psychic power used outside the Anphelion base cannot affected models inside the Anphelion base.

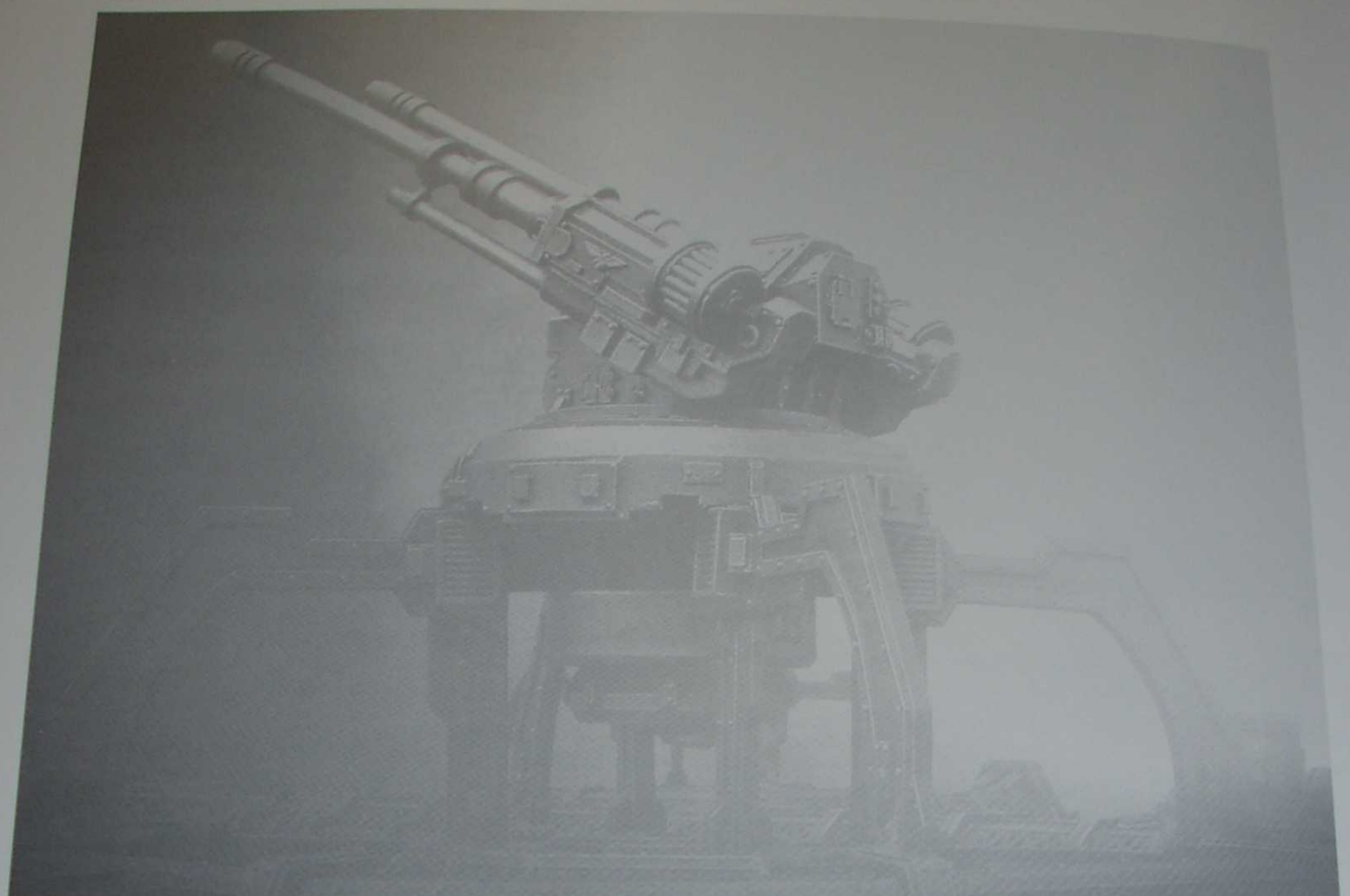
ATTACKING THE ANPHELION BASE

Doors

On the Anphelion base model closed doors may be sealed or unsealed. Neither player will know which until a model moves to within 1" of a door. Roll a dice. On a 6, the door is unsealed and opens (remove it from play). On a 1-5, it is sealed and must be destroyed.

To destroy a sealed door an attacker must inflict a single glancing or penetrating hit against the door's Armour Value of 12. The door is then removed from play. Doors may be fired at, or assaulted as if they were a stationary vehicle. Once destroyed, remove the door from play.

Game Tip: For ease of play do not glue the interior detail of furniture onto the model. This means if the room fills up with models, the furniture can be removed and placed on the side, to avoid damage to delicate parts, whilst any fighting is resolved. The furniture pieces can be replaced once the models have moved on.



BASE DEFENCE TURRET

	Points	Front Armour	Side Armour	Rear Armour	BS
Defence Turret	80	11	11	11	3

Type: Immobile.

Crew: (1) Imperial Guard.

Weapons: Turret-mounted twin-linked long-barrelled autocannons, on an anti-aircraft mount.

Options: The turret may be given any of the following from the Imperial Guard Codex: Searchlight.

Troops: The Defence Turret is a Troops choice for any Imperial Guard army. It can be taken as part of the Anphelion base, or ground mounted separately.

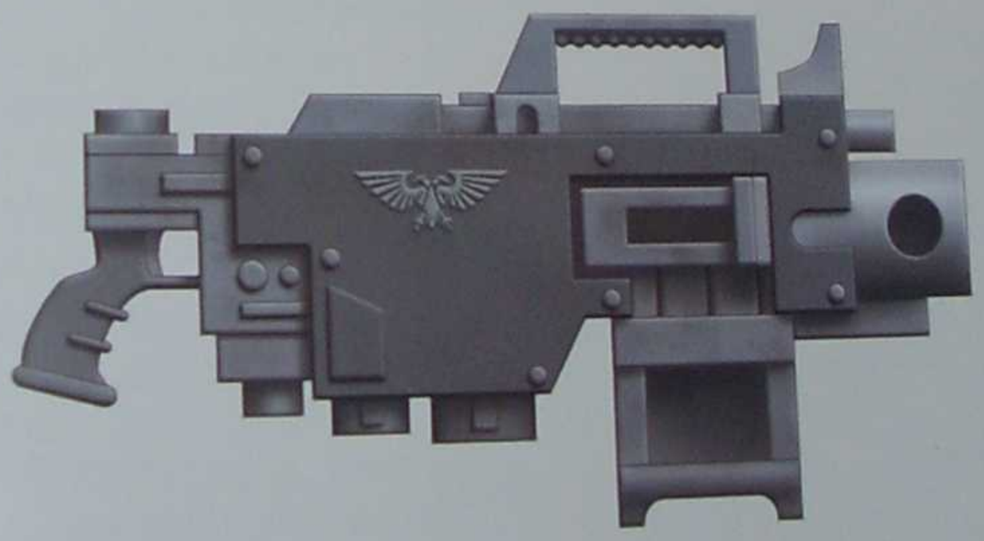
SPECIAL RULES

Long-barrelled Autocannon

Range: 12"-72" **Strength:** 7 **AP:** 4 **Type:** Heavy 3, AA mount

Damage: As a static emplacement, any Immobilised damage result counts as a Weapon Destroyed damage result.

APPENDICES



Heavy bolter of the Red Scorpions 6th company. Tactical sqauds are commonly equipped with a heavy bolter for fire support instead of a missile launcher. Assisted by his powered armour, the heavy bolter becomes a man-portable weapon in the hands of a Space Marine.

APPENDIX I
SUPER-HEAVY VEHICLES

RULES FOR USING SUPER-HEAVY VEHICLES IN GAMES OF WARHAMMER 40,000

The battlefields of the 41st millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that.

Be warned! Super-heavy Tanks will dominate any game they are used in, and because of this it should be saved up for special occasions, rather than being wheeled out willy-nilly for every battle that is played.

USING SUPER-HEAVY TANKS

Super-heavy Tanks fight in their own 'army', fighting alongside another army as a separate detachment, as described in the 40K rules. In addition, you may only include one Super-heavy Tank detachment in your army for each 'normal' detachment that you field. This limits the use of Super-heavy Tanks to large games of over 2,000 points, as is appropriate for such rare and potentially devastating machines. Of course, players that wish to may ignore this restriction and use Super-heavy Tanks in smaller games, but only if they get their opponent's consent first. Super-heavy Tanks may only be used in tournament games if the tournament instructions specifically say they may be used.

Super-heavy Tank detachments and Super-heavy Flyer detachments consist up to three machines of (more or less) the same type. Baneblades and Shadowswords are considered similar enough to be mixed into the same detachment, as are Marauders and Marauder destroyers.

STRUCTURE POINTS

Super-heavy Tanks are so large that they can absorb damage that would destroy another vehicle. To represent this, they must be given 2 or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is.

ORDNANCE

Super-heavy vehicles may fire ordnance and still fire other weapons. They may fire ordnance even if they move.

TARGETING

Super-heavy vehicles can engage more than one target unit if desired. Instead of picking a target for the Super-heavy vehicle, pick a target for each weapon on the Super-heavy Tank. You must declare all of the Super-heavy vehicle's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

SUPER-HEAVY TANK SHOCK

Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Super-heavy Tank.

LUMBERING VEHICLES

Lumbering vehicles grind along at a slow and steady pace. They can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90° at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

WAR ENGINES AND DIFFICULT TERRAIN

Super-heavy Tanks treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal. However, if they roll a 1, they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables (see later).

CLOSE COMBAT ATTACKS

Super-heavy Tanks can Tank Shock an enemy in the movement phase. If the enemy pass the Morale check, then the Super-heavy Tank moves into contact with the enemy unit and must fight a close combat against it in the assault phase. This is the only way that Super-heavy Tanks can enter close combat (though they can be assaulted by enemy units in the enemy's turn as normal). Being in close combat does not stop the Super-heavy Tank shooting, and it may fire at the unit it is assaulting if desired.

Super-heavy Tanks are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the Super-heavy Tank until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the Super-heavy Tank as close as possible to their starting location before they were 'barged'. Super-heavy Tanks can't barge other Super-heavy Tanks out of the way.

In the assault phase, a Super-heavy Tank that Tank Shocked the enemy receives a number of bonus close combat attacks. These attacks represent the chance of the victim either getting stomped upon or crushed under the tank tracks, wheels or what ever, and are only ever received in the Super-heavy Tank's turn; if the Super-heavy Tank is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the Super-heavy Tank (ie, each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1 and a strength of 6. Roll to hit and damage normally. All Super-heavy Tank close combat attacks ignore armour saves, and roll 2D6 for Armour Penetration.

Opponents that fight a round of close combat against a Super-heavy Tank and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Super-heavy Tanks may never pursue or consolidate – they remain stationary.

NEW WEAPON RULES

Co-axial Weapons: A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret-mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

SUPER-HEAVY TANK DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a Super-heavy Tank. Ordnance also rolls on these tables, not the Ordnance Damage tables.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

3 Driver Stunned – May not move next turn.

4 Engines Damaged – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised; skimmers are destroyed).

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Driver Stunned – May not move next turn (Skimmers drift D6" straight ahead).

2 Engines Damaged – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers destroyed).

3 Field or Weapon Destroyed - One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

5 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

CATASTROPHIC DAMAGE

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, ie, 7 for Imperial Guard). If the Ld test is passed, then the damage control systems on the Super-heavy Tank have contained the damage, and 1 Structure Point is 'repaired'. If the test is failed, your opponent must roll again on this table (which may give you another Damage Control test, if you're lucky!).

