

**WARHAMMER**  
40,000

# DATASLATE



**TYRANID VANGUARD  
RISING LEVIATHAN I**



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**VANGUARD**  
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**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 first part, Tyranid Vanguard - Rising Leviathan I, details the initial stages of the invasion, when the Tyranid outlier organisms prowl the jungles and manufactorums of Satys ahead of the coming swarm. 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 dataslate 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*.





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**RISING LEVIATHAN I**

**RISING**  
**LEVIATHAN**

# TYRANID INCURSIONS

For those in the Imperium unfortunate enough to possess knowledge of the Tyranids, news of an approaching hive fleet is grave in the extreme. Indeed, when Tyranids enter a star system, it is one of the worst possible fates for those planets in their path. Some populations may be evacuated off world entirely, while others are abandoned to their fate. But for strategically important planets the Imperium will often stand its ground and fortify. There is always the chance that it can endure.

## THE SHADOW IN THE WARP

Though a hive fleet drifts slowly across the galaxy – or in the case of Leviathan, up through the galactic plane itself – the defenders of many planets are often too late to do anything to prevent their world from falling to the Tyranids. Among the first signs that a hive fleet is approaching is when psychic communication is cut off – a phenomenon known as the Shadow in the Warp. Even whole choirs of Astropaths will be prevented from hurling their visions out into the Immaterium, for the looming presence of the Hive Mind has muted them. Psykers who attempt to use their talents will suffer greatly; many a weak-willed individual has been found dead after the incessant alien scratching in their minds has overwhelmed them.

Resolute populations simply bolster their Planetary Defence Force and gather together what weapons they have in anticipation of the incursion. There is perhaps more hope for those worlds with Imperial regiments already based there, but even veteran commanders will find their optimism stretched when faced with the promise of a Tyranid invasion.

## THE FIRST SPORES

While the inhabitants search the skies for signs of spores, outlier organisms may have already managed to land on the planet's surface. People begin to disappear, in ones and twos at first, and then in clusters. Towns are wiped out without explanation, with only bloody trails to denote that some localised atrocity has been committed. Paranoia and mass hysteria begin to spread amongst the populace.

Soon enough, Tyranid bio-ships clutter the skies. Their enormous, hideous shapes form a cloud that only gathers in intensity and darkness. On the ground, weather patterns begin to change: the wind increases as if a storm approaches. Screams – alien and human – travel vast distances. Labourers and any civilians who are unable to leave the world, begin to panic as the Great Devourer comes ever closer.

Spores of varying shapes and sizes plunge towards the ground in their millions. Winged horrors dart erratically alongside them, spitting lethal venom. Great, fleshy sacs, each one dripping with poisonous ichors, open up to spawn hideous creatures. The atmosphere swells with alien biomass and a turbulent wave of slaughter washes across the landscape. The deepest caverns and the highest mountaintops crawl with lesser Tyranid organisms, and eventually gargantuan monsters lumber through cities bringing carnage should any formidable resistance present itself.

For the defenders of their home world, victory becomes a distant thought. The battle is simply for survival.



## HIVE FLEET LEVIATHAN

Of all the Tyranid hive fleets, by far the largest is Hive Fleet Leviathan, discovered by Inquisitor Kryptman in the closing stages of the 41st Millennium. Unlike other hive fleets, Leviathan did not attack from the fringes of the galaxy, but rather up through the galactic plane itself, meaning its tendrils reach across a vast swathe of the Imperium, and bring torment to countless worlds.

Whereas the attacks of Hive Fleet Kraken have proven more insidious, and those of Hive Fleet Behemoth have been hammer blows at the worlds of the Imperium, Hive Fleet Leviathan prowls the galaxy and subsumes entire star systems into the clutches of the implacable Hive Mind. It has assimilated the learnings of other hive fleets, and many in the Ordo Xenos maintain that Leviathan demonstrates a greater intelligence than others. Indeed, when Leviathan's Tyranids assault a planet, they have been highly adaptable – the hive fleet is able to change rapidly to counter a defender's tactics or weapons. It quickly learns how to make use of a planet's resources in order to extend the fleet's influence.





## THE GATHERING DARKNESS

Governor Ballorax stood with Tech Adept Baltak Tren in the observatory of the Sky Palace, the tallest structure on Satys. Together they peered up through the clear dome, into the darkness beyond. The governor asked the Tech Adept what he thought was wrong with the scene.

Baltak Tren pulled back his hood. He blinked with his left eye while his bionic lens whirred and twisted. Tren was trying to fathom what was different about the stars when one of them disappeared. In its place was total blackness. 'The stars are vanishing,' the Tech Adept muttered, his voice distorted by grating mechanics.

Governor Ballorax gave a sad smile. Baltak Tren, despite having spent most of his life underground, was right. The stars were vanishing. He had seen it himself through the telescopic cognitor many days ago, and in great detail – the blacking out of whole systems, the famous saintly lights being smothered. It didn't seem possible that so many bright lights in the Imperium could be extinguished. Yet it was happening. And the darkness was now gathering around Ballorax's own system.

'You're quite correct,' Ballorax replied.

'What is making them vanish?' Baltak Tren asked. 'I cannot perceive it at this range.'

The reason had a thousand names across a thousand worlds, but they all boiled down to the same thing. The Great Devourer. The Doom of All Things.

'Because of an alien race,' Ballorax thought he might as well be blunt about it. 'The Tyranids. They destroy world after world without the slightest hesitation. They're making their way towards us.'

The governor took his gaze from the darkening stars and looked down across his own world, Satys. Part jungle, part manufactorum, it had been under the charge of generations of his family in the name of the Emperor of Mankind. Thanks to the aid of Imperial forces, Satys had fought numerous wars and triumphed every single time. His great grandfather had even fought alongside the revered Blood Angels here and earned himself a place in local legend. There was history on this planet, this ancient Imperial world. Despite its lethal sun, its people had endured for millennia. They were hard enough and worthy enough – some of them – to become

*Space Marines. And now the Tyranids were coming, ready to devour all of that in the blink of an eye.*

*The governor decided to take a more optimistic tone. ‘Worry not, Tech Adept – you’ll keep the fires burning. Days ago we called for aid. We have old friends who may assist us and, besides, we’ve many good warriors on the planet already. Adeptus Astartes and Catachans. They’ll not permit the planet to fall.’*

*A man suddenly rushed into the dome, sweat on his bald pate and his robes dishevelled from the journey. It was one of Ballorax’s hundreds of menials. The governor couldn’t remember his name.*

*‘Governor Ballorax,’ the man spluttered. ‘Communications offworld are no longer functioning. We’ve been completely cut off.’*

*Ballorax gave another one of his sad smiles. ‘Yes. I thought that would be the case.’*

*‘The astropaths?’ the man replied. ‘Perhaps we can still use them?’*

*‘It’s far too late to use the choir now,’ Ballorax replied.*

*‘– Sir?’ The menial looked puzzled.*

*‘Find a psyker and ask them how they’re feeling,’ the governor snapped. One from his household had already killed himself. ‘Anyway, it is a good thing, is it not, that I took Captain Norensis’ advice – I have already made use of the visionary pleas of our choir.’*

*In the ensuing silence, the menial looked between the governor and the Tech Adept. He replied, ‘What are your orders, my lord?’*

*The governor took a deep breath and tried his best to hide his shaking hands: ‘Alert the Aurora Chapter and update them – Captain Norensis will be in charge of the operation, and it will be his orders that are followed. Send word out to both Catachan regiments that our isolation is now complete. They are to prepare defences around the archeoships and processing manufactorums. Until then, well... until then, the rest of us simply wait for the darkness to close in.’*



## THE CURSED SUN

By 997 .M41 Satys had become of vital importance to the Satrym star system, one of several systems located within a radiation belt known as the Red Scar, each of which possesses a viciously irradiating sun at its core. When viewed from the neighboring sectors, these star systems appear as a brutal wound across the firmament, and many myths tell of how a bloody god had rent that part of the sky with his immense sword.

Strangely, it is due to the deadly levels of radiation emitted from its sun, known to its population as the Cursed Sun, that Satys has proven itself to be a vital asset to the Imperium. The world is home to a species of semi-sentient tree, whose sap can be processed and used as a highly effective anti-rad serum. Known as ‘satryx’, the substance protects billions of people throughout the Red Scar systems from the lethal radiation of their respective suns. Those people who are tasked with harvesting the satryx are known as ‘sappers’. Such workers are always vigilant, for the strange trees are known to loop down vines to strangle unprotected humans who come to steal their life-blood. It is no mere folk tale that the forest’s grumbling lament can be heard whenever a grove has been tapped.

