

WARHAMMER
40,000


DATASLATE



TYRANID ONSLAUGHT
RISING LEVIATHAN III

**DATASLATE:
TYRANID
ONSLAUGHT
RISING LEVIATHAN III**

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 third installment, *Tyranid Onslaught - Rising Leviathan III*, tells the tale of the final death of Satys, as the Leviathan sends down its feeder-beasts to consume the planet. In a desperate bid to escape a terrible fate, the last few defenders are forced to flee. 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**

RISING LEVIATHAN PART III

Curling from the darkness of the void, a tendril of Hive Fleet Leviathan had engulfed Satys. Once an important and populous world of the Imperium, the planet was swiftly becoming little more than a half-digested ruin. Billions of Tyranid organisms had infested the planet's surface, burrowed through its soil, and choked its skies. The jungles that had once covered the sunward face of the world were gone, devoured by rapacious feeder organisms. Likewise the oceans were draining fast, their last traces of indigenous life perishing as they were gulped down along with their environment. Soon enough, the Leviathan would be done with this world.

Yet some prey still remained, holed up in heavily defended positions. The Hive Mind desired those prey devoured, for their strength and knowledge would make a valuable addition to its bioharvest. To that end, the Leviathan was even now preparing a final wave of monstrous horrors. Beasts far larger and more terrifying than anything the defenders of Satys had faced thus far, these organisms would smash the last strongholds wide open. As spores continued to rain down upon the dying world, the Hive Mind's attention settled once more upon the prey that had thus far defied it, and its broods began to move with renewed purpose.



Lieutenant Vance peered through his magnoculars at the churning mass of Tyranids pouring towards his position. Around him, scattered through the ruins of Processing Hub Keta-Halo, his surviving men were readying their weapons once again. Four times the Tyranids had attacked, and four times Vance and his boys had seen them off. This time would be no different.

Vance stopped in the act of lowering his magnoculars, something catching his eye just as he was about to turn away. Whining, the apertures of the device refocused, and Vance uttered a colourful string of profanity. Behind the teeming lesser beasts, lumbering their way up the Blackgallows Processional, were a brood of truly huge monsters. Some of them Vance recognised from his primer as Carnifexes, though it seemed the scribe who had drawn the recognition guide had been woefully optimistic about the beasts' size. As to what the great lurching thing was in-between them Vance had no idea, but he knew very large guns when he saw them.

The Lieutenant began bellowing orders to his men, getting lascannon teams up to the barricades, ordering the mortars to get firing. Yet even as gunfire began to sound, Vance felt a sudden lurch from the ground beneath him. Men were thrown from their feet as cracks spread through the floor of the hub. Vance pulled himself up just in time to see the ground explode in a shower of rock and rubble, as an enormous serpentine beast burst up into the half-light with a deafening roar.



Lasguns were firing now, heavy bolters chugging and men screaming, but Vance had a sudden sinking sense that it was hopeless. The burrowing monster was thrashing around, huge sickle claws sweeping men from their feet with every swing. At the same time, smaller, faster beasts were pouring up from the emergence hole, falling upon his soldiers and tearing them apart. All the while, the fire of the monsters on the processional was hammering the barricades, blasting ragged holes in metal and punching through flesh and bone.

Vance scrambled across to his vox operator, firing his laspistol at one of the serpent-things as he did so.

‘Contact the Sky Palace,’ yelled Vance at the wide-eyed voxman, ‘Warn them! Warn them about these monsters!’ As his voxman scrambled to follow his orders, Vance braced his feet and fired again and again at the horrors engulfing his position. He was going to die here, of that he was certain, but he’d damn well do so on his feet with a weapon in his hands. Moments later, as the first Carnifex smashed its way through the barricade with its biocannon spitting death, that was precisely what he did...



The gigantic monsters deployed by the Leviathan tore their way through the ruins of the manufactorum district. Carnifexes and Trygons smashed down buildings and ploughed through heaps of rubble and wreckage. Tyrannofexes stalked through the broken streets, their weapons spitting death at those prey that remained to oppose them. Broods of drifting Zoanthropes lashed out with their synaptic artillery, crackling energy mushrooming above the dying city as their Warp blasts struck home. Amidst it all, wading through the swarms of lesser bio-beasts, came Hive Tyrants and their protectors. The towering monsters coordinated the carnage, a malevolent light burning in their alien eyes.

The last enclaves of the Catachan 87th fell in the face of this relentless tide of horror. Yet still, two fortified positions held out – the thin cordon of Catachans and Aurora Chapter around the archeoship engines, and the significantly larger force that defended the base of the Sky Palace.

Upon reaching the safety of the latter, Brother Corbulo had distributed his surviving battle-brothers along the defence line at its feet. He, meanwhile, had contacted Governor Ballorax and begun to implement a plan to evacuate what men and salvageable materials he could. The Sky Palace’s landing pad was sizeable, a wide semicircle of adamantium and plasticrete that jutted from the structure just below the Governor’s strategium. Now that pad bustled

with frantic activity, air crews and Servitors fuelling and prepping several heavy bulk haulers for departure. Quad guns whined and chattered all around them, holding off the harassing flocks of Gargoyles.

Only two hours remained now until extraction, and Corbulo was more determined than ever that his mission would be a success. If they could just hold out for a short while longer, they could make their escape. However, as the vox reports piled up Corbulo realised that they would not be so fortunate. There was a clear pattern in the fall of the Catachan strongpoints, a rolling advance by the living tide making straight for the Sky Palace. It seemed the Imperial forces would have to fight tooth and nail until the very moment salvation came. So be it, thought Corbulo as he took his place at the defences, the Sons of Sanguinius would not be found wanting.

STANDING AGAINST THE TIDE

As the Hive Mind's swarms poured towards the looming immensity of the Sky Palace, they came under withering fire. The palace itself boasted several arrays of archeotech defence lasers, exceptionally potent weapons capable of anti-orbital or ground-based fire patterns. Governor Ballorax had ordered the guns muzzled until this point, for fear of drawing the Tyranids' attention. However, the time for caution was past, and now the mighty weapons spoke in anger. Sun bright columns of laser energy lashed out at the forerunners of the swarms, Tyranids dying in their hundreds as they were blasted to ash.

Heedless of casualties, the Hive Mind drove its swarms forward through the bombardment. These prey weapons were powerful, certainly, but they were few and their rate of fire slow. They simply were not enough to stop the living tide. As its synapse creatures emerged from the fringes of the manufactorum district, the Hive Mind's many eyes regarded this prey stronghold properly for the first time. Numerous large, armoured structures rose at the palace's feet, hemmed in on either side by sweeping cliffs of stone. Between them stretched obstacles to slow the attacking beasts, and ditches that the prey were even now crouched in. There were a lot of defenders, the red and the green armoured ones amongst them. This was a battle that would require cunning as well as force.

The Tyranid horde swirled and surged for a moment, reaching critical mass in no man's land. Then it lunged. Thousands of lesser beasts poured forth, larger monsters lumbering in their wake. Bioplasma blasts and volleys of spore mines flew high overhead, lobbed by the Tyranids' living artillery to burst amongst the defenders. Scrabbling, leaping, sprinting and flying, the living tide charged headlong toward their prey, who answered with a thunderous bombardment of fire.

From behind the rampart of the rearward command bastion, Corbulo watched the Tyranids approach. The remaining Catachan heavy weapons teams and Chimeras were pouring fire into the xenos, scything down rank upon rank of bio-beasts. The guns of the bastion along the defence line had opened up too, adding their fury to that of the Imperial Guard. Yet none could compete with the Adeptus Astartes, whose punishing fire was cutting through the approaching living tide at an incredible rate. Brother Corbulo had placed his Devastator Squads at key points along the line, allowing them to set up a withering crossfire. Missiles

and las beams howled, blowing Tyranid Warriors and Hive Guard to the ground. The larger beasts were hit again and again, hides punctured and torn until they came apart in welters of ichor and gore. But still, foot by foot, scrambling over growing mounds of their own dead, the Tyranids came on.

It was then that the ground before Corbulo exploded, earth showering down on the defenders like shrapnel. Rearing from its emergence hole, a Trygon Prime raised its head and shrieked to the sky. However, forewarned of the subterranean threat, the defenders of the Sky Palace were ready. The last surviving Aurora Chapter Marines, held in reserve for just such an eventuality, now burst from cover with their weapons blazing. Multiple plasma rounds struck the tunnelling horror, blasting great sprays of flesh and gore from its torso. A krak missile streaked out, slamming into the thing's shoulder and tearing one of its bladed arms away. The Trygon shrieked and writhed, slithering free of the earth as it sought to punish its tormentors. Its whipping tail caught one green armoured warrior square in the chest, and Corbulo watched as the battle-brother flew through the air like a rag doll. Still the Aurora Marines came on, pouring fire into their foe, and with a final shuddering heave the Trygon crashed to the ground, its body spasming its last.

