

WARHAMMER
40,000

DATASLATE



TYRANID INVASION RISING LEVIATHAN II

**DATASLATE:
TYRANID
INVASION
RISING LEVIATHAN II**

INTRODUCTION



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

DATASLATES & DATASHEETS

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

FACTION

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

ARMY LIST ENTRIES

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

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of

Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

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

ALLIED FORMATIONS

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

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

FORMATION SPECIAL RULES

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

FORMATION POINTS VALUES

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

APOCALYPSE FORMATIONS

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



DATASLATE:
TYRANID
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RISING LEVIATHAN II

RISING
LEVIATHAN

RISING LEVIATHAN PART II

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

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



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



The warrior gripped his restraints and closed his eyes as the Drop Pod plunged down through the spore-choked atmosphere. His breathing was steady, his mind clear. So fouled were the skies that any second could bring a collision followed by

near-instant annihilation, yet he did not fear. He could not, for he was a son of Sanguinius; such emotions were as alien to him as the foe that assailed this world.

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

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

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

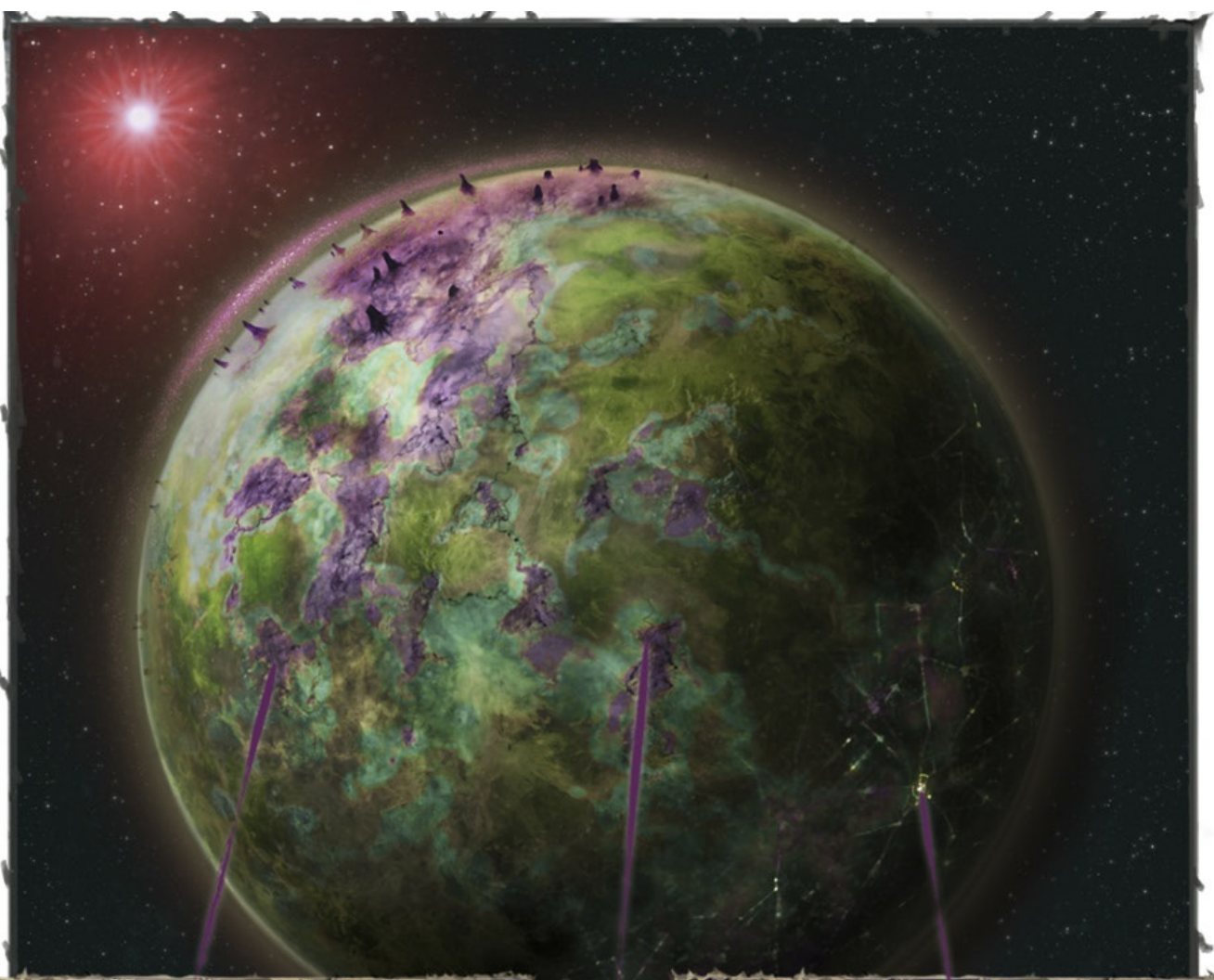


AN IMPOSSIBLE TASK

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

Growing all the time, the vast swarm boiled from the fringes of the dying jungle and thundered like a tidal wave toward the battle-lines of the prey. So great was the onrushing mass that a wind howled before it, stirred by its approach and heavy with alien shrieks

and cries. Ahead of the Tyranids towered the archeoship engines, a thin line of defenders stretching in a cordon around the mighty structures.



Tyranid Funnels



Sky Palace



Archeoship Engines

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

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

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



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


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

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

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

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

to keep wasting biomass here when easier prey existed elsewhere. The defenders were cheering again, the meaning of the sound lost on the Hive Mind -- the Leviathan's many eyes were already moving elsewhere.



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

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

Corbulo overrode the man's effusive tones.

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

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

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

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


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