The reason that Satys is the only planet capable of producing this unique crop is not a natural one. Long ago, ancient archeoships crashed into the planet’s surface. These city-sized vessels, which dwarfed anything the Imperium now uses to navigate the stars, had embedded themselves within the planet’s crust in an event long-since forgotten by the planet’s inhabitants. Along with other archeoship debris – such as the mountain-sized protrusion on which the governor’s Sky Palace was constructed – several sets of colossal engines jutted out from the surface, each one towering higher than a hive city to breach the lower atmosphere.

Instead of being left as wreckage, the engines were tended to and many salvage attempts were made, and by mid M39, after many millennia of committed research, the engines became functional once again. Now tended to by Baltak Tren – a descendant of a long line of Tech Adepts – his retinue of servitors and a giant network of promethium pipes, the forces generated by the engines enable the Tech Adept to manually nudge the rotation of the planet, though it is rare that he interferes with the timings set by his ancestors. Instead he augments the pre-set flares with rigorously orated litanies and binaric chants. Half of the planet is cast largely in cold darkness – but in relative sanctuary from the deadly radiation. The other half remains in the direct light of the Cursed Sun, providing the ideal conditions for the growth of the rare, sentient trees. In the dreary light of the planet’s shadowed half, hab blocks sprawl as far as the eye can see. Manufactorums process the jungle crop in order to glean satryx, while billions of menials labour under the glare of the promethium flares from the archeoship engines. Indeed, Satys is a harsh and humid world in both hemispheres, and its people are hardened to extreme conditions.





## THE PROVING GROUNDS

It is whispered that the Administratum harbours suspicions concerning the influence of the Cursed Sun's radiation on the planet's populace, but no instances of mutation or notable deviancy have been recorded. Most people maintain that the reason for such a robust Imperial Guard presence on the planet is to put down potential threats that might arise as a result of Satys' unique conditions, as well as to defend the satryx stock from xenos raids.

Two Catachan regiments – the 87th and the smaller 203rd – are stationed on the world. Under the protection offered by the anti-rad serum, which they carry on them at all times, the Catachans excel at guard duty and conduct rigorous training exercises in the deadly jungle environment. Furthermore, it is not uncommon for xenos explorers to infiltrate the jungle or the ruins of the archeoships – so it is that Satys makes for an ideal proving ground. Only by the vigilant presence of the Catachans can the menials continue harvesting sap from the sentient trees, the processing plants continue to function, the archeoship engines continue to burn, and the whole star system reap the benefits.

The Catachans are not the only Imperial force on Satys, for more recently, the Space Marines of the Aurora Chapter have stationed a small garrison within the sentient jungle to scout and assess the planet for its suitability as a potential recruiting world.

## PREPARING FOR THE SWARM

The first sighting of a Tyranid hive fleet heading slowly towards Satys was greeted with varied responses by Imperial forces. Governor Ballorax – who had first detected the Tyranid presence via an ancient sensor array he had recovered from the archeoship ruins – contacted Captain Norensis of the Aurora Chapter immediately. Though the governor was optimistic about the salvation offered by the presence of the Adeptus Astartes, Norensis knew all too well the devastation a fleet of bio-ships could wreak on a planet. The Space Marines immediately began calculating various stratagems and their likely outcomes, but so small was their presence on Satys that Norensis ordered the governor to make an emergency broadcast for further assistance that would sweep every nearby system and neighboring sectors. So, while the Aurora Chapter prepared the defence, Ballorax commanded his Astropaths to launch their plea into space before the encroaching Shadow in the Warp smothered psychic communications altogether. The governor feared the call may have gone out too late, as the very next day, one of the planet's Sanctioned Psykers threw himself from the walls of the Sky Palace to silence the inhuman noises in his head.

The Catachans, meanwhile, treated the threat of the Tyranids with nonchalance. To them, it was just another foe, ready to be blasted back from the jungle. Only Colonel 'Stormdog' Krelm of the Catachan 87th possessed a grimmer demeanour than was the norm, but this was a stark contrast to Colonel Skree of the 203rd, who possessed a fanatical loathing for the xenos from bitter past experience.

So it was that Skree's eager 203rd spread out into the jungle, and aimed to kill every outlier beast that landed there. Meanwhile, the 87th headed to the manufactorum sector in order to defend the processing facilities, the Tech Adept who maintained the archeoship engines and the districts surrounding the governor's Sky Palace.

Full operational control fell to Captain Norensis of the Aurora Chapter. Norensis had surmised that, since the hive fleet was approaching from the side of the Cursed Sun, it would be the jungle that was most likely to experience the first engagements by the time the Tyranids reached Satys. The Space Marines fortified their garrison and looked to the skies.









## SPORES ON SATYS

The orbital defence stations above Satys had been silenced by the advancing hive fleet, so the Captain of the Aurora Chapter was one of the few to identify the initial moves of the Tyranids' vanguard forces on Satys. From the platform of his outpost bunker, Norensis watched the roiling skies darken – as did every person on the planet. But as the bio-ships began to block out the light of the Cursed Sun, only through their auto-senses could the Space Marines identify the faint trails of ominous objects making planetfall.

The jungle screamed with each impact. This was not the wailing of a creature, though, but rather a staccato lament from the sentient forest itself. Each new arboreal screech acted as a brief beacon marking the location of a new threat. Colonel Skree's Catachan 203rd – fewer than four thousand men – spread out in order to cover more ground.

As xenos creatures moved through the undergrowth, sentient vines drooped down in an effort to snare the Tyranids, but alien claws and crushing maws ripped through the strangling vegetation. Within a matter of hours, parts of the jungle began to wilt. Groves of trees began to sag, their colour changing from green to black, and they started to emit a foul odour. As spores continued to slam into the surface, Tyranids concealed within the transformed trees began to emerge. Bark peeled back, and from the blood-slick groves emerged Lictors, which prowled through the jungle after their prey. These cunning Lictor forest broods soon began snuffing out sentries and scouts, and working in concert to assassinate those manning gun emplacements.

Danger was not limited to the jungle. From his Sky Palace, Governor Ballorax was forced to watch in resigned horror as a number of spores crashed down into the manufacturums and hab blocks. Some of these falling sacs disappeared into the vast flares of the archeoship engines and were burned to ash before they got close to the surface, but Leviathan responded by directing more of the spores along the pheromone trails left by those that had landed successfully.

Civilian workers, many of whom had never seen daylight, let alone the arrival of the Tyranids, became easy prey. Large broods of Genestealers, dozens strong at any one time, appeared to strategically utilise the passageways of noisy manufacturums or industrious furnace chambers in order to prey upon the people and defenders of Satys. They thrived in these conditions and shredded the unsuspecting humans with sudden blurs of razored claws, the screams of the dying drowned out by the sounds of screeching metal and groaning pipes. Voracious bioforms skittered from one dark, clattering confine to another. Wherever the Genestealers hunted amid the manufacturums, a trail of severed limbs and headless bodies was left in their wake.

Chimeras began to plough through the streets, past the clusters of corpses that were the markers of the Genestealer attacks. Flamers tilted this way and that, attempting to burn vanguard creatures, but many darted out of the way just in time, narrowly avoiding the thick gout of burning promethium. Heavy weapons teams had set themselves up to secure essential shrines and roads, and bolter fire soon began to rip through rapidly scuttling forms, giving the defenders a brief respite. Catachans advanced on foot, Genestealer chitin reflecting the light of their flamers. But the creatures lurched away and united some distance from the inferno. Others seemed to fall behind larger, more sentient creatures, apparently biding their time until they could strike once again at their Imperial prey. The Battle of Satys was truly underway.

## THE SCREAMING FOREST

While Genestealers ran amok in the urban regions of Satys, the irradiated jungle saw the Tyranids claiming lives in a more stealthy manner. Determined to kill as many aliens as possible, dozens of squads from Colonel Skree's Catachans were still seeking to destroy spores where they had landed. But on the paths towards these sites, Lictors were waiting. The beasts lurked within the darkness, crawling around the perimeter of squad patrols without being seen. Before most even realised they were victims, the Lictors had hooked their prey by the throat or torso, and dragged their bloody, screaming forms into the shadows. Following trails of innards, troopers fired into the foliage, but the Lictors had already moved on. In this way, the Tyranids picked off the officers first, mauling them one by one. It was as if the Hive Mind was consciously trying to break Skree's resolve.