2-3 Destroyed – The vehicle is wrecked. Mark the destroyed vehicle with cotton wool or remove it entirely.

4-5 Explosion – Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected. Otherwise, as above.

6 Huge Explosion – The vehicle is vaporised in a huge explosion. Roll a D3 per original Structure Point to determine how far the explosion extends in inches. Models in range suffer a wound on a roll of 4+ (Armour Saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.

SUPER-HEAVY FLYER DAMAGE TABLES

Roll on the following tables for hits on a Super-heavy Flyer. As a flyer, all hits are Glancing. Ordnance also rolls on these tables, not the Ordnance Damage tables.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

3 Pilot Shaken – Roll a D6 immediately. On a 1-3, the aircraft turns 45° left; on a 4-6, the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

4 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engines Damaged results would suffer a -2 modifier, etc.

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose -1 Structure Point and roll again on the Penetrating Hits table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table instead.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Pilot Shaken – Roll a D6 immediately. On a 1-3 the aircraft turns 45° left; on a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

2 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier, etc.

3 Field or Weapon Destroyed - One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Damage Points, roll on the Catastrophic Damage table.

5 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

CATASTROPHIC DAMAGE

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, ie, 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the Super-heavy Flyer have contained the damage, and 1 Structure Point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another Damage Control test, if you're lucky!).

2-5 Crash – The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected.

6 Huge Explosion – The flyer is vaporised in a huge explosion. This does not affect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.

APPENDIX II
FLYERS

RULES FOR USING AIRCRAFT IN GAMES OF WARHAMMER 40,000

Imperial Armour introduces a new type of vehicle to the Warhammer 40,000 rules, called a Flyer. These vehicles are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that flyers tend to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play.

FLYERS

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

ON-STATION!

Flyers always start the game 'on-station', ie, in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet, the flyer may not shoot or be shot at until it makes its attack run.

ATTACK RUN

A flyer makes its attack run after your opposing player's movement phase, but before their shooting phase – in effect you 'interrupt' their turn to let the flyer make its move, (if several flyers all arrive at the same time, make their moves in any order you like and then move onto the shooting phase). Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's shooting phase, after he has had a chance to fire at it.

After making the move, play returns to your opponent's shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons, which may only target flyers if they are in an AA mount.

Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (ie, the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flier. Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack is. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). Stunned and Shaken results stop the flyer from attacking but have no other effect. Immobolised results destroy the flyer. Note that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffers a Stunned or Shaken result, then it can make its attacks after your opponent has finished his shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved. Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

SECOND STRIKE

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player's turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 2+. On a roll of 1, the flyer doesn't return this turn, but you may roll again for it in your next player turn.

NEW WEAPONS

These weapons may only be fitted to flyers:

Bombs: *Bombs have the same effect as mortars (G48", S4, AP6, Heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. Bombs costs 5 pts each.*

Heavy Bombs: *These work in the same manner as a normal bomb, but it has the effect of a Griffon mortar (G12-48", S6, AP4, Ordnance 1 blast). Heavy bombs cost 20 pts each.*

Rockets: *Rockets have the same cost and effect as hunter-killer missiles (unlimited range, S8, AP3, Heavy 1). Each rocket carried may be used once per battle. Rockets cost 10 pts each.*

Smart Bombs: *A bomb or heavy bomb can be upgraded to a smart bomb for +50% cost. A smart bomb works in the same way as a normal bomb, except you may re-roll the scatter dice if you don't like the first result (you must accept the second roll though!). To turn a bomb or heavy bomb into a smart bomb add +50% to its standard point costs.*

ANTI-AIRCRAFT MOUNT

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers. For ordnance or barrage AA weapons, roll the scatter dice – on a 'Hit' result the flyer is hit, otherwise the shot misses. Do not roll for scatter.

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

SUPER-HEAVY FLYERS

The Thunderhawk is a Super-heavy Flyer, and all of the rules that apply to Super-heavy Tanks apply to it also. Note that because the Thunderhawk is a flyer it can't Tank Shock enemy units or assault them! Thunderhawks are Super-heavy units and must be taken in their own 'detachment', as described in the Super-heavy vehicle rules. A Thunderhawk detachment can consist of between 1-3 Thunderhawk aircraft. Any types of Thunderhawk variant may be included in the same detachment.

ORBITAL LANDER

If a flyer is an orbital lander then it will fly down from orbit (or the sky) to land on the battlefield. When the flyer arrives from reserve it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table (or hover low). If it chooses to land troops, it may not shoot.

The passengers may disembark in the opponent's turn; place them within 2" of the access points. The flyer may now completes its attack run, taking off again and leaving the table in same manner as if it were completing an attack run (ie, it flies off the table in a straight line).

If new passengers wish to embark the flyer must land (or hover low) through its sides next turn. New passengers must move to the flyer and embark using the normal rules. Whilst landed, a flyer cannot move, but may shoot weapons like a normal vehicle. A flyer may not fire rockets or drop bombs whilst landed! If the flyer is fired upon whilst landed then the enemy roll to hit as normal, they do not need to roll 6s to hit.

A landed flier may take off again in any enemy turn, after the enemy has had their shooting phase. It takes off and leaves the table in the same manner as completing an attack run.

Example

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy's movement phase the Valkyrie moves to the point where it wishes to drop off the Storm Troopers. In the enemy shooting phase they can target the Valkyrie, requiring 6s to hit, adding 12" to the range and only scoring glancing hits. After this, the Valkyrie drops off its troops within 2" of the access points. It then flies straight off the board. It may return next turn on a 2+ roll as per the Flyer rules.

VTOL HOVER MODE

Some flyers (such as the Valkyrie and Vultures) are able to hover in place, remaining over the battlefield rather than flying off after an attack run.

When the flyer halts it may declare it is entering VTOL hover mode. Resolve the enemy shooting phase as normal, but the hovering flyer is hit using the firer's normal BS. The hovering flyer may then fire as a normal flyer, or disembark passengers. Rather than leave the table as per the normal Flyer rules, it remains on the table. The flyer uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering, a flyer may fire all its weapons.

For the purposes of being fired at, treat the hovering flyer as a moving skimmer whilst in hover mode. It can be targeted using the firer's normal BS, but still add 12" to the range. All hits are treated as glancing hits. If the hovering flyer is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it is a moving vehicle.

At the end of its own turn the hovering flyer may disengage VTOL hover mode, using its main thrusters and fly off. It now reverts to being a flyer. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run. It will return in the enemy turn on a 2+ as per the normal Flyer rules.

Example

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy movement phase, the Valkyrie moves to the point it wishes to drop its troops off and declares it is activating VTOL hover mode. In the enemy Shooting phase they can target the Valkyrie, using there normal BS, adding 12" to the range and only scoring glancing hits. After the shooting, but before the assault phase, the Valkyrie deploys its troops within 2" of the access points. The Valkyrie then remains on the board, and can fire in its own shooting phase before deactivating VTOL mode and leaving the board at the end of its turn. The Storm Troopers can move normally in their turn.



APPENDIX III
GARGANTUAN CREATURES

RULES FOR USING LARGE TYRANID CREATURES IN GAMES OF WARHAMMER 40,000

Large creatures, which are the equivalent size of war machines, are referred to as gargantuan creatures to distinguish them from monstrous creatures. To represent their immense bulk, gargantuan creatures have mass points. Mass points serve a similar purpose to war machine's structure points.

When a gargantuan creature is attacked, the weapon used may not be capable of inflicting serious damage to such a large creature. A gargantuan creature's mass points must be reduced to 0 before any normal wounds can be lost. Mass points are lost by inflicting serious wounds. Each serious wound inflicts 1 mass point of damage. A titan-killer weapon inflicts D3 mass points damage.

The severity of a wound is only considered after a successful wound roll is made and a saving throw (if any) attempted. Ordnance, massive or mega-weapons with a Strength equal to or greater than the creature's Toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's Toughness will inflict serious wounds on a 4+. In all other circumstances the wound is serious on a 6. This is summarized on the wound severity table below.

WOUND SEVERITY TABLE

	Ordnance, Massive, Mega or Lethal weapon	Other Weapon
Attack's strength is equal to or greater than target's toughness	Always a Serious wound	Serious wound on a 4+
Attack's strength is less than target's toughness	Serious wound on a 6	Serious wound on a 6

Once a gargantuan creature has no mass points remaining it starts to take wounds as normal. Once it has no wounds remaining the creature is killed.

Notes on Lethal Weapons. It is impossible to list them all here, but lethal weapons include those which have a special effect, such as; Dark Eldar stingers, shrieker cannons, plague swords and knives, force weapons, wraithcannons, the Fleshy Curse, Drach'nyen, the Rod of Torment, direswords, Blades of Reason etc. Weapons that inflict a special damage, such as a Thunderhammer's stun effect, only work if a serious wound is inflicted. Lethal weapons which have no Strength value always inflict a serious wound on a roll of a 6.



Example

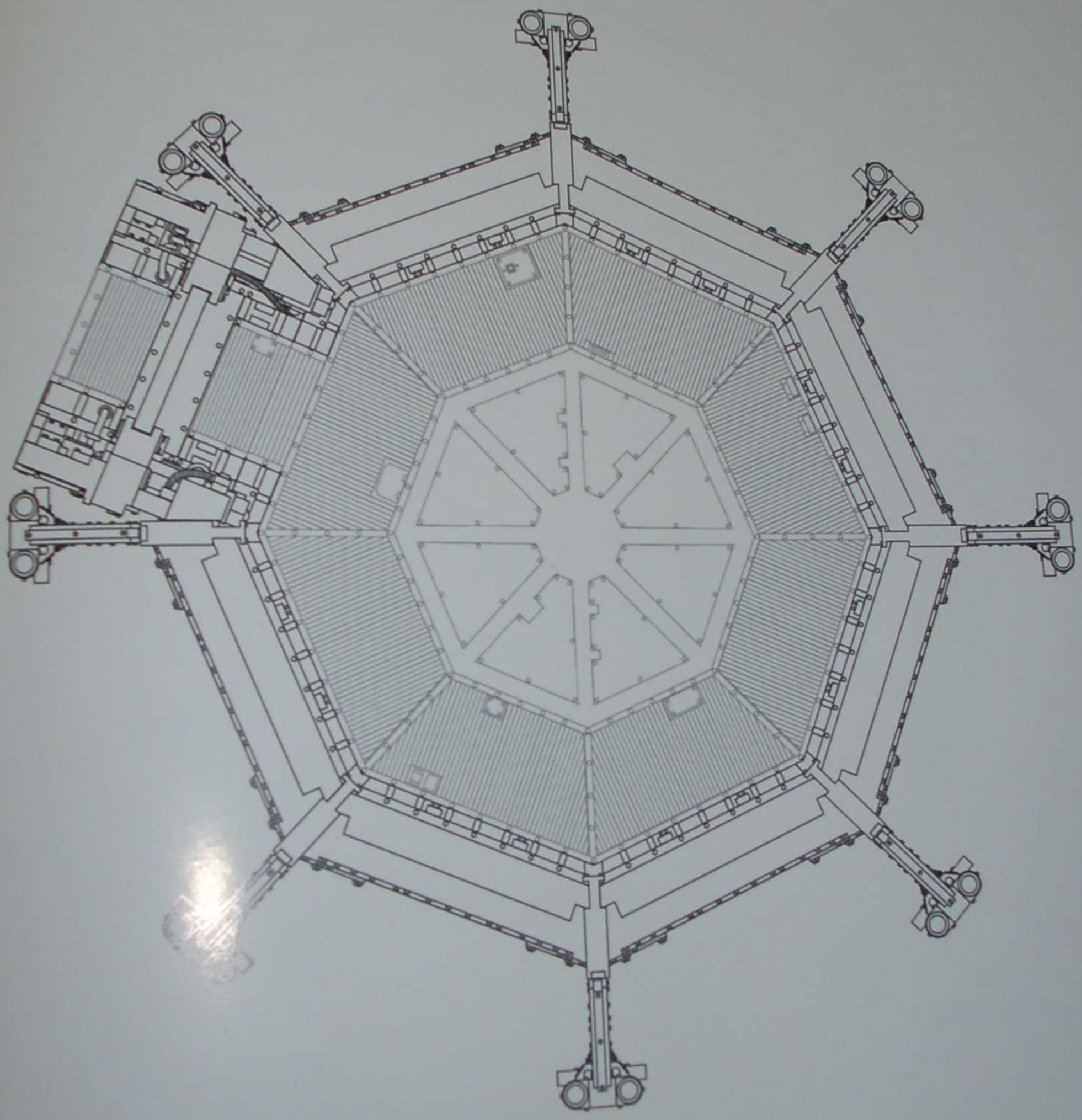
A Scythed Hierodule is fighting against an Imperial Guard army. It is targeted by an Anti-tank squad with three lascannons and a Leman Russ battle tank firing its battle cannon and pintle-mounted heavy stubber.