Even then, victory was not yet won behind the lines -- in the Trygon's wake came a hissing wave of Raveners, swarming up from the tunnel to attack. Corbulo had no time to worry about these beasts though, for a greater threat was approaching across no man's land.



Shoulders lowered, fire ricocheting from their armoured forms, a brood of Carnifexes charged the defence line. One beast fell, a lascannon beam scything through its leg and toppling it like a felled tree. The others, however, crashed straight into and through the Imperial barricades. Men screamed and blood sprayed as the living battering rams trampled their way over the Wall of Martyrs. Behind them came another beast, a hunched thing with a massive, writhing maw. Even as Corbulo watched in horror, the creature shot out a prehensile tongue, snatching a Catachan Sergeant from his place in the line. The man screamed as he was hoisted into the air then snatched back into the monster's maw. Blood sprayed as its jaws snapped shut with an audible crunch, and the Sergeant's screams stopped abruptly.

Vox messages flew back and forth, coordinating fire patterns and counter-charges. More and more Tyranids were scrambling over the forward defences and Corbulo gripped the rampart

as he watched his warriors move to stem the tide. He yearned to be down there amongst the fight, but his was the duty of command. Instead, he barked orders to his battle-brothers, sending Sergeant Calasti's men in a flanking run, enabling them to set up a crossfire against a brood that had broken the line. Corbulo gave a savage grin of satisfaction as he watched the bio-beasts torn apart by the deft manoeuvre. The smile broadened momentarily as he watched the linebreaking Carnifexes pinioned between his Devastators and a squad of Catachan heavy weapons. The monsters stumbled to the floor as they were riddled with shots, their vile companion beast suffering the same fate moments later.

And then, with shocking suddenness, the Tyranid assault stopped. One moment the beasts were attacking, the next they were pulling back, swarming through the gaps in the line and back toward the city. All along the Imperial trenches, cheers rose. Yet they were choked, moments later, by an almighty explosion that lit the sky a fiery red. Shrapnel rained down across the defenders, chunks of metal the size of battle tanks slamming through bastions and mashing men to paste. As the blast subsided, and the smoke began to clear, the source of the explosion became apparent. A huge, smouldering wound had been torn in the side of the Sky Palace. Of the landing pad and its precious bulk haulers, only dangling chunks of twisted wreckage remained.

As the Hive Mind withdrew its battered swarms, the human defenders were left to count the cost. Occupied with repulsing the land-bound horde, they had been fully distracted. They had not seen the high-flying broods of Gargoyles and Harpies that plunged down upon their escape vessels. The defence guns had continued to fire as the roiling shadow of the swarm had fallen across the ship nest. The bodies of the Gargoyles had absorbed the shots without difficulty, dozens of lesser beasts tumbling broken from the sky to protect their larger kin.

It was a trio of Harpies that had struck the killing blow, diving low over the prey's ship nest and scattering spore mines in their wake. The bioexplosive spheres had drifted down with languid inevitability, detonating amid drums of volatile liquid and great crates full of ammunition. The results had been spectacular. A chain reaction tore its way across the ship nest, each blossoming fireball feeding into the fury of the ones that came before. Craft were torn apart while the screaming prey were immolated along with their Tyranid tormentors. By the time the fury of the firestorm subsided, there was little left but drifting ash.

Information torn from the brains of fallen prey leaders had told the Hive Mind all it needed to know. Without those craft, its victims could not escape the destruction of their world. Now they would be forced to lurk within their stronghold until the end came, or else emerge from hiding in one last hopeless attempt to alter their fate. Either way the Hive Mind would be waiting to devour them.

THE LAST HOPE

There was less than an hour until the extraction deadline when the defenders of the Sky

Palace moved out. With the bulk haulers gone, the Imperial defenders had known long minutes of utter despair. Morale had plunged further with the news that Governor Ballorax had been killed when the fireball from the blast roared through the Sky Palace strategium. Only Tech Adept Tren had been rescued, burned but still alive, from the twisted wreckage. Yet it was the wounded machine priest who presented Brother Corbulo with one last, desperate hope for success.

Though sorely wounded, Tren had explained to Corbulo that the archeoship engines were due to fire within the hour. When they did, the plasma flare would be sure to clear the skies of organisms above the engines, at least for a few precious minutes. It would likely be the last time the engines ever gave vent, coughed Tren, for he was dying and would no longer be able to minister to them. Soon enough Satys' orbit would deteriorate beyond all recovery. However, if it could give the defenders a window through which to escape then even this last gesture would not be completely in vain.

Corbulo knew the plan was desperate, foolhardy even. The Stormravens would have bare minutes to reach the surface through a plasma-scorched corridor of sky, extract the defenders, and escape once more. However, it was a chance, and he would take it. Without something to punch a hole in the enemy air cover, the strikeforce stood absolutely no chance of rescue. Faced with the loss of so many battle-brothers and their gene-seed, the precious Red Grail, and all the vital secrets of Satys, Corbulo knew he had no choice but to grasp whatever chance fate offered him.

The decision made, the clock winding swiftly down towards disaster, the Blood Angels wasted no time in striking out. The Catachans would travel in their remaining Chimeras, giving over much of their transport capacity to carry the remaining assets recovered from the manufacturums. The Space Marines, meanwhile, would advance on foot, their enhanced physiologies allowing them to keep pace with the rumbling Catachan tanks. Not all the teeming masses within the Sky Palace could, or would, depart. Those too wounded to be move, those too frightened to face the beasts outside the gates, and those who had already resigned themselves to their fates would remain behind. More courageous by far, a portion of the Catachan soldiery volunteered to stay and defend them until the last. Corbulo saluted the sacrifice of these men, before turning his back upon them with a heavy heart and leading the way out, towards deliverance or death.

The journey through what remained of the manufactorum district was nightmarish. The roadways were crumbling, writhing in places with feeder organisms and dissolving into acidic pools in others. The buildings were slumped shells, sizzling heaps of rubble being slowly choked by purple tendrils and hungry enzyme rain. Several times Corbulo's force had to turn back, or else skirt their way around some heaving promontory of emergent bio-architecture. All the time they were forced to fight off sporadic attacks from broods of beasts both airborne and on the ground. All the time their ammunition counters and chronometers dropped lower. Through the soupy atmosphere, they could achieve no vox contact either with the archeoship engine defenders or the Blood Angels ships that should have been approaching in orbit. Still they forged on, pressing ahead through the end of the world with no hope but to continue.

The Hive Mind, meanwhile, was intent on the final destruction of all life on Satys. Much of

its attention was spread across the surface of the planet, coordinating trillions of individual organisms in their efforts to devour the world. Vast chitinous towers soared into the heavens, piercing the lower atmosphere with their waving fronds. Around these clustered the Hive Ships, complex arrays of mouthparts and feeder tubes battenning on to the nutrient flows. The ships were beginning their ponderous feeding cycles, sucking up the liquidised biomass of Satys like leeches latched to the corpse of a dying man. Down below, swarm after swarm of lesser beasts writhed their way back into the digestion pools, surrendering mindlessly to dissolution so that they could be drawn back into the greater whole. Yet still one last force of creatures awaited the prey, poised like the jaws of a carnivorous plant around the Satysian archeoship engines.



Capillary Towers



Sky Palace



Feeding Bio-Ships

Cold alien eyes watched as the Imperial forces advanced through ichor rain and howling gales toward the engines. Looming in the shadows amid the tangled remains of countless human corpses, a Hive Tyrant watched the prey approach. Closer. Closer. The vehicles were slowing, weapons tracking left and right as though searching for threats. The red prey and the green, the powerful ones, had slowed to a walk. They were cautious. They sensed something amiss. Sending synaptic shockwaves rolling out through its subordinates, the Hive Tyrant raised its weapons and lunged from the darkness to close the trap.



The last of the great monsters on Satys had gathered here, accompanied by a mass of lesser swarmbeasts. They had slaughtered the engines' defenders in minutes, destroying their communications equipment in the first strike so as to stop them from calling for help. They had waited, then, concealed amongst the wreckage and corpses. Now they emerged, a seething horde that rushed to encircle and devour their quarry.

