

# THE TEMPUS FUGITIVES

## THE SECOND TYRANNIC WAR



SEPTEMBER 1<sup>ST</sup> AND 2<sup>ND</sup> 2007  
WARHAMMER WORLD, NOTTINGHAM



Written by S Mackaness

Final Release Edition

## HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN "THE SECOND TYRANNIC WAR"; A CAMPAIGN WEEKEND THAT CHRONICLES ONE OF THE MOST DESPERATE CONFLICTS IN THE AGE OF THE IMPERIUM...

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. It is important to remember that the campaign weekend is not a tournament. If you are expecting anything other than to just have fun – turn back now! The games you play are all connected to part of a greater battle – the desperate struggles of man against alien in the conflict known as the Second Tyrannic War.

Games Workshop has a fantastic Grand Tournament programme and should you want to get involved in a true test of your skill at Warhammer 40,000 please contact Direct Sales on 0115 91 40000 or see the events page at [www.uk.games-workshop.com](http://www.uk.games-workshop.com)

The Second Tyrannic war campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with.

The team running the event is there to help describe the campaign story as it unfolds and they will work out what impact your games have upon it. Most importantly they are there to ensure everybody has a great time. After all – it's only toy soldiers!

Games will be driven by the narrative of the campaign. This means that during the course of the event various games may appear a bit one-sided when viewed from the usual gaming perspective.

**++DON'T PANIC!++**

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you.

However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the Tempus Fugitives will always try to make sure that you are not asked to play a game you simply can't win before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle your taskforce or faction may still do well overall; don't worry about 'winning', just think about having a good time.

It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

*STUART M*



### IMPORTANT!

This material is completely unofficial and in no way endorsed by Games Workshop Limited.

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## ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the roadmap for the second Tempus Fugitives Warhammer 40,000 campaign weekend following on from the success of the Age of Apostasy campaign. We have not arrived at this point by mere chance or by some whim; instead we are here because of a number of important people helped us along the way. The bad news is that the list is quite lengthy – so we'll group them together so as to hopefully not leave anyone out.

Most important of all - the Tempus Fugitives would like to thank **Games Workshop** for giving many of us jobs and all of us 10,000 years of grim darkness to play with. Without their universe to run around in, we'd all be playing Risk or Sudoku...

The wives, girlfriends, boyfriends, partners and right hands of the Tempus Fugitives – for letting their worse halves go and play with lead dollies 'up north' several times a year. The Tempus Fugitives are most serious about their work and no fun was had in the preparation of this weekend... Any rumours of 80's disco dancing on the revolving stage in the Reflex bar in Nottingham high street are completely unfounded.

The **UK Events team**, past and present, deserve mention here. The support in the early days by **Nick Appleby**, **Gareth Harvey** and **Che Webster** and now by **Brian Aderson** and **Andy Joyce** has meant that we have had the confidence to try and pull this off.

A special thank you to the staff of Games Workshop Thurrock (**Darren McAninch**, **James Culverhouse**, **Ben Hammond** and **Larry Murray**) for giving a bunch of Fugitives a place to call home.

The original Fugitives should receive recognition for sticking with us in the early 'red and yellow' days: **Andy** (Ignatius) **Fish**; **Gavin** (Anateus) **Townsend**; **Dave** (Tor Libram) **McElligott**; **Dave** (Cyberlawyer) **Bray**; **Mike** (King of Elsinore) **Lawn**; **Darren** (Gorechild) **Chapman**, **Nick** (Smudger) **Smith** and **Jack** (Slackstar) **Slack**.

Thanks to HG Wells for inspiring the opening narration to the First Tyrannic War.

And last but not least we'd like to thank all those who have visited our website and forums. The feedback and support given to the Age of Apostasy and the creation of this event has encouraged us to try and put together the best campaign weekend we possibly could.

# THE TEMPUS FUGITIVES

## WEEKEND SCHEDULE

### SATURDAY 1<sup>ST</sup> SEPTEMBER 2007

08:30 – 09:15	Arrive & Check-In
09:15 – 09:20	Welcome and Introductions
09:20 – 09:35	The Story so Far...
09:35 – 09:50	Game 1 briefing
09:50 – 11:00	Game 1: 750 point Combat Patrol
11:00 – 11:20	Break
11:20 – 11:40	Game 2 briefing
11:40 – 13:00	Game 2: 750 point Doubles
13:00 – 14:00	Lunch & Best Army Judging
14:00 – 14:20	Game 3 Briefing
14:20 – 16:10	Game 3: 1500 points
16:10 – 16:30	Break
16:30 – 16:50	Game 4 Briefing
16:50 – 19:15	Game 4: 2250 points
19:15 – Late	Dinner and relax in Bugmans

### SUNDAY 2<sup>ND</sup> SEPTEMBER 2007

09:15 – 09:30	Doors Open
09:30 – 09:45	The Story so Far...
09:45 – 10:00	Game 5 Briefing
10:00 – 11:20	Game 5: 750 point Doubles
11:20 – 11:40	Break
11:40 – 12:00	Game 6 Briefing
12:00 – 13:30	Game 6: 1500 points
13:30 – 14:30	Sunday Lunch
14:30 – 14:50	Game 7 Briefing
14:50 – 17:15	Game 7: 2250 points
17:15 – 17:30	Break
17:30 – 18:00	Debrief and Award Ceremony

# OUTLINE OF PLAY

Upon registration each player will be assigned to a team, called a Task Force, containing up to six players. You and the other players in your Task Force are allied field commanders fighting as part of either the **Defenders of the East** or **Hive Fleet Kraken**. These factions represent the two sides of the conflict as they battle it out to secure the destiny of the galaxy.

There are a number of Task Forces for each faction each with their own agendas, strengths and weaknesses. When you purchased your ticket you were assigned to a taskforce. Before the first game on Saturday you will be asked to gather at one of the task force rally points and nominate a Task Force Commander. It is the Commander who will be called forward and given an intelligence briefing by your Faction Marshal. It is then the Commander's responsibility to brief the Task Force each round and then, at the end of each game, collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team.

Each faction has a number of objectives to achieve over the course of the weekend. These objectives will be revealed as the campaign unfolds.

The campaign will be fought in seven rounds. Each round a series of battles will be fought using the Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

At the beginning of each round the Task Force that has the initiative in the Warzone will receive a Mission Briefing which includes a list of mission objectives. It is then the responsibility of the Task Force Commander to outline to the rest of the players which scenarios you must play to achieve them.

The initiative in the first round is determined by the narrative for each Warzone and is indicated under the Warzone description. Initiative in each subsequent round is determined by the results of the previous round. If the Tears of Isha received a complete kicking from the Doom of Iyanden in round two then it is unlikely that they will receive the initiative for round three.

The Task Force with the Initiative must decide which players will undertake each of the objectives assigned to it and note this upon their Mission Briefing. Each objective will have associated scenarios to be played. Once they have made their decision the players in Task Force with the Initiative must select the tables on which the games will be played; players on each side can then pair up. Players cannot select tables from outside of their Warzone to fight on. So no Eldar and Tyranids butchering each other in the fields of Triplex Phall thank you very much!

As your games finish you must report the result (Win, Lose or Draw) to your Task Force Commander; the

Commander in turn must pass all of the completed mission briefings back to your Faction General. Victory points are not required to be recorded for the campaign but are usually used in games to determine whether it is a win lose or draw as per the Revised Warhammer 40,000 rules.

Your Task Force's success or failure in a particular Warzone will determine the future objectives available in those places and, as discussed previously, it will also determine your Initiative for the next round.

Should anything particularly notable happen during the course of your game, such as an act of extreme heroism or crushing tragedy, please let your Taskforce Marshal know about it as your deeds may well become one of the legends of the Second Tyrannic War and gain additional benefits for your Task Force...

## WHAT YOU WILL NEED

You will require a painted Warhammer 40,000 army divided into two distinct forces, as indicated in the following sections. You will require two copies of both of your army lists. These must include all of the models in your army, their point values, and the points of any upgrades or wargear. One of these you should keep with you during the entire weekend, and the other should be handed in at registration for inspection by a Taskforce Marshal.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of painting requires that at least three colours are painted on to the model and that the bases are textured in some manner. If the Taskforce Marshal sees any unpainted figures on tables you will be asked to remove them.

**You will need to arrange somewhere to sleep overnight.** (For help contact Nottingham Information Centre on 0115 915 5330) and you will need to arrange transport to and from the event. It is also useful to bring some spending money for refreshments and any activities you may want to take part in after the Saturday event finishes.

**In addition to your army you will need the following:**

- **This campaign pack**
- Dice, Templates and Tape measure
- Superglue (accidents do happen and the stone floors of Warhammer World are unforgiving!)
- The appropriate Codex and any Imperial Armour material relating to your army. No photocopies!
- The Warhammer 40,000 Revised Edition rulebook. You need this because some of the material from the second half of the book will be used throughout the campaign, and the Battle for Macragge rule book does not contain this material.



# PRELUDE TO KRAKEN: THE FIRST TYRANNIC WAR

No one would have believed in the last years of the 41st Millennium that this galaxy was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own; that as men busied themselves about their various concerns they were scrutinised and studied, perhaps almost as narrowly as a man with a microscope might scrutinise the transient creatures that swarm and multiply in a drop of water. With infinite complacency men went to and fro across the galaxy, serene in their assurance of their empire over matter. Yet across the gulf of space, minds that are to our minds as ours are to those of the beasts that perish, intellects vast and cool and unsympathetic, regarded our galaxy with envious eyes, and slowly and surely drew their plans against us.

Five thousand years have passed since the dark days of the Age of Apostasy and the Imperium of mankind is once again a force of stability and power in the galaxy. However such a relative calm is not without its cost and countless minor conflicts are spread throughout mankind's dominion. It was during one of these conflicts directed against a technologically advanced alien species known as the Tau that contact was first made with the Hive Fleet codified as Behemoth.

Behemoth smashed through the Eastern Fringe and was only stopped on the planet Macragge after the resourcefulness of the Ultramarines chapter of space marines and the combined efforts of the Imperial Navy and Imperial Guard. Though the Tyranids were clearly unprepared for the style of warfare favoured in the Imperium there very nature enabled them to adapt during the conflict and reap a terrible butcher's bill from humanity. Even when finally defeated, hidden spores were sent out from the dying fleet in all directions, taking root on a dozen worlds including the fourth planet in the Ichar system. Though unaware that a terrible harvest had already been sown on Ichar IV, it was a young and dynamic agent of the Ordo Xenos named Kryptman, who postulated not only that the Tyranids were the greatest threat to the Imperium at this time, but also that Behemoth was but an initial strike designed to test humanity's defences and probe for weakness...



# THE SECOND TYRANNIC WAR

Centuries have passed since the Tyranid invasion of Macragge. **Battlefleet Tempestus** is almost back to full strength and Imperial defences have deepened in key locations to guard against a second direct assault. However the cold alien eyes of the Tyranids have been watching mankind from the void of space and they have been evolving...

In the aftermath of the **First Tyranic War** there was little the vengeful Imperium of Mankind could do to strike back at its foe. **Behemoth** had arrived from a virtually unexplored quarter and had all but disappeared after the cataclysmic events of the famous **Battle for Macragge**.

The biologist Magos of the **Adeptus Mechanicus** spent decades classifying the various Tyranid corpses and debris which littered Macragge in the aftermath of that terrible First Tyranic War. However the adepts of Mars could divine little about their origins from the fragmentary and utterly alien evidence. The obvious facts were that the Tyranids themselves formed an incredibly diverse race, and that they used a method of advanced bio-technology far beyond the ken of mankind, though few would voice such heresy.

The only discovery of great note was that the Tyranid invasion had prominently featured the alien creatures known as **Genestealers** in the vanguard waves of their attack. Previously, the Imperium had classified them as native to the moons of **Ymgarl** and that their occasional presence elsewhere in the galaxy had been caused by migration aboard cargo barges and space hulks. Their presence amongst the Tyranid hordes was testament that this theory was gravely in error. Genetic samples confirmed that the tentacle-mawed Ymgarl Genestealers were Tyranid creatures. Truly the enemy was already within the Emperor's holy domain and must be rooted out at all costs. Dispatched to the galactic north-west, the **Salamanders Chapter** of Space Marines, led by veteran **Captain Ignatius**, conducted a campaign of extermination and purging by flame of the moons of Ymgarl.