Two of the lascannons hit. The tank's battle cannon also hits, as does one shot from the heavy stubber. Rolling to wound against the Hierodule's Toughness of 8, one lascannon wounds, as does the battle cannon, but with only a Strength of 4 the heavy stubber cannot wound, and bounces off harmlessly.

To see if these wounds are serious, the battle cannon has a Strength equal to the Hierodule's Toughness and is ordnance. It causes an automatic serious wound. The lascannon has a higher Strength, but is not ordnance, so it will cause a serious wound on a 4+. The dice roll succeeds, and another serious wound is inflicted. At the end of that turn theHierodule has lost both of its mass points. Next turn it will takes wounds as normal.

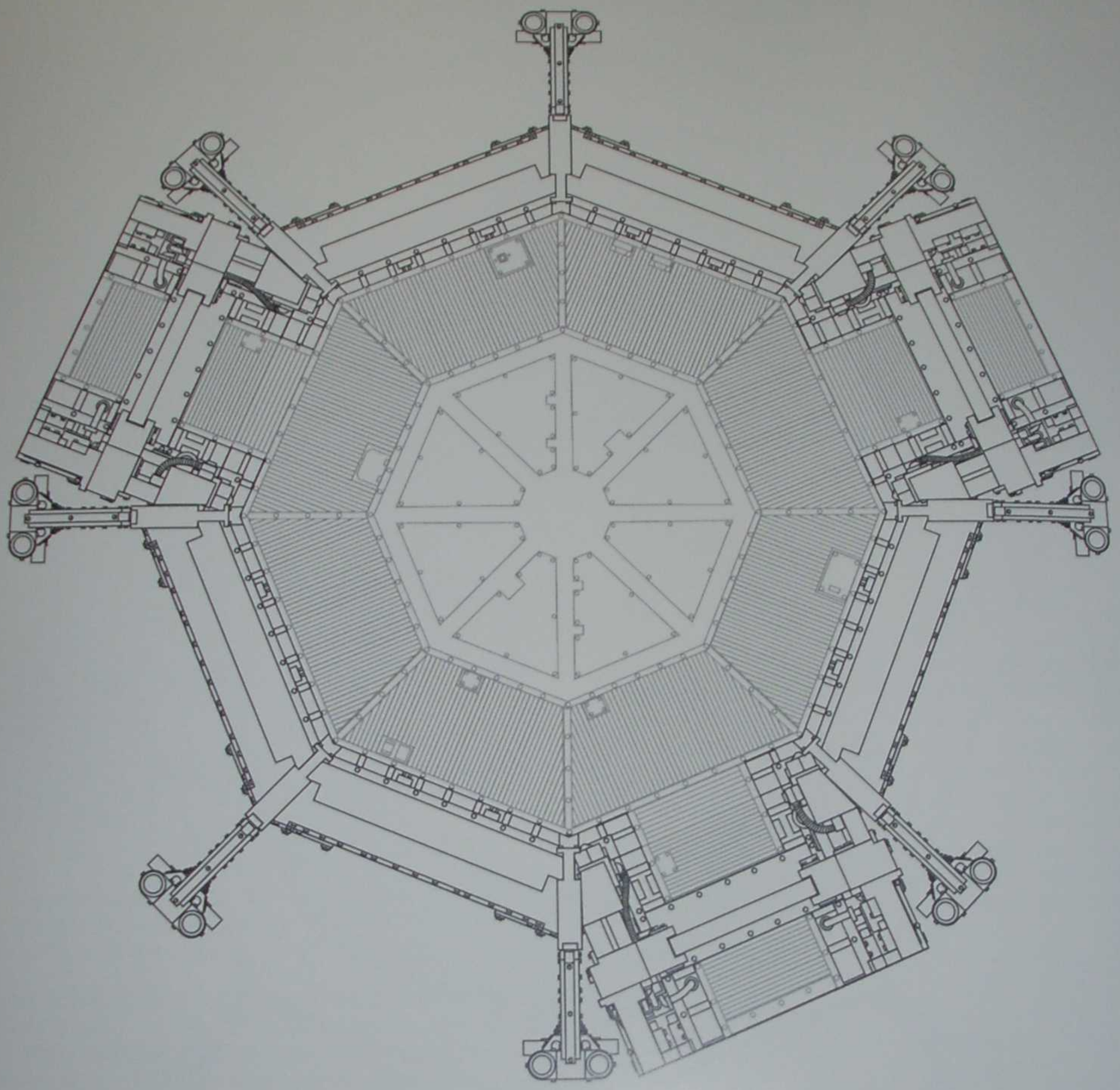
APPENDIX IV
ANPHELION BASE FLOORPLANS

The plans on the following pages have been included to allow players to play certain scenarios without using models. Simply photocopy the drawing from A4 to A3 (141%) for correct size.



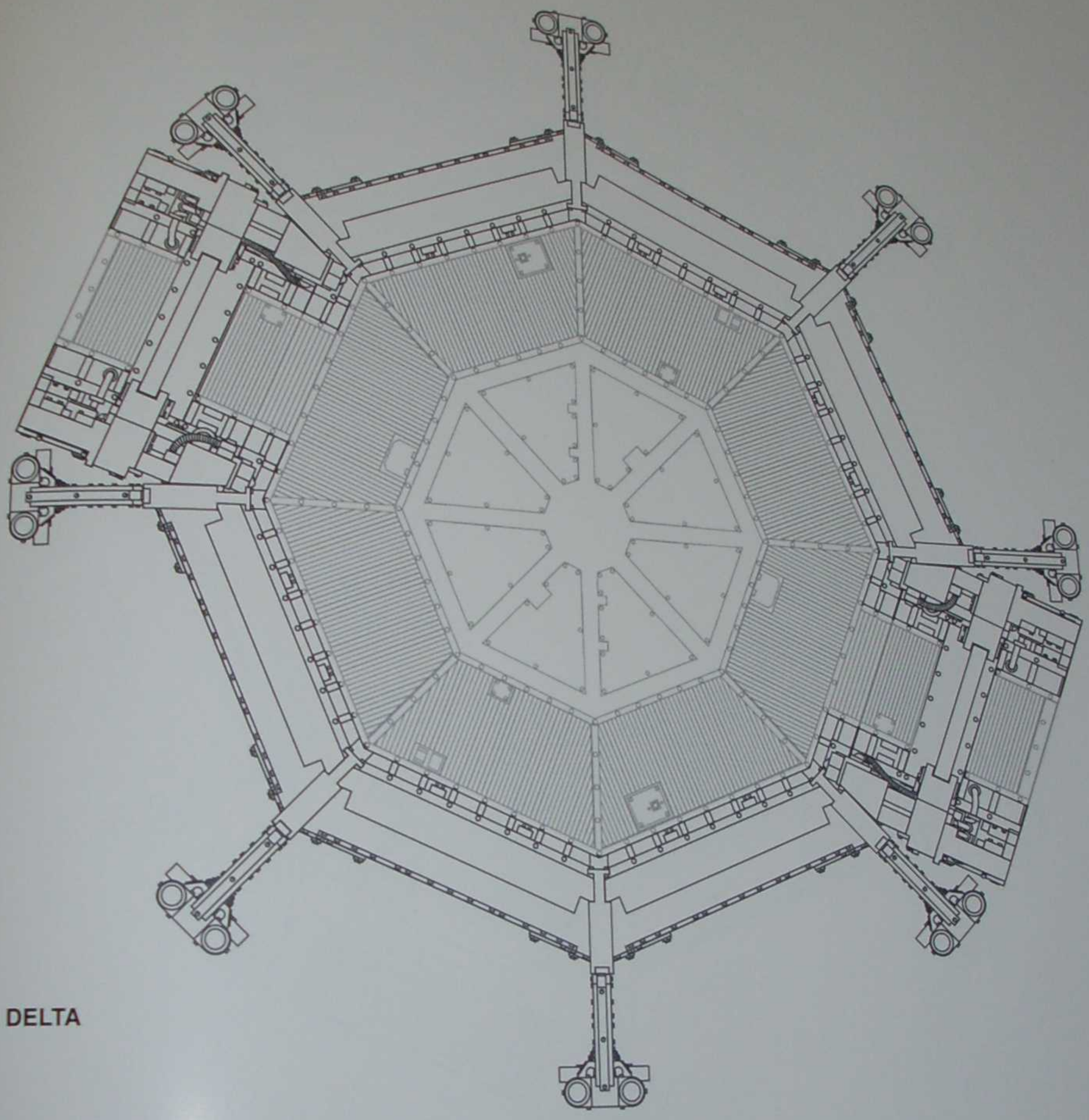
ROOM ALPHA

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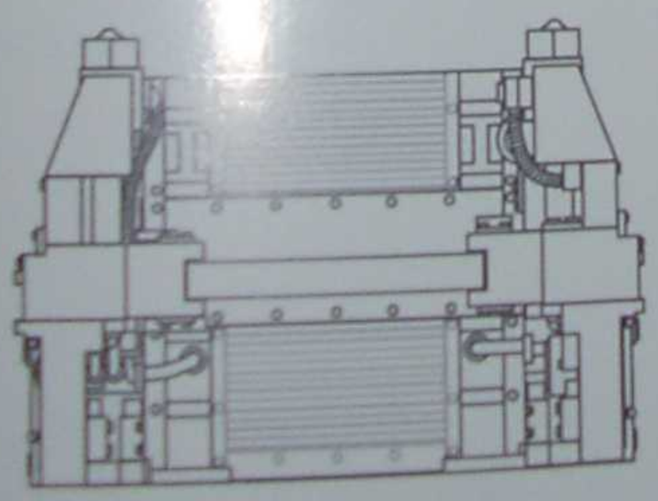