Hive Guard thumped out into the open, their impaler cannons spitting glowing barbs at the Catachan Chimeras. Where the shots hit home they were swiftly followed by the mind blasts of Zoanthropes, crackling spheres of energy that blasted tanks over onto their roofs or tore them apart in billowing fireballs. Carnifexes, Trygons and Haruspexes lumbered forward to attack while Tyrannofexes and Exocrines opened fire from further back. Space Marines fell, hammered off their feet with their armour split asunder, or else melted into pools of glowing sludge. Around the larger monsters swarmed hundreds of lesser beasts, Tyranid Warriors goading their Termagants and Hormagaunts into the fight. The swarm rushed in from all sides, its numbers terrifying.

Brother Corbulo gave a cry of rage as he saw the firestorm engulf his warriors. Some small part of him had still hoped to find the archeoship engine defenders holding out against the foe. Instead, the Tyranids had slaughtered them and lain in wait. Compelled by desperation, conscious of the minutes remaining before his extraction window, Corbulo did not have the luxury of caution. They would fight here and win, or else they would die one way or the other. Blood thundering through his veins, the Sanguinary High Priest raised the Red Grail above his head and bellowed the order for an all out attack.

One last time, the guns of the Imperial force spoke in anger. Mighty Tyranid beasts shuddered and stumbled as they were lashed by heavy weapons fire. The last handful of Captain Norensis' Aurora Chapter sprinted headlong into the teeth of the horde, guns blazing and blades bared. They were engulfed in seconds, Hormagaunts spilling over and around them like a nightmarish locust swarm. Still the muzzle flare of their bolters showed amid the press where they fought on to the last. Corbulo's own brothers pressed forward, drawing now upon the Red Thirst in this most dark of hours. The Blood Angels placed themselves between

the Tyranids and the Chimeras, whose precious cargo must be preserved at all costs. Corbulo led at the tip of the spear, his chainsword tearing through chitin and sinew with every sweep.

The Tyranid horde shuddered at the unexpected assault. The swarm had opened its jaws wide to devour its prey, yet now it seemed it might choke upon its meal. A spray of multilaser fire felled first one, then two more Zoanthropes, their bulbous craniums bursting apart in splatters of gore. Devastator Squad Raephus were pounded into red ruin as a brood of Carnifexes ploughed into their midst. Sergeant Raephus himself was the last to fall, legs torn away and torso trampled beneath two of the rampaging beasts. Still he had his revenge, the string of krak grenades he had primed blowing his tormentors to pieces even as they bent to devour his corpse. Catachans sprayed fire into the xenos as they ran screaming towards them, Blood Angels thumping along beside them with bolters roaring. Tyranid beasts fired back as they advanced, their ammunition organisms punching through twitching human bodies or dissolving blood red armour.

Corbulo, caught in the midst of the storm, checked his helmet chronometer and knew despair. Only moments remained until the extraction deadline, and for all their fearless determination his force was being overwhelmed. They could not long fight the Tyranids at their own game, and already whatever element of surprise they might have had was spent. Then, suddenly, Corbulo saw the Hive Tyrant looming through the press ahead and his senses whirled in a moment of prescient surety. His army did not have to defeat every last one of these foes. They just had to fragment them, break their connection to the Hive Mind long enough to enact their plan. Corbulo had never questioned his moments of insight, and he would not start now. Barking a string of orders into his vox, the Sanguinary Priest repurposed every gun at his disposal.

The Hive Tyrant sensed the threat as a sudden crackling overpressure. A moment later the air filled with laser fire, rockets, plasma blasts and explosive shells. The Tyrant thrashed, reeling as the storm of fire engulfed it, yet its node of warrior beasts held strong around it. Venomthrope spores swirled around the monstrous leader beast, fouling the aim of the prey. As shots thundered in, they struck the monster's Tyrant Guard, the mindless beasts hurling themselves in front of every blast and bolt. With a hiss, the Tyrant forged into the enemy lines, ploughing forward even as its bodyguards were felled by the sheer weight of firepower directed against them. The Tyrant's blades lashed out, cutting down two, four, eight humans in a matter of seconds. Its tail lashed out, punching through the visor of its red armoured prey.

Corbulo watched in disbelief as the Hive Tyrant waded through his army's firepower unharmed. Suddenly, his vision tinged red, the Blood Angel could take no more. Even as the monster hacked its way through Catachans and Space Marines alike, Corbulo was running, roaring and near berzerk with fury. Weaving under one of the Tyrant's swinging blades, Corbulo rammed his chainsword into the thing's side, arms juddering with the effort as the saw-toothed blades churned through alien viscera and chitin. Ichor jetted from the Tyrant's maw and it reeled back several steps, wrenching the blade from Corbulo's grasp and spilling him to his knees. Even as the Sanguinary Priest scrambled to rise, the beast's sinewy whip lashed out, cutting through his armour to lay his shoulder bare to the bone. Corbulo howled in pain, his cry redoubled as the beast lunged forward and stamped on one of his outstretched

hands. Then suddenly, a golden light enfolded the scene.

For a moment the air flexed and warped, a crackling golden halo arcing around the combatants. There was a deafening boom, a billowing stench of incense and ozone, and a dozen red armoured giants stood at Corbulo's side. First Company, he realized through a haze of pain, saviours sent by the Primarch himself. Then the world exploded as the Blood Angels Terminators opened fire.

The Leviathan's synaptic links suddenly started to burn out. Bio-organisms faltered and reeled as the Terminators shredded their commanding Hive Tyrant in a barrage of fire. The Tyranid Warriors were dying too, cut apart as the last of the prey redressed their fire. Suddenly the swarm was losing cohesion, their ranks coming apart as instinct and animal panic took over. Rampaging beasts ran amok before being brought down by precise blasts. At the same time, the Hive Mind sensed further threats, up in the atmosphere – the red vessels had returned, and were bombarding the nearest of its feeding ships with their weapons. They had used energy transport of some sort, a teleportation technology to throw fresh warriors into the jaws of the trap. And yet the worst was still to come. Something was happening down on the surface, some potent energy reaction building to a crescendo...



Corbulo squinted as the archeoship engines began their sequence. Suddenly the shadows peeled back, driven away as Satys' mighty engines burned bright one last time. As the city-sized column of plasma flare roared into the skies, thousands of Tyranid organisms were immolated. They fell from the skies as a rain of ash, while their still-living kin recoiled from the furious blast. The Leviathan pulled back, a single wounded beast in pain, and into the corridor flew the Stormraven Gunships of the Blood Angels. Corbulo staggered to his feet, helped up by one of the Terminators' Sergeants.

'Brother,' he coughed, blood trickling from the corner of his mouth, 'you have my thanks. How did you know where we were?' The Sergeant flashed a quick, savage grin before ripping off a volley of shells into the milling foe.

'The Red Grail, my lord. We detected its energy signatures, extrapolated data on location and strategic probabilities, and deduced your plan. We were sent ahead to ensure safe extraction.' Corbulo looked up at the Stormravens hurtling down towards his men, at the milling Tyranid swarms even now being gunned down by the last defenders of Satys, and thanked the Primarch from the very depths of his soul. Supported by the Terminator Sergeant, Corbulo ripped his sword free from the mangled carcass of the Hive Tyrant and activated his vox.

'Brothers, men of Catachan, abandon your vehicles and gather the samples. It is time for us to leave. Thank the Primarch!' The cheers of his last, bloodied followers were audible even over the downdraft of the first Stormraven's howling engines.

As the prey ships flashed back toward their larger craft, the Hive Mind gradually reasserted control. In their wake, its organisms were closing the skies once again, while rampaging monsters went to work amid the underengines. Another blast of that sort would never occur.

The Leviathan closed its legion jaws upon Satys and bit down hard, seemingly disinterested in the few beings that had escaped their fate. Nowhere else on the planet did a single sentient being remain to resist. All life, aside from Tyranid, had now been extinguished, devoured and rendered into nutrient gruel to feed the fleet. Even now the last of the Hive Mind's great beasts were lumbering into the pools, the last creatures to be reabsorbed. Soon, Satys would be nothing but a barren, airless rock, devoid of any hint that it had ever lived at all. The prey might have won their freedom, but the Hive Fleet had won their world.

The prey could flee in fear. They could run to the farthest stars. It meant little, for the Great Devourer was as timeless as space itself, and it would have them all in time...