It was the sentient jungle itself that first began to betray the presence of Leviathan's Lictors. The ethereal wails from the trees intensified, giving away the whereabouts of the Tyranids. Following each trail of screams, Catachans discovered lurking chitinous forms prowling through the undergrowth. Several squads responded with thick sheets of flame or focused volleys of las-fire. Beast after beast hissed and screeched as they were reduced to heaps of smouldering bioplasma. The jungle filled with the stench of burning chitin, yet every time the Imperial forces moved to flush out their assailants, the Lictors appeared to learn from their movements.

The Hive Mind responded and soon the Tyranids used the sentient forest for their own gain. Lictors began to wound the trees in a deliberate manner, using the arboreal screams to lure the squads of Catachans into the clutches of Genestealers, who skittered through the gloom following pheromone trails. Soon known to the Catachans as Tyranid Screamer Broods, these new groups of biohorrors lunged ever closer towards Skree and his squads in rapid bursts. Meanwhile the Lictors moved on, wounding more trees and drawing more Catachans into the reach of the Genestealers.

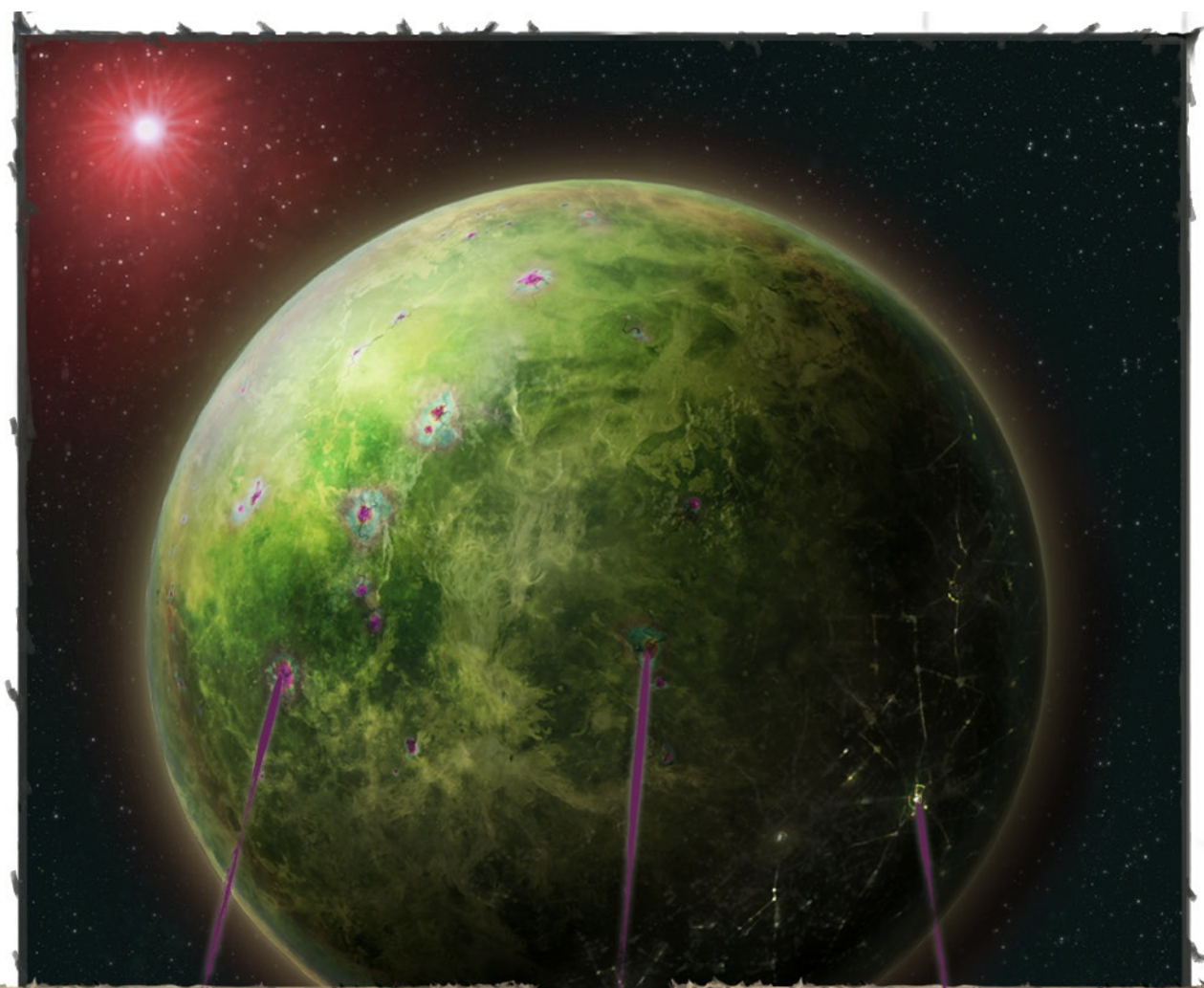
In retaliation, las fire burned outstretched claws, seared off whole limbs or burrowed through wide-open maws. Such was the paranoia that the Lictors had generated, that the colonel, with alien ichor dripping from his face, ordered a barrage of fire unleashed at the slightest twitch of foliage. The Tyranid assaults became less frequent, and the forest became silent. Skree assumed the 203rd had the upper hand.

The silence heralded the arrival of an even greater threat. Some knew the beast as Deathleaper, and the abominable assassin-creature had been working its way through the jungle towards Skree. Coordinating its own attacks with those of other Lictors, this horror had been striking at the fringes of the Catachan squads, eliminating one screaming soldier at a time. Over a number of hours, its murder-spree was slow and patient, whittling down the Catachan squads, whose discipline broke down as vox communications from their compatriots fell silent. In this way, Deathleaper's assassin brood had meticulously slain nearly all officers, scouts and sentries in Skree's regiment, limiting their cohesion and effectiveness in battle.

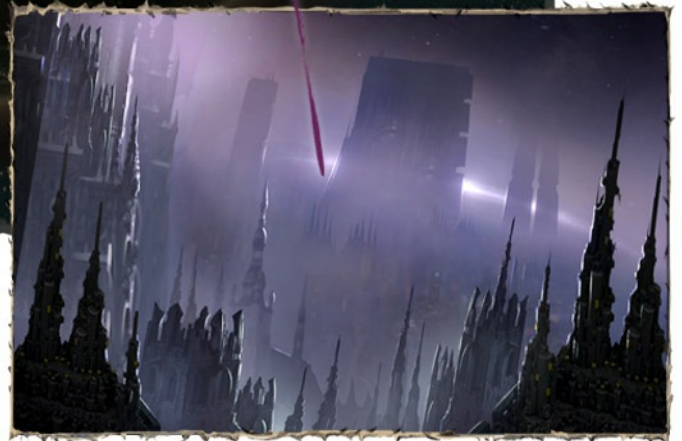
Like candles being snuffed out one by one, the Catachan defence forces were thinned to barely serviceable levels. Only Skree's final command squad and a handful of veterans remained to fight their way to the relative sanctuary offered by the Aurora Chapter's garrison. Even then, their furious retreat was manipulated by vicious, stealthy assaults that burst from the foliage. After the Catachans had reached the Space Marines, the Lictors filtered back into the jungle leaving a pheromone trail for their kin to follow.







**Sentient Jungle**



**Hab-blocks**



**Archeoship Engines**

# JUNGLE PREY

Upon reaching the Aurora Chapter garrison, Skree identified himself and his surviving men to Captain Norensis. The colonel and his remaining two-dozen men were awed by the sheer physical presence of the genetically enhanced Space Marines. Captain Norensis, meanwhile, had been running rapid exploratory missions to locate pockets of Tyranids, destroying whole clusters of the xenos with every excursion. He continued to map the assault to examine whether or not there was any pattern to the hive fleet's attack. He was convinced he would find one, but such endeavours had thus far proven fruitless. If there was an underlying logic to Leviathan's attacks, it was almost impossible to discern. Furthermore, Skree's retreat to the Aurora Chapter's small garrison had unintended consequences – his survival allowed the Tyranids to locate the Space Marines. Though there was sanctuary to be found within the small compound, Norensis realised that the inevitable swarm, when it manifested, would surround them. So it was that they began to carve an explosive path towards the cities, where they could join the larger force defending the manufactorums. Four Rhinos, which carried ammunition supplies, rumbled out ahead, clearing the path through the forest while the remaining Imperial forces continued as one force on foot.