Corbulo waited again for a moment, taking the chance to glance around the newly reinforced perimeter. The Catachans seemed heartened, but the sky and jungle still teemed with hostile life and the Imperial Guard numbers were painfully few. Corbulo doubted that the perimeter guards would stand up to the next serious offensive, but he could not tarry here. His mission was of greater

importance than the lives of these men, no matter how that might leave a bitter taste in his mouth. He raised an eyebrow as a number of the green armoured Aurora Marines saluted their brothers and strode to join Corbulo's command.

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

'Very good, Captain Norensis, you again have my thanks. We will see you in the field.' Brother Corbulo looked up to find his warriors ready and awaiting his word. 'Brothers, with me.' Turning, Corbulo jogged away toward the smoke-wreathed manufactorum district, his battle-brothers close on his heels.



INTO THE MEATGRINDER

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

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

By the time Corbulo and his followers fought their way into the manufactorum district

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

This was precisely what the Hive Mind had been waiting for. The Space Marines' movements had been watched by stalking Lictors; now, as it saw the red and green prey divide their strength, the Hive Mind struck. As squads of Blood Angels and Aurora Chapter kicked down doors, smashed through walls and ran down corpse-choked roadways, they were suddenly assailed by a living tide of foes. Hormagaunts bounded through ruined buildings to fall upon the prey with sickle arms stabbing. Termagants advanced in hissing packs, the Tervigons that lumbered in their midst lashing the prey with the powers of the Hive Mind. Overhead, the airborne swarms pressed low, diving through volleys of hastily-aimed flakk missiles to spit, rend and tear.

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

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

DESPERATE MEASURES

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

The Hive Mind watched through the eyes of its beasts as the bombardment took its toll.

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

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

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

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

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

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

**DATASLATE:
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INVASION
RISING LEVIATHAN II**

FORMATIONS

INCUBATOR NODE

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



Faction: Tyranids

Formation

An Incubator Node consists of the following units:

- 1 Tervigon
- 3 Termagant Broods

Formation Restrictions

None.

Formation Special Rules

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



SYNAPTIC SWARM

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



Faction: Tyranids

Formation

A Synaptic Swarm consists of the following units:

- 1 Tyranid Prime

- 3 Tyranid Warrior Broods

Formation Restrictions

None.

Formation Special Rules

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



SKYBLIGHT SWARM

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



Faction: Tyranids

Formation

A Skyblight Swarm consists of the following units:

- 1 Hive Tyrant

- 1 Hive Crone
- 2 Harpies
- 3 Gargoyle Broods

Formation Restrictions

The Hive Tyrant must take the Wings Biomorph.