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FORMATIONS

BIOBLAST NODE

Inexorable and incredibly destructive, the Bioblast Node presents a wall of monstrous beasts armed with some of the most potent ranged weapons the Hive Mind can create. Instead of the headlong charge common to so much of the swarm, these broods advance at a steady trudge, their enormous bio-weapons spitting acidic death. The ferocity of this bio-weapon onslaught is augmented further still by the focused control of the Node's Tyranid Warriors, who guide their hulking charges to engage and relentlessly pummel any prey within the reach of their guns.



Faction: Tyranids

Formation

A Bioblast Node consists of the following units:

- 1 Tyranid Warrior Brood
- 3 Carnifex Broods
- 1 Tyrannofex

Formation Restrictions

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

option from the **Monstrous Bio-cannons** list.

Formation Special Rules

Bio-deluge: All units in this Formation have the Split Fire special rule. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Shooting phase.



WRECKER NODE

When concentrations of enemy armour or powerful fortifications prove too much for the Tyranids to overcome with the relentless application of lesser swarm creatures, a more uncompromisingly brutal tactic may be needed. This is the purpose of the aptly-named Wrecker Node – a hard core of some of the most devastating creatures at its disposal. This powerful host of Carnifexes is easily the match of an entire Imperial Guard Tank Company, and even super-heavy war machines have learned to fear the arrival of this implacable force of destruction. A single Carnifex is capable of tearing apart the most heavily armoured vehicles or smashing its way through walls made of toughened ferrocrete; when an entire Wrecker Node crashes into the enemy lines, the resulting carnage is truly a horrific sight to behold.



Faction: Tyranids

Formation

A Wrecker Node consists of the following units:

- 1 Tyranid Warrior Brood
- 3 Carnifex Broods

Formation Restrictions

The Tyranid Warrior Brood in this Formation cannot take items from the **Basic Bio-cannons** list. Carnifex models in this Formation cannot take options from the **Monstrous**

Bio-cannons list.

Formation Special Rules

Rampage of Destruction: Carnifexes in this Formation inflict D3+1 Hammer of Wrath hits instead of the usual D3. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Assault phase.



TYRANT NODE

When battle is raging across large parts of a world's surface, the Hive Mind is forced to spread its web of synaptic control wide in order to keep its swarms pressing forward effectively. The Hive Tyrant that leads each living tide becomes especially important at these times, for the ill-timed death of a such an organism can paralyse an entire battle-front. To protect its leadership assets, the Hive Mind ensures that these Hive Tyrants are accompanied by broods of loyal beasts whose sole purpose is to defend their assigned Hive Tyrant to the death. Wreathed in obscuring spore clouds, and shielded by a living wall of heavily-armoured Tyrant Guard, these Hive Tyrants are so protected that they can weather all but the most punishing storms of firepower. Thus does the Hive Mind ensure that its agents are safeguarded while they enact its monstrous will.



Faction: Tyranids

Formation

A Tyrant Node consists of the following units:

- 1 Hive Tyrant
- 1 Tyrant Guard Brood
- 1 Venomthrope Brood

Formation Restrictions

The unit of Tyrant Guard must include three models. The Hive Tyrant cannot be equipped

with Wings.

Formation Special Rules

Command Node: The Hive Tyrant in this Formation adds 6" to its synapse range.



SUBTERRANEAN SWARM

The strongest defences of the prey may prove too costly in biomass simply to be worn down or smashed aside. Mighty fortifications, armour-plated bunker lines and the like can prove a serious obstacle to the rapid onset of the swarm. In such instances, the Hive Mind may deploy a Subterranean Swarm to circumvent the enemy defences altogether. Undermining the enemy fortifications, these broods will burst up through the ground to slaughter everything in sight, the Trygon Prime at their heart providing synaptic control for the other burrowing bio-constructs and Raveners that swarm in its wake.



Faction: Tyranids

Formation

A Subterranean Swarm consists of the following units:

- 1 Trygon Prime
- 1 Trygon
- 1 Mawloc
- 3 Raveners Broods

Formation Restrictions

None.

Formation Special Rules

They Came From Below...: All units in this Formation must be placed in Reserve. Make a single Reserve Roll for the entire Formation. When the Formation arrives from Reserve, deploy the Trygon Prime first, by Deep Strike, using its Subterranean Assault special rule. Once the Trygon Prime's final position has been established, the Formation's three Ravener Broods immediately enter play.

Place the Ravener units so that all of their models are wholly within 6" of the Trygon Prime's base and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. The Formation's Ravener Broods cannot move in the Movement phase or charge on the same turn they arrive, but can shoot or Run.

The Formation's Trygon and Mawloc enter play via Deep Strike as usual.



LIVING TIDE

A Living Tide is a mass of Tyranid broods large enough to sweep aside the defenders of an entire city in a matter of hours. To the Hive Mind, casualties sustained in such an action are of little consequence, for there will be a plentiful supply of biomass at battle's end to swiftly replenish its fighting strength. To face a Living Tide is to know abject terror, for it can absorb losses almost indefinitely. The only hope for salvation is to prise apart the iron grip that the Hive Mind has over the will of its minions by targeting the leader beasts that compel the Living Tide ever onwards. Yet against this threat, the Hive Mind has an answer, pouring forth its dominance into the Tyrant Node at the Living Tide's heart and channelling its will through a chain of command creatures, widening the synaptic network to compensate for rising casualties.



Faction: Tyranids

Formation

A Living Tide consists of the following units:

- 1 Tyrant Node
- 1 Synaptic Swarm (see *Tyranid Invasion - Rising Leviathan II*)
- 3 Endless Swarms (see *Tyranid Invasion - Rising Leviathan II*)
- 1 Wrecker Node
- 1 Skyblight Swarm (see *Tyranid Invasion - Rising Leviathan II*)

Formation Restrictions

The units in this Formation must adhere to all of the restrictions detailed in each of the corresponding Formation datasheets.

The units in this Formation retain all of the special rules specified in the corresponding Formation datasheets. In addition, the following special rules apply:

Formation Special Rules

Fear.

Synaptic Command Network: As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, then all other Synapse Creatures from this Formation that are within its synapse range add 6" to their own synapse range.

The Swarm Unleashed: As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, you can re-roll failed results when rolling to see if a Termagant, Hormagaunt or Gargoyle Brood from this Formation that has been completely destroyed is replaced (see the Endless Swarm or Skyswarm special rules in *Tyranid Invasion - Rising Leviathan II*).



HIVE TYRANT - 165 POINTS

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

Unit Type:

Monstrous Creature (Character)

Unit Composition:

1 Hive Tyrant

Weapons and Biomorphs:

- Two pairs of scything talons

Special Rules:

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

Psyker:

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

Options:

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

HQ

TYRANT GUARD BROOD - 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrant Guard	5	3	5	6	2	4	2	7	3+

Unit Type:

Infantry

Unit Composition:

1 Tyrant Guard

Weapons and Biomorphs:

- Rending claws
- Scything talons

Special Rules:

- Blind Rampage
- Instinctive Behaviour (Feed)
- Shieldwall
- Very Bulky

Options:

- May include up to two additional Tyrant Guard - *50 pts/model*
- Any model may replace its scything talons with one of the following:
 - Crushing claws - *20 pts/model*
 - Lash whip and bonesword - *20 pts/model*
- The unit may take any of the following biomorphs:
 - Toxin sacs - *3 pts/model*
 - Adrenal glands - *5 pts/model*

TROOPS

TYRANID WARRIOR BROOD - 90 POINTS

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

Unit Type:

Infantry

Unit Composition:

3 Tyranid Warriors

Weapons and Biomorphs:

- Devourer
- Scything talons

Special Rules:

- Shadow in the Warp
- Synapse Creature
- Very Bulky

Options:

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

ELITES

VENOMTHROPE BROOD - 45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Venomthrope	3	3	4	4	2	3	2	6	5+

Unit Type:
Infantry

Unit Composition:
1 Venomthrope

- Weapons and Biomorphs:
- Lash whips
 - Toxic miasma

- Special Rules:
- Instinctive Behaviour (Lurk)
 - Poisoned (2+)
 - Shrouded
 - Spore Cloud
 - Very Bulky

- Options:
- May include up to two additional Venomthropes - 45 pts/model

FAST ATTACK

RAVENER BROOD - 90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ravener	5	3	4	4	3	5	3	6	5+

Unit Type:

Beasts

Unit Composition:

3 Ravens

Weapons and Biomorphs:

- Two pairs of scything talons

Special Rules:

- Deep Strike
- Instinctive Behaviour (Feed)
- Very Bulky

Options:

- May include up to six additional Ravens - *30 pts/model*
- Any Ravener may exchange one pair of scything talons for rending claws - *5 pts/model*
- Any Ravener may take one of the following:
 - Spinefists - *3 pts/model*
 - Devourer - *5 pts/model*
 - Deathspitter - *10 pts/model*
- One Ravener Brood in the army may add the Red Terror - *85 pts*

THE RED TERROR

	WS	BS	S	T	W	I	A	Ld	Sv
The Red Terror	6	3	5	5	3	5	4	8	4+

Unit Type:

Beast (Character)

Unit Composition:

1 (Unique)

Weapons and Biomorphs:

- Two pairs of scything talons
- Prehensile pincer

Special Rules:

- Deep Strike
- Instinctive Behaviour (Feed)
- Swallow Whole
- Very Bulky



HEAVY SUPPORT

CARNIFEX BROOD - 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Carnifex	3	3	9	6	4	2	3	7	3+

Unit Type:

Monstrous Creature

Unit Composition:

1 Carnifex

Weapons and Biomorphs:

- Two pairs of scything talons

Special Rules:

- Fearless
- Instinctive Behaviour (Feed)
- Living Battering Ram

Options:

- May include up to two additional Carnifexes - *120 pts/model*
- Any model may replace one pair of scything talons with crushing claws - *15 pts/model*
- Any model may take items from the Monstrous Bio-cannons and Biomorphs list.
- Any model may take any of the following:
 - Spine banks - *5 pts/model*
 - Bio-plasma - *20 pts/model*
- Any model may take one of the following tail biomorphs:
 - Thresher scythe - *10 pts/model*
 - Bone mace - *15 pts/model*

HEAVY SUPPORT

TYRANNOFEX - 175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrannofex	3	3	6	6	6	2	3	8	2+

Unit Type:
Monstrous Creature

Unit Composition:
1 Tyrannofex

Weapons and Biomorphs:
• Acid spray
• Stinger salvo

Special Rules:
Fearless
Instinctive Behaviour (Hunt)

Options:
• May replace acid spray with one of the following:
- Fleshborer hive - 5 pts
- Rupture cannon - 30 pts
• May take items from the Biomorphs and Thorax Biomorphs lists.

HEAVY SUPPORT

MAWLOC - 140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mawloc	3	0	6	6	6	4	3	8	3+

Unit Type:
Monstrous Creature

Unit Composition:
1 Mawloc

- Special Rules:
- Burrow
 - Deep Strike
 - Fearless
 - Hit & Run
 - Instinctive Behaviour (Feed)
 - Terror from the Deep

- Options:
- May take items from the Biomorphs list.
 - May take one of the following tail biomorphs:
 - Prehensile pincer - 10 pts
 - Toxinspike - 10 pts

HEAVY SUPPORT

TRYGON - 190 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Trygon	5	3	6	6	6	4	5	8	3+

Unit Type:

Monstrous Creature

Unit Composition:

1 Trygon

Weapons and Biomorphs:

- Bio-electric pulse
- Two pairs of scything talons

Special Rules:

- Deep Strike
- Fearless
- Fleet
- Instinctive Behaviour (Feed)
- Subterranean Assault

Options:

- May take items from the Biomorphs list.
- May take one of the following tail biomorphs:
 - Prehensile pincer - *10 pts*
 - Toxinspike - *10 pts*

HEAVY SUPPORT

TRYGON PRIME - 230 POINTS



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

Unit Type:

Monstrous Creature

Unit Composition:

1 Trygon Prime

Weapons and Biomorphs:

- Bio-electric pulse with containment spines
- Two pairs of scything talons

Special Rules:

- Deep Strike
- Fleet
- Shadow in the Warp
- Subterranean Assault
- Synapse Creature

Options:

- May take items from the Biomorphs and Tyranid Bio-artefacts lists.
- May take one of the following tail biomorphs:
 - Prehensile pincer - *10 pts*
 - Toxinspike - *10 pts*

DATASLATE:
TYRANID
ONSLAUGHT
RISING LEVIATHAN III

ECHOES OF
WAR MISSIONS

ECHOES OF WAR

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

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

THE BATTLEFIELD

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

RESERVES

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

CARRY ON AS NORMAL

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



ECHOES OF WAR:

JAWS OF THE DEVOURER

The Tyranids have reached the outskirts of the Sky Palace and gather in vast numbers to assail it in force. The surviving Space Marines stand firm beside the brave men of the Imperial Guard, intent on selling their lives dearly in a valiant effort to repel the xenos forces long enough for the planet's final evacuation to begin. Little do they know that this seemingly crucial battle is merely a cunning feint by the Hive Mind whilst it deploys other forces to destroy the palace's landing pad and the bulk landers being loaded there. The brave defenders of Satys fight and die in ignorance of the trap that has been laid, while the jaws of the Great Devourer close in swiftly around them...

THE ARMIES

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

THE BATTLEFIELD

Use the deployment map included in this mission. The Imperial player can place any number of fortifications anywhere within his deployment zone. He does not pay any points for these fortifications, and none start the game dilapidated. All fortifications deployed in this manner start the game claimed by the Imperial player. Set up any remaining terrain as described in the *Warhammer 40,000* rulebook.

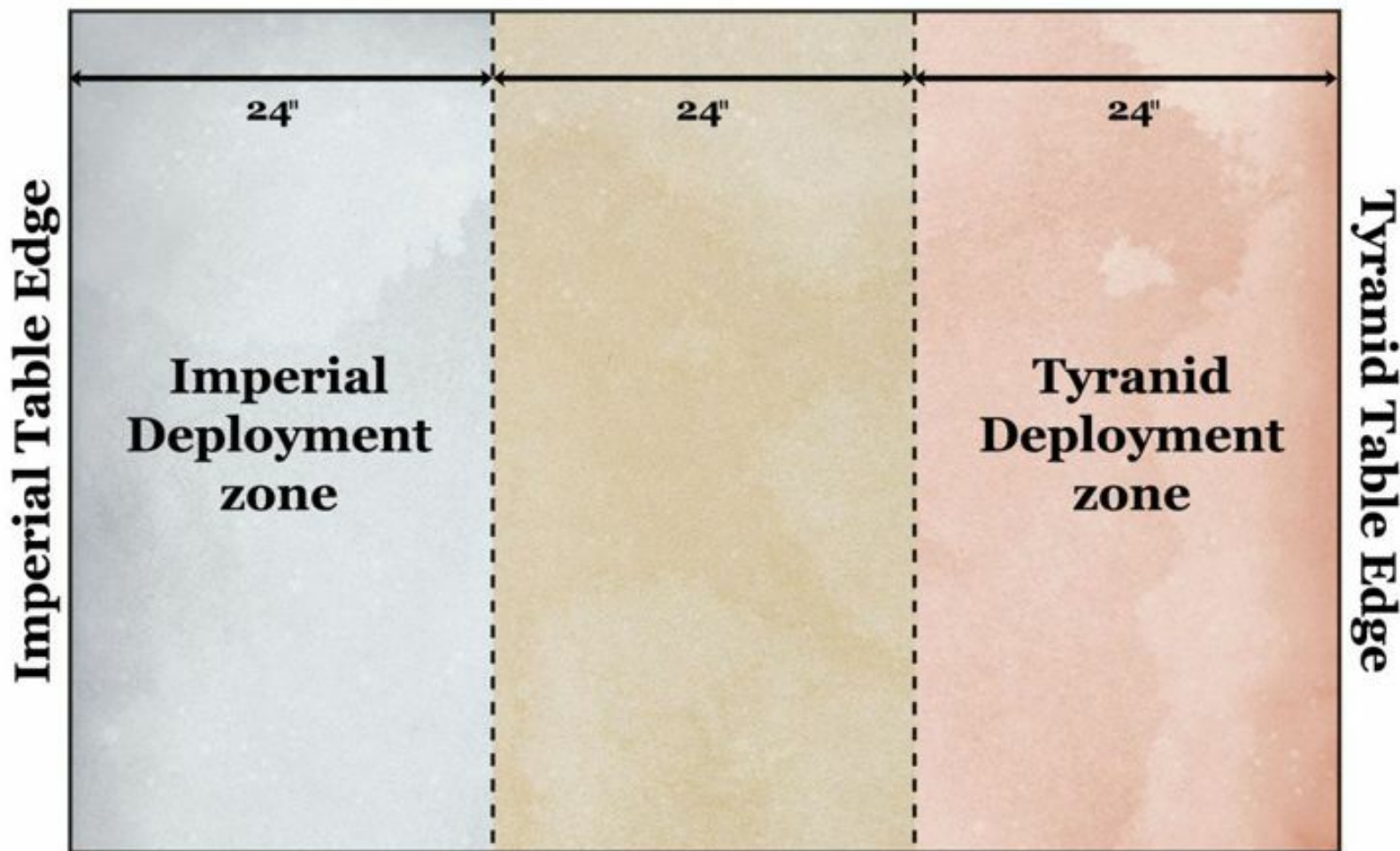
PLACE PRIMARY OBJECTIVES

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

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

First, the Imperial player deploys his units anywhere within his deployment zone (see map). Then the Tyranid player deploys his units anywhere within his deployment zone (see map).