Their progress soon halted when clusters of sacs began to drift down through the air. Guided across the jungle by broods of Gargoyles, which seemed to understand the layout of the forest, these entities separated into threes from one larger spore. Each projectile veered towards either an Astartes or Catachan victim. Some detonated in clouds of poison while others erupted in a storm of bone shrapnel. They were Leviathan's Spore Mines. Perhaps having learned of the Space Marines' approach from the lurking assassin-beasts, the Gargoyles steering them had followed the Astartes' retreat. The Gargoyle bio-bombs sent the Imperial forces reeling, scattering them into smaller squads. The defenders had scant moments to target the threats through openings in the jungle canopy, and bolter fire echoed through the trees in desperate attempts to halt them before the living bombs could move within range. The Tyranids' projectiles still burst in sprays of toxic acids, but thanks to the penetrating bolt shells they exploded well away from the Space Marines. Trees erupted into rancid blue flames or wilted rapidly upon exposure to the strange ichors. The Catachans fared no better: their skin burned under mists of this toxic bile, while jagged shrapnel pierced their exposed flesh. They screamed in the gloom and crawled desperately into the undergrowth for cover. Relief was short-lived, for they soon stared up into darkly gleaming eyes of the drooling Lictors that had lain in wait.

While Skree desperately dodged showers of poison, Deathleaper finally leapt from the cover of the foliage. The dread creature thrust a serrated claw through Skree's guts and wrenched the colonel's body high into the air in an arc of blood. Captain Norensis turned and fired his bolter repeatedly. Shells rang off Deathleaper's chitin, though some hit home in a cloud of smouldering mucous. With a screech, Deathleaper dropped the body and vanished into the darkness. Skree was left grasping at his spilt innards, and spluttering bubbling blood as he attempted to speak. As he lay dying, clouds of creatures swooped back and forth in the skies above. Flocks of gargoyles had arrived to add to the defenders' woes.



## STALKING THE UNDERENGINES

*The noises were strange down here. They played tricks with a soldier's mind. Drekk had heard something grating against the vents in several different places. His orders had been vague at best – clear the area. That was easier said than done when you couldn't see the enemy, only hear them.*

*Somewhere on the deck below were the great whirring blades of the processing plant, which still continued to rotate and manufacture serum. Enormous iron pipework and scaffolding latticed up into the darkness, and there was a heat and humidity that made the jungle seem refreshing in contrast. Drekk wanted back out there, in the habitat he knew well. Still, there was a job to be done down here.*

*The Catachans under Drekk's command funnelled through the narrow confines of the underengines. The passageways here were no more than five men wide, so a row marched at the front armed with flamers, while behind them followed another twenty-five with lasguns. The soldiers advanced along the passageways methodically, covering the miles and miles of underengine, but had found nothing so far. The noises were present, as always. That meant there was definitely something down here, but the Catachans always seemed a step behind. Some of Drekk's men were itching to fry whatever was lurking here.*

*'Sergeant,' a man called. 'A sighting. Tunnel to the right. Ninety feet, no more.'*

*'Approach with caution,' Drekk replied.*

*The Catachans carrying the flamers crouched slightly, and moved forward in slow, precise steps. The row of lasguns behind aimed forwards from between their shoulders. Somewhere in the distance, the archeotech engines rumbled, disgorging an inferno to keep the planet stable.*

*Drekk's squad reached the intersection. At his command, half of them peeled off and burst forward to secure the corridor from either side. Drekk peered into the darkness. A light flickered on and off repeatedly at the far end. When it stuttered on the second time, Drekk noticed a shadow had changed position. When it came on the third time, the shadow had moved again, and the noise got louder – something was scuttling towards them.*

*Drekk gave the order to fire. Flamers illuminated the tunnel, and in the brightness of the fire, Drekk could see horrible malformed faces. Towering things with four clawed arms and enormous teeth lunged forwards. Drekk reacted in a heartbeat, shooting at whatever was moving in there, at whatever foul things these were, his lasgun deftly searing through creatures that scuttled through the wall of flame. They were incessant though, and where those beasts fell, even more followed.*



*One of the men at the rear of their patrol shouted, and Drekk was forced to turn around. Yet more of the monsters were approaching from behind their position. Drekk gave the order to split the group – while the flamers held off one pack of the things, a dozen men with lasguns peeled off and fired on the run towards this new threat. It took a while for his eyes to adjust again to the gloom, but Drekk's curse died on his lips when he finally saw the living tide of abominations hurtling towards them.*



## TERROR IN THE MANUFACTORUMS

The Tyranids were winning in the jungle, but trees could be re-grown if the planet could be saved. Of greater concern was that creatures were now managing to slip into the manufactorums, the tunnels of the underengines. Genestealers slaughtered Imperial citizens in densely packed neighbourhoods, spreading panic further afield. Meanwhile, from the already darkened skies, gargoyles spewed corrosive venom into the eyes of those defenders foolish enough to peer up at them. Teams of Catachans armed with autocannons and missile launchers spent many hours attempting to purge the skies of Satys of these new tormentors, but the gargoyles were unceasing. Their flapping forms filled the air, shoving troopers screaming from their gun emplacements or dropping Guardsmen from bone-shattering heights.

The Catachan 87th, with thousands of men at their disposal, began to filter deeper throughout the urban districts at Colonel 'Stormdog' Krelm's command. A quarter of the force, split up into smaller squads, headed down into the tunnels to scour the underengines and stop the xenos from infiltrating the Imperial lines. Another quarter spread out to protect valuable shrines and secure essential thoroughfares. The final half fortified the cathedrals around the base of the governor's Sky Palace as well as the streets around the archeoship engines. Such was the measure of the defenders' desperation that a hastily mustered militia comprised of civilians joined them to rid the manufactorums of the Tyranids. Three-dozen Space Marines of the Aurora Chapter and their Rhinos rumbled back behind the Imperial fortifications. Though the sight heartened the defenders, the Space Marines brought with them the grim tidings about the demise of the Catachan 203rd and the loss of a handful of their own battle-brothers. With superior though limited equipment, the Adeptus Astartes took a pragmatic approach and helped prepare a defensive line in front of the gates to the manufactorum fortifications.



Meanwhile, pockets of Genestealers worked their way through the guts of the rest of the manufactorums, spreading through the underengines like an infection. A Broodlord had managed to infiltrate the underbelly of the city, culling the Catachans within the confines, instinctively directing when and where the Genestealers would burst from next. The Broodlord's hunting pack had located the group led by Sergeant Drekk, and hounded them constantly. The Broodlord directed its kin to herd the Catachan squads into dead ends and junctures honey-combed with ambush points. The Catachan's weapons began to overheat with excessive use in the stifling conditions, and their combat blades were no match for bio-forged xenos claws. Genestealers shredded the soldiers into ragged chunks of meat, and Catachan blood pooled before dripping down into tanks of fully processed satryx.

However, as the rampant Genestealers swarmed through immense serum-processing pipe works, they emerged, encrusted with the congealed blood of their quarry, into a cavernous passageway only to be met by slowly advancing Catachan Chimeras. These vehicles, which had been directed into the underengines to reinforce Drekk's faltering mission, opened fire immediately with multi-lasers and heavy flamers. Genestealers burned as they scurried through the darkness. Before long, mile upon mile of underengine was filled the hideous stench of smouldering chitin and boiled serum.

As the fighting continued in violent skirmishes across the manufactorums, Colonel Krelm, Captain Norensis, and Governor Ballorax, along with a commander from the planetary defence forces, convened atop the Sky Palace to reformulate their plans. Their hurried assessment was already grim, but grew suddenly worse as the dark skies swelled once more, and spores began to plummet to the ground in staggering numbers. Hive Fleet Leviathan was disgorging a swarm of new creatures.