Two and a half centuries passed with neither sight nor sound of further Tyranid incursions. The occasional Genestealer nest would be found aboard a drifting hulk or distant outpost but these were dealt with swiftly and with little by way of repercussion. Nonetheless, when inhabited worlds in systems of the galactic south-east began to suffer an epidemic of riots,

terrorism, and sabotage, Inquisitors of the **Ordo Hereticus** were quick to investigate.

The Imperium's first concern was the rebellion on the industrial world of **Ichar IV**. Soon after the fighting broke out, **Inquisitor Agmar**, a young but highly active member of the Ordo Hereticus, led several small battle forces into the capital city of **Lomas**. Piece by piece the picture of what had happened on Ichar IV became clear. Agmar's divinations of the Imperial Tarot indicated something far worse than mere rebellion - at the heart of this uprising lay a foul Genestealer infestation of a size and scale greater than any previously encountered. Immediately Agmar sent a report to his masters on the Inquisition conclave on Dytalix and awaited the arrival of the Adeptus Astartes.



By the fortieth day of the rebellion, forces from the **Ultramarines Chapter** had seized the main defence armouries and the governor's palace where the militia headquarters had been established. A few pockets of resistance were still to be found in towers and bunkers and packs of lethally fast Genestealers were rooted out from their subterranean lairs in the catacombs and cathedrals of Lomas. The rebellion was crushed, but not before **Chief Librarian Tigurius** detected a psychic scream sent out by the dying broodlord. What troubled Tigurius most was the distant shift in the warp which responded to it - far away in the depths of the void.

Agmar reported Tigurius' premonitions to the conclave on Dytalix and was told of a growing number of reports from survivors fleeing from the outer fringes. The information was garbled and contradictory but one fact stood out, the nightmare had become reality. The Tyranids had returned with a new hive fleet, codenamed **Hive Fleet Kraken** and it appeared to be heading towards Ichar IV.

This new invasion came without warning, and dozens of systems fell to the alien menace before the Imperium had even given the terror a name. Unlike

Behemoth, Kraken was not a single massed swarm of hive ships but rather it appeared to be made up of many sub-fleets which moved to attack worlds across an entire sector simultaneously. The disruption in the Warp brought about by the hive fleet's passage had blocked out astropathic communication beyond the besieged systems and warp travel in their vicinity had become dangerously unpredictable. Whole sub-sectors of the Imperium had been swallowed up with almost no clues as to what had happened to them. The handfuls of survivors had fled aboard ships and had been flung hundreds of light years off course by the turbulence in the Warp. Their chilling accounts of the devastation left in the wake of the hive fleet formed the bulk of information available to the Imperium on Kraken's silent advance. Imperial forces on strongholds such as **Dantris**, **Moran** and **Hamman's World** had simply ceased to exist. Contact had even been lost with **Sotha**, the homeworld of the **Scythes of the Emperor** Chapter.

At around the same time, **Inquisitor Czevak** reported that the **Eldar** Craftworld of **Iyanden** had been subjected to a series of massive Tyranid attacks. The once mighty Craftworld had so far fought off swarm after swarm of attacking hive ships, but in doing so its space fleet had been virtually destroyed. Several swarms of Tyranids had reached the Craftworld itself and fighting was raging throughout its slender wraithbone towers and magnificent crystal domes.

In the **Miral** system **Imperial Guard** regiments and Space Marines of the **Scythes of the Emperor** Chapter fought a brutal war of attrition with an approaching hive ship. Encountering creatures such as the Lictor and the gigantic Hierophant for the first time, Imperial forces were reduced to fighting hand to hand with the monsters atop the stone monolith known locally as **Giant's Coffin**. Now **Miral Prime** belongs to the Tyranids.

The Sisters of the **Order of the Blue Robe** were reported to be desperately defending the Cathedral of Thor the Ascended on **St Capilene**. Even with their order reduced to several hundred battle sisters, the defenders continued to fight on with zealous fury. There can be only one outcome but none of that order will permit an alien to desecrate the great cathedral while she still draws breath.



Arriving at the Forgeworld of **Triplex Phall**, a free trader called Captain Mikhail brought grim tales of the feral world of **Lamarno** that had come completely under the sway of a Genestealer coven. When a Tyranid hive fleet arrived the cowed tribal people had simply boarded the bio-ships without resistance, willing to be

consumed by their new 'living gods'. He also brought a tale from the giant asteroid-monastery of **Salem**, telling of how the monks had chosen to poison themselves and their carefully tended ecosystem with necrotising rotweed rather than allow their sanctified flesh and bones to be consumed by the advancing Tyranids. Now Salem is nothing more than a gigantic tomb. The adepts of **Triplex Phall** listened to these tall tales with some scepticism until their augers spoke of an unidentified alien fleet headed for their own system. Now they too prepare for war.

Another dedicated merchant captain helped evacuate millions from the mining worlds of **Devlan** before it was consumed. The extensive system of Sentinel space stations around Devlan delayed the hive fleet long enough for a fleet of giant freighters to escape into space. Eight companies of the **Lamenters Chapter** stayed true to the principles of their penitent crusade and held off frenzied attacks by the Tyranids until the last ship was loaded. Left surrounded and cut off, the Lamenters finally made atonement for the infamous events of the **Badab War**, commended their souls to the Emperor and took a heavy toll of the invaders before they were finally overrun, their precious gene-seed lost forever as it was assimilated into the maw of the Kraken.

Yet there seemed to be no refuge even in flight. One of the giant ore ships fleeing from Devlan with its cargo of refugees arrived at the planet **Graia** ominously dark and silent. No communication was forthcoming from the vessel and it made an automated landing far from habitation. When warriors of the Ultramarines Chapter investigated the ship, they found it to be a blood-drenched abattoir. Not just the fighting men but, women and children had also been mercilessly butchered in their thousands. Receiving the reports, **Lord Calgar** suspected a breach of quarantine protocol had allowed a Tyranid organism to get aboard, but nothing could be found, so what the murderous entity was and what became of it remained a mystery. However clearly something had survived for it was less than a week before the isolated farming communities began to suffer the same fate. Calgar called on Graia to be placed under quarantine while his forces dealt with the alien invader but was forced to call in further reinforcements when the orbital defence facilities began to be ravaged by Tyranid spores. Kraken had come to Graia...

Seen on a galactic scale, Kraken moved as many independent hive fleets, attacking across a front that covered thousands of light-years. Worlds were often bypassed, isolated or attacked unexpectedly, making a cohesive defence almost impossible to mount. The Imperium was forced to concentrate its forces on the most strategically important forge worlds and hive worlds while it evacuated or simply abandoned others to their fate.

**The Second Tyranic War had begun...**

# FIGHTING THE SECOND TYRANNIC WAR

The Second Tyrannic War was a desperate time for the Imperium. We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe - doing this will greatly increase everyone's enjoyment of the campaign. There are a number of competitions and prizes given throughout the weekend and particular attention will be paid to well themed armies which reflect the brutal conflict during the Second Tyrannic War as humanity battles once again with the talons of the Great Devourer.

## RULES OF ENGAGEMENT

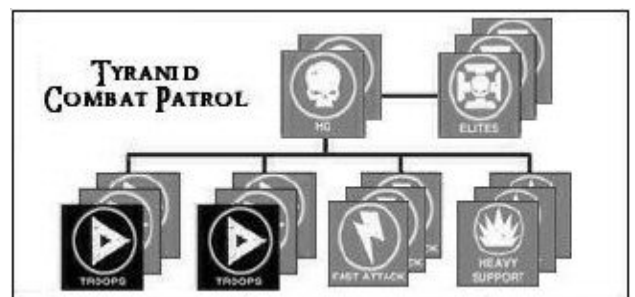
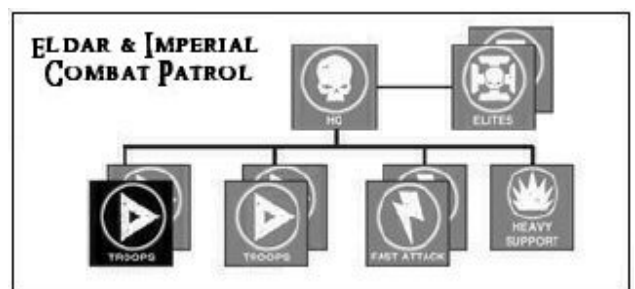
The Warhammer 40,000 Revised Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website.

- Each player will require an army selected from a single army list - see the section entitled Permitted Armies.
- You must have enough models to field your army as a 2250 point force.
- All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.
- Equipment detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used.
- No 'VDR' or Tyranid 'build your own monster' rules are permitted in the campaign.
- Neither the Warhammer 40,000 Cities of Death nor Warhammer 40,000 Apocalypse expansions will be used in this campaign.
- Defenders of the East armies may include Special Characters from their army Codex as normal. Brotherhood and Genestealer Covens may not include Imperial Guard special characters!
- **No allies of any kind may be taken** (including Kroot Mercenaries, Daemon Hunters etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

## Combat Patrol

Combat Patrols are selected according to the Combat Patrol limitations. These can be found on pages 182-183 of the Warhammer 40,000 Revised Edition. **Only some of these limitations apply to the Tyranid forces however, to better represent the nature of the campaign.** The Combat Patrol rules are pretty well established now, so here are a couple of tweaks to them to tighten the system up a bit and prevent the rules being abused too much. Part of the fun of these small armies is doing something a bit unique that you might not have the time to do with a larger army.

- Must be no more than 750 points.
- Imperial and Eldar forces must have one Troop choice. Tyranid forces must have two troop choices. You may spend remaining points from anywhere in the Codex subject to the Combat Patrol Force Organisation chart provided.
- No ordnance weapons are allowed.
- With the exception of the Eldar Wave Serpent, no vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers (only count the Side once).
- No units with Mass Points or Structure Points.
- No 2+ saves of any kind.
- No Imperial or Eldar model can have more than 2 Wounds (except Deathwatch characters). Tyranid players may have models with more than two wounds (such as the Carnifex) but they may not take a Hive Tyrant.
- Carnifex (but not Tankerfex) are limited to 115 points each.





## Main Army

The main force you will be using will be a 1500 points army selected using the Standard Missions Force Organisation Chart found on page 78 of the Revised Warhammer 40,000 Rulebook. The army must be fielded as a single detachment unless it includes a Tyranid super heavy detachment in which case this may be fielded in addition but must, of course, still be deducted from the Main Army point limit.

- Units with Structure Points **may not** be included in the main army.
- Units with Mass points may be taken.



## Heavy Reinforcement Detachments

The Second Tyrannic War is a desperate conflict the Imperium has not seen the like of since the Age of Apostasy. To represent this, players may choose to use a Heavy Reinforcement Detachment **INSTEAD** of their Combat Patrols or Boarding Actions in Games **Four** and **Seven**, in addition to their main 1500 point army. **Heavy Reinforcement Detachments may not be taken by Vanguard Swarms.** Heavy Reinforcement Detachments are subject to the following restrictions:

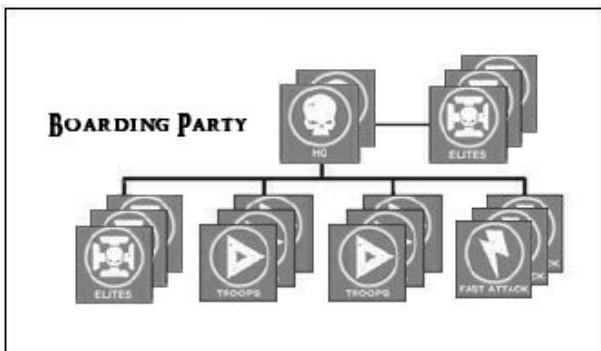
- Must be no more than 750 points.
- Is selected using the Standard Missions Force Organisation Chart found on page 78 of the Revised Warhammer 40,000 Rulebook however there are no minimum or mandatory choices (so an HRD may include up to 2 HQ, 3 Elite, 6 Troop, 3 Fast Attack and 3 Heavy Support but **does not** have to take an HQ and two Troop choices)
- May include units with Mass Points or Structure Points. Please bear in mind that some of these units count as part of a new force organisation chart (see Imperial Armour).
- Warhound Titans from the titan legions of Triplex Phall may be included at a reduced base cost of 360 points excluding weapons. However the Hive Mind has assessed these machines as being extremely dangerous to their invasion plans and has released spores engineered to cause corrosion and disruption to the drive and targeting systems of these venerable engines of war. At the start of each imperial turn roll a d6. On a roll of a 1 the Titan is temporarily rendered immobile and unable to fire for the turn. Once such a result has been rolled, the Titan operates as normal for the remainder of the battle.