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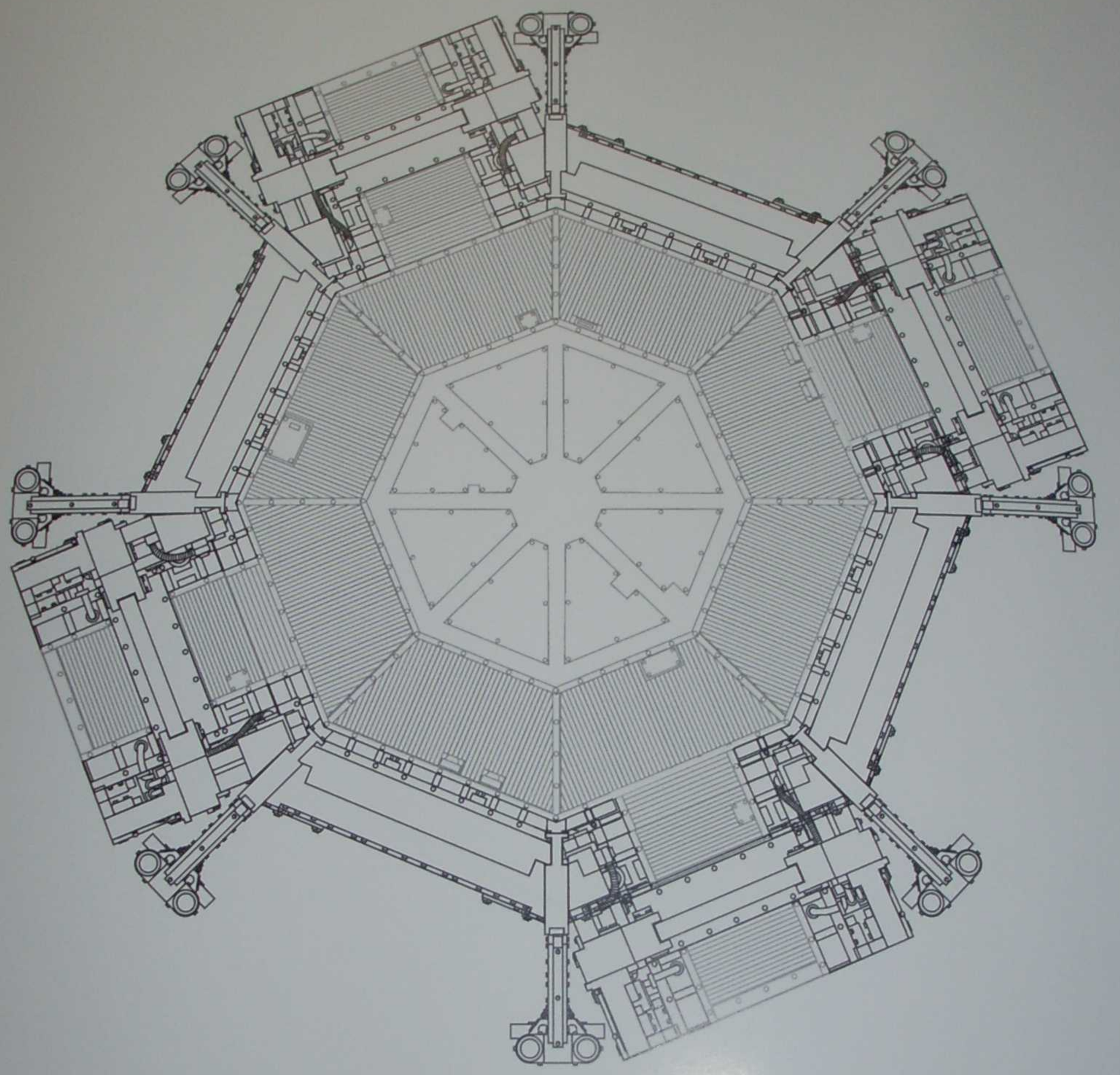


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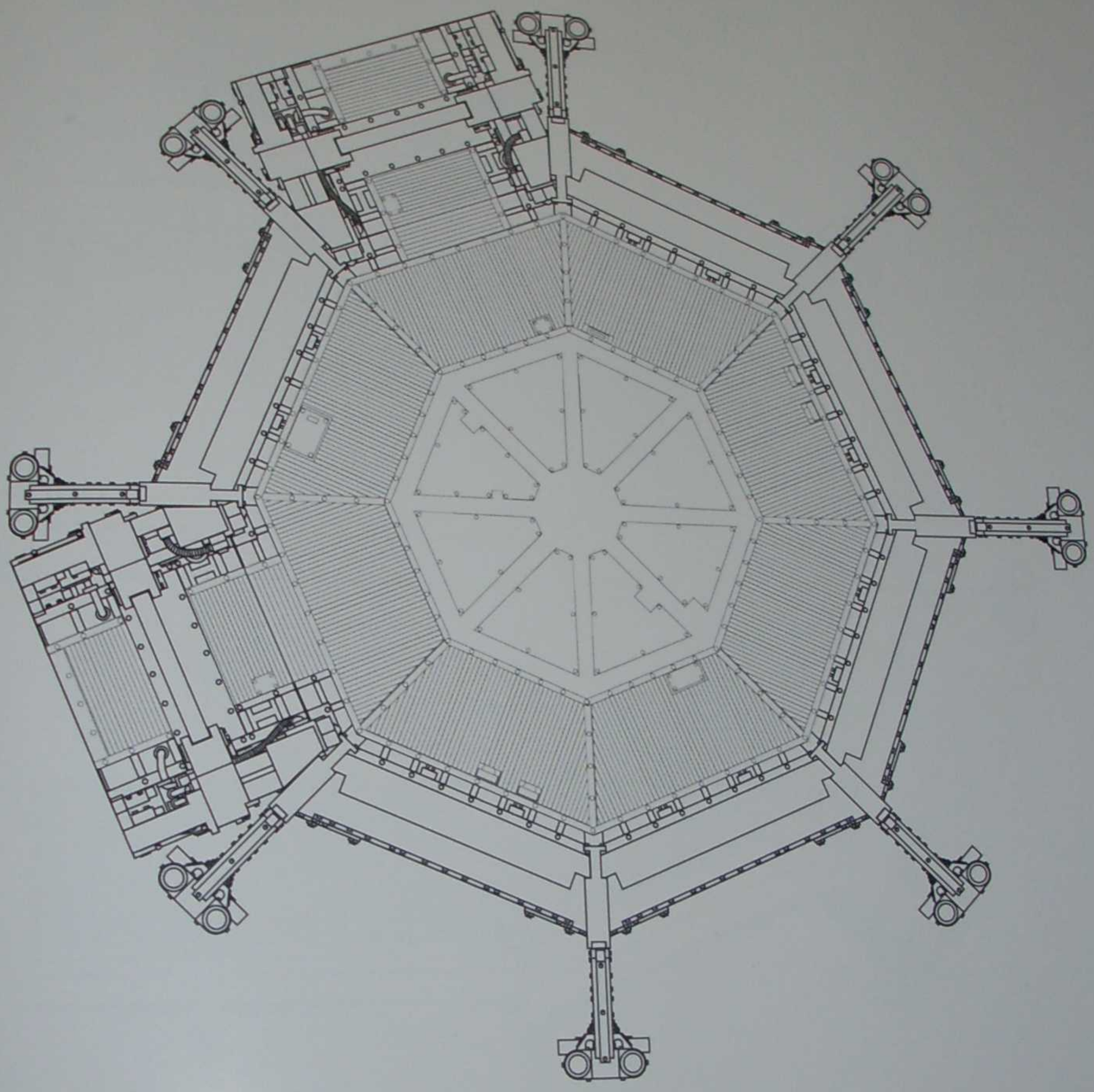
EXTERIOR DOOR

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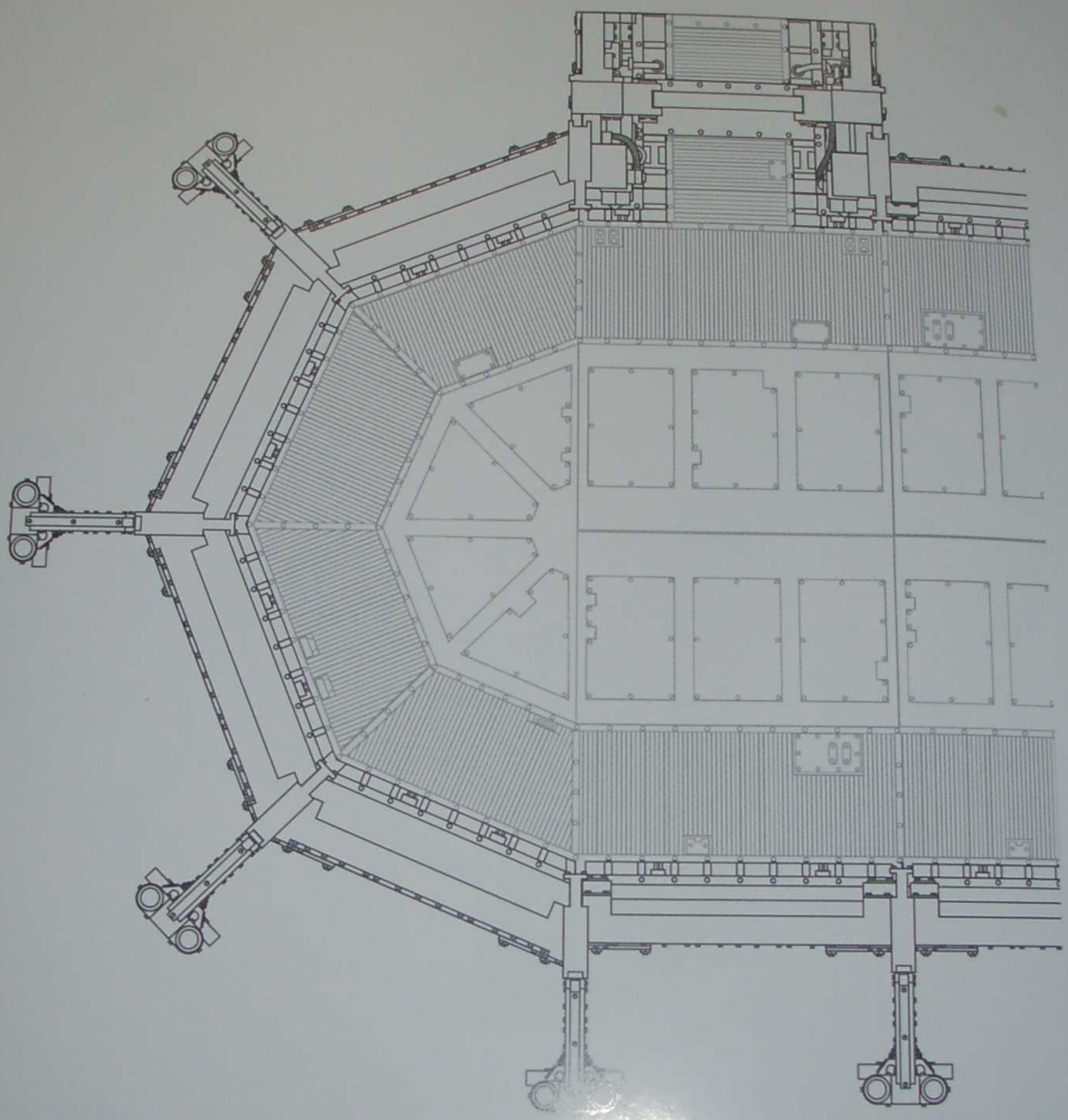
ROOM GAMMA