Formation Special Rules

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

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



LIVING ARTILLERY NODE

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



Faction: Tyranids

Formation

A Living Artillery Node consists of the following units:

- 1 Exocrine
- 3 Biovores
- 1 Tyranid Warrior Brood

Formation Restrictions

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

Formation Special Rules

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



ENDLESS SWARM

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



Faction: Tyranids

Formation

An Endless Swarm consists of the following units:

- 3 Hormagaunt Broods
- 2 Termagant Broods

- 1 Tyranid Warrior Brood

Formation Restrictions

None.

Formation Special Rules

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



HIVE TYRANT - 165 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	8	4	6	6	4	5	4	10	3+

Unit Type:

Monstrous Creature (Character)

Unit Composition:

1 Hive Tyrant

Weapons and Biomorphs:

- Two pairs of scything talons

Special Rules:

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

Psyker:

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

Options:

- May take items from the **Monstrous Bio-cannons**, **Melee Bio-weapons**, **Biomorphs**, **Thorax Biomorphs** and **Tyranid Bio-artefacts** lists.
- May take any of the following upgrades:
 - Indescribable Horror - *10 pts*
 - Old Adversary - *15 pts*
 - Hive Commander - *20 pts*
- May take any of the following:
 - Prehensile pincer tail biomorph - *10 pts*
 - Wings - *35 pts*

HQ

TYRANID PRIME - 125 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Tyranid Prime	6	4	5	5	3	5	4	10	3+

Unit Type:

Infantry (Character)

Unit Composition:

1 Tyranid Prime

Weapons and Biomorphs:

- Devourer
- Scything talons

Special Rules:

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

Options:

- May take items from the **Basic Bio-weapons, Melee Bio-weapons, Biomorphs** and **Tyranid Bio-artefacts** lists.
- May take flesh hooks - 5 pts

HQ

TERVIGON - 195 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Tervigon	3	3	5	6	6	2	3	10	3+

Unit Type:

Monstrous Creature

Unit Composition:

1 Tervigon

Weapons and Biomorphs:

- Stinger salvo
- Scything talons

Special Rules:

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

Psyker:

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

Options:

- May take items from the **Biomorphs**, **Thorax Biomorphs** and **Tyranid Bio-artefacts** lists.
- May replace scything talons with crushing claws - *15 pts*
- May replace stinger salvo with cluster spines - *5 pts*



TROOPS

TYRANID WARRIOR BROOD - 90 POINTS

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

Unit Type:

Infantry

Unit Composition:

3 Tyranid Warriors

Weapons and Biomorphs:

- Devourer
- Scything talons

Special Rules:

- Shadow in the Warp
- Synapse Creature
- Very Bulky

Options:

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

TROOPS

TERMAGANT BROOD - 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Termagant	3	3	3	3	1	4	1	6	6+

Unit Type:

Infantry

Unit Composition:

10 Termagants

Weapons and Biomorphs:

- Fleshborer

Special Rules:

- Instinctive Behaviour (Lurk)
- Move Through Cover

Options:

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

The Scuttling Swarm:

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



TROOPS

HORMAGAUNT BROOD - 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hormagaunt	3	3	3	3	1	5	2	6	6+

Unit Type:

Infantry

Unit Composition:

10 Hormagaunts

Weapons and Biomorphs:

- Scything talons

Special Rules:

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

Options:

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

FAST ATTACK



GARGOYLE BROOD - 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Gargoyle	3	3	3	3	1	4	1	6	6+

Unit Type:
Jump Infantry

Unit Composition:
10 Gargoyles

Weapons and Biomorphs:

- Fleshborer
- Blinding venom

Special Rules:

- Instinctive Behaviour (Hunt)

Options:

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



FAST ATTACK

HIVE CRONE - 155 POINTS

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

Unit Type:

Flying Monstrous Creature

Unit Composition:

1 Hive Crone

Weapons and Biomorphs:

- Drool cannon
- Four tentaclids
- Scything talons

Special Rules:

- Fearless
- Instinctive Behaviour (Feed)
- Raking Strike

Options:

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

FAST ATTACK

HARPY - 135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Harpy	3	3	5	5	5	5	3	10	4+

Unit Type:

Flying Monstrous Creature

Unit Composition:

1 Harpy

Weapons and Biomorphs:

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

Special Rules:

- Fearless
- Instinctive Behaviour (Hunt)
- Sonic Screech

Options:

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

HEAVY SUPPORT



EXOCRINE - 170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Exocrine	3	3	6	6	5	3	3	7	3+

Unit Type:

Monstrous Creature

Unit Composition:

1 Exocrine

Weapons and Biomorphs:

- Bio-plasmic cannon
- Scything talons

Special Rules:

- Fearless
- Instinctive Behaviour (Hunt)
- Symbiotic Targeting

Options:

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



HEAVY SUPPORT



BIOVORE BROOD - 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Biovore	3	3	4	4	3	2	2	6	4+

Unit Type:

Infantry

Unit Composition:

1 Biovore

Weapons and Biomorphs:

- Spore Mine launcher

Special Rules:

- Instinctive Behaviour (Hunt)
- Very Bulky

Options:

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



**DATASLATE:
TYRANID
INVASION
RISING LEVIATHAN II**

MISSIONS

ECHOES OF WAR: LEVIATHAN RISING

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

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

THE BATTLEFIELD

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

RESERVES

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

CARRY ON AS NORMAL

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



ECHOES OF WAR:

THE SWARM UNLEASHED

The world of Satys lies firmly in the grasp of a tendril of Hive Fleet Leviathan. As more and more alien horrors descend to the planet's surface, the Hive Mind adapts its strategy to overwhelm the prey world's defenders to one of

overwhelming force. So is a vast swarm of lesser Tyranids mustered by a synaptic network of alpha warriors and leader-beasts, and thrown headlong into the guns of those foolish enough to stand before their soulless malice.