## Boarding Action

You will only be able to use a Boarding Action list if you have purchased a Boarding Action ticket for either the Tyranid or Imperial forces. Boarding Action armies do not include Combat Patrols but instead create a new type of army for use in Games One, Two and Five. You still require a Main Army of 1500 points and in Games Four and Seven have the choice of fielding your Boarding Action with your Main Army or using a Heavy Reinforcement Detachment if you have one. If you are unsure please contact the Events team before planning your list!

One element of your army may be the 750 points Boarding Action selected according to the Boarding Action limitations outlined below. These forces represent assault teams sent into hostile, confined spaces such as space hulks and hive ships. **They may not be taken by Genestealer Covens or the Brotherhood.**



- Must be no more than 750 points.
- No Bikes, jump packs, monstrous or winged creatures may be taken.
- No models with an armour value except for Tarantula sentry guns (see Imperial Armour Volume 1 and Volume 2). Tarantulas are **not** limited 0-1 in Boarding Actions but do count as HQ choices.
- All Tyranid creatures have Enhanced Senses in Boarding Actions for no additional cost.
- All Imperial models with access to the armoury are provided with an Auspex/Surveyor at no additional cost.
- Boarding Actions are very dark, intense and brutal conflicts and many of your brave warriors may be gunned down or torn to pieces before they know what hit them... You have been warned.

# WARZONES

The clarion call has gone out across the Imperium once again. The Tyranid menace has returned, more powerful and terrible than ever before. So massive is the assault that the Imperium cannot hope to defend each and every world under threat. Instead several Warzones have been selected around which the defence of the Eastern Fringe is to be mounted.

## CRAFTWORLD IYANDEN

**Initiative in this Warzone for Game One is taken by Doom of Iyanden.**

Although Iyanden's rune-casting Farseers had foreseen the tendrils of doom upon the paths of the future, the first physical signs of the Great Devourer were reported by Iyanden's Rangers. The assimilation of over a dozen outlying planets in Imperial space betrayed a course heading directly toward their Craftworld. Many of Iyanden's Rangers fell mute in terror at the sheer scale of the nightmare descending upon their peaceful world.

Farseer Kelmon ordered the entirety of Iyanden to be mobilised immediately. No mere barricade or battle line would contain this conflict. The eldritch architecture was fortified, the Eldar fleet recalled, and help sought from other Craftworlds. The Exarchs awakened the very spirit of Iyanden's war god, taking the form of a fearsome Avatar. In an act foreshadowing the terrible price Iyanden would have to pay, Farseer Kelmon ordered the Ghost Warriors to be brought forth. The spirit stones of the Eldar's ancestors were plucked from their resting places, an act akin to robbing a tomb, and placed within wraithbone shells to fight alongside their still-living children. Craftworld Iyanden was ready for war.



## BOARDING ACTION: ICHAR IV UNDERHIVE

**Initiative in this Warzone for Game One is taken by Strike Force Ignatius.**

When armed rebellion broke out amongst many of the systems in the Eastern Fringes, officials claimed that the populace was rebelling against living under martial law. The Inquisition moved to investigate these revolts and despatched **Inquisitors Agmar** and **Kryptman** to quell the Ultima rebellions. Arriving on the hive world of Ichar IV twenty seven days after an organisation known as the Brotherhood had taken over the planet; the two Inquisitors quickly became convinced that the insurrection had unfolded as part of a carefully orchestrated plot rather than a spontaneous outpouring of discontent. Agmar called in a debt owed by **Captain Ignatius** of the Salamanders chapter as he realised the scope of the uprising on Ichar IV was beyond anything that the planetary defence forces could handle. Ignatius traced the root of the uprisings to a location below the city of Lomas and a key struggle took place beneath the streets in the dank sewer network that was to prove to be home to more than just vermin...



## BOARDING ACTION: THE DEATH OF INTEGRITY

**Initiative in this Warzone for Game One is taken by Strike Force Agmar.**

The Space Hulk codified 'Death of Integrity' was detected at the edge of the Ichar system. All attempts to contact the massive space craft have gone unanswered but astropathic scans indicated the presence of indistinct Tyranic life forms. Though the Admirals of Battlefleet Tempestus called for the hulk's immediate destruction, **Inquisitor Agmar** urged caution and suggested the key to the defeat of *Kraken* might lie aboard that labyrinthine craft. Detachments of Terminators from the Blood Drinker and Nova Marine Chapters along with Deathwatch and other allied Imperial forces prepared to assault the craft and penetrate deep into its foreboding depths.

This tactic is not without great risk, for should the numbers of Tyranid creatures aboard have been poorly estimated, Ichar will face a premature attack from which the defenders are not yet readied to repel. Should this be the case, Agmar has seconded part of his command to the nearby moon of Ichar around which the 'Death of Integrity' is orbiting. For that will surely be the next point of attack by the Tyranic horde.

## BOARDING ACTION: SPLINTER FLEET CHARYBDIS

**Initiative in this Warzone for Game One is taken by Strike Force Kryptman.**

While Inquisitor Agmar and his forces attempted to board the space hulk 'Death of Integrity', **Inquisitor Kryptman** was interested in even more lethal prey. Surveyor teams under the command of **Inquisitor Czevak** had located a splinter fleet that had broken away from the majority of forces headed for the Craftworld Iyanden. This splinter fleet was of a substantial size and had been codified as Charybdis. Although most of the splinter fleet had moved into a dark matter nebula and out of the field of engagement (no doubt to plague the Imperium at a later date), a single Hive Ship appeared to have suffered a calamity and was now lying adrift at the edge of that nebula. Although it was possible that it was a sentry for the rest of the Splinter Fleet, Kryptman's instincts (and the Emperor's Tarot) indicated otherwise.

Leaving Agmar with authority over the defences of Ichar IV, Kryptman mustered a force at **Medusa V** and led them around the nebula to the sleeping kraken. This was an unprecedented opportunity to explore the inner workings of a Tyranid hive ship and, Kryptman hoped, identify some weakness which they might exploit in defending Ichar IV. The hive ship had taken up position near a long-dead planetoid known locally as Taal's Hell. Placing heavy reinforcement detachments and armoured divisions on the planetoid, Kryptman primed boarding torpedoes and launched himself and his strike team into the heart of the beast.



### SOtha

**Initiative in this Warzone for Game Three is taken by winning Boarding Actions from Game Two.**

*Homeworld to the Scythes of the Emperor's, the chapter was already committed to defending the planet Miral when word came that the first vanguard organisms had been found in the jungles of Sotha. Though Inquisitor Kryptman deemed the world too far from the Imperial defence lines to be saved, the Emperor's Scythes chapter returned to their home planet. However they did not fight alone for the Ecclesiarchy and Imperial Guard owed a debt of blood to the Scythes as they had fought alongside them during the **Age of Apostasy** and it was in the defence of the Scythes' homeworld that these debts would be repaid.*

*It came as a surprise when an Inquisitorial cruiser entered high orbit several months after the battle for Sotha was underway. However, aboard was Inquisitor Kryptman and his true goal was to obtain firsthand analysis of a world that has been devoured by the Tyranids. And to do that, he must hold his forces back until the Sotha had been crushed. Such is the price Kryptman had deemed needed to be paid by the Scythes in order to save other worlds.*

## GRAIA

**Initiative in this Warzone for Game One is taken by Hive Fleet Kraken.**

With an extensive orbital defence network, Graia is an agri-world that has supplied food and luxuries to neighbouring sectors for millennia. One of the giant ore ships fleeing from Devlan with its cargo of refugees arrived at the planet ominously dark and silent. No communication was forthcoming from the vessel and it made an automated landing far from habitation. When warriors of the **Ultramarines Chapter** investigated the ship, they found it to be a blood-drenched abattoir.

Clearly something had survived for it was less than a week before the isolated farming communities began to suffer the same fate. Reviewing the situation, **Lord Marneus Calgar** called on Graia to be placed under quarantine while his forces dealt with the alien invader but was forced to call in further reinforcements when the orbital defence facilities began to be ravaged by Tyranid spores. Kraken had come to Graia. The orbital defences held the hive fleet back for a time, but the invaders had overrun Graia's sentry moon. Now every orbit brought a rain of mycetic spores on the planet below, each spore bearing its payload of doom and destruction. Leading the defence himself, Lord Calgar commanded the forces on Graia to sell their lives dearly to provide the populace time to escape – but what if the escaping ships carry the threat to another world as Devlan had to Graia?



**SYNAPSE THREAT: THE DOMINATRIX**

*The supreme battlefield commander of a Tyranid invasion was always believed to be the Hive Tyrant. However during the Second Tyranic War a greater monstrosity was seen on Graia apparently directing even the Hive Tyrants. Codified the Dominatrix this beast appears to be not one creature but a symbiosis of at least two distinct organisms. The larger of these two by a magnitude of a dozen times is the towering beast that dwarfs even the Hierodules and Carnefex. Atop this creature rests another, smaller, being. This is believed to be the embodiment of the hive mind on a battlefield and Inquisitor Kryptman has ordered that no resource be spared in capturing one of these creatures for closer study.*

**ICHAR IV MANUFACTORUM WEST**

**Initiative in this Warzone for Game One is taken by The Brotherhood.**

After the assassination of the planetary governor, the rebellious group known as the Brotherhood had established itself as sole controlling force on Ichar IV. A few weeks after the outbreak of open rebellion the Adeptus Arbites precinct fortress in the capital, Lomas, was finally overrun. **Colonel Elsinore** of the Ichar PDF proved to be an insightful and flexible commander as he merged several mauled regiments with local Ecclesiarchy forces and newly arrived Astartes squads to create a new fighting force he dubbed the **Ichari Regulars**. Elsinore learned that the Arbites were not defeated and most of their number escaped along a secret tunnel and captured the city's four main power generators. Colonel Elsinore and detachments from the Ichari Regulars began to lead assaults on Manufactory West in the hope of reaching the Arbites before they are overrun and the generators are lost to the Brotherhood.

**TRIPLEX PHALL**

**Initiative in this Warzone for Game One is taken by Hive Fleet Kraken.**

The Adeptus Mechanicus are the proud artificers of the Imperium with each of their sacred Forgeworlds producing unique technologies and marvels to further the Emperor of Mankind's domain. One of the largest and most productive of the Forgeworlds, the tech-priests of Triplex Phall are experts in walker technology and hold many unique secrets of super-heavy war machine construction. The potent weapons are usually deployed throughout the galaxy, but in recent centuries almost all of Triplex Phall's production has gone to bolstering the defences of the Eastern Fringe from the numerous alien menaces such as Eldar, Tau, Orks and now, the Tyranids. Triplex Phall lies in the direct path of the oncoming Hivefleet and already the neighbouring systems of Lamarno and Salem are consumed.



Of clear strategic importance to the Mechanicus are the Titan Yards, home to the famous **Legio Praetor** and **Legio Victorium** (Foe Slayers). Should these fall to the Tyranids, the Imperium would be deprived of an order of war machines whose proud history stretches back to the dawn of the Empire of Man. Now the Titan Legions and the mighty Ordinatus war machines are being readied not to go out in conquest but to defend their home from certain annihilation in the face of countless billions of invading bio-constructs. Millions of Skitarii warriors prepare to defend their home forges. Should they fail and Triplex Phall be consumed, the war is certainly lost for the Imperium.

**ICHAR IV**

**Initiative for all the Ichar IV Warzones for Game Five is taken by winning taskforces from Game Three.**

A scant few decades ago, no-one had heard of Ichar IV and now it is a world upon which all the hopes of the Imperium rest. Already rebellion has risen in the capital of Lomas and **Inquisitors Agmar and Kryptman** have uncovered a deeply rooted **Genestealer Coven** which might even have been on the planet since before **Hive Fleet Behemoth** made its terrible journey into the Imperium. Should the combined forces of the Emperor's armies fail to stop the approaching Tyranid onslaught; the final battle will be fought at Ichar IV. If that world were to fall to the alien menace, a pathway is clear which will bring the Tyranids to **Holy Terra** before the remainder of the Imperial Navy can be mobilised to stop them.