## THE GLIMMER OF HOPE

*Governor Ballorax sat slumped in the observatory of his Sky Palace alongside a handful of the planet's key personnel – the Tech Adept, Baltak Tren, unable to get to his control room; a priest, who Ballorax thought should be out there inspiring the troops; and one of his bureaucrats, who was proving himself altogether useless. Their faces were slack from exhaustion and from the horrors they had seen on Satys.*

*Every time Ballorax peered out across the planet, there seemed to be more creatures. More horrors. More Tyranids. What had started as pockets of fighting was erupting into a full-scale war. They had already lost a regiment of Catachans to the creatures in the jungle and greater foes were about to strike down on Satys. Would there be no end?*

*'What now?'*

*It was the Tech Adept who spoke, the strange augmentations on his head whirring loudly. The governor managed a shrug, and nothing more. A creature smacked against the armoured glass of the dome before a bright flash of lasgun fire saw it fall out of view, breaking the oppressive silence. Ballorax shuddered.*

*‘What does Captain Norensis think?’*

*‘I suspect that he thinks we should evacuate the planet, and that it is pointless to stay here, though he will do his best to fight until the last possible moment.’ Ballorax gave a wry smile. ‘He doesn’t say so; this is merely what I inferred from his reticence when I asked him the same question.’*

*There came a gasp from the priest, who was staring out to one side of the city, towards the archeoship engines. Something glimmered up in the darkness, but it wasn’t the flames of the engines. Ballorax surged to his feet and moved to get a better look.*

*Something was indeed coming to the ground – something else, something not a Tyranid. Its descent was a glaring white slash amidst the darkness of hundreds of thousands of bio-forms. Another came, followed by another. The sky seemed to open up for them and, whatever these things were, they were about to strike down close by.*

*Only the Tech Adept spoke up. ‘Is this... salvation?’*









**DATASLATE:  
TYRANID  
VANGUARD  
RISING LEVIATHAN I**

**DATASHEETS**



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# LICTOR FOREST BROOD

*The Lictor Forest Broods are among the most furtive and dangerous of Tyranid outlier organisms. These packs of Lictors are secreted by the Hive Mind in advance of the swarm and are able to utilise a planet's environment to their advantage. Their savage cunning is unmatched, and they terrorise and eliminate sentries and scouts, weakening a planet's defences.*



**Faction:** Tyranids

## FORMATION

A Lictor Forest Brood Formation consists of the following units:

- 1 Lictor Forest Brood

## FORMATION RESTRICTIONS

The Lictor Forest Brood contains 5 Lictors. All models in this formation are a single brood, even though this is a larger number of models than is normally allowed in a single Lictor brood.

## FORMATION SPECIAL RULES

**Deadly Fruit:** Models from this Formation that are within a Forest have the Shrouded special rule instead of the Stealth special rule. In addition, models from this Formation that are deployed within a Forest using the Infiltrate special rule can be set up within 6" of an enemy model.

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# MANUFACTORUM GENESTEALERS

*Manufactory Genestealers have been developed by the Hive Mind to take advantage of the noise generated by Imperial manufacturums in order to predate upon a planet's defenders. These large packs are able to thrive in the deafening confines, where the screams of the dying are smothered by pounding machinery and thrumming generators. The Manufactory Genestealers surge through the darkness, leaving a trail of slaughter behind them.*



**Faction:** Tyranids

## FORMATION

A Manufactory Genestealers Formation consists of the following units:

- 5 Genestealer Broods

## FORMATION RESTRICTIONS

Manufactory Genestealer Broods may not include additional Genestealers.

## FORMATION SPECIAL RULES

**Hit & Run.**

**Unsuspected:** Models from this Formation that are deployed within a Building or Ruins using the Infiltrate special rule can be set up within 6" of an enemy model.

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# DEATHLEAPER'S ASSASSIN BROOD

*Deathleaper is an infamous assassin-creature of Hive Fleet Leviathan. When leading a brood of Lictors, Deathleaper and its pack embark upon incessant murder-sprees, wearing down their prey and destroying their morale. Deathleaper's Assassin Brood spreads panic and death wherever it goes.*



**Faction:** Tyranids

## FORMATION

A Deathleaper's Assassin Brood consists of the following units:

- Deathleaper
- 5 Lictor Broods

## FORMATION RESTRICTIONS

The Lictor Broods in this Formation are individual units each consisting of a single model.

## FORMATION SPECIAL RULES

**Preferred Enemy** (Character and Independent Character).

**Paranoia and Ill Discipline:** Any enemy unit within 12" of one or more models from this Formation suffers a -1 penalty to their Leadership characteristic.

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# BROODLORD'S HUNTING PACK

*When Genestealers are led by a Broodlord they are all the more effective at causing carnage. On Satys they were known to the Catachans as the Broodlord's Hunting Packs. At the direction of the Broodlord, these Tyranids infiltrated the tunnels of the underengines, tormented the Imperial defenders and savaged them with claws and razor-sharp teeth.*



**Faction:** Tyranids

## FORMATION

A Broodlord's Hunting Pack consists of the following units:

- 3 Genestealer Broods

## FORMATION RESTRICTIONS

One Genestealer Brood must include a Broodlord. Only one Broodlord can be taken in the Formation.

## FORMATION SPECIAL RULES

**Hidden Beneath the City:** Units from this Formation that arrive from Reserve can be set up in an unoccupied Building. Alternatively, they can be set up in Ruins terrain, as long as they are set up more than 6" away from any enemy models.

**Hunting Pack:** Select an enemy unit when the Broodlord from this Formation is deployed. All models from this Formation have the Preferred Enemy special rule against models from the nominated enemy unit.

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# GARGOYLE BIO-BOMBS

*Spore Mines are deadly, drifting organisms that detonate in a shower of bone-shrapnel or deadly acids. They are sometimes guided through a planet's atmosphere by broods of Gargoyles. When these winged terrors lead the explosive projectiles towards a foe, they are known as Gargoyle Bio-bombs.*



**Faction:** Tyranids

## FORMATION

A Gargoyle Bio-bomb Formation consists of the following units:

- 3 Spore Mine Clusters
- 3 Gargoyle Broods

## FORMATION RESTRICTIONS

None.

## FORMATION SPECIAL RULES

**Wings of Death:** If a Spore Mine Cluster from this Formation starts a move (including a Run or charge move) within 6" of a Gargoyle unit from this Formation, then the Spore Mine Cluster can move 6" if it is the Movement phase, and does not halve the distance rolled if it Runs or charges.

# HQ



## DEATHLEAPER - 130 POINTS

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Deathleaper | 9  | 3  | 6 | 4 | 3 | 7 | 4 | 10 | 5+ |

### Unit Type:

Infantry (Character)

### Unit Composition:

1 (Unique)

### Weapons and Biomorphs:

- Rending claws
- Scything talons
- Flesh hooks

### Warlord Trait:

**Mind Eater:** Your army gains 2 Victory Points for each enemy model with the Independent Character special rule slain by your Warlord in a challenge. Killing an Independent Character as the result of a sweeping advance does not award these Victory Points.

### Special Rules:

- Chameleonic Skin
- Deep Strike
- Fear
- Fleet
- Hit & Run
- Infiltrate
- Instinctive Behaviour (Lurk)
- Move Through Cover
- Pheromone Trail
- Stealth
- Very Bulky

**'It's after me!':** Nominate an enemy character at the beginning of the game and roll a D3. Whilst Deathleaper is alive, that model's Leadership is reduced by the result.

**'Where is it?':** Enemy models can only fire Snap Shots when targeting Deathleaper.





# TROOPS

## GENESTEALER BROOD - 70 POINTS

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Genestealer | 6  | 0  | 4 | 4 | 1 | 6 | 2 | 10 | 5+ |
| Broodlord   | 7  | 0  | 5 | 5 | 3 | 7 | 4 | 10 | 4+ |

### Unit Type:

Infantry. Broodlord is Infantry (Character)

### Unit Composition:

5 Genestealers

### Weapons and Biomorphs:

- Rending claws

### Special Rules:

- Bulky (Broodlord only)
- Fleet
- Infiltrate
- Move Through Cover
- Psyker (Mastery Level 1) (Broodlord only)

### Psyker:

A Broodlord always knows *The Horror* psychic power.

### Options:

- May include up to fifteen additional Genestealers - 14 pts/model
- Any model may take scything talons - 4 pts/model
- All Genestealers in the unit may take any of the following biomorphs:
  - Adrenal glands - 2 pts/model
  - Toxin sacs - 3 pts/model
- May add a Broodlord - 60 pts
- A Broodlord 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

# ELITES



## LICTOR BROOD - 50 POINTS

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Lictor | 6  | 3  | 6 | 4 | 3 | 6 | 3 | 10 | 5+ |

### Unit Type:

Infantry

### Unit Composition:

1 Lictor

### Weapons and Biomorphs:

- Rending claws
- Scything talons
- Flesh hooks

### Special Rules:

- Deep Strike
- Fear
- Fleet
- Hit & Run
- Infiltrate
- Instinctive Behaviour (Lurk)
- Move Through Cover
- Stealth
- Very Bulky

**Chameleonic Skin:** A Lictor does not scatter when arriving from Deep Strike Reserve.

**Pheromone Trail:** If a friendly unit from *Codex: Tyranids* arrives on the battlefield via Deep Strike, it will not scatter so long as the first model in the unit is placed within 6" of a model with this special rule. Note that the model with the Pheromone Trail special rule must already be on the table at the start of the turn for this ability to be used.