ARMIES

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

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

THE BATTLEFIELD

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

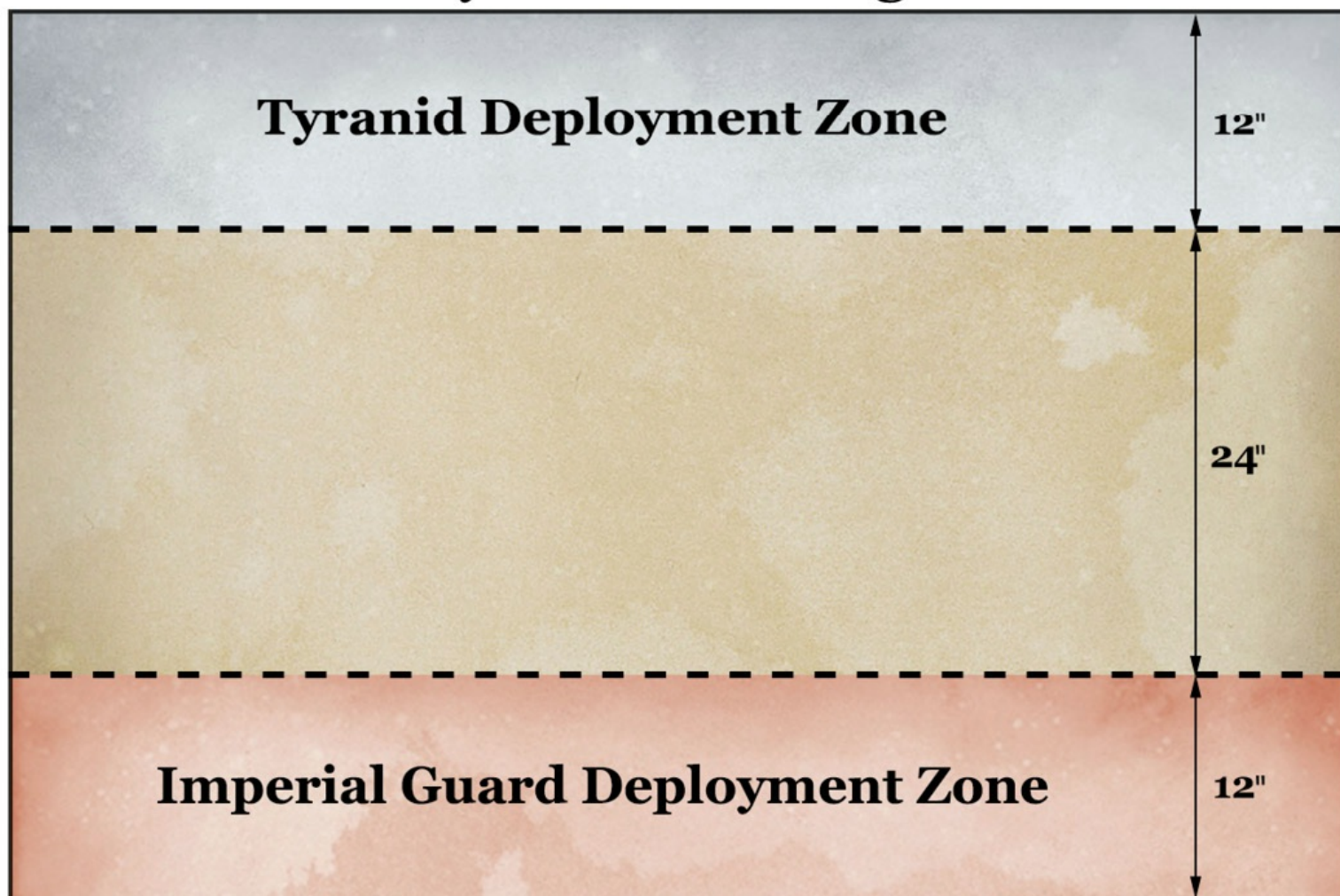
PLACE PRIMARY OBJECTIVES

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

DEPLOYMENT

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

Tyranid Table Edge



Imperial Guard Table Edge

FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

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

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

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

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



ECHOES OF WAR:

INTO THE JAWS OF THE BEAST

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

ARMIES

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

THE BATTLEFIELD

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

PLACE PRIMARY OBJECTIVES

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

DEPLOYMENT

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

Tyranid Table Edge



Blood Angels Table Edge

FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

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

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

SPECIAL RULES

Night Fighting, Reserves.

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

- Each time a non-vehicle Blood Angels model ends its Movement phase within 1" of an Objective Marker, roll a D6. On the roll of a 1-5, remove the Objective Marker from play – this crate is either empty or contains some other miscellaneous contents. On the roll of a 6, that model has found the Satryx Stockpile.
- As soon as the Satryx Stockpile is found, all other Objective Markers are immediately removed from play.
- If five Objective Markers have been searched unsuccessfully, the sixth Objective Marker is the Satryx Stockpile by default.

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

- A non-vehicle Blood Angels model can seize the Satryx Stockpile by moving into base contact during the Movement phase – that model then automatically picks it up at the end of the phase. From that point, the Satryx Stockpile remains with the model (move the Satryx Stockpile with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.
- The Satryx Stockpile is fragile, and swift movement will likely damage it, so the model carrying the Satryx Stockpile cannot Run and can never move more than 6" in any phase. If it is forced to do so, the Satryx Stockpile is immediately dropped. A model with the Satryx Stockpile can embark a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Satryx Stockpile is on board (so don't put it on a Flyer, as the Flyer will automatically crash next time it Zooms).

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

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

embarking onto a Transport is an exception to this, as detailed below.

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

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



**DATASLATE:
TYRANID
INVASION
RISING LEVIATHAN II**

SHOWCASE



Tervigon with crushing claws



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



**Tyranid Prime with deathspitter,
lash whip and bonesword**



Tyranid Warrior



Gargoyle from Hive Fleet Leviathan



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



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



An Exocrine mounts a powerful bio-plasmic cannon.



Biovore

**DATASLATE:
TYRANID
INVASION
RISING LEVIATHAN II**

GLOSSARY



GLOSSARY

ACID BLOOD

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

A DANGER UNSEEN

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

ADRENAL GLANDS

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

ALPHA WARRIOR

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

ANGELIC INTERVENTION

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

ARMOURBANE

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

ASSAULT

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

BARBED STRANGLER

Range - 36"

S - 4

AP - 5

Type - Assault 1, Large Blast, Pinning

BARRAGE

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

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

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

All Barrage weapons have the Pinning special rule.