Under Lord Calgar's command, Ichar IV has been divided into distinct Warzones, each with its own objectives, strongpoints and weaknesses. Only the bravery of the warriors of the Imperium, the not completely unwelcome aid of the xenos Eldar and the divine intervention of the Emperor stands between victory and total annihilation at the claws of the largest gathering of Tyranid forces ever encountered...

# DEFENDERS OF THE EAST

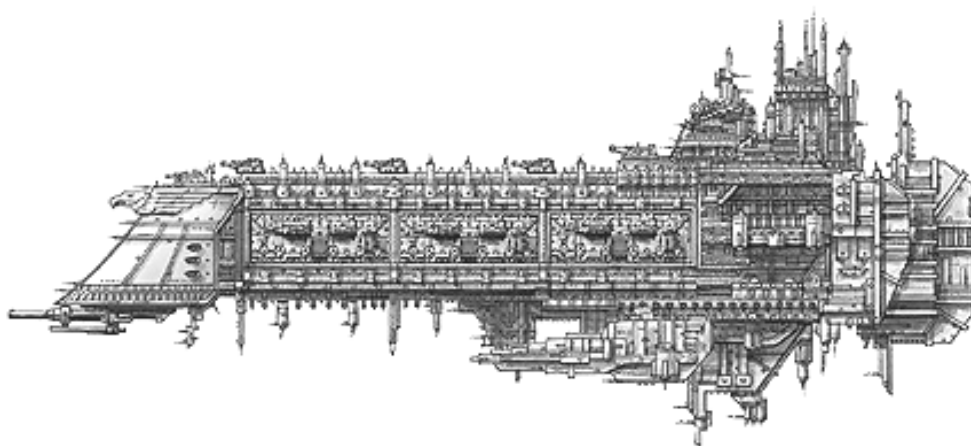
*"Know this, the father of our Chapter watches over us always. He knows your soul, your strengths and, aye, even your doubts. The chain of command must not be broken or we are nothing. Discipline and order are everything on the battlefield and the army lives by the credo will triumph."*

With these words Lord Calgar of the Ultramarine's chapter commands his men to battle. At the instruction of the High Lord's of Terra all Astartes forces in the region have been placed under his command as have the assets of the Imperial Navy and the Imperial Guard. It is a desperate conflict ahead of them, one not seen since the dark days of the Age of Apostasy...

The lists on the following pages present the allowed army lists for the Defenders of the East involved in the campaign. In all cases the most recent edition of the Codex will be used. These are the only armies permitted in this Faction during the weekend and if you cannot find your army listed, in all likelihood it is not permitted (for example Daemon Hunters). If you have any further questions regarding army selection, please contact the event organisers before the weekend or check the forums at [www.tempusfugitives.co.uk](http://www.tempusfugitives.co.uk).

The Codices used in this campaign for the Defenders of the East are: Codex Black Templars, Codex Dark Angels, Codex Eldar, Codex Imperial Guard, Codex Space Marines (including Space Wolves) and Codex Witch Hunters. **Codex Daemon Hunters may not be used.** With the exception of the revised Blood Angels army list and the Armoured Company list, articles from Chapter Approved or other sources are not to be used in this campaign. All supplementary rules to your Codex can be found in this pack.

Warzone	Terrain	Taskforce Name	Permitted Armies
Charybdis	Hive Ship	Strike Force Kryptman	Imperial Boarding Actions
Death of Integrity	Space Hulk	Strike Force Agmar	Imperial Boarding Actions
Graia: Homesteads	Verdant Fields	The Emperor's Shield	Imperial Guard, Space Marines, Witch Hunters
Graia: Viridian Fields	Lush Foliage	Sons of Guilliman	Ultramarines
Ichar IV: Manufactorum	Industrial	Ichari Regulars	Imperial Guard, Space Marines, Witch Hunters
Ichar IV: Underhive	Sewer Tunnels	Strike Force Ignatius	Imperial Boarding Actions
Iyanden	Craftworld	Tears of Isha	Eldar
Sotha	Dead World	Boarding Actions	Imperial Boarding Actions
Triplex Phall: Actual	Forgeworld	Legio Praetor	Imperial Guard, Space Marines, Cult Mechanicus
Triplex Phall: Titan Yards	Forgeworld	Legio Victorum	Imperial Guard, Space Marines, Cult Mechanicus





## ELDAR

Many millennia ago, the refined Eldar civilisation was ripped asunder by a galactic cataclysm. The magnitude of this catastrophe not only tore holes in the fabric of space itself, but also forced the Eldar to assume nomadic existences within vast city-ships known as Craftworlds. These organic world-scapes travel gracefully through the gulf of space, inhabited by the surviving members of the Eldar race. Among the largest and most populous of these Craftworlds was Iyanden.

### USING ELDAR IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Eldar with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Codex: Craftworld Eldar is no longer a valid supplement to Codex Eldar and will not be permitted.

## THE CULT MECHANICUS

The Adeptus Mechanicus believe that all technology is inhabited by a Machine spirit, a lesser aspect of their central deity. A reasonable man might suggest that they are mistaking the primitive remnants of A.I. found in most Imperial technology, for something spiritual. However the Cult Mechanicus are far from reasonable men...

The Cult Mechanicus await the arrival of the Omnissiah, a prophesised physical avatar of the Machine God. During the Great Crusade the forces of the Emperor liberated many of the forge worlds founded as colonies of Mars in ancient times. On his arrival at many of the worlds, the Cult Mechanicus recognised the Emperor as the long awaited Omnissiah; however with his ascension of the Golden Throne at the dawn of the Imperial Age this belief was largely discredited.

### USING THE CULT MECHANICUS IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- The army MUST use the following doctrines taken from Codex Imperial Guard: Grenadiers, Cyber-Enhancements and Tech-Priest Engineeers. Players are free to select a further TWO doctrines but cannot choose Priests or Preferred Enemy: Tiranids. It is recommended that any units taken are suitably modified to represent the Cult Mechanicus rather than a regular Imperial Guard army. For example, taking Ogryns as a doctrine would represent a unit of heavy combat servitors rather than just simply Ogryns.
- The Command Section entry in Codex Imperial Guard is ignored and is instead replaced with the Magos Prime unit listed under the Faction Specific Units section of this supplement. Units within 12" may use the Magos Prime's leadership as per the rules in Codex Imperial Guard. Any technical servitors taken count as being equipped with a vox caster at no additional cost.
- The Infantry Platoon Command Squad entry in Codex Imperial Guard is ignored and is instead replaced with the Tech-Priest Engineeer entry listed in Codex Imperial Guard. Units within 12" may use the Engineeers' leadership as per the rules in Codex Imperial Guard. Any technical servitors taken count as being equipped with a vox caster at no additional cost.
- You may include Land Raider variants in your army as Heavy Support choices at the costs indicated in Codex Space Marines. The Land Raiders may transport Praetorian Servitors.



## IMPERIAL GUARD

Calgar knows only too well after the brutality of the First Tyrannic War that it will not be the advanced technologies of the Adeptus Mechanicus or the heroism of the Adeptus Astartes that will win this day. It is the grim determination of a billion guards' men and women that the alien filth shall not wipe humanity from the galaxy.

### USING THE IMPERIAL GUARD IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- You may use the rules for Tank Companies/Armoured Battle Groups found in Chapter Approved, the Games Workshop Website and in Imperial Armour Volume One. If you take such an army, you may take an Armoured Fist squad as your mandatory Troops choice for your Combat patrol. These types of armies may not be taken as Boarding Parties.
- Imperial Guard armies may not take Preferred Enemy: Tyranids.
- Infernus Shells taken for Griffon mortars must use the rules from Imperial Armour: Volume V.
- You may take an army using the D-99 rules from Imperial Armour: Volume IV but they may not take a Heavy Reinforcement Detachment. You may take a Siege Regiment army using rules from Imperial Armour: Volume V.

## SPACE MARINES

**INCLUDING ULTRAMARINES, DARK ANGELS, BLACK TEMPLARS, SPACE WOLVES AND BLOOD ANGELS**

Gods of war, the Adeptus Astartes show no fear in the face of the Tyrannic horde. On dozens of worlds they battle furiously with the alien and emerge triumphant. A million space marines are but a drop in the ocean compared to the countless billions of Tyranids that assail the Imperium on a hundred different worlds.

### USING SPACE MARINES IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Space Marines, Codex Black Templars or Codex Dark Angels. For armies of Space Wolves players must use their supplementary Codex with the latest FAQ from Games Workshop's website. **Blood Angels' armies are selected using the latest army list as featured in White Dwarf 331.** Please contact us at the Tempus Fugitives if you do not understand this point. **You may not use Codex Armageddon, Codex Eye of Terror or Codex Blood Angels.**
- Drop Pods may be used; however appropriate Forgeworld or converted models must be taken. No paper cups/proxy models please!
- Space Marine armies may not take the Preferred Enemy: Tyranids advantage. Lamenters and Emperor's Scythes players gain this benefit for the duration of the campaign in addition to any other Traits taken. Ultramarine players also receive this advantage **but may not take any other Traits.**

## WITCH HUNTERS

The heresies and blasphemies of Genestealer Coven activity has caused many Witch Hunter Inquisitors to be dispatched to the Eastern Fringe. Operating from their conclave on Dytalix the witch hunters of the Ordo Hereticus co-ordinate its efforts with the hundreds of Adeptus Sororitas detachments based throughout the Eastern Fringe. The alien heresy must be purged by flame and faith if the Imperium is to be saved.

### USING WITCH HUNTERS IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Witch Hunters with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Witch Hunters may not be taken as allies in another army. They may only be taken as an army in their own right.

## FACTION SPECIFIC UNITS

There are several units which may be taken by many of the armies during the Second Tyrannic War. They are detailed on the following pages and are considered fully usable for this campaign weekend. **However, they are not to be considered official in any way outside of the Second Tyrannic War.** Where a unit is restricted to one army, it is clearly indicated in the unit entry.

<b>Deathwatch Disruption Team</b>	<b>Pg 15</b>
<b>Deathwatch Kill-Team</b>	<b>Pg 16</b>
<b>Deathwatch Terminators</b>	<b>Pg 17</b>
<b>Electro-Priests</b>	<b>Pg 18</b>
<b>Praetorian Heavy Servitors</b>	<b>Pg 18</b>
<b>Genitor Biologis Advisor</b>	<b>Pg 19</b>
<b>Gland War Veterans</b>	<b>Pg 20</b>

<b>Imperial Termite</b>	<b>Pg 21</b>
<b>Legio Cybernetica Cohort</b>	<b>Pg 22</b>
<b>Magos Prime</b>	<b>Pg 23</b>
<b>Ordo Xenos Inquisitor</b>	<b>Pg 24</b>
<b>Second Tyrannic War Vets</b>	<b>Pg 25</b>
<b>Wraithseer of Iyanden</b>	<b>Pg 26</b>
<b>Yriel's Corsairs</b>	<b>Pg 26</b>

### 0-1 DEATHWATCH DISRUPTION TEAM

#### IMPERIAL ARMIES ONLY

*On St Capilene, while supporting units from the Order of the Blue Robe, Deathwatch Disruption Teams were used for the first time against the Tyrannic threat. Deployed ahead of the Sororitas forces, the Deathwatch marines in scout armour made use of a number of projectors coated in Etherium. These projectors, when paired with a type of Ordo Xenos operative known as a blank or pariah, were originally intended for use against the Eldar seers of the Ulthwe Craftworld. However the Second Tyrannic War changed everything and the Teams were re-deployed with a different mission. After successfully disrupting the influence of the Hive Mind in a limited battlefield role on St Capilene, Inquisitor Kryptman ensured that several teams were deployed in all the major Warzones.*

**Any army of Imperial Guard, Witch Hunters, Space Marines or Cult Mechanicus may include a unit of these superbly trained and equipped infiltrators as a single Elite choice.**

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Ordo Xenos Spec</i>	30	3	3	3	3	1	3	1	7	-
	<i>Pts</i>	<i>Front</i>		<i>Side</i>		<i>Rear</i>				
<i>Etherium Projector</i>	10	9		9		9				

**Number/Squad:** 1 Ordo Xenos Specialist, 1 Deathwatch Kill-Team wearing scout armour and 3 Etherium projectors.

**Equipment:** The Ordo Xenos Specialist carries a las pistol. The Deathwatch Team is armed as described on pg 13.

### SPECIAL RULES

**Disruption Team:** The disruption team are purchased as a Deathwatch Kill-Team (see next page for details and points costs). Being equipped with scout armour rather than power armour, they have a 4+ armour save but will always deploy using the rules for infiltrate regardless of the scenario. Because of the presence of the Specialist, the Deathwatch captain in the squad may not be upgraded to a Librarian.