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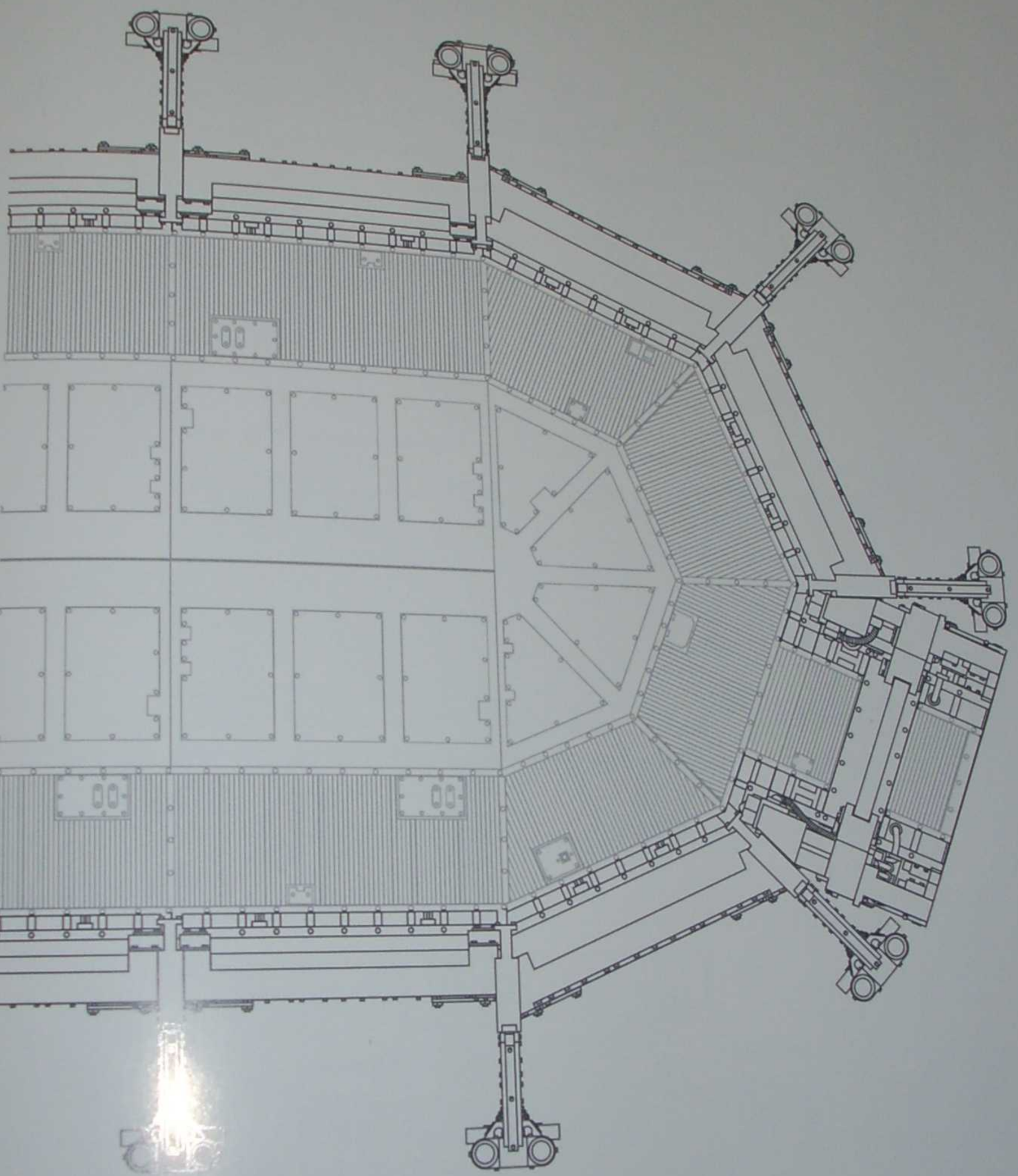
ROOM EPSILON

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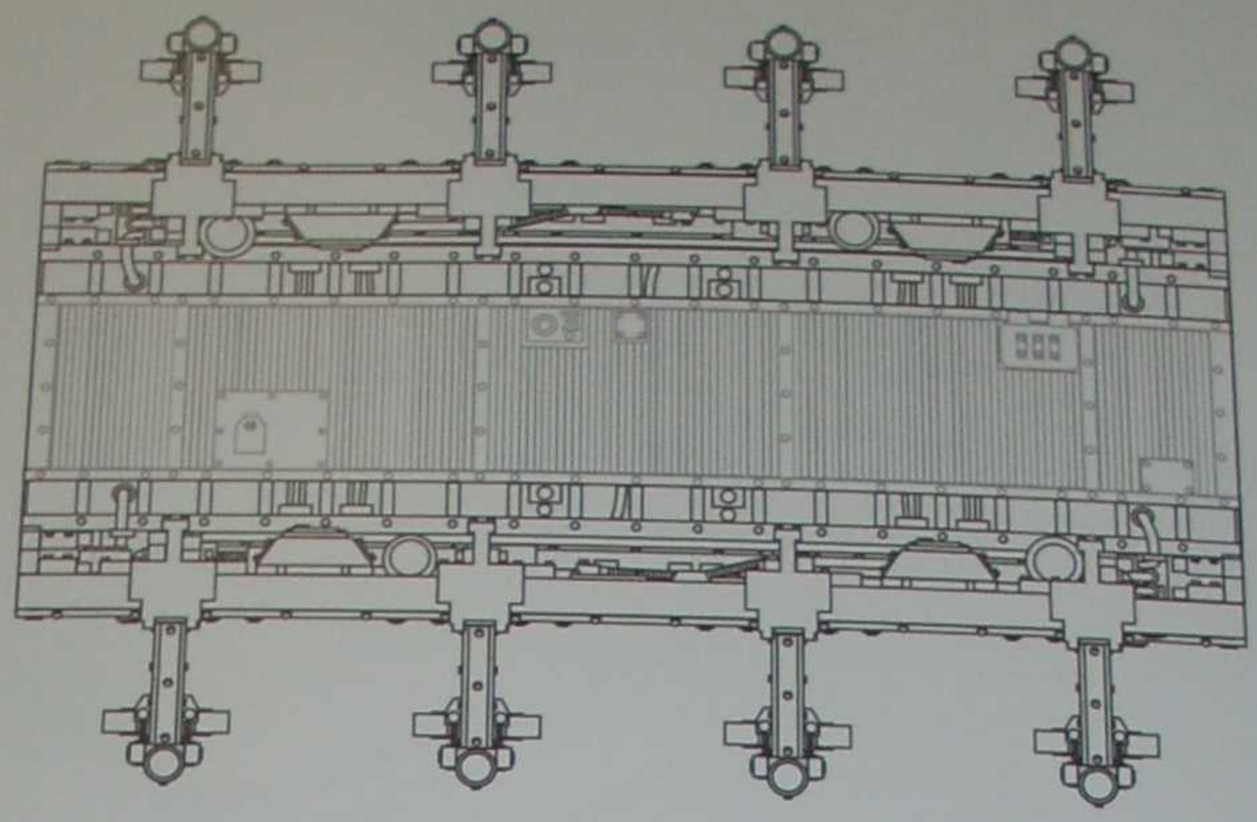


STORAGE ROOM – HALF

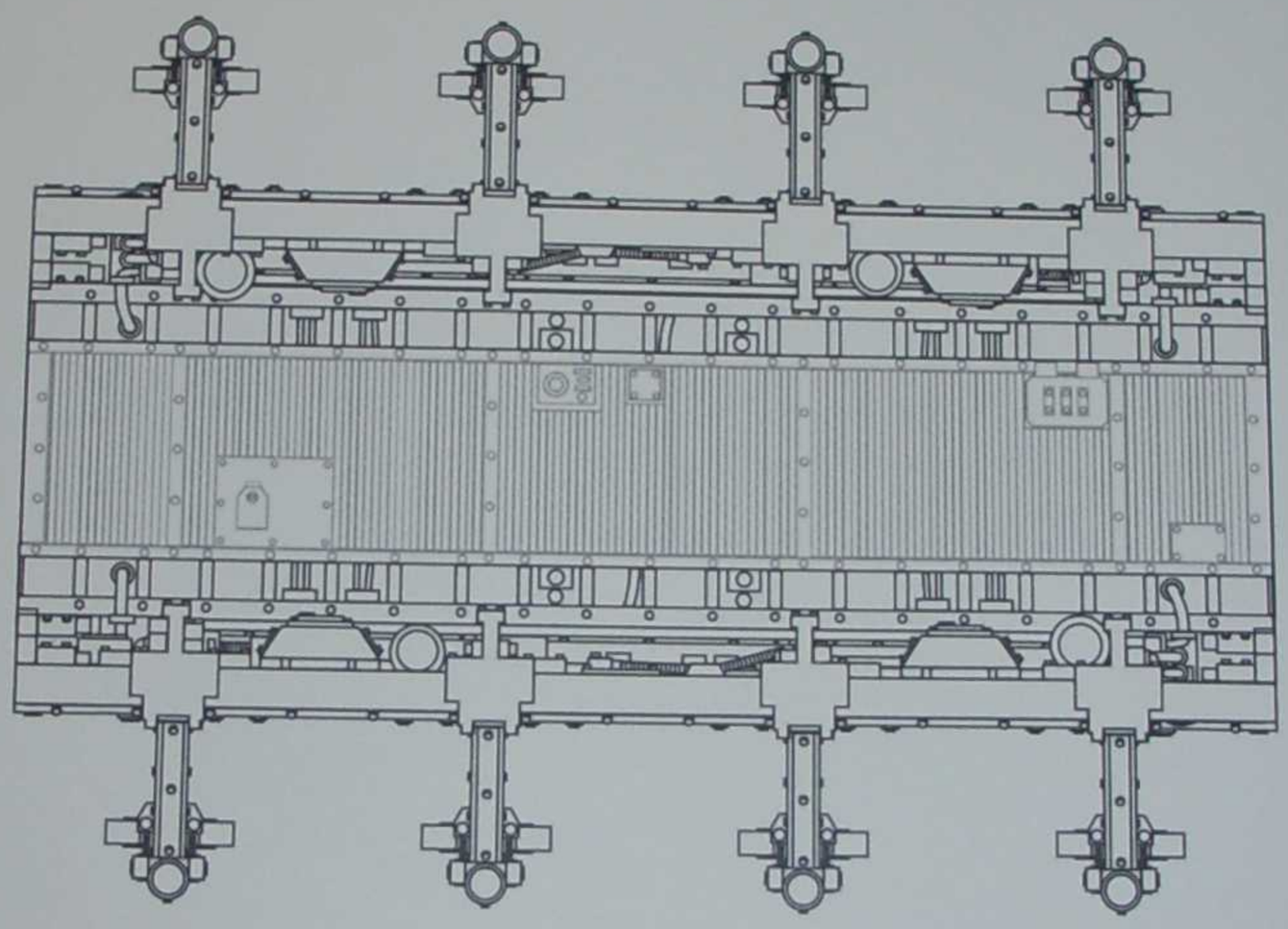
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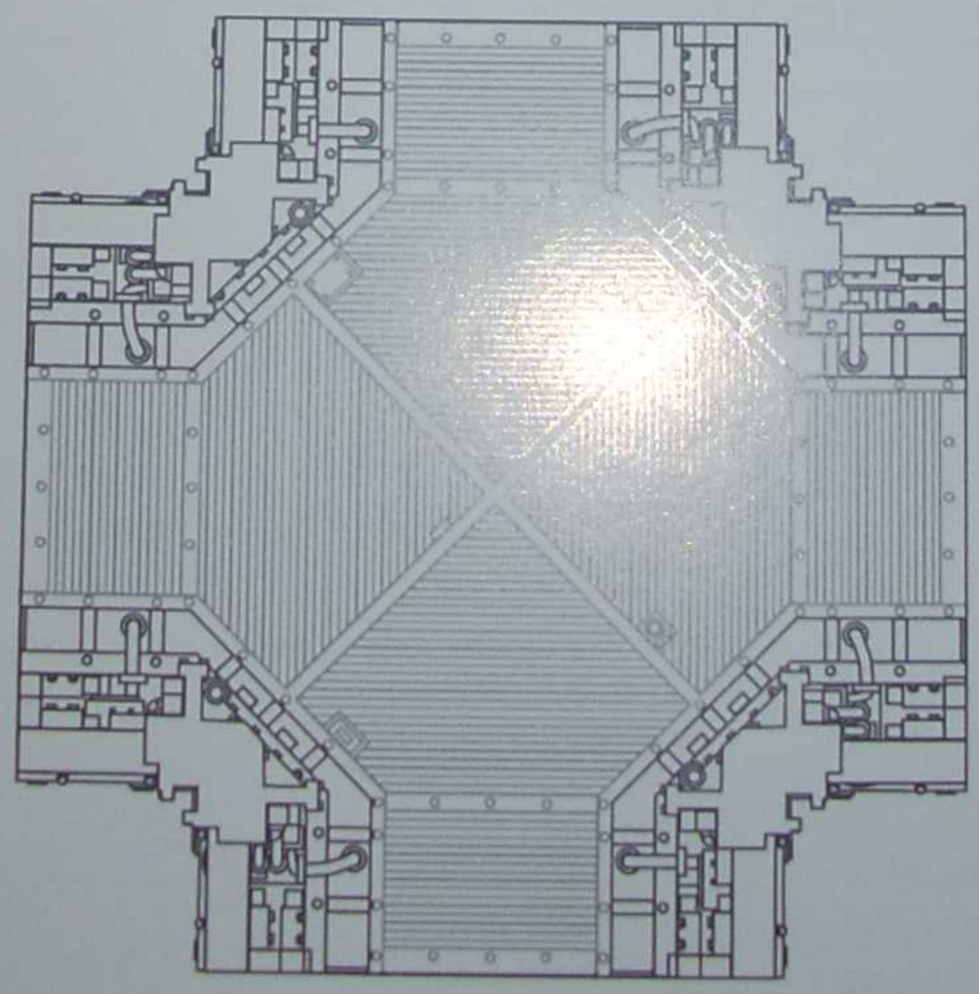
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CORRIDORS