FIRST TURN

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

GAME LENGTH

This mission lasts for 10 game turns.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

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

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Canyon Walls: The Outflank special rule cannot be used in this mission.

Plenty More Where They Came From: Each time a Troops unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. These units enter play from any point along the Tyranid player's table edge, as depicted on the map.



ECHOES OF WAR:

VICTORY OR DEATH

For Corbulo and his remaining survivors of the bitter fighting on Satys, only one hope of salvation remains – to fight their way through to the improvised evacuation site in the Manufactorum district, where the archeoship engines' last defiant roar will clear the skies of airborne xenos organisms and offer them a brief window of opportunity for extraction. The Hive Mind, however, has other plans for its stubborn prey, and moves to encircle and destroy them before they can make their escape.

THE ARMIES

The Tyranid player chooses an army from *Codex: Tyranids*. He must include a Tyrant Node Formation in his army. The Imperial player chooses an army from *Codex: Imperial Guard*. He must also include **two** allied detachments; one chosen from *Codex: Space Marines* to represent the warriors from the Aurora Chapter present at the battle, and one chosen from *Codex: Blood Angels*. The Blood Angels detachment must include Brother Corbulo, and at least one Terminator Squad chosen from *Codex: Blood Angels*.

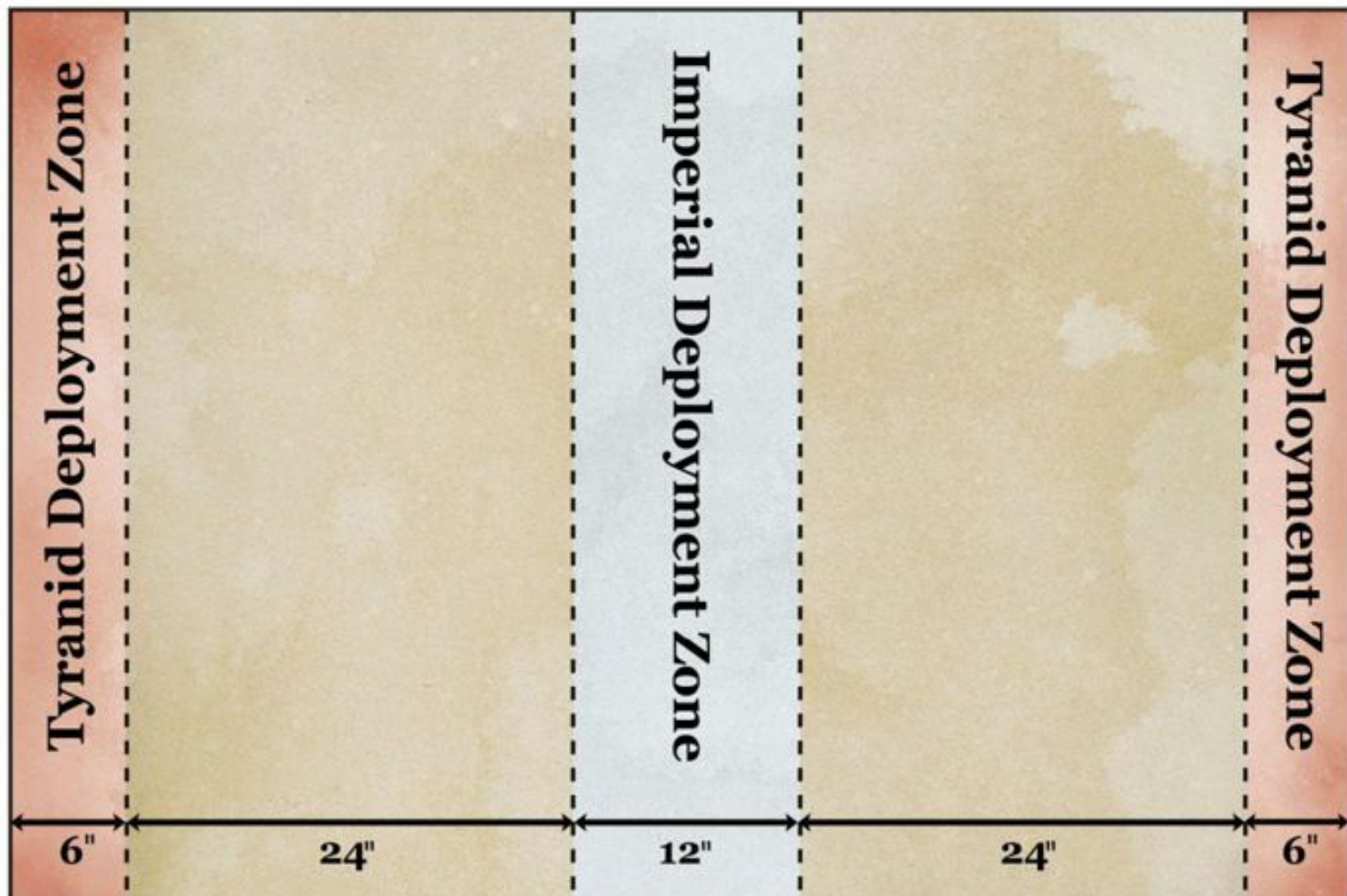
THE BATTLEFIELD

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

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

The Imperial player deploys first, placing all of his non-Flyer units in the deployment zone depicted on the map. Any units of Terminators or Assault Terminators chosen from *Codex: Blood Angels* must be held back in Reserve. The Tyranid player then deploys any of his units in either deployment zone depicted on the map.



FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

At the end of the game, the Imperial player wins if he has any models remaining on the battlefield, including those in units that are falling back. If he has no models remaining, the Tyrandid player wins. Units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Final Assault: Each time a Troops, Elites or Fast Attack unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. The Tyranid player can bring on units held in Reserve/Ongoing Reserves from any point on either short table edge.

Lines of Retreat: Any Tyranid units that Fall Back do so towards the nearest short table edge.

No Retreat, No Surrender: Every non-vehicle unit in the Imperial player's army has the Zealot special rule.



**DATASLATE:
TYRANID
ONSLAUGHT
RISING LEVIATHAN III**

SHOWCASE



Tyranid Warriors are powerful and versatile creatures, able to utilise a wide range of weapon symbiotes.



Tyranid Warrior



Tyranid Warrior



Tyranid Warrior



**Tyranid Warrior with venom cannon
and scything talons**



Carnifex with stranglethorn cannon, scything talons and bone mace tail



Tyrannofex with rupture cannon



**Hive Tyrant with heavy venom cannon,
lash whip and bonesword**



**Hive Tyrant with wings
and stranglethorn cannon**



**Tyranid Hive Tyrant with wings
and heavy venom cannon**



**Tyrant Guard with
rending claws and
scything talons**



**Tyrant Guard with rending claws
and crushing claws**



Venomthropes shroud Tyranid swarms in thick clouds of toxic fog.



Trygon



Raveners can mount ranged weapon symbiotes within their chest cavities.



Mawloc

**DATASLATE:
TYRANID
ONSLAUGHT
RISING LEVIATHAN III**

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.

ACID SPRAY

Range - Template

S - 6

AP - 4

Type - Assault 1, Torrent

ADRENAL GLANDS

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

ARMOURBANE

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

ASSAULT

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

ASSIMILATE

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

BARBED STRANGLER

Range - 36"

S - 4

AP - 5

Type - Assault 1, Large Blast, Pinning

BASIC BIO-CANNONS

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

Barbed strangler *10 pts*

Venom cannon *10 pts*

BASIC BIO-WEAPONS

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

Scything talons *free*

Spinefists *free*

Deathspitter *5 pts*

BEASTS

The Beasts unit type is described in the *Warhammer 40,000* rulebook.