**Ordo Xenos Specialist:** The Specialist is infiltrated along with the Disruption Team and is considered to be part of the unit for all purposes. At the start of each player's turn a dampening field is emitted from the Specialist with a 2d6" radius. All units (friend or foe) with models within one or more fields (excluding members of Deathwatch but including models which are Fearless) have their leadership value reduced to 7. The field blocks the power of the Hive Mind and the warp so units with models within the radius of the field may not use any psychic powers. Additionally, Synapse creatures lose any benefit of the Synapse rule and cannot provide the ability to any other models (including those outside of the field). Units with models within the field are similarly considered to be outside of Synapse range.

**Etherium Projectors:** These must be deployed once the Disruption team has been infiltrated. They must be placed within 6" of the Ordo Xenos Specialist or another Projector and may not move once deployed. Each projector emits a dampening field to the same radius as that emitted by the Specialist. If a Projector is out of 6" range of the specialist or another Projector, then it does not emit a field. If the specialist is slain then the projectors go offline and count as destroyed. The Projectors are targeted separately from the squad and are treated like a vehicle squadron. Any glancing or penetrating hit destroys a projector.

## DEATHWATCH KILL-TEAM

**IMPERIAL ARMIES ONLY**

*Without the Ordo Xenos' famous Deathwatch Kill-Teams, aliens such as the Orks, H'rud, Fraal and Genestealer Covens would be able to rampage through whole sectors of the galaxy unchecked and unmonitored.*

Any army of Imperial Guard, Witch Hunters, Space Marines or Cult Mechanicus may include units of these superbly trained and equipped warriors as HQ or Elite choices. They may NOT be taken in place of the compulsory HQ choice.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
DW Captain	70	5	5	4	4	3	5	4	10	3+
DW Librarian	+40	5	5	4	4	3	5	4	10	3+
DW Marine	30	4	4	4	4	1	4	2	9	3+

**Number/Squad:** 1 Deathwatch Captain and 4-9 Deathwatch Marines.

**Equipment:** Bolter, bolt pistol, close combat weapon, Frag grenades and Melta bombs.

**Options:** Up to 2 Deathwatch Marines can be armed with a special weapon from the following list in place of their Bolter: Heavy Bolter with suspensors and Hellfire ammo at +15 pts; Bolter with M.41 Targeter and ammo at +10 pts; Plasma gun at +10 pts; Meltagun at +10 points; Flamer at +3 pts.

Any Deathwatch Marine can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their Close Combat Weapon: Power Fist at +25 pts; Lightning Claw at +25 pts; a pair of Lightning Claws at +30 pts (these replace both the Bolter and Close Combat Weapon); Power Weapon +15 pts.

All models armed with a Bolter may be issued with one of the following special ammo types: Metal Storm ammunition at +3 pts or Inferno Bolts at +5 pts. Note that the same ammo must be used throughout the squad.

**Character:** The Deathwatch Captain has terminator honours (already included in his profile). He may purchase wargear from the space marine armoury (except Terminator armour).

The Deathwatch Captain may be upgraded to a Deathwatch Librarian for +40 points. He replaces his close combat weapon with a force weapon and is equipped with a psychic hood.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker and counts as a Space Marine Librarian for purchasing additional wargear from the space marine armoury (except Terminator armour).

### SPECIAL RULES

**Fearless:** See page 74 of the Warhammer 40,000 rulebook.

**Infiltrate:** The Deathwatch have many ways of reaching a battlefield by surprise and are often found spearheading an assault deep into enemy territory. They may deploy using the rules for infiltrate where permitted in a scenario.

**Heavy Bolters with Suspensors:** The Heavy Bolter is potentially a very versatile weapon, especially if equipped with additional suspensor units to provide enough stability to fire on the move and becomes Assault 3. The weapon's effective range is reduced to 18" however.

**Hellfire Ammo:** Deathwatch heavy bolters always have Hellfire rounds available. A round is chambered singly and can be used as an alternative to the heavy bolter with suspensors profile as follows: **Range 36"; SX; AP4; Assault 1, Blast.** Irrespective of the Toughness of the target, a Hellfire round always wounds a Tyranid creature on a 2+.

**M.41 Targeter with Bolter:** Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the M.41 turns a Bolter into a rapid-firing Sniper Rifle. It has a range of 24", always wounds on a 4+, has an AP 5 and becomes Heavy 2.

**Metal Storm Ammunition:** A Bolter loaded with Metal Storm ammunition may be fired from the hip with remarkable accuracy. The Metal Storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence. A bolter fired with Metal Storm Ammunition has the same profile as a S4 shotgun.

**Inferno Bolts:** A Bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded Bolter. This is achieved by filling the Bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

## O-1 DEATHWATCH TERMINATOR KILL TEAM

**IMPERIAL ARMIES ONLY**

*The ultimate sanction against an alien infestation, short of Exterminatus, is the Ordo Xenos' Deathwatch Terminators. Chosen from the best warriors the ranks of the Astartes can provide and equipped with deadly tactical dreadnought armour, Deathwatch Terminators are the bane of aliens everywhere.*

Any army of Imperial Guard, Witch Hunters, Space Marines or Cult Mechanicus may include a single unit of these superbly trained and equipped warriors. They may be taken as an HQ choice. They may NOT be taken in place of the compulsory HQ choice.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
DW Term Captain	95	5	5	4	4	3	5	4	10	2+
DW Librarian	+40	5	5	4	4	3	5	4	10	2+
DW Terminator	46	4	4	4	4	1	4	2	9	2+

**Number/Squad:** 1 Deathwatch Terminator Captain and 4-9 Deathwatch Terminators.

**Equipment:** The Deathwatch Terminator Captain is armed with a storm bolter and a power weapon. All other Terminators have a storm bolter and a power fist. All members of the squad wear Terminator armour.

**Options:** Any model (including the Deathwatch Terminator Captain) may replace their weapons with either a pair of lightning claws or a thunder hammer and storm shield. Any combination of these two types may be included in the squad.

Up to two Deathwatch Terminators may replace their storm bolter with a heavy flamer at +10 pts or assault cannon at +20 pts or may add a cyclone missile launcher to their existing weaponry at +25 pts. Any model with a power fist may replace it with a chain fist at +5 pts.

**Character:** The Deathwatch Terminator Captain may select equipment from the Space Marine Armoury. He may be upgraded to a Terminator Librarian for +40 points. He replaces his close combat weapon with a force weapon and is equipped with a psychic hood.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker and counts as a Space Marine Librarian for purchasing additional wargear from the space marine armoury.



### SPECIAL RULES

**Fearless:** Sent into the most horrific of alien environments and trained to expect any kind of resistance that they might find there, the powers of the xenos hold no terrors for the Deathwatch. Deathwatch Terminators are Fearless. See page 74 of the Warhammer 40,000 rulebook.

**Inferno Bolts:** Deathwatch Terminator storm bolters are routinely loaded with Inferno rounds that cause far more horrific wounds than a conventionally loaded Storm Bolter. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

**Rapid Teleport:** A Deathwatch Terminator squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. Because of the superior technology employed, the squad always arrives at the start of the Imperial player's first turn and may re-roll the scatter dice and distance rolled.

**Preferred Enemy:** Trained by the Genitor Biologis to slay their alien foes, Deathwatch Terminators possess the Preferred Enemy: Tyranids skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).



## 0-1 ELECTRO PRIESTS

### CULT MECHANICUS ARMIES ONLY

*Electoos, metal circuits embedded in the skin of techpriests to allow them to channel electricity. These can be used in combat, or to revive a recalcitrant machine spirit. Those who specialise in the use of these and become essentially a human electric generator are known as electro-priests or Luminen*

*The ancient and secretive order of the Luminen is occasionally seen amongst the Skitarii legions bringing their own unique abilities to the battlefield in service of the Machine-God. Able to generate and conduct massive electrical discharges through their bodies, they tear wildly through the enemy leaving behind them a trail of blackened and twitching corpses.*

If you wish to field a unit of buzzing fanatics to the Machine-God, then you can include them as a single Elites choice for a Cult Mechanicus force. They may NOT be taken by any other army.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Electro Priest</i>	40	4	4	3	4	1	4	3	8	3+

**Number/Squad:** 3-6 Electro-Priests.

**Equipment:** The Electro-Priests are able to conduct the energy in their bodies into various lethal discharges. They may **either** discharge a blast in the shooting phase as a plasma gun or in close combat in which case their attacks for that turn count as Strength 5 power weapons. The 'gets hot' rule for the plasma gun can be seen as the Priest losing control of the violent energies surrounding him.

### **SPECIAL RULES**

**Fearless:** See page 74 of the Warhammer 40,000 rulebook.

**Invulnerable:** Surrounded by a shimmering aura of energy the Electro-Priests are able to deflect incoming enemy attacks. Their save is invulnerable.

**Shocking Company:** The unit may not be joined by an independent character or any other unit because of the violent electrical field surrounding the Priests.

## 0-1 PRAETORIAN HEAVY SERVITORS

### CULT MECHANICUS ARMIES ONLY

*Praetorians are intended to provide complete protection for the Tech-priest on the battlefield. They are elite cyborgs warriors which bodyguard the Magos and protect temples, shrines and other facilities threatened with direct attack. Heavily armed and armoured they typically mass over twice the bulk of a man or more, with tracks or jointed legs to carry their immense weight. Some Praetorians are created from vat-grown giants or mind-scrubbed Ogryns. All are designed to intimidate and, if necessary, obliterate.*

If you wish to a unit of these implacable machines in the service of the Cult Mechanicus, then you can include them as a Heavy Support choice. They may NOT be taken by any other army.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Praetorian</i>	75	4	4	5	6	1	1	2	10	2+

**Number/Squad:** 3-5 Praetorian Heavy Servitors.

**Equipment:** The Praetorians are armed with a chain fist and assault cannon.

**Options:** Any Praetorian may replace its assault cannon with a multi-melta or plasma cannon at no additional points cost.

### **SPECIAL RULES**

**Fearless:** Lobotomised and grafted with data processors, Praetorian Heavy Servitors are completely unflinching to the damage caused to their bodies. The unit is Fearless See page 74 of the Warhammer 40,000 rulebook.

**Feel No Pain:** Because of the extensive modifications they are also far more resilient to damage than mere flesh and blood. Praetorians benefit from the Feel No Pain universal rule found on page 74 of the Warhammer 40,000 rulebook.

**Stable Firing Platform:** Mounted on massive tracked units or other sturdy drives, the Praetorians are designed to move and fire heavy weaponry as well as be able to assault after doing so. They always count as stationary for shooting purposes.

## 0-3 GENITOR BIOLOGIS ADVISORS

### IMPERIAL GUARD OR CULT MECHANICUS ARMIES ONLY

*Studying the millions of corpses left on Macragge the Adeptus Mechanicus began to piece together a detailed file on Tyranid physiology. Unfortunately it was only when a research facility on Dantis III came under attack in the early stages of the Second Tyrannic War that the Genitor Biologists saw how rapidly the Tyranids were evolving. Realising they had to act; hundreds of Genitors went out to the various Warzones to accrue more data.*

These scientists make useful additions to an Imperial Guard or Cult Mechanicus army. They may not be taken by Space Marine forces as these mighty warriors fight in the very heart of the enemy – too close for a fragile scientist to survive long.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Genitor Biologist</i>	50	3	3	3	3	1	3	1	8	5+

**Number/Squad:** These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a mission. Each Genitor Biologist Advisor must join a separate unit in the army as described below.