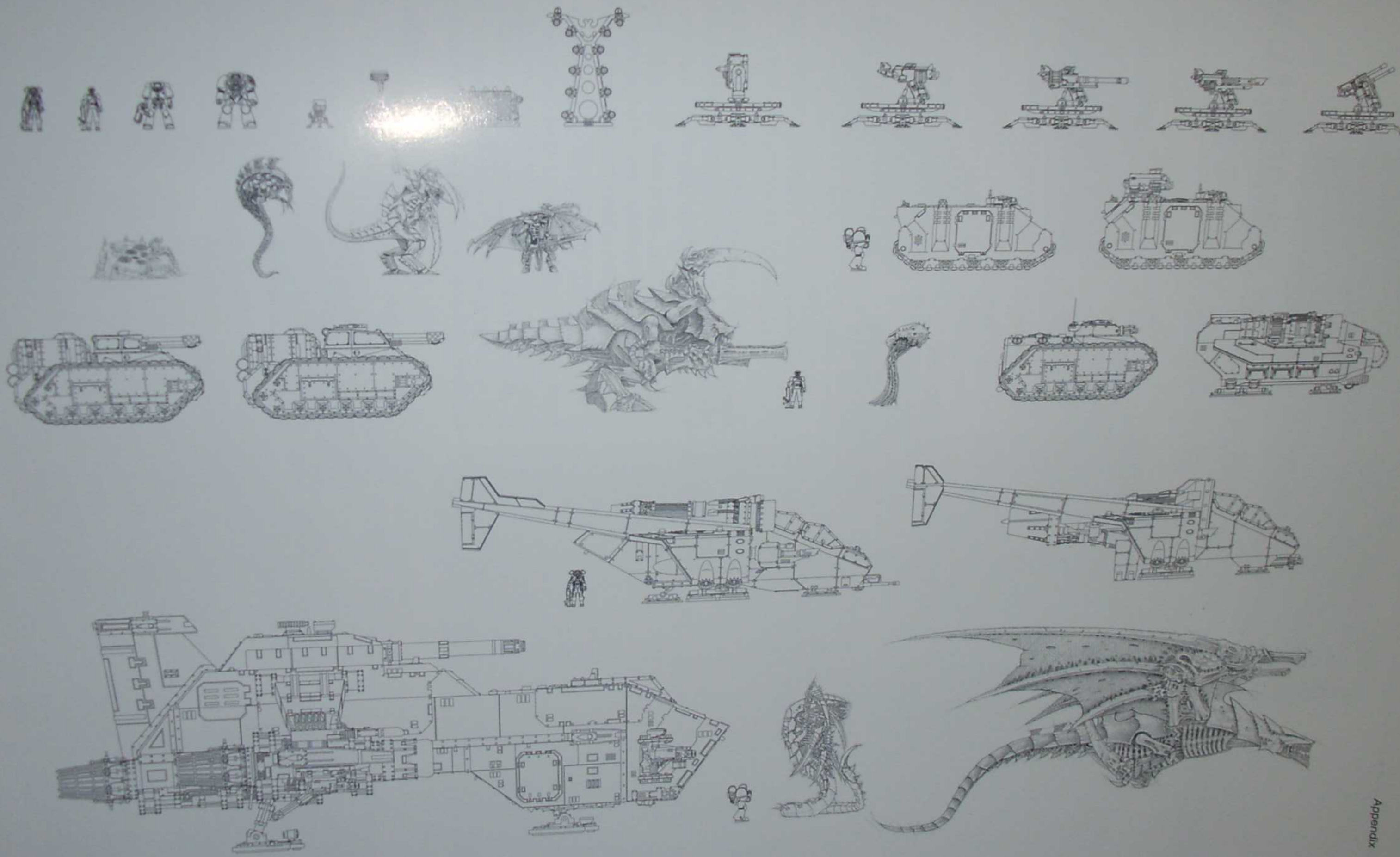


CROSSROADS



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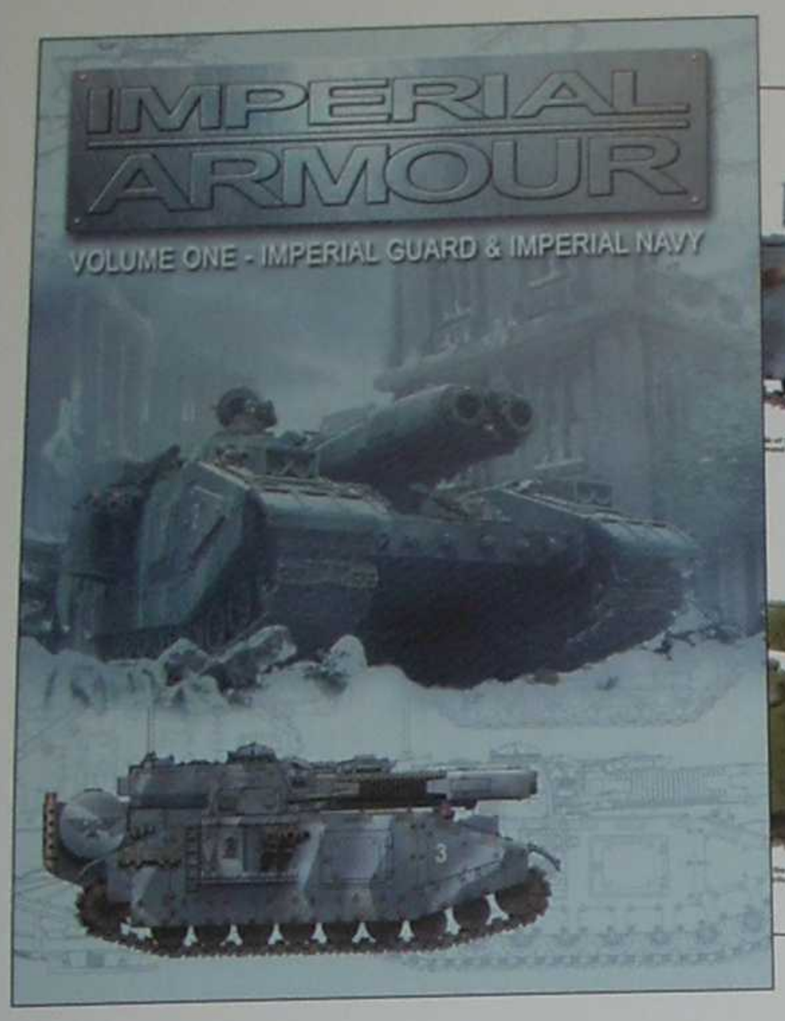
APPENDIX V – SIZE COMPARISON



Imperial vehicles and Tyranid creatures on Beta Anphelion IV.

IMPERIAL ARMOUR

VOLUME ONE – IMPERIAL GUARD & IMPERIAL NAVY





This 288-page hardback book provides detailed information on the war engines and weapons of the 41st millennium. From Leman Russ battle tanks, Chimera armoured carriers and Basilisk self-propelled artillery, to Tarantula sentry guns, Thunderbolt fighter aircraft and Super-heavy Tanks like the Baneblade and Shadowsword, this book describes them all in superb detail.