BIO-DELUGE

All units in this Formation have the Split Fire special rule. In addition, models in this Formation that are within 12" of this Formation's Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Shooting phase.

BIO-ELECTRIC PULSE

Range - 12"

S - 5

AP - 5

Type - Assault 6

BIO-ELECTRIC PULSE WITH CONTAINMENT SPINES

Range - 18"

S - 5

AP - 5

Type - Assault 12

BIO-PLASMA

Range - 12"

S - 7

Type - Assault 1, Blast

BIOMORPHS

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

Toxin sacs *10 pts*

Acid blood * *15 pts*

Adrenal glands *15 pts*

Regeneration *30 pts*

* Cannot be chosen by a Haruspex.

BLAST

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

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

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

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

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

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

Multiple Blasts

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

Blast Weapons and Re-rolls

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

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BLIND RAMPAGE

If a Hive Tyrant (or the Swarmlord) is killed whilst part of a unit of Tyrant Guard (see the Shieldwall special rule, below), from the end of that turn the surviving Tyrant Guard have the Furious Charge and Rage special rules for the remainder of the battle.

BONE MACE

Range -

S - 8

AP -

Type - Melee, Unwieldy

BONESWORDS

Range -

S - User

AP - 3

Type - Melee, Life Drain

BROTHERHOOD OF PSYKERS

A unit with this special rule counts as a Mastery Level 1 Psyker. The unit follows all the normal rules for Psykers, with the following clarifications:

The unit uses the Leadership of its character, if there is one (and he is alive), or the unit, if there isn't a character (or he is dead), for Psychic tests. The unit can never use the Leadership of an Independent Character for Psychic tests.

If the unit suffers the Perils of the Warp, or any other attack that specifically targets Psykers, it is resolved against the character, if there is one (and he is alive), or against a random, non-character model in the unit, if there is no character (or he is dead).

BURROW

An unengaged Mawloc can, at any point during its Movement phases from the second game

turn onwards, elect to Burrow. If it does so, remove it from the table and place it into Ongoing Reserves. A Mawloc cannot Deep Strike and Burrow in the same turn.

CANYON WALLS

The Outflank special rule cannot be used in this mission.

CHARACTER

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

COMMAND NODE

The Hive Tyrant in this Formation adds 6" to its synapse range.

CRUSHING CLAWS

Range -

S - +1

AP - 2

Type - Melee, Armourbane, Unwieldy

DEATHSPITTER

Range - 18"

S - 5

AP - 5

Type - Assault 3

DEEP STRIKE

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

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

Arriving By Deep Strike

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

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

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

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see *Warhammer 40,000* rulebook).

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

Deep Strike Mishaps

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

DESICCATOR LARVAE

Range - Template

S - 1

AP -

Type - Assault 1, Fleshbane

DEVOURER

Range - 18"

S - 4

AP -

Type - Assault 3

DEVOURER WITH BRAINLEECH WORMS

Range - 18"

S - 6

AP -

Type - Assault 6

ELECTROSHOCK GRUBS

Range - Template

S - 5

AP - 5

Type - Assault 1, Haywire

FEAR

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

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (see *Warhammer 40,000* rulebook).

FINAL ASSAULT

Each time a Troops, Elites or Fast Attack unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. The Tyranid player can bring on units held in Reserve/Ongoing Reserves from any point on either short table edge.

FIRST BLOOD

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

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

FLEET

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

FLESHBANE

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

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 HIVE

Range - 18"

S - 4

AP - 5

Type - Assault 20

FURIOUS CHARGE

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered

charge that turn receives no benefit from Furious Charge.

HAMMER OF WRATH

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

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HAYWIRE

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

D6 Result

1 No effect

2-5 Glancing hit

6 Penetrating hit

HEAVY VENOM CANNON

Range - 36"

S - 9

AP - 4

Type - Assault 1, Blast

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.

HIVE COMMANDER

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

IGNORES COVER

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

INDESCRIBABLE HORROR

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

INFANTRY

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

INSTANT DEATH

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

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

INSTINCTIVE BEHAVIOUR

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. The effects of the result rolled last until the beginning of your

next turn, unless specified otherwise.

INSTINCTIVE BEHAVIOUR (FEED)

D6 Feed Result

1-3 Cannibalistic Hunger: The unit immediately suffers a number of hits equal to the number of models in that unit. These hits are resolved using the unit's majority Strength (if drawn, use the highest) and AP-. Wounds are allocated by the owning player and armour saves (but not cover saves) may be taken. After resolving casualties (if any) the unit can do nothing else until the end of its turn. Units consisting of only a single model treat this result as Devour (below), instead.

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

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

INSTINCTIVE BEHAVIOUR (HUNT)

D6 Hunt Result

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

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

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

INSTINCTIVE BEHAVIOUR (LURK)

D6 Lurk Result

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

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

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

LANCE

Weapons with the Lance special rule count vehicle Armour Values higher than 12 as 12.

LASH WHIPS

Range -

S - User

AP -

Type - Melee, Swiftstrike

LASH WHIP AND BONESWORD

Range -

S - User

AP - 3

Type - Melee, Life Drain, Swiftstrike

LIFE DRAIN

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

LINES OF RETREAT

Any Tyranid units that Fall Back do so towards the nearest short table edge.

LIVING BATTERING RAM

When this model charges, it inflicts D3 Hammer of Wrath Attacks, rather than just 1.

MELEE

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

MELEE BIO-WEAPONS

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

Rending claws *5 pts*

Boneswords *15 pts*

Lash whip and bonesword *20 pts*

MONSTROUS BIO-CANNONS

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

Twin-linked deathspitter *5 pts*

Twin-linked devourer with brainleech worms *15 pts*

Stranglethorn cannon * *15 pts*

Heavy venom cannon * 20 pts

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

MONSTROUS CREATURE

Shooting

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

Special Rules

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

MOVE THROUGH COVER

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

MYSTERIOUS OBJECTIVES

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

Identifying Objectives

When using Mysterious Objectives, any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it. To do so, the identifying unit's controlling player must roll a D6 and consult the table on the right. Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

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

D6 Result

1. Sabotaged! At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast marker over the objective. Units suffer a number of Strength 4, AP – hits equal to the number

of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.

2. Nothing of Note. This has no additional affect.

3. Skyfire Nexus. A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.

4. Targeting Relay. A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.

5. Scatterfield. A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.

6. Grav Wave Generator. Any unit attempting to charge a unit in control of this objective halves its charge range.

NIGHT FIGHTING

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

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

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

Picking a Target and Night Fighting

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

NO RETREAT, NO SURRENDER

Every non-vehicle unit in the Imperial player's army has the Zealot special rule.

OLD ADVERSARY

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

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.

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 (see *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.

PLENTY MORE WHERE THEY CAME FROM

Each time a Troops unit belonging to the Tyranid player is completely destroyed, place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Tyranid player's next turn. These units enter play from any point along the Tyranid player's table edge, as depicted on the map.

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.

POWERS OF THE HIVE MIND

Primaris Power

Dominion Warp Charge 1

The Tyranid uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

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

1. Catalyst Warp Charge 1

Through its synaptic conduits, the power of the Hive Mind reaches out to infuse the organisms under its control, invigorating their systems with such unnatural vitality that they can ignore the most grievous of wounds.

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

2. The Horror Warp Charge 1

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

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

3. Onslaught Warp Charge 1

The synapse creature reaches out its mind and seizes control of the lesser creatures' weapon symbiotes, guiding their fire whilst simultaneously driving the swarms towards the enemy at a breakneck pace.

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

4. Paroxysm Warp Charge 1

The Hive Mind debilitates its enemies by triggering every nerve and pain receptor in their bodies, overwhelming their senses with wracking fits of agony.

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

5. Psychic Scream Warp Charge 1

Through its vassal, the Hive Mind unleashes a piercing shriek of undiluted psychic energy that shreds the minds of those caught in the wake.

Psychic Scream is a **nova** power with a range of 6". For each target unit, roll 2D6+2 and subtract their Leadership. That unit suffers a number of Wounds equal to the result. Armour

and cover saves cannot be taken against Wounds caused by Psychic Scream.

6. Warp Blast Warp Charge 2

The Tyranid taps into the raw power of the Hive Mind, unleashing it as a blast of pure Warp energy that arcs from its cranium and vaporises its prey.