### Options:

- May include up to two additional Lictors - 50 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*



# SPORE MINE CLUSTER - 15 POINTS

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

**Unit Type:**  
Infantry

**Unit Composition:**  
3 Spore Mines

**Special Rules:**

- Deep Strike
- Fearless

**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.

**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.

**Options:**

- May include up to three additional Spore Mines - 5 pts/model





**DATASLATE:**  
**TYRANID**  
**VANGUARD**  
**RISING LEVIATHAN I**

**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.



## THE SCREAMING FOREST

*The Imperial Guardsmen of the 203rd Catachan Regiment, under the command of Colonel Skree, were ordered to protect Satys' jungles. Although initially successful, the increasing numbers of Tyranid invaders quickly began to overwhelm the regiment, which was forced to fall back to the command bunker controlled by Captain Norensis and the Space Marines of the Aurora Chapter. Though there was sanctuary to be found within the small compound, Norensis realised that the inevitable swarm, when it manifested, would surround them. So it was that they began to carve a path towards the cities, where they could join the larger force defending the manufactorums.*

## THE ARMIES

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. One player must choose a primary detachment from *Codex: Tyranids*, and should include either a Lictor Forest Brood and/or Deathleaper's Assassin Brood. The other player must choose a primary detachment from *Codex: Space Marines*, and can take an allied detachment from *Codex: Imperial Guard*.

## THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described on page 120 of the *Warhammer 40,000* rulebook.

The players then roll-off. The winner of the roll-off can decide which of the short table edges will be the Space Marine table edge. All other table edges are the Tyranid table edges.

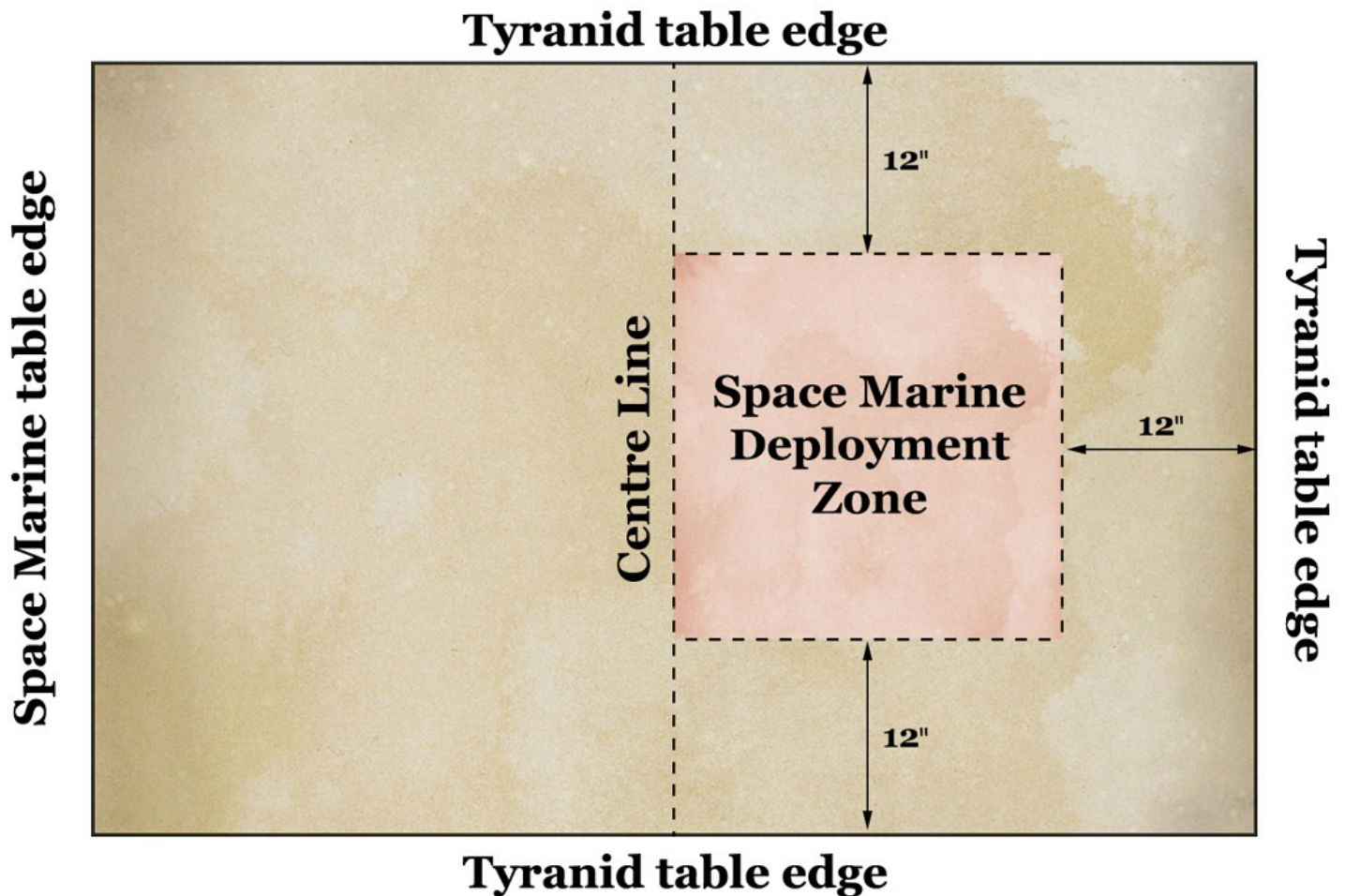
## DEPLOYMENT

Players should first roll for Warlord Traits (pg 111 of the *Warhammer 40,000* rulebook).



The Space Marine player deploys first, anywhere in the half of the table that is opposite to the Space Marine table edge, and which is more than 12" from any of the Tyranid table edges (see deployment map). No Space Marine units can be placed in Reserve.

The Tyranid player deploys second. Tyranid models can be deployed anywhere that is within 3" of a Tyranid table edge.



## FIRST TURN

The Space Marine player goes first unless the Tyranid player can Seize the Initiative.

### 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.

## GAME LENGTH

The mission continues until there are no units from the Space Marine player's army left on the battlefield.

## VICTORY CONDITIONS

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

### Primary Objective

At the end of the game, the Space Marine player receives 1 Victory Point for each unit that has been evacuated (see Evacuation, below), and the Tyranid player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back, or otherwise not on the table, at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

## MISSION SPECIAL RULES

### Night Fighting, Reserves.

**Evacuation:** Any unit from the Space Marine player's army that starts its Movement phase within 3" of the Space Marine table edge can be 'evacuated'. Remove the unit from play – it cannot return. Units that are Falling Back cannot be evacuated, and if they exit the table are considered to have been completely destroyed.

**Lines of Retreat:** Any Tyranid units that fall back must do so towards the nearest Tyranid player's table edge, as depicted on the map.

**Jungle Events:** All Forest terrain is considered to represent Jungle in this mission. At the start of each of their turns, players must roll 3D6 on the following Jungle Events Table. The player making the roll is allowed to pick which unit(s) are affected by the roll, if there is a choice. Events can affect units that are not in Jungle terrain, unless the event specifically states otherwise.



## Jungle Events Table

### 3D6 Event

**3 Lashworm Attack:** One enemy unit that is at least partially in Jungle terrain suffers D6 Strength 4 AP5 hits.

**4 Stifling Humidity:** Units cannot run this turn, and subtract 1 from their charge distance, after any other modifiers.

**5 Hopelessly Lost:** One friendly unit that is fully within Jungle terrain Goes to Ground. The player may not select a unit which cannot Go to Ground.

**6 Foul Vapours:** One enemy unit must subtract 1 from their Strength characteristic for the turn.

**7 Jungle Haze:** The ranges for all psychic powers and ranged weapons is halved for the turn.

**8-13 All Is Well:** Nothing happens.

**14 Native Guide:** One friendly unit can treat Jungle terrain as open ground for the purposes of Movement for the turn.

**15 Insect Swarm:** One enemy unit immediately takes D6 Strength 1 hits, with no armour saves allowed. In addition, the selected unit may not fire Overwatch if it is charged this turn.