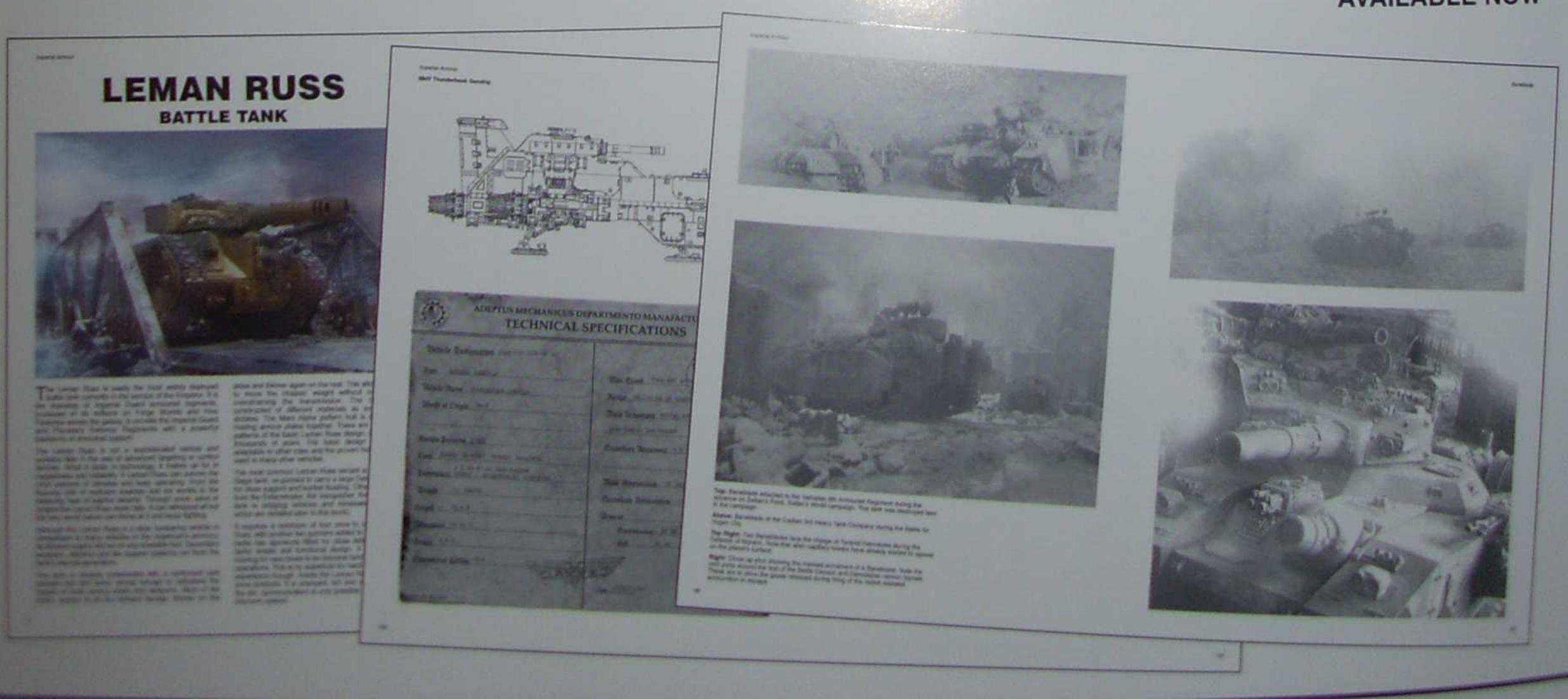
It contains information, in exacting detail, on 32 vehicles, weapons and aircraft. There is background, interior details, technical specifications, colour schemes and rules for using all these vehicles in games of Warhammer 40,000.

Heavily illustrated with over 120 colour and black and white pictures, 200 full-colour vehicle profiles, over 120 technical drawings, plus organisation charts, combat formations, battle reports and tactics, to add depth and character to the Warhammer 40,000 universe.

In addition to all this, there is a new army list for Imperial Guard Armoured Battlegroups, background and rules for variable ammunition types and rules for four of the Imperial Guard's most famous tank aces.

Appendices contain all the rules you will need to use Super-heavy vehicles and aircraft in your games, as well as detailed information on Imperial camouflage schemes, unit numbering and a general description of how vehicles are designed and built in the 41st millennium.

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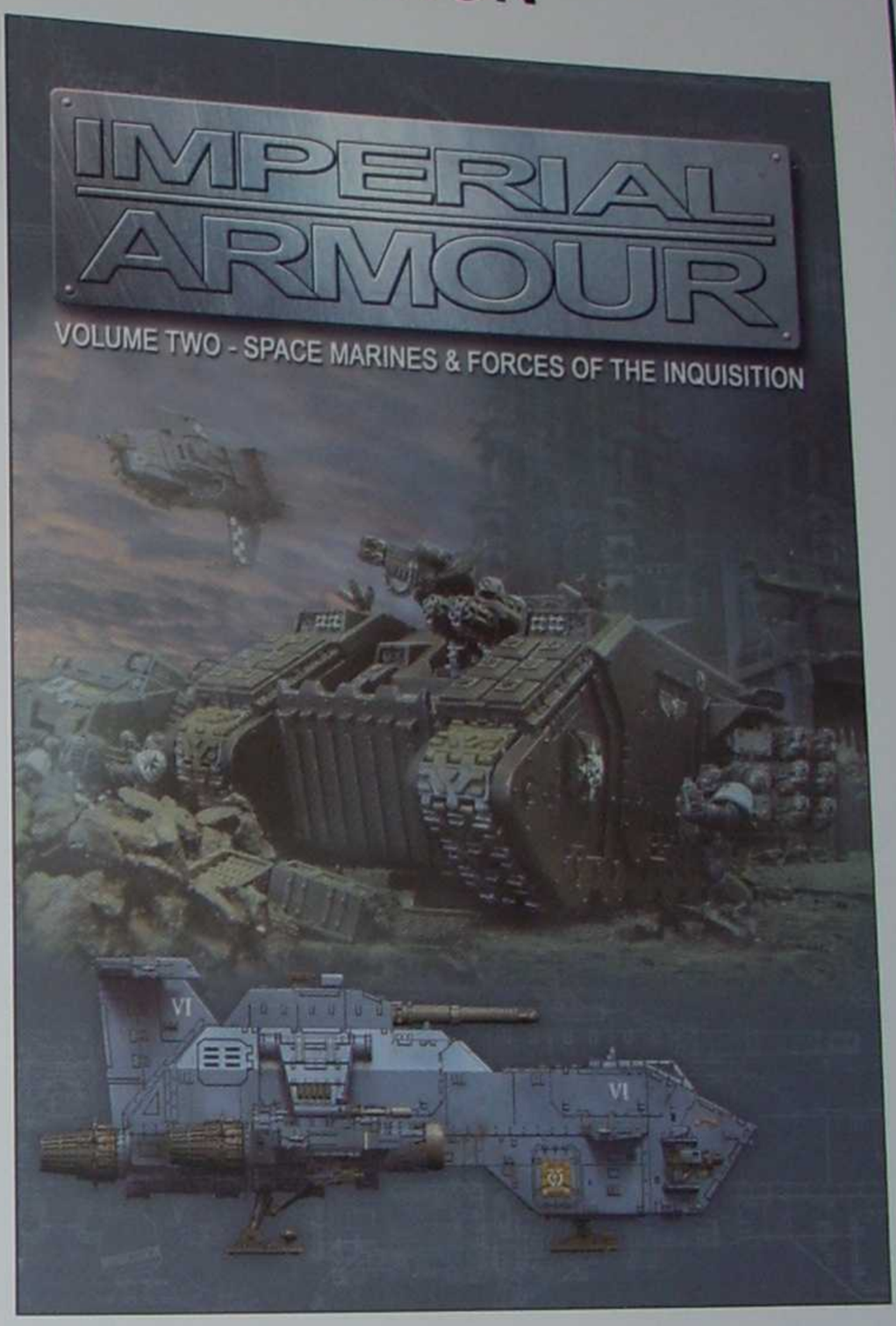
This book provides detailed information on the war engines and weapons of the 41st millennium. From Land Raider battle tanks, Rhino armoured personnel carriers and Whirlwind missile launchers, to Tarantula sentry guns, Dreadnought armour and Super-heavy aircraft, like the Thunderhawk gunship, this book describes them all in superb detail.

It contains information, in exacting detail, on 30 vehicles, weapons and aircraft. There is background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles in games of Warhammer 40,000.

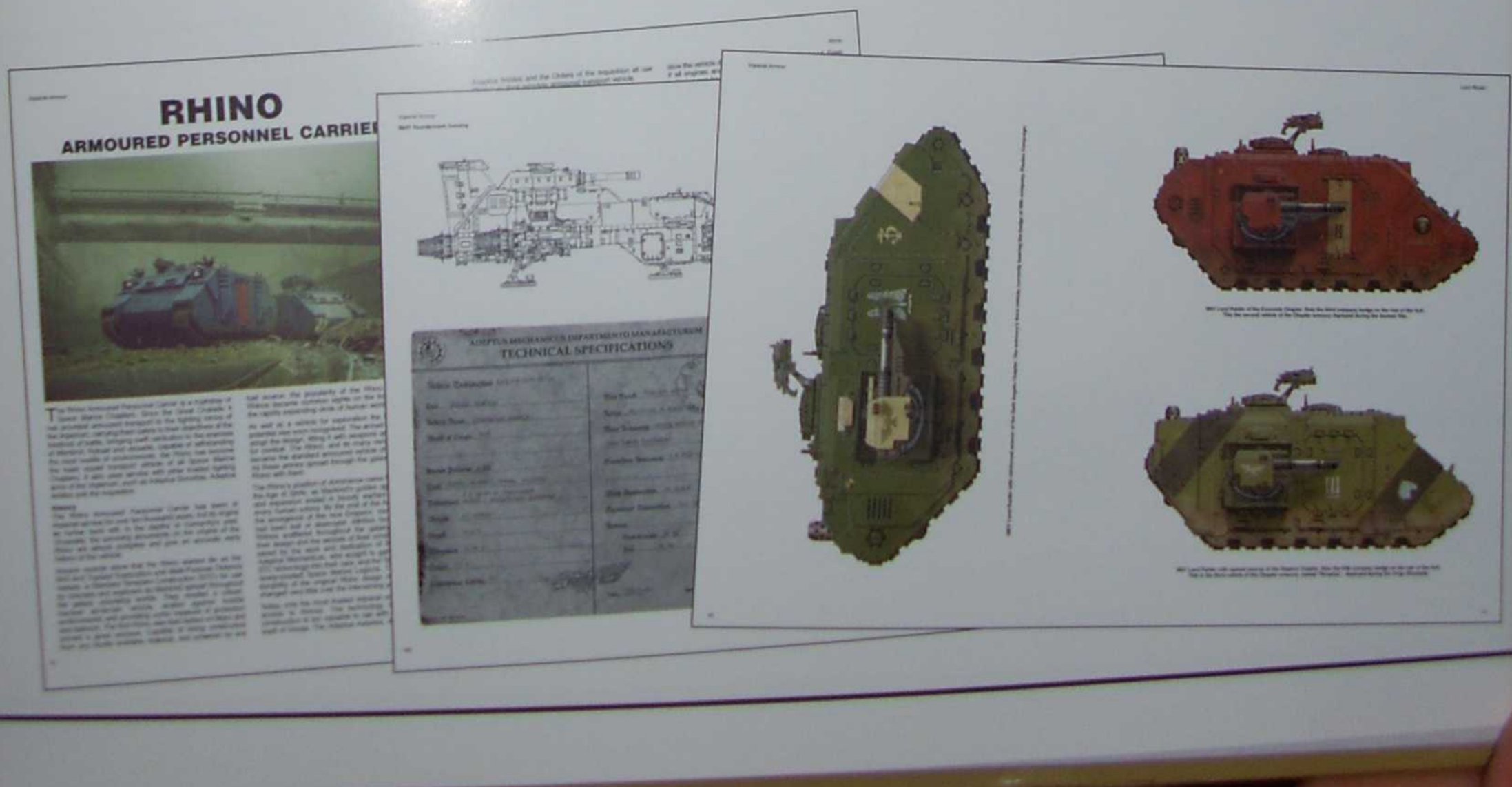
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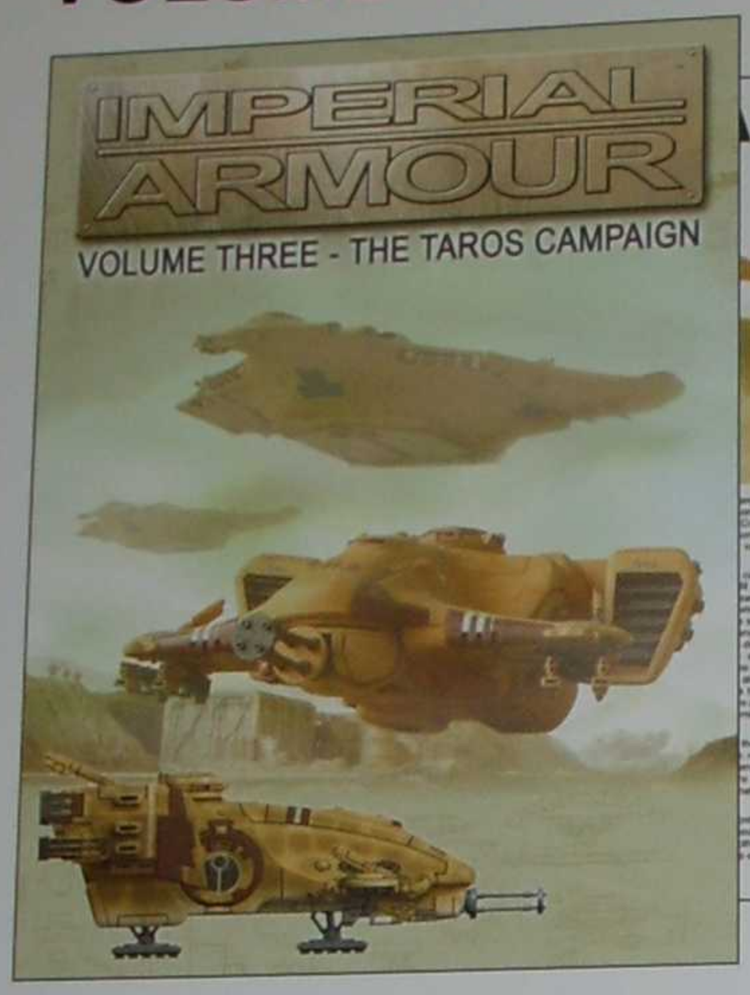