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

BURST

Range - 24"

S - 5

AP - 3

Type - Assault 1, Blast

LANCE

Range - 18"

S - 10

AP - 2

Type - Assault 1, Lance

PREFERRED ENEMY

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

PREHENSILE PINCER

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

Range -

S - 6

AP - 5

Type - Melee

PSYKER

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own see 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).

RAMPAGE OF DESTRUCTION

Carnifexes in this Formation inflict D3+1 Hammer of Wrath hits instead of the usual D3. In addition, models in this Formation that are within 12” of this Formation’s Tyranid Warrior Brood can re-roll failed To Wound rolls of 1 in the Assault phase.

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.

RELENTLESS

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

RENDING CLAWS

Range -

S - User

AP - 5

Type - Melee, Rending

RENDING

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

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

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

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.

RUPTURE CANNON

Range - 48"

S - 10

AP - 4

Type - Assault 2

SCYTHING TALONS

Range -

S - User

AP - 6

Type - Melee

SEIZE THE INITIATIVE

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

SHADOW IN THE WARP

All enemy units and models with the Psyker, Psychic Pilot or Brotherhood of Psykers special

rules suffer a -3 penalty to their Leadership whilst they are within 12" of one or more models with the Shadow in the Warp special rule.

SHIELDWALL

A single Hive Tyrant (or the Swarmlord) may join a unit of Tyrant Guard exactly as if it were an Independent Character. A Hive Tyrant (or the Swarmlord) in a unit that contains at least one model with this special rule automatically passes Look Out, Sir rolls.

SHRED

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

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

SHREDDERSHARD BEETLES

Range - Template

S - 3

AP -

Type - Assault 1, Rending, Shred

SHROUDED

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

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

SLAY THE WARLORD

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

SMASH

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

SPINE BANKS

Range - 8"

S - 3

AP -

Type - Assault 1, Blast

SPINEFISTS

Range - 12"

S - 3

AP - 5

Type - Assault X*, Twin-linked

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

SPLIT FIRE

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it.

Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target and may not be a unit forced to disembark from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit's initial shooting attack.

SPORE CLOUD

All friendly models from *Codex: Tyranids* that are within 6" of at least one Venomthrope have the Shrouded special rule.

STEALTH

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

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

STINGER SALVO

Range - 18"

S - 5

AP - 4

Type - Assault 4

STRANGLETHORN CANNON

Range - 36"

S - 6

AP - 5

Type - Assault 1, Large Blast, Pinning

SUBTERRANEAN ASSAULT

If, when a Trygon (or Trygon Prime) deploys via Deep Strike, it scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required to avoid the obstacle.

After the Trygon (or Trygon Prime) has emerged, mark the position under the creature's base with a suitable marker – this represents the tunnel left by its emergence. Any friendly Tyranid Infantry unit that arrives from reserve in subsequent turns may emerge from the Trygon's tunnel instead of arriving from reserve as normal. Only one unit may emerge from each tunnel marker each turn.

If any unit chooses to do so, place the entire unit so that all of its models are wholly within 6" of the centre of the marker and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. A unit may not move or charge on the same turn it arrives from a Trygon's tunnel, but may shoot or Run.

SWALLOW WHOLE

If the Red Terror hits with at least four of its close combat attacks in a single phase (excluding its prehensile pincer attack), you may nominate a single enemy Infantry, Jump Infantry or Jet Pack Infantry model in base contact with the Red Terror and attempt to swallow it whole.

If you choose to do so, no To Wound rolls are made for any of the Red Terror's Attacks (excluding its prehensile pincer attack). Instead, the nominated model must pass a single invulnerable save (if it has one) or be removed from play as a casualty. There is no need to decide beforehand if you will attempt to swallow a model whole; declare after rolling To Hit. Enemy models with either the Very Bulky or Extremely Bulky special rule cannot be nominated as targets to be Swallowed Whole. If no models in the target unit can be nominated, the Red Terror cannot choose to Swallow Whole and must roll To Wound

normally.

SWIFTSTRIKE

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

SYNAPSE CREATURE

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

SYNAPTIC COMMAND NETWORK

As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, then all other Synapse Creatures from this Formation that are within its synapse range add 6" to their own synapse range.

TEMPLATE

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

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

Template weapons cannot fire Snap Shots.

Multiple Templates

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

Wall of Death

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

and were driven back.

Template Weapons & Focus Fire

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

TERROR FROM THE DEEP

When arriving from Deep Strike Reserve, a Mawloc can choose to Deep Strike onto a point occupied by another model (friend or foe) – roll for scatter as normal. If a Mawloc Deep Strikes onto a point occupied by another model, do not roll on the Deep Strike Mishap table. Instead, place the large blast marker directly over the spot the Mawloc is deep striking onto. All units except Flyers and Flying Monstrous Creatures beneath the blast marker suffer a number of Strength 6 AP2 hits with the Ignores Cover special rule equal to the number of models that unit has underneath the blast marker. If the blast marker is on a multi-level ruin, only models on the lowest level of the ruin count as being under the blast marker. For Wound allocation purposes, assume the attack is coming from the centre of the blast marker. Hits against vehicles are resolved against their side armour.

If, after removing casualties, it is now possible to place the Mawloc on the table on the spot where the blast marker landed, then do so, even if this is within 1" of another model (but not if it would be in base contact with, or occupying the same space as, another model). If it is not possible to place the Mawloc, replace the large blast marker on the spot and resolve another round of damage as detailed above. If, after removing casualties for a second time, it is still not possible to place the Mawloc, roll on the Deep Strike Mishap table.

THE MAW-CLAWS OF THYRAX

Range -

S - User

AP - 5

Type - Melee, Assimilate, Rending

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

THE MIASMA CANNON

Miasmic spit

Range - 36"

S - 1

AP - 4

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

Miasmic spray
Range - Template

S - 1

AP - 4

Type - Assault 1, Poisoned (2+)

THE NORN CROWN

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

THE REAPER OF OBLITERAX

Range -

S - +1

AP - 3

Type - Melee, Life Drain, Shred, Swiftstrike

THE SWARM UNLEASHED

As long as the Hive Tyrant from the Tyrant Node Formation has not been removed as a casualty, you can re-roll failed results when rolling to see if a Termagant, Hormagaunt or Gargoyle Brood from this Formation that has been completely destroyed is replaced (see the Endless Swarm or Skyswarm special rules in *Tyranid Invasion - Rising Leviathan II*).

THE YMGARL FACTOR

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

Slashing Claws: The model has +1 Strength.

Tentacled Limbs: The model has +1 Attack.

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

THEY CAME FROM BELOW...

All units in this Formation must be placed in Reserve. Make a single Reserve Roll for the entire Formation. When the Formation arrives from Reserve, deploy the Trygon Prime first, by Deep Strike, using its Subterranean Assault special rule.

Once the Trygon Prime's final position has been established, the Formation's three Ravener Broods immediately enter play.

Place the Ravener units so that all of their models are wholly within 6" of the Trygon Prime's base and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed

as casualties. The Formation's Ravener Broods cannot move in the Movement phase or charge on the same turn they arrive, but can shoot or Run.

The Formation's Trygon and Mawloc enter play via Deep Strike as usual.

THORAX BIOMORPHS

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

Electroshock grubs *10 pts*

Desiccator larvae *10 pts*

Shreddershard beetles *10 pts*

THRESHER SCYTHE

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

Range -

S - 4

AP - 4

Type - Melee, Rending

TORRENT

When firing a weapon with this special rule, place the template so that the narrow end is within 12" of the weapon and the wide end is no closer to the weapon than the narrow end. The weapon is then treated like any other Template weapon.

TOXIN SACS

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

TOXINSPIKE

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

Range -

S - 1

AP - 6

Type - Melee, Poisoned (2+)

TWIN-LINKED

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

Twin-linked blast weapons

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

Twin-linked template weapons

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

TYRANID BIO-ARTEFACTS

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

The Maw-claws of Thyrax *10 pts*

The Miasma Cannon *25 pts*

The Norn Crown * *40 pts*

The Ymgarl Factor * *0 pts*

The Reaper of Obliterax *45 pts*

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

UNIQUE

Each unit marked this way is unique, so a player cannot include multiples of this same unit in an army.

UNWIELDY

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

VARIABLE GAME LENGTH

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

VENOM CANNON

Range - 36"

S - 6

AP - 4

Type - Assault 1, Blast

VERY BULKY

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

WINGS

If a Monstrous Creature has this biomorph, its unit type is Flying Monstrous Creature.

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

ZEALOT

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.



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