**16 Massive Carnivorous Plant:** One enemy unit within 3" of a piece of Jungle terrain takes a single Strength 6 AP3 hit with the Instant Death special rule.

**17 Poisonous Spore Cloud:** One unit (friend or foe) must take a Leadership test. If the test is failed, the unit suffers D6 Wounds with no armour saves allowed. Whatever the result of the Leadership test, the unit has the Fearless and Rage special rules for the rest of the battle.

**18 Quicksand:** Nominate one enemy unit that moved in the previous turn. Each model in the unit must take a Dangerous Terrain test.





# BATTLE FOR THE UNDERENGINES

The defenders of Satys discovered to their dismay that swarms of creatures from the Tyranid vanguard had infiltrated the tunnel networks below the planet's manufactorums. These tunnels were known as the underengines, and ranged in size from narrow access crawlspaces to vast underground caverns hundreds of yards across. Guardsmen from the Catachan 87th headed down into the tunnels to scour the underengines of Tyranid creatures, and to stop them from infiltrating Imperial lines.

## THE ARMIES

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. One player must choose a primary detachment from *Codex: Tyranids*. The other player must choose a primary detachment from *Codex: Imperial Guard*.

### Army Contingents

The players must split their armies into contingents, using the following method. Each player has three contingents, named Contingent A, Contingent B, and Contingent C.

To organize your army into the contingents, first select a unit from your army roster. This unit joins Contingent A (place the letter 'A' next to the unit on your roster to show this). Then pick a second unit, which must join Contingent B, and then a third unit, which must join Contingent C. The fourth unit you select must join Contingent A, and so on until all of your units have been assigned to one of the contingents, in the order A, B, C, A, B, C, A, B, C, etc.

### The Battles

Having selected your contingents, you must fight three battles to determine the winner of the mission. Each of the battles is fought using the following mission instructions. Before either player has set up, they must first note down which of their three contingents they will use. Each contingent may only be used in one of the three battles you fight, but they can be used in any order you desire.

## THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. The battle is being fought in underground tunnels and chambers, and you should use appropriate terrain from your collection to represent the gloomy depths in which the forces are clashing.



### Representing the Underengines

Do not be put off from playing this mission if you lack terrain that has a suitably subterranean appearance. An easy way to represent the tunnel complex is to cut out black or grey cartridge paper or cardboard into irregular shapes. These pieces can be used to represent the solid rock walls of the tunnels, and placed on the battlefield to create a suitably maze-like set of tunnels and large chambers.



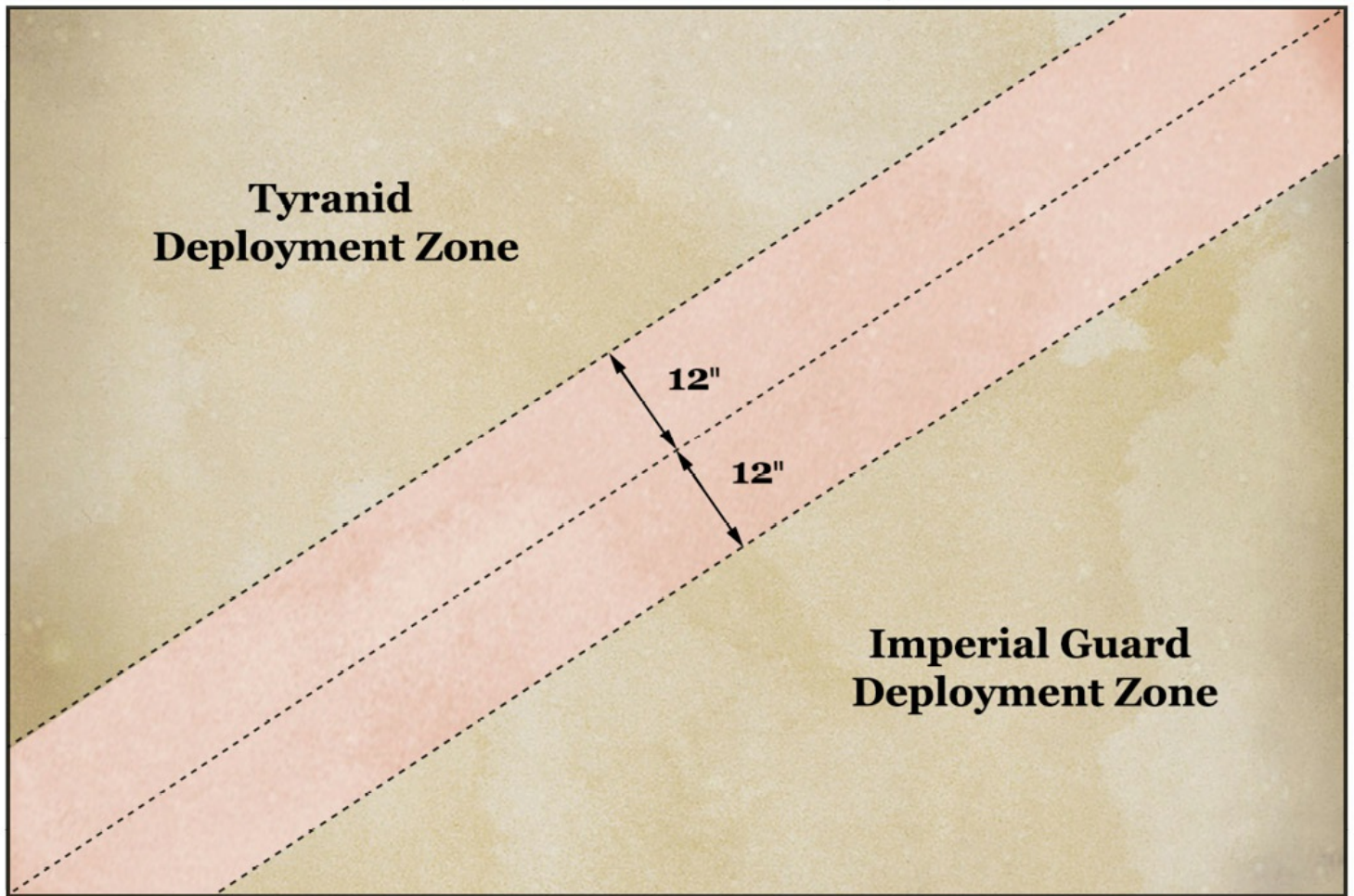
## DEPLOYMENT

Players should first roll for Warlord Traits (pg 111 of the *Warhammer 40,000* rulebook).

In this mission the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll-off and the winner chooses the two opposite corners to be used and which half of the table each player will deploy in.

The player that won the roll-off must deploy their entire contingent first. Before deploying the contingent, roll a dice for each separate unit. On a roll of 1 the unit must be held back in Reserve. After all units have been rolled for, those not in Reserve can be deployed in their side's deployment zone, anywhere that is more than 12" from the centre line. Note that you can add additional units to your Reserves.

# Tyranid Table Edge



## Imperial Guard Table Edge

### FIRST TURN

The player that deployed first goes first unless the opposing player can Seize the Initiative.

#### 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.

### GAME LENGTH

The mission uses Variable Game Length.

#### 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.

### VICTORY CONDITIONS

At the end of each battle, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the battle is a draw. If you win two of the battles, or win one and draw the other two, then you win the mission.

#### Primary Objective

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

### MISSION SPECIAL RULES

**Reserves.**



**Gloom & Darkness:** The Night Fighting rules apply to every turn in this mission – no dice rolls are required.

**Low Ceilings:** Any model that uses a jump pack or jet pack, or that is a Flying Monstrous Creature, a skimmer or a flyer, must take a Dangerous Terrain test after it completes a move (including Run or Charge moves).

**Maze of Tunnels:** All units have the Outflank special rule in this mission. However, all units must subtract 1 from the dice roll when rolling to see if they arrive from Reserve.

**DATASLATE:**  
**TYRANID**  
**VANGUARD**  
**RISING LEVIATHAN I**

**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.

## ADRENAL GLANDS

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

## 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.

## 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+)

## BULKY

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

## CHAMELEONIC SKIN

A Lictor does not scatter when arriving from Deep Strike Reserve.

## CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on pages 63-65 of the *Warhammer 40,000* rulebook.

## DEADLY FRUIT

Models from this Formation that are within a Forest have the Shrouded special rule instead of the Stealth special rule. In addition, models from this Formation that are deployed within a Forest using the Infiltrate special rule can be set up within 6" of an enemy model.