BASIC BIO-CANNONS

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

Barbed strangler *10 pts*

Venom cannon *10 pts*

BASIC BIO-WEAPONS

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

Scything talons *free*

Spinefists *free*

Deathspitter *5 pts*

BIOMORPHS

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

Toxin sacs *10 pts*

Acid blood * *15 pts*

Adrenal glands *15 pts*

Regeneration *30 pts*

** Cannot be chosen by a Haruspex.*

BIO-PLASMIC CANNON

Blast

Range - 24"

S - 7

AP - 2

Type - Assault 1, Large Blast

Streams

Range - 24"

S - 7

AP - 2

Type - Assault 6

BLAST

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

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

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

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

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

Once the number of hits inflicted on the unit has been worked out, roll To Wound and

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

Multiple Blasts

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

Blast Weapons and Re-rolls

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

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BLIND

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

BLINDING VENOM

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

Range -

S - 3

AP -

Type - Melee, Blind, Poisoned (6+)

BONESWORDS

Range -

S - User

AP - 3

Type - Melee, Life Drain

BOUNDING LEAP

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

BROOD PROGENITOR

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

BULKY

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

CATALYST

Warp Charge 1

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

CHARACTER

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

CLUSTER SPINES

Range - 18"

S - 5

AP -

Type - Assault 1, Large Blast

COUNTER-ATTACK

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

CRUSHING CLAWS

Range -

S - +1

AP - 2

Type - Melee, Armourbane, Unwieldy

DEATHSPITTER

Range - 18"

S - 5

AP - 5

Type - Assault 3

DEEP STRIKE

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

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

Arriving By Deep Strike

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

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

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

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's

Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see *Warhammer 40,000* rulebook).

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

DEEP STRIKE MISHAPS

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

DESSICATOR LARVAE

Range - Template

S - 1

AP -

Type - Assault 1, Fleshbane

DEVOURER

Range - 8"

S - 4

AP -

Type - Assault 3

DEVOURER WITH BRAINLEECH WORMS

Range - 18"

S - 6

AP -

Type - Assault 6

DOMINION

Warp Charge 1

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

DROOL CANNON

Range - Template

S - 6

AP - 4

Type - Assault 1

ELECTROSHOCK GRUBS

Range - Template

S - 5

AP - 5

Type - Assault 1, Haywire

ENDLESS SWARM

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

FEAR

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

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot

choose to fail a Morale check due to the Our Weapons are Useless rule (see *Warhammer 40,000* rulebook).

FEEL NO PAIN

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

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

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

FIRST BLOOD

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

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

FLEET

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

FLESH HOOKS

Models equipped with this biomorph don't suffer the penalty to their Initiative for charging enemies through difficult terrain but fight at their normal Initiative. In addition,

they can be fired as a ranged weapon with the profile below.

Range - 6"

S - User

AP -

Type - Assault 2

FLESHBANE

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

FLESHBORER

Range - 12"

S - 4

AP - 5

Type - Assault 1

FLOATING DEATH

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

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

FLYING MONSTROUS CREATURE

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

FLEET

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of

models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

FURIOUS CHARGE

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

HAMMER OF WRATH

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

HAYWIRE

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

D6 Result

1 No effect

2-5 Glancing hit

6 Penetrating hit

HEAVY VENOM CANNON

Range - 36"

S - 9

AP - 4

Type - Assault 1, Blast

THE HORROR

Warp Charge 1

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

HIVE COMMANDER

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

HYPER-PROGENITIVE

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

INDEPENDENT CHARACTER

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

Joining and Leaving a Unit

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

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

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

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

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

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

Look Out, Sir

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

Heroic Morale

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

Special Rules

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

Independent Characters and Ongoing Effects

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

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

INDESCRIBABLE HORROR

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

INFANTRY

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

INSTANT DEATH

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

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to 0 Wounds and removed as a casualty.

INSTINCTIVE BEHAVIOUR (FEED)

D6 Feed Result

1-3 Cannibalistic Hunger: The unit immediately suffers a number of hits equal to the number of models in that unit. These hits are resolved using the unit's majority Strength (if drawn, use the highest) and AP-. Wounds are allocated by the owning player and

armour saves (but not cover saves) may be taken. After resolving casualties (if any) the unit can do nothing else until the end of its turn. Units consisting of only a single model treat this result as Devour (below), instead.