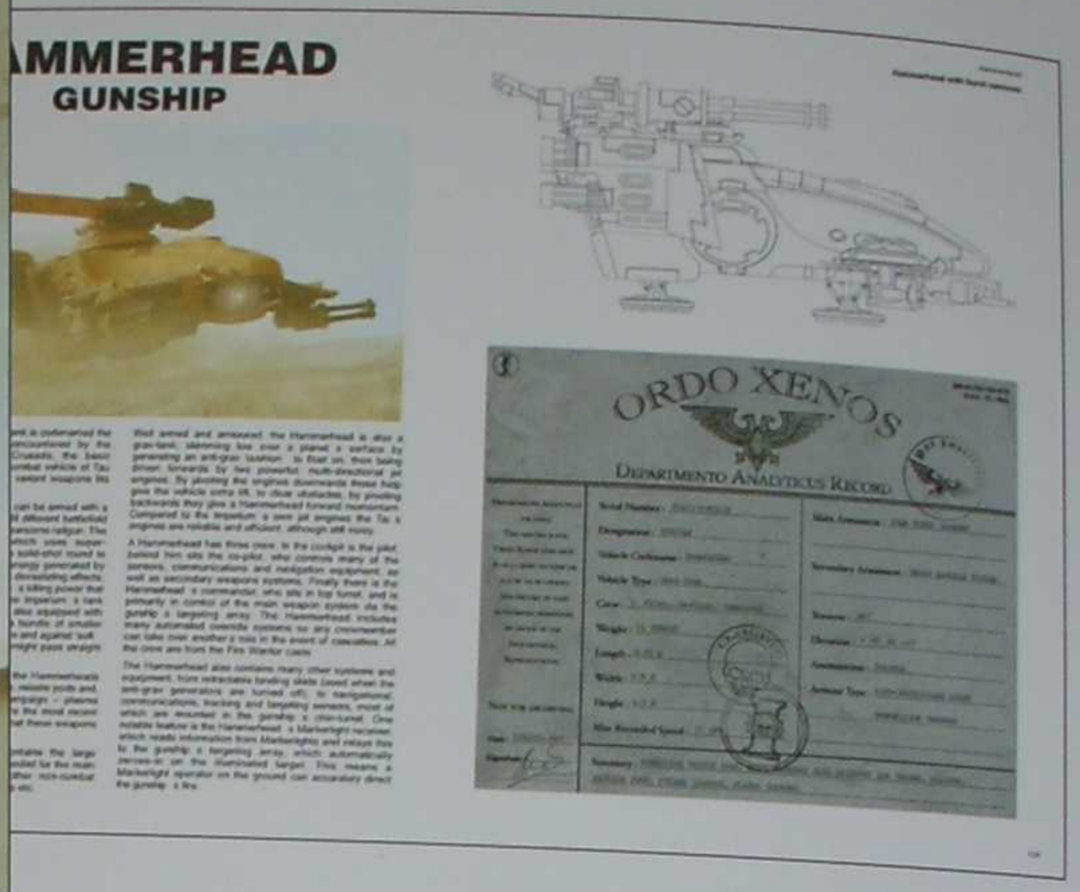
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VOLUME THREE – THE TAROS CAMPAIGN





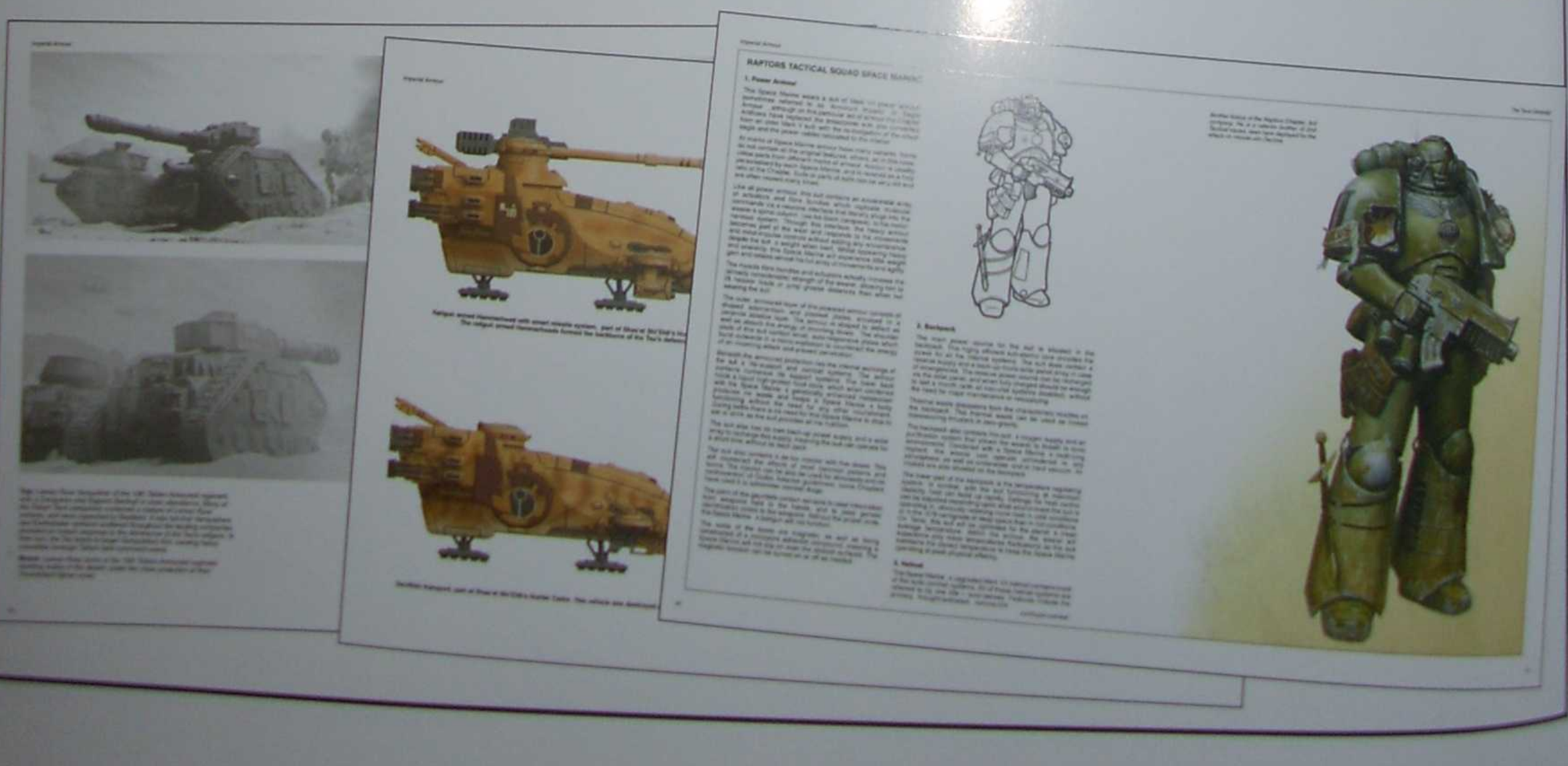
When the Imperium discovers that the Planetary Governor of Taros has been illicitly trading with the alien Tau Empire, selling valuable mineral resources, the Imperium are forced to remove the traitor. The Tau respond in force, and the desert mining world of Taros plunges into war. This book details the history of that war, the units involved, the strategies employed and the battles won and lost.

This 320 page hardback book provides in exacting detail, information on Tau vehicles, aircraft, their allies and the Tau fleet. Also covered are new fighting machines of the Imperium. There is background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles and aircraft in games of Warhammer 40,000.

Heavily Illustrated with 120 colour and black and white pictures, 110 full-colour vehicle profiles, over 80 technical drawings, plus organisation charts, tactics and scenarios to add new depth to the Warhammer 40,000 universe.

There are also army lists for the Elysian Drop Troops, the Tau forces in Epic, and additions to the Tallarn Imperial Guard regiments and Tau forces in Warhammer 40,000. Appendices contain all the rules you will need to use Super-heavy vehicles and aircraft in your games, as well as detailed information on Tau colour schemes, markings and aircraft variants.

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IMPERIAL ARMOUR

VOLUME FOUR

THE ANPHELION PROJECT

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. Assisted by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of Special Detachment D-99 and Cadian Guardsmen of 266th regiment, Lok's forces are faced by mist-enshrouded swamps and a deserted laboratory facility. They set about discovering the secrets within.

Unknown to the Imperium's forces they are not alone. Soon Lok and his men encounter the horror of the laboratory's escaped subjects – the Tyranids. Amongst the ammonia-swamps of Beta Anphelion IV, and along the corridors of the Anphelion base, Lok must fight to recover the lab's secret data and escape before being overrun by the Tyranids lurking outside.

But even as Lok fights for his very survival, all is not as it seems within the ranks of the Ordo Xenos...

Inside this book you'll find information, in exacting detail, on new Tyranid creatures spawned by the Hive Mind. Also covered are new fighting machines of the Imperium. There is background information, interior details, technical specifications, illustrations, colour schemes and rules for using all these creatures, vehicles and troop types in games of Warhammer 40,000.

Heavily illustrated with colour and black and white pictures, full-colour vehicle and creature profiles, [illegible] drawings plus organisation charts and scenarios, this adds new [illegible] Warhammer 40,000 universe.

There is also an army list [illegible] Elysian Drop Troop veterans of Detachment D-99, new background and rules for the Red Scorpions Chapter and details of Inquisitor Lok and his retinue.

Appendices contain all the rules you will need to use Super-heavy vehicles, aircraft, Tyranid gargantuan creatures, and play games set inside the Anphelion Base.

For Warhammer 40,000 enthusiasts, this book provides a complete overview of the battle for Beta Anphelion IV.

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