**Equipment:** Genitor Biologist Advisors carry a las pistol, signum (allowing a shooting re-roll each turn for a model in the unit to which he is attached) and a surveyor/auspex.

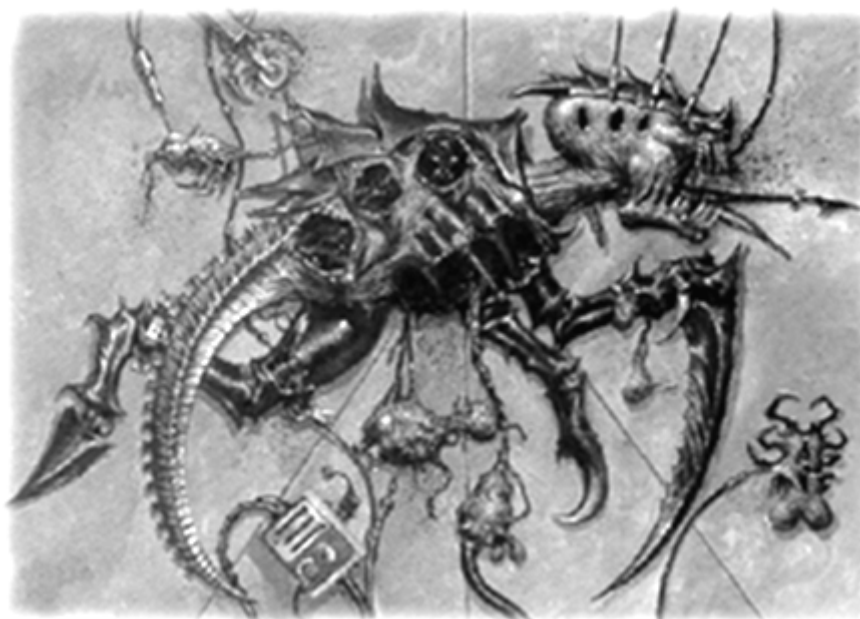
### SPECIAL RULES

**Advisors:** A Genitor Biologist must be allocated to any HQ squads (not characters) deployed at the start of the battle. Once each HQ choice has been assigned an Advisor, any remaining Advisors are attached to Elite squads. If all HQ and Elite squads have an Advisor then the remainder are individually assigned to Troop squads. Unattached Advisors may not be used. Any special deployment rules (such as Scout or Infiltrate) may be used by the Advisor.

**Rival Theologies:** The Biologists were ruthlessly purged by the Ecclesiarchy during the Age of Apostasy and as a result a long standing enmity exists between them. As a result, a unit that contains a Priest is not able to be joined by a Genitor Biologis Advisor.

**Efficient Use of Force:** A Genitor Biologist has studied Tyranid physiology for years and knows a few tricks to keep them out of action. A unit including an Advisor may re-roll all wounds against Tyranids.

**Precious Knowledge:** Each surviving Biologist is worth 100 victory points to the Imperial player, so crucial to the war effort is the data he has collected.



## GLAND WAR VETERANS

### IMPERIAL ARMIES ONLY

The Gland War Veterans were created during the Tyranid invasion of Dantis III. An Adeptus Mechanicus base that was amongst the first to be struck by Hive Fleet Kraken, Dantis III was defended by the 23<sup>rd</sup> Regiment of the Lostock Rifles. As the surface was so heavily polluted, the Adepts made severe modifications to the regiment so as to enable them to mount a holding action. While the fighting raged on Dantis, Inquisitor Agmar requisitioned a company of these so called 'Gland War Veterans' and had them spread throughout the sector so that their experience would not die along with the rest of their Regiment.

Any army of Imperial Guard, Witch Hunters, Space Marines or Cult Mechanicus may include units of these experimental, yet highly effective warriors. They may be taken as Elites choices.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Gland War Sergeant	18	4	4	3	3	1	3	2	8	5+
Gland War Veteran	12	4	4	3	3	1	3	1	8	5+

**Number/Squad:** 1 Gland War Sergeant and 5-9 Gland War Veterans.

**Equipment:** The squad is armed with shotguns, las pistols and close combat weapons. They are equipped with frag and krak grenades.

**Options:** Up to three Veterans may replace their shotguns with a flamer at +6 points, a grenade launcher at +8 points or a plasma gun or melta gun at +10 points.

One Veteran may be equipped with a Demolition Charge at +15 points.

**Character:** The Gland War Sergeant may take additional selections from the Imperial Guard armoury including officer only items.

### SPECIAL RULES

**Fleet of Foot:** Their oversized adrenaline glands and enhanced metabolism allows the Gland War Veterans to put on bursts of speed when needed. They benefit from the Fleet Rule as described on page 74 of the Warhammer 40,000 rulebook.

**Altered Metabolism:** Due to their implanted organs and bio-chemical modifications, Gland War Veterans count as equipped with Chem Inhalers (see Codex Imperial Guard).

**Stealth Training:** All Gland War Veterans possess the Infiltrate and Move through Cover skills (see the Universal Special Rules section of the Warhammer 40,000 rulebook).

**Preferred Enemy:** After seeing action on Ymgarl and Giant's Coffin, the Gland War Veterans are some of the few warriors in the galaxy to have become adept at fighting Tyranids. They possess the Preferred Enemy: Tyranids skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).



**Detached Duty:** Their unique surgery making them feel forever an outcast from their brothers in arms, Gland War Veteran squads cannot receive the benefit of any other Doctrine even if used as Elites for another Imperial Guard army.



## IMPERIAL TERMITE

### IMPERIAL ARMIES ONLY

*If the commander has enough influence, Imperial units can be requisitioned the use of Termite subterranean transports. Though the construction of these burrowing vehicles is a closely guarded secret, the situation on the Eastern Fringe was thought to be so dire that the Adeptus Mechanicus provided several thousand Termite transports to the defenders.*

An Imperial Termite is a transport choice for Imperial Guard, Witch Hunters, Cult Mechanicus and Space Marine forces. Any unit which has the ability to purchase a transport in its army list entry may instead choose to purchase an Imperial Termite at the points cost indicated. Such units are held in reserve even if the mission does not allow it. Only the unit assigned the Termite may be transported in it. Independent characters may join a unit with a Termite before the game so that they may also travel in it. The Imperial Termite may not be given any upgrades.

Imperial Termites may be taken in Boarding Actions, though they represent boarding torpedoes rather than Termites.

	<i>Pts</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<i>Termite Capsule</i>	50	12	12	n/a	4

**Type:** Tank, Immobile.

**Crew:** Three Servitors

**Weapons:** Drill and forward facing twin-linked melta-guns.

### SPECIAL RULES

**Transport:** The Termite can carry up to twelve infantry models (count Ogryns and models in Terminator Armour as two models). The Termite has no rear armour value as it is underground, instead resolve a rear attack onto a side facing.

**Tunneller:** A Termite may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enters play as follows. When the Termite arrives you may place the capsule anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a Scatter dice, if a hit results the capsule burrows up on target otherwise it scatters 2D6" in the direction shown. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them.

Once the capsule has emerged, the exit doors blast open and all passengers immediately disembark. The passengers may not make an additional movement or assault that turn. They may shoot but count as moving.

**Movement:** Once emerged, the Termite capsule becomes permanently immobile and as such automatically awards your opponent 25vps.

**Drill Attack:** Any model assaulting the Termite in its front arc takes a S8 hit from the drill on a 4+. The hit ignores armour saves and penetrates vehicles on 2d6.

**Access Points - 2:** The Termite has two side hatches which are used as access points by the passengers.





## LEGIO CYBERNETICA COHORT

### CULT MECHANICUS ARMIES ONLY

The Adeptus Mechanicus is divided into many sub-branches and divisions. Each specialises in one of the myriad areas of the technical arcana. The Legio Cybernetica is one of the oldest parts of the Adeptus Mechanicus. Its records stretch back almost unbroken to the very first days of the Imperium and, it's assumed, to the times before the Imperium. The Legio has a long history, and its members regard themselves as an elite battle force. However the Imperium is rife with suspicion regarding the Legio Cybernetica as it was the first amongst the Mechanicus to declare for Horus during the Great Heresy. As a result the remaining cohorts are rarely fielded outside of the Mechanicus itself.

If you wish to field units of these implacable machines in the service of the Cult Mechanicus, then you can include them as Elites choices. They may NOT be taken by any other army.

Although there aren't any Robot models currently available they are relatively easy to convert from various walker kits such as wraithlords, killa kans, dreadnoughts and sentinels. As a suggested size they should just about fit on a 40mm base.

For those players who are lucky enough to own some of Citadel's original robot models then these are the suggested weapon fits:

**Crusader 2** power wpns & lascannon

**Colossus t.** hammer & multi-melta

**Cataphract** power fist & heavy flamer

**Castellan** power fist & heavy bolter

**Conqueror** power fist & autocannon.



	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Robot	50	4	4	5	5	2	1	2	5	3+
Cyber-Controller	45	3	3	3	3	1	3	1	9	3+

**Number/Squad:** 1 Cyber-Controller and 3-5 Robots.

**Equipment:** The Cyber-Controller tech-priest is armed with a las-pistol and power weapon and is equipped with a surveyor and servo-arm. The robots are armed with two power weapons and a heavy bolter. The Cyber-Controller may replace his laspistol with a bolter at no extra points cost.

**Options:** Any Robot may replace its heavy bolter with one of the following weapons: a power weapon or a heavy flamer at +6 points, an autocannon, missile launcher or multi-melta at +10 points, a lascannon at +15 points or plasma cannon at +20 points. Any Robot may replace either power weapon with a power fist at +5 points or a thunder hammer at +10 points.

### SPECIAL RULES

**Machine Spirits:** The unit is Fearless See page 74 of the Warhammer 40,000 rulebook. Should the Cyber-Controller be killed, the Robot cohort must pass a leadership test at the start of each turn or become pinned until the start of their following turn when they must test again or remain pinned. Robots in combat do not need to take this test.

**Stable Firing Platforms:** Robots are designed to move and fire heavy weaponry as well as be able to assault after doing so. They always count as stationary for shooting purposes.



## MAGOS PRIME

### CULT MECHANICUS ARMIES ONLY

*Tech-priests are a holy order, who worships the Machine God and the intimate knowledge of technology that he holds. The lowest ranks of Tech-priest have mainly maintenance and construction duties, but as a Tech-adept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest mysteries and techniques. In times of war these Magos are at the head of vast armies of combat servitors and Skitarii and it is a foolish creature which stands in the way of these high priests to the Omnissiah.*

A Magos Prime is a compulsory HQ choice for a Cult Mechanicus army. They may NOT be taken by any other army.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Magos Prime	85	5	5	4	4	3	5	3	10	3+
Gun Servitor	+25	3	4	3	3	1	3	1	8	4+
Combat Servitor	+25	4	3	3	3	1	3	2	8	4+
Tech Servitor	+10	3	2	3	3	1	3	1	8	5+

**Number/Squad:** A Magos Prime and 0 to 4 Servitors

**Equipment:** The Magos is armed with a bolter and power weapon and is equipped with a signum (allowing him or a servitor to re-roll one failed to hit roll each shooting phase) surveyor and servo-arm.

**Options:** The Magos may upgrade his equipment to a full servo-harness at +35 pts. The servo-harness incorporates the following features: artificer armour (improving his Armour Save to 2+), a second servo-arm (giving him two servo-arm attacks), a plasma cutter (which counts as a twin-linked plasma pistol) and a flamer. In the Shooting phase, the Magos may fire both harness-mounted weapons or one harness-mounted weapon and his bolter. A Magos with a servo-harness may re-roll the dice when attempting to repair a damaged vehicle (See Blessing of the Omnissiah special rule).

### SPECIAL RULES

**Independent Character:** A Magos Prime is an Independent Character. He may lead a retinue of 0-6 Servitors, selected from the options below. If he has a Servitor retinue the Magos Prime may not leave it or join another unit.