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

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

INSTINCTIVE BEHAVIOUR (HUNT)

D6 Hunt Result

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

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

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

INSTINCTIVE BEHAVIOUR (LURK)

D6 Lurk Result

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

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

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

JUMP

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

Skyborne

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

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

Movement Phase

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

Assault Phase

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

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

Fall Back Moves

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

Special Rules

Jump units have the Bulky and Deep Strike special rules.

LASH WHIP AND BONESWORD

Range -

S - User

AP - 3

Type - Melee, Life Drain, Swiftstrike

LIFE DRAIN

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

LINEBREAKER

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

LIVING BOMB

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

THE MAW-CLAWS OF THYRAX

Range -

S - User

AP - 5

Type - Melee, Assimilate, Rending

Assimilate

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

MELEE

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

MELEE BIO-WEAPONS

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

Rending claws *5 pts*

Boneswords *15 pts*

Lash whip and bonesword *20 pts*

THE MIASMA CANNON

MIASMIC SPIT

Range - 36"

S - 1

AP - 4

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

MIASMIC SPRAY

Range - Template

S - 1

AP - 4

Type - Assault 1, Poisoned (2+)

MONSTROUS BIO-CANNONS

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

Twin-linked deathspitter *5 pts*

Twin-linked devourer with brainleech worms *15 pts*

Stranglethorn cannon * *15 pts*

Heavy venom cannon * *20 pts*

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

MONSTROUS CREATURE

Shooting

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

Special Rules

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

MOVE THROUGH COVER

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

MYSTERIOUS OBJECTIVES

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

Identifying Objectives

When using Mysterious Objectives, any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it. To do so, the identifying unit's controlling player must roll a D6 and consult the table on the right.

Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

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

D6 Result

- 1. Sabotaged!** At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast marker over the objective. Units suffer a number of Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.
- 2. Nothing of Note.** This has no additional affect.
- 3. Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.
- 4. Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.
- 5. Scatterfield.** A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.
- 6. Grav Wave Generator.** Any unit attempting to charge a unit in control of this objective halves its charge range.

NIGHT FIGHTING

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

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

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

Picking a Target and Night Fighting

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

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

THE NORN CROWN

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

OBJECTIVE SECURED

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

OLD ADVERSARY

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

ONSLAUGHT

Warp Charge 1

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

ORGANIC BOMBARDMENT

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

OUTFLANK

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

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of

their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PAROXYSM

Warp Charge 1

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

PINNING

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

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

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

POISONED

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

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

PREFERRED ENEMY

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

PREHENSILE PINCER

Range -

S - 6

AP - 5

Type - Melee

PSYCHIC SCREAM

Warp Charge 1

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

PSYKER

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

RAGE

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

RAKING STRIKE

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

THE REAPER OF OBLITERAX

Range -

S - +1

AP - 3

Type - Melee, Life Drain, Shred, Swiftstrike

REGENERATION

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

RENDING CLAWS

Range -

S - User

AP - 5

Type - Melee, Rending

RENDING

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

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

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

RESERVE

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

Preparing Reserves

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

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

Arriving from Reserve

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

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

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

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

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

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

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

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

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

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

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield,

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

SATRYX STOCKPILE

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

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

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

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

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

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

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

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

The controlling player can choose to have his model drop the Satryx Stockpile at any time, in which case he places the counter 1" away from the model. If the model Falls Back, the Satryx Stockpile is dropped automatically before the model performs its Fall Back move. If the model is removed as a casualty, or is in any other way removed from the table – whether voluntarily or otherwise – the Satryx Stockpile is dropped automatically and

placed within 1" of the spot where the model last was before it left the table. Note that embarking onto a Transport is an exception to this, as detailed below.

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

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

SCYTHING TALONS

Range -

S - User

AP - 6

Type - Melee

SEIZE THE INITIATIVE

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

SHADOW IN THE WARP

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

SHRED

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

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

SHREDDERSHARD BEETLES

Range - Template

S - 3

AP -

Type - Assault 1, Rending, Shred

SHROUDED

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

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

SKYFIRE

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

SKYSWARM

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

SLAY THE WARLORD

If, at the end of the game, the enemy's Warlord has been slain, you score 1 Victory Point. If the mission being played is Purge the Alien, then the enemy Warlord will, therefore, be worth 2 Victory Points in total.