## 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 (pg 71 of the *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.

## EVACUATION

Any unit from the Space Marine player's army that starts its Movement phase within 3" of the Space Marine table edge can be 'evacuated'. Remove the unit from play – it cannot return. Units that are Falling Back cannot be evacuated, and if they exit the table are considered to 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 (pg 26 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).

## 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

## 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.

## 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 (pg 27 of the *Warhammer 40,000* rulebook).

## GLOOM & DARKNESS

The Night Fighting rules apply to every turn in this mission – no dice rolls are required.

## GO TO GROUND

After the enemy has rolled To Hit and To Wound against any of your units, but before any saves are made or Wounds allocated, you can declare that the unit is going to ground. To represent this, place a suitable marker next to the unit as a reminder.

- Models in a unit that has gone to ground immediately receive +1 to their cover saving throws.
- Models that are not currently in a position that would give them a cover save can still Go to Ground by diving to the floor (or some other evasion technique) and receive a 6+ cover save.

A unit that has gone to ground cannot move, Run or charge. It can only fire Snap Shots when it wishes to shoot, and can fire Overwatch. At the end of its following turn, the unit returns to normal, the marker is removed and the unit is free to act as normal from then on. Whilst it has gone to ground, a unit reacts normally if affected by enemy actions (for example, it takes Morale checks as normal). If the unit is forced to move, for example they have to Fall Back, it returns to normal immediately – remove the marker. If assaulted, the unit will fight as usual, but because they are not set to receive the enemy charge, enemy units do not receive the Initiative penalty for assaulting a unit in difficult terrain. If a unit goes to ground from Overwatch fire, then the charge automatically fails.

## 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.

## HIDDEN BENEATH THE CITY

Units from this Formation that arrive from Reserve can be set up in an unoccupied Building. Alternatively, they can be set up in Ruins terrain, as long as they are set up more than 6" away from any enemy models.

## HIT & RUN

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to

disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

## HUNTING PACK

Select an enemy unit when the Broodlord from this Formation is deployed. All models from this Formation have the Preferred Enemy special rule against models from the nominated enemy unit.

## IGNORES COVER

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

## INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see page 77 of the *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.

## INFANTRY

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

## INFILTRATE

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.



A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

## 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

This special rule is always followed, in brackets, by a type: either Lurk, Hunt or Feed, which corresponds to the table of the same name. At the beginning of each of your turns, all *Codex: Tyranids* units with this special rule that are outside of the synapse range of any friendly Synapse Creatures must take a Leadership test unless they are: engaged in combat, falling back, have gone to ground or arrived from reserve this turn. If the test is passed, the unit acts normally during this turn. If the test is failed, the unit must roll a D6 on the appropriate Instinctive Behaviour table (see below). The effects of the result rolled last until the beginning of your next turn, unless specified otherwise.

## INSTINCTIVE BEHAVIOUR (HUNT)

### D6 Result

**1-3 Burrow and Hide:** *Without the Hive Mind's direction, the brood burrows to protect itself from enemy fire.*

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:** *The Tyranids' instincts take over and they advance in search of foes to hunt with their bio-weapons.*

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:** *The brood catches the scent of fresh prey on the wind and they become hyper-actively agitated, bioweapons spitting death until the prey is utterly destroyed.*

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

## INSTINCTIVE BEHAVIOUR (LURK)

### D6 Result

**1-3 Survive:** *The Tyranids' survival instincts take over and they turn tail and flee the battlefield.*

The unit is treated as having failed a Morale test and must immediately Fall Back.

**4-5 Seek Cover:** *The brood immediately seeks out shelter to hide from the enemy, ignoring the foe until they are safely concealed from their eyes.*

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:** *The Tyranids blend seamlessly into the shadows, stalking their prey from safety until the right time to strike presents itself.*

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

## 'IT'S AFTER ME!'

Nominate an enemy character at the beginning of the game and roll a D3. Whilst Deathleaper is alive, that model's Leadership is reduced by the result.

## 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.

## **JUNGLE EVENTS**

All Forest terrain is considered to represent Jungle in this mission. At the start of each of their turns, players must roll 3D6 on the Jungle Events Table. The player making the roll is allowed to pick which unit(s) are affected by the roll, if there is a choice. Events can affect units that are not in Jungle terrain, unless the event specifically states otherwise.

## **LINES OF RETREAT**

Any Tyranid units that fall back must do so towards the nearest Tyranid player's table edge, as depicted on the map.

## **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.

## **LOW CEILINGS**

Any model that uses a jump pack or jet pack, or that is a Flying Monstrous Creature, a skimmer or a flyer, must take a Dangerous Terrain test after it completes a move (including Run or Charge moves).

## **MAZE OF TUNNELS**

All units have the Outflank special rule in this mission. However, all units must subtract 1 from the dice roll when rolling to see if they arrive from Reserve.

## **MELEE**

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

## **MIND EATER**

Your army gains 2 Victory Points for each enemy model with the Independent Character special rule slain by your Warlord in a challenge. Killing an Independent Character as the result of a sweeping advance does not award these Victory Points.

## **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 (page 95 of the *Warhammer 40,000* rulebook).

## **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.

## 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.

## PARANOIA AND ILL DISCIPLINE

Any enemy unit within 12" of one or more models from this Formation suffers a -1 penalty to their Leadership characteristic.

## PHEROMONE TRAIL

If a friendly unit from *Codex: Tyranids* arrives on the battlefield via Deep Strike, it will not scatter so long as the first model in the unit is placed within 6" of a model with this special rule. Note that the model with the Pheromone Trail special rule must already be on the table at the start of the turn for this ability to be used.

## 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.

## 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 *Warhammer 40,000* rulebook).

## 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

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).

## RENDING CLAWS

**Range** -

**S** - User

**AP** - 5

**Type** - Melee, Rending

## RESERVES

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.

## SCYTHING TALONS

**Range** -

**S** - User

**AP** - 6

**Type** - Melee

## 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).

## 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).

## TOXIN SACS

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

## 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) with a -2 modifier to their Leadership.

## UNSUSPECTED

Models from this Formation that are deployed within a Building or Ruins using the Infiltrate special rule can be set up within 6" of an enemy model.

## VERY BULKY

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

## 'WHERE IS IT?'

Enemy models can only fire Snap Shots when targeting Deathleaper.

## WINGS OF DEATH

If a Spore Mine Cluster from this Formation starts a move (including a Run or charge move) within 6" of a Gargoyle unit from this Formation, then the Spore Mine Cluster can move 6" if it is the Movement phase, and does not halve the distance rolled if it Runs or charges.







**DATASLATE:**  
**TYRANID**  
**VANGUARD**  
RISING LEVIATHAN I

**SHOWCASE**





**Deathleaper**





**Lictors are deadly Tyranid scouts and assassins**





**Broodlords, the most deadly of all Genestealers,  
with rending claws and scything talons**





**Genestealers from Hive Fleet Leviathan**





**Gargoyle from Hive Fleet Leviathan**





**Spore Mines**



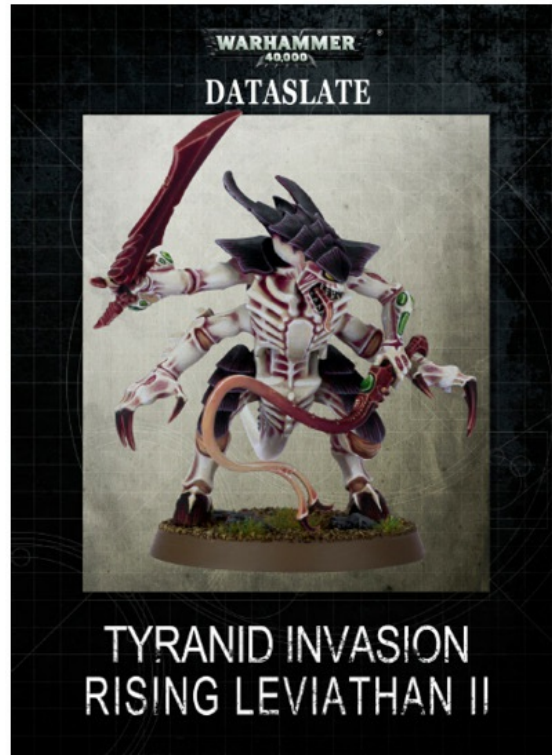
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**Rising Leviathan part two coming February 2014**



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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-505-8

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Games Workshop Ltd - 25.01.14