**Blessing of the Omnissiah:** As an Adept of the Cult Mechanicus, it is a Magos' sacred duty to repair damaged vehicles and restore them to their rightful place on the battlefield. If a vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance the Magos can rekindle its angered war spirit. To do this the Magos must start the Movement Phase of the Cult Mechanicus turn in contact with the damaged vehicle and not be inside it (although he can disembark and begin the repairs), Falling Back, Locked or Pinned. Roll a D6 and if the result is a 6 then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. Both the vehicle and the Magos (including any unit he leads or has joined) must remain stationary for the entire Movement phase. The repair attempt will be complete before the Shooting phase begins.

**Servitors:** Servants of the Adeptus Mechanicus often take to the field of battle accompanied by heavily augmented servitors from their Forgeworld. They can be of several different types, most commonly Technical Servitors, Combat Servitors or Gun Servitors. A Magos Prime's retinue may consist of any mix of the Servitors listed below:

*Gun Servitors:* Augmented with a variety of heavy weapons, these Servitors provide fire support for the Magos while he works. They are armed with a heavy bolter which can be replaced with one of the following weapons: multi-melta at +10 pts or plasma cannon at +20 pts. Note that unlike when working with the other armies of the Imperium, the Adeptus Mechanicus place no special restrictions on the number of plasma cannon armed Gun Servitors that can be taken in the retinue (up to the four servitors in total that the retinue can comprise of).

*Combat Servitors:* Mono-tasked with defending a Magos from enemy assaults, these Servitors are equipped purely to fight in close combat. They are armed with a power fist and a close combat weapon.

*Technical Servitors:* A relatively common sight in the Imperium, these Servitors are not intended for combat, but are very useful in helping in the repair of damaged vehicles. For each Technical Servitor in the Magos' retinue add +1 to the dice when rolling to repair damage, to a maximum score of 6 (see Blessing of the Omnissiah special rule). Technical Servitors are armed with a single close combat weapon.

A MAN MAY DIE YET STILL ENDURES IF HIS WORK ENTERS THE GREATER WORK. TIME IS CARRIED UPON A CURRENT INCEPTED BY FORGOTTEN DEEDS. EVENTS OF GREAT MOMENT ARE BUT THE CULMINATION OF A SINGLE CAREFULLY PLACED THOUGHT. AS ALL MEN MUST THANK PROGENITORS OBSCURED BY THE PAST, SO MUST WE ENDURE THE PRESENT THAT THOSE WHO COME AFTER MAY CONTINUE GREATER WORK.

THE CHIME OF EONS - GARBA MOJARO MAGOS PRIME OF THE ADEPTUS MECHANICUS

## ORDO XENOS INQUISITOR

**IMPERIAL ARMIES ONLY**

While the Ordo Hereticus gave their support to the Adeptus Sororitas and the Ordo Malleus remained largely uninvolved in the Second Tyranic War, the Ordo Xenos realised their expertise was best spent spread throughout the defending Warzones. Inquisitors made extensive use of Deathwatch Kill-Teams and even the dreaded Deathwatch Terminators. Some radicals even made use of various xenos mercenaries - whatever it took to bring about victory for the Imperium. The end justifies the means.

An Ordo Xenos Inquisitor is an HQ or Elites choice for the Imperial Guard, Space Marines, Witch Hunters or Cult Mechanicus army. An Ordo Xenos Inquisitor may be taken as a compulsory HQ choice for an army (replacing the Command Platoon in an Imperial Guard army, for example). If the Inquisitor is accompanied by a retinue of henchmen rather than a Deathwatch Kill Team, he may NOT be taken by Space Marines, Witch Hunters or armies including Deathwatch units.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ordo Xenos Inq	55	4	4	3	3	3	4	3	10	3+
Demiurg Trader	25	3	3	3	4	1	2	1	9	4+
Eldar Mystic	30	3	3	3	3	1	5	1	8	5+
Hrud Fusilier	30	4	3	3	3	1	4	1	6	5+
Kroot Tracker	15	3	3	4	3	1	3	1	8	6+
Ork Noble	35	4	2	4	4	2	3	3	8	6+

**Number/Squad:** An Ordo Xenos Inquisitor and either 3 to 6 Henchmen or a Deathwatch Kill-Team.

**Equipment:** The Ordo Xenos Inquisitor wears powered armour and is armed with a needle pistol and power weapon.

**Retinue:** The Inquisitor must be accompanied by a retinue of Henchmen as detailed below or a Deathwatch Kill-Team (in which case both he and the squad count as the same HQ choice). If the Inquisitor has a retinue then he and the retinue are treated as a single unit during the battle.

### SPECIAL RULES

**Independent Character:** An Ordo Xenos Inquisitor is an Independent Character. Unless attached to a Deathwatch Kill Team, he must lead a retinue of 3 to 6 Henchmen, selected from the options below. The Ordo Xenos Inquisitor may not leave his retinue or squad or join another unit. If the retinue or squad is destroyed he becomes an independent character and is then free to join other units.

**Needle Pistol:** This is a compact weapon of unknown origin that delivers a lethal flight of poisoned darts into the Inquisitor's target. The Needle Pistol has a range of 12" and an AP of 5. It counts as a pistol and any hit always wounds on 4+ regardless of the target's toughness. A roll of a 6 to wound increases the power of the shot to AP 1.

**Retinue:** An Ordo Xenos Inquisitor deals with all manner of alien species in his travels through the galaxy and it is not uncommon for temporary alliances to be formed in the interests of using one alien race against another. Servants and Mercenaries that have proven useful to an Inquisitor may find themselves called upon in times of need.

*Demiurg Trader:* The Demiurg appear to have some unresolved business of their own with the Tyranids and readily offer their services to the Imperium – for a fee. Each Demiurg Trader maintains the equipment in the allied force and allows a friendly unit within 6" of him to re-roll misses each shooting phase. The Demiurg counts as being armed with a storm bolter.

*Eldar Mystic:* The powers of foresight inherent in the Eldar provide insight not otherwise available to the Inquisitor. The controlling player may re-roll the dice when determining who gets first turn and may always set up a unit of infiltrators before the enemy does. The Mystic carries a close combat weapon. Each Mystic included permits you to take a unit of Eldar Rangers as a non-compulsory Troop choice or an Elites Choice (see Codex Eldar). They may be upgraded to Pathfinders as normal.

*Hrud Fusiliers:* A secretive race, the Hrud have adapted a form of warp-plasma to make a highly effective weapon. In the service of a radical Ordo Xenos Inquisitor they provide much needed fire support. They are armed with a Hrud Fusil, which can fire each turn as either a plasma gun (ignoring the rule for overheating) or a plasma cannon (do not ignore the rule for overheating!) Using a form of cloaking technology, the Hrud always counts as having a 5+ cover save.

*Kroot Tracker:* A superb huntsman the Kroot Tracker allows the Inquisitor to spot enemy units at night as well as those in cover. The Inquisitor and his retinue may re-roll the spotting distance for night-fighting as well as counting as equipped with an auspex. The Tracker is armed with a sniper rifle and two close combat weapons. Each Tracker included permits you to take a unit of Kroot Carnivores as a non-compulsory Troop choice or an Elites Choice (see Codex Tau Empire).

*Ork Nobles:* The Blood Axe Clan of Orks has proved to be vaguely useful to the Imperium on occasion. Ork Nobles in the retinue are armed with a power fist and a bolt pistol. Each Noble included permits you to take a unit of Ork Kommandos as a non-compulsory Troop choice or an Elites Choice (see Codex Orks). Ork Nobles may not make Waagh tests or Mob checks.

## SECOND TYRANNIC WAR VETERANS

### IMPERIAL ARMIES ONLY

*There is a cadre of marines for who the experiences that made veterans of their warriors inevitably came from fighting the Tyranids. From the Ultramarines grievous losses at the Battle for Macragge to the Scythes of the Emperor and the Lamenters' chapters being reduced to a fraction of their original number. Known as Tyrannic War veterans, these new squads were a departure for the Ultramarines, Scythes of the Emperor and Lamenters. Commander Calgar of the Ultramarines took the decimated warriors of the Scythes of the Emperor and the Lamenters and combined them with the veterans in his own company. These experts were then sent out amongst the defending armies of the Imperium so that their expertise might be passed onto battle brothers, Inquisitors and guardsmen alike.*

Second Tyrannic War Veterans are represented by models painted as either Ultramarines, Scythes of the Emperor or Lamenters. The models must include some suitably Tyrannic War feature (for inspiration check out Games Workshop's superb Ultramarine Tyrannic War Veterans or Chaplain Cassius).

**Any army of Imperial Guard, Witch Hunters, Space Marines or Cult Mechanicus may include units of these veterans as Elite's choices.**

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	30	4	4	4	4	1	4	2	9	3+
Veteran Marine	25	4	4	4	4	1	4	2	9	3+

**Number/Squad:** 1 Tyrannic War Veteran Sergeant and 4-9 Tyrannic War Veteran Marines.

**Equipment:** Bolter, bolt pistol, frag & krak grenades, terminator honours (already included in profile) and purity seals. Any member of the squad may replace his bolter with a close combat weapon at no extra cost.

**Options:** The entire squad may be given Jump Packs at +5 points per model.

One Space Marine may replace his Bolter with a flamer at +6 points or a plasma gun or melta gun at +10 points.

Unless equipped with Jump Packs, one Space Marine may replace his bolter with a heavy bolter at +10 points.

Any Tyrannic War Veteran can be armed with a weapon from the following list unless they are also armed with a special weapon or heavy weapon. The new weapon replaces their bolter: a Power Weapon +15 pts; a Power Fist at +25 pts; a Lightning Claw at +25 pts; a pair of Lightning Claws at +30 pts (these replace the Bolter and the bolt pistol)

**Character:** The Veteran Sergeant has terminator honours (already included in his profile). He may purchase wargear from the space marine armoury.

**Transport:** Unless equipped with Jump Packs, the Tyrannic War Veterans may be mounted in a Rhino at an additional cost of +50 points or if the squad numbers 6 or less they may be mounted in a Razorback for +70 points. Vehicle upgrades for transports may be purchased as normal from Codex: Space Marines.

### SPECIAL RULES

**Special Skills:** All models in Tyrannic War Veteran squads have the following skills: Preferred Enemy (Tyranids); Counter attack. (See the Universal Special Rules section of the Warhammer 40,000 rulebook for details).

**Special Ammunition:** Early in the Second Tyrannic War, a special round was developed use against the Tyranids known as Hellfire round. It consists of thousands needles full of mutagenic acid encased in a ceramic shell. Tyrannic War Veteran heavy bolters always have Hellfire rounds available. A round is chambered singly and can be used as an alternative to the normal heavy bolter profile as follows: **Range 36"; SX; AP4; Heavy 1, Blast**. Irrespective of the Toughness of the target, a Hellfire round always wounds a Tyranid creature on a 2+.

**Krak Grenades:** Tyrannic veterans have learnt that even largest creature can be killed by a well-placed krak grenade. When in close combat they can choose to use krak grenades instead of their normal close combat weapon. Regardless of the number of attacks on model's profile or any other modifiers, each Tyrannic War Veteran may only make one attack with a krak grenade, hitting on a 3+ if against a Tyranid. Any hits are resolved at Strength 6, ignoring Armour Saves. The attacks may not be made on non-Tyranid models (such as Brood Brothers).



## O-I WRAITHSEER OF IYANDEN

With their Craftworld imperilled and many of their greatest heroes already slain at the claws of the Kraken, Farseer Kelmon used ancient rituals to awaken the spiritual leaders of the Craftworld through the ages. The spirit of each of these powerful psykers was channelled into wraithbone constructs not used since the Fall. Now, with their entire civilisation facing annihilation, it is the spirits of the heroes of legend who fight once more for Iyanden.

You may include one Wraithseer in an Eldar army as an HQ choice. They may NOT be taken by any other army.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Wraithseer	95	4	4	10	8	3	4	3	10	3+

**Number/Squad:** 1 Wraithseer.

**Equipment:** The Wraithseer is armed with one shuriken catapult and a flamer, or with two shuriken catapults, or with two flamers. It carries a Wraithsword.

### SPECIAL RULES

**Psychic Powers:** A Wraithseer can use each psychic power once per turn. A Wraithseer is a psyker and must choose between 1 and 4 Farseer psychic powers from page 28 in Codex Eldar at the following points cost:

Doom	+25 points	Guide	+20 points
Eldritch Storm	+20 points	Mind War	+20 points
Fortune	+30 points		

**Monstrous Creature:** The Wraithseer is a Monstrous Creatures as described on page 55 of the Warhammer 40,000 rulebook.