SMASH

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

SPINEFISTS

Range - 12"

S - 3

AP - 5

Type - Assault X*, Twin-linked

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

SONIC SCREECH

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

SPAWN TERMAGANTS

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

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

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

SPIKE RIFLE

Range - 18"

S - 3

AP -

Type - Assault 1

SPINEFISTS

Range - 12"

S - 3

AP - 5

Type - Assault X*, Twin-linked

Spinefists get one shot for every Attack on the unmodified characteristic profile of the

Tyranid creature firing them. For example, a Termagant (1 Attack) fires 1 shot while a Ravener (3 Attacks) fires 3 shots.

SPORE BURST

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

	WS	BS	S	T	W	I	A	Ld	Sv
Spore Mine	-	-	1	1	1	1	-	1	-

UNIT TYPE: Infantry.

SPECIAL RULES: Fearless, Deep Strike.

SPORE MINE LAUNCHER

Range - 48"

S - 4

AP - 4

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

STEALTH

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

STINGER SALVO

Range - 18"

S - 5

AP - 4

Type - Assault 4

STRANGLETHORN CANNON

Range - 36"

S - 6

AP - 5

Type - Assault 1, Large Blast, Pinning

STRANGLEWEB

Range - Template

S - 2

AP -

Type - Assault 1, Pinning

SWIFTSTRIKE

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

SYMBIOTIC TARGETING

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

SYNAPSE CREATURE

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

SYNAPTIC BACKLASH

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

SYNAPTIC CONDUITS

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

TENTACLIDS

Range - 36"

S - 5

AP - 5

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

Seeking

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

THORAX BIOMORPHS

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

Electroshock grubs *10 pts*

Desiccator larvae *10 pts*

Shreddershard beetles *10 pts*

TOXIN SACS

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

TYRANID BIO-ARTEFACTS

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

The Maw-claws of Thyrax *10 pts*

The Miasma Cannon *25 pts*

The Norn Crown * *40 pts*

The Ymgarl Factor * *40 pts*

The Reaper of Obliterax *45 pts*

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

TWIN-LINKED

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

hitting with them.

TEMPLATE

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

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

Template weapons cannot fire Snap Shots.

Multiple Templates

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

Wall of Death

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

Template Weapons & Focus Fire

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

Ignores Cover

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

THORAX BIOMORPHS

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

Electroshock grubs 10 pts

Desiccator larvae 10 pts

TEMPLATE

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

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

Ignores Cover

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

THE MAW-CLAWS OF THYRAX

Range -

S - User

AP - 5

Type - Melee, Assimilate, Rending

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

THE MIASMA CANNON

Miasmic spit

Range - 36"

S - 1

AP - 4

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

Miasmic spray

Range - Template

S - 1

AP - 4

Type - Assault 1, Poisoned (2+)

THE NORN CROWN

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

THE YMGARL FACTOR

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

Slashing Claws: The model has +1 Strength.

Tentacled Limbs: The model has +1 Attack.

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

The Reaper of Obliterax

Range -

S - +1

AP - 3

Type - Melee, Life Drain, Shred, Swiftstrike

Life Drain

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

Swiftstrike

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

THRESHER SCYTHE TAIL

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

Range -

S - 4

AP - 4

Type - Melee, Rending

TOXIN SACS

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

TWIN-LINKED

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

TWIN-LINKED BLAST WEAPONS

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

TWIN-LINKED TEMPLATE WEAPONS

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

TYRANID BIO-ARTEFACTS

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

The Maw-claws of Thyrax 10 pts

The Miasma Cannon 25 pts

The Norn Crown * 40 pts

The Ymgarl Factor * 40 pts

The Reaper of Obliterax 45 pts

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

UNWIELDY

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

VARIABLE GAME LENGTH

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

VERY BULKY

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

VENOM CANNON

Range - 36"

S - 6

AP - 4

Type - Assault 1, Blast

WARP BLAST

Warp Charge 2

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

BURST

Range - 24"

S - 5

AP - 3

Type - Assault 1, Blast

LANCE

Range - 18"

S - 10

AP - 2

Type - Assault 1, Lance

THE YMGARL FACTOR

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

Slashing Claws: The model has +1 Strength.

Tentacled Limbs: The model has +1 Attack.

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



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