**Fearless:** Wraithseers are not living creatures and are therefore not affected by emotions such as dread and urges of self-preservation. They are Fearless. See page 74 of the Warhammer 40,000 rulebook.

## YRIEL'S CORSAIRS

**IMPERIAL OR ELДАР ARMIES ONLY**

Yriel's Raiders are the scourge of Imperium shipping in the Eastern Fringe. However in the face of their own civilisation being threatened by the Tyranids, many Eldar and Imperial commanders were grateful when these corsairs emerged from the webway to provide desperately needed support.

You may include units of Yriel's Corsairs in any Imperial or Eldar army as a Troops choice. They may not be your compulsory Troops choices. Armies may not take Yriel's Corsairs if they contain any units of Deathwatch.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Prince	30	5	5	3	3	2	5	2	9	5+
Corsair	9	4	4	3	3	1	4	1	8	5+

**Number/Squad:** A Prince and 9-19 Corsairs.

**Equipment:** Shuriken pistol, close combat weapon, plasma and haywire grenades. The Prince is armed with power weapon in place of his close combat weapon.

**Options:** Up to three Corsairs may replace their Shuriken pistols with a flamer at +6 points or a fusion pistol at +10 points.

### SPECIAL RULES

**Fleet:** Being Eldar, the Corsairs benefit from the Fleet Rule as described on page 74 of the Warhammer 40,000 rulebook.

**Webway Strike:** Emerging from webway portals, Corsairs charge into the heart of the enemy with gleeful abandon. They may always start the game in Reserve and arrive using the Deep Strike special rule. The Corsairs may fleet of foot and assault on the turn they arrive. If there are Harlequins present in the army then they too may benefit from this rule provided they include a Troupe Leader.



# HIVE FLEET KRAKEN

Unlike Hive Fleet Behemoth which came at the realm of mankind like a sledgehammer, Kraken was more like a death from a thousand cuts. No single front opened for the Imperium to rally against; instead dozens of worlds were attacked simultaneously with a calculating intelligence far beyond the estimations of the High Lords of Terra. From the rebellion of the Brotherhood, the sinister Genestealer Covens, the roaming Vanguard Swarms and finally the Hive Fleet itself there were hundreds of assaults against the arrayed defenders of the Eastern Fringe.

The lists on the following pages present the allowed army lists for the Hive Fleet Kraken faction involved in the campaign. In all cases the most recent edition of the Codex will be used. If you have any further questions please contact the event organisers before the weekend or check the forums at [www.tempusfugitives.co.uk](http://www.tempusfugitives.co.uk).

The Codices used in this campaign for Hive Fleet Kraken are: Codex Tyranids and Codex Imperial Guard. All supplementary rules to your Codex can be found in this pack.

Warzone	Terrain	Taskforce Name	Permitted Armies
Charybdis	Hive Ship	Charybdis Guard	Tyranid Boarding Actions
Death of Integrity	Space Hulk	Kraken's Vanguard	Tyranid Boarding Actions
Graia: Homesteads	Sparse Habitat	Claws of Moloch	Hive Fleet, Vanguard Swarm, Genestealer Coven
Graia: Viridian Fields	Lush Foliage	Dark Coven	Hive Fleet, Vanguard Swarm, Genestealer Coven
Ichar IV: Manufactorum	Industrial	The Brotherhood	The Brotherhood
Ichar IV: Underhive	Sewer Tunnels	Cult of the Four Armed Emperor	Tyranid Boarding Actions
Iyanden	Craftworld	Doom of Iyanden	Hive Fleet, Vanguard Swarm,
Sotha	Dead World	Boarding Actions	Tyranid Boarding Actions
Triplex Phall: Actual	Forgeworld	Ravager	Hive Fleet, Vanguard Swarm, Genestealer Coven
Triplex Phall: Titan Yards	Forgeworld	Devourer	Hive Fleet, Vanguard Swarm, Genestealer Coven

## THE BROTHERHOOD

On Ichar IV, a religious fundamentalist group called the Brotherhood was the cause of the rioting. Although they preached a faith like that of the Emperor, they refused to obey Imperial commands or pay their tithe. Soon after this legal rebellion, they started instigating riots among the masses. While trying to break up one such riot, the Arbitors of the planet were quickly surrounded by what seemed to be mobs organized among the complete population of the planet. When the local Planetary Defence Force was called to help, it was quickly made apparent that they, too, had sided with the mob.

### USING THE BROTHERHOOD IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Brotherhood armies are treated as Imperial Guard armies in almost all respects and as such use the Imperial Combat Patrol force organisation chart. Brotherhood armies cannot conduct Boarding Actions.
- Brotherhood armies may use the rules for Tank Companies/Armoured Battle Groups found in Chapter Approved, the Games Workshop Website and in Imperial Armour Volume One. If you take such an army, you may take an Armoured Fist squad as your mandatory Troops choice for your Combat patrol.
- Infernus Shells taken for Griffon mortars must use the rules from Imperial Armour: Volume V.



# GENESTEALER COVEN

Genestealers reproduce by introducing their genetic material into a host from another species. The Genestealer will find a suitable host and hypnotise them using its unusual, alien eyes. The Genestealer then thrusts its long, whip-like tongue into the body of the host where it deposits its genetic material in the form of a tiny tumour, which then alters the genes of the host. The host then reproduces in its normal manner, but the firstborn offspring will be a "Genestealer Hybrid", a mixture of Genestealer and the host species.



Further reproduction among the Hybrids will eventually lead to a hybrid nearly identical to the host species, and occasionally other, rarer sub-types of Genestealer. All of the members of this unusual "family" of hosts, Hybrids and Genestealers become psychically linked to each other, and become fiercely loyal to their "family".

Over time, the "family" grows as its members continue to breed and bring in more members, and the "family" will eventually grow large and become a cult or coven, sometimes worshipping some vaguely defined entity which will 'deliver' the worshippers and their planet from the harshness of life in the Imperium.

The psychic link maintained by the "family" or "brood" acts as a psychic beacon, attracting the forces of the Tyranids to their planet. As more members are brought into the group, the psychic beacon grows stronger. As shown with the events leading up to the Second Tyrannic War, a brood can eventually grow so large that it will eventually begin conducting sabotage or causing riots. Broods have even been observed rebelling against Imperial authority, attempting to seize ruling power over the planet for themselves. The ultimate goal (whether the brood knows it or not) is to sow discord or even neutralize planetary defences in order to ease the Tyranid conquest and consumption of the planet.

## USING A GENESTEALER COVEN IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Imperial Guard and the most recent edition of Codex Tyranids with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Army Selection may ONLY be made from the following list:
  - HQ – 1 Coven Magus; Command Section\*; Broodlord (also known as a Patriarch)
  - ELITES – Genestealers, Vanguard Genestealers, Ogryns\*, Storm Troopers\*
  - TROOPS – Genestealer Hybrids; Brood Brothers
  - FAST ATTACK – Mounted Brood Brothers; Hellhound\*; Sentinel Squadron\*
  - HEAVY SUPPORT – Vanguard Genestealers; Heavy Support choice from Codex Imperial Guard or an Imperial Armour Volume\*
- \* Requires a unit of Brood Brothers or mounted Brood Brothers for each choice.
- Covens which include Gorgons in their Heavy Reinforcement Detachment may use them to transport any infantry units of their choice (including Genestealers and the Broodlord!)
- Because of the insidious nature of the Genestealer Coven there is every chance that they will strike at night. To represent this, Dusk and Dawn rules are used as described on page 84 of the Warhammer 40,000 rulebook but with one important exception – a roll of a 1, 2 or a 3 indicates the Night Fighting rules are to be used for Turn 1.



# VANGUARD SWARM

Once a Genestealer Cult has taken root on a world, a signal goes out from the Patriarch calling to the void to bring forth the Hive Fleet. First to arrive are the Vanguard Swarms which begin to cripple the defences of the planet paving way for the Hive Fleet itself to begin its assault. The Vanguard Swarm is teeming with Genestealers, many of which have been integrated from the Coven if it is still present when the swarm arrives. The assault is bolstered by ambush attacks from hundreds of Lictors, flocks of Gargoyles and Spore mines descending from the skies and finally from below with the emergence of Raveners and ultimately Trygon. A Vanguard Swarm is an elite army designed to shatter the defence of many worlds, so unexpected are its attacks and so efficient at death are its predators.

## USING A VANGUARD SWARM IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Tyranids with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Army Selection may ONLY be made from the following list:  
 HQ – Broodlords; Tyranid Ravagers  
 ELITES – Taloned Horrors; Tyranid Ravagers; Lictors (no 0-1 restriction)  
 TROOPS – Raveners; Genestealers  
 FAST ATTACK – Red Terrors; Gargoyles; Aerial Spore Mines; Spore Mines  
 HEAVY SUPPORT – Vanguard Genestealers; 0-1 Trygon
- Because of the secretive nature of the Vanguard Swarm there is every chance that the battle will be fought at night or day. To represent this, Dusk and Dawn rules are used as described on page 84 of the Warhammer 40,000 rulebook but with one important exception – a roll of a 1 or a 2 indicates the Night Fighting rules are to be used for Turn 1.
- Each surviving Lictor on the battlefield at the end of the game is worth 80 victory points to the Vanguard Swarm player.



# KRAKEN HIVE FLEET LIST

The full force of Hive Fleet Kraken was every bit as awesome as the Imperium had feared, smashing aside cruisers and fortifications as though they were leaves in the wind. Containing the largest and most dangerous of the creatures in the Tyrannic War, the Hive Fleet assault simply annihilated worlds in moments, their resources and manpower being re-assimilated back into the Hive Fleet before mounting a similarly devastating assault on the next world. Without a change in fortune there seemed little hope against this terrifying enemy...

## USING THE KRAKEN HIVE FLEET LIST IN THE SECOND TYRANNIC WAR CAMPAIGN

- Armies must be selected using the most recent edition of Codex Tyranids with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- There are no restrictions on taking models with mass points or any other Forgeworld Tyranid creatures found in Imperial Armour Volume 4 except in Combat Patrols and Boarding Parties.
- Because of the unrelenting nature of the Tyranid invasion by Hive Fleet Kraken there is every chance that the battle will be fought at night or day. To represent this, Dusk and Dawn rules are used as described on page 84 of the Warhammer 40,000 rulebook but with one important exception – a roll of a 1 or a 2 indicates the Night Fighting rules are to be used for Turn 1

## FACTION SPECIFIC UNITS

There are several units which may be taken by many of the armies during the Second Tyrannic War. They are detailed on the following pages and are considered fully usable for this campaign weekend. **However, they are not to be considered official in any way outside of the Second Tyrannic War.** Where a unit is restricted to one army, it is clearly indicated in the unit entry.

Aerial Spore Mines	Pg 30
Brood Brothers	Pg 31
Coven Magus	Pg 32
Coven Limousine	Pg 32
Gargoyles	Pg 33
Genestealer Hybrids	Pg 34

Red Terrors	Pg 35
Ripper Canal	Pg 36
Taloned Horror	Pg 37
Tankerfex	Pg 38
Tyrannid Ravagers	Pg 39
Vanguard Genestealers	Pg 40

### AERIAL SPORE MINES

#### KRAKEN HIVE FLEET ARMIES OR VANGUARD SWARMS ONLY

Floating over the battlefields of Miral Prime, Aerial Spore Mines brought down many Imperial fighters and bombers. Aerial Spore Mines are geno-modified organisms which the Tyranids use as living 'barrage balloons' to screen their invading forces from enemy aircraft. Launched in clusters from living artillery pieces such as the Biovore, the mines are engorged sacs full of explosive and adhesive chemicals that bob slowly in the air currents, nests of sensitive feelers all the while dangling below questing for the vibrations and heat signatures of passing aircraft.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Aerial Spore	15	0	0	1	3	1	1	0	10	-

These deadly floating spores are a Fast Attack choice for Kraken Hive Fleet or Vanguard Swarm armies.

**Number/Cluster:** 1-3 Aerial Mines to a cluster deployed as a single Fast Attack choice but may be placed and act independently.

#### SPECIAL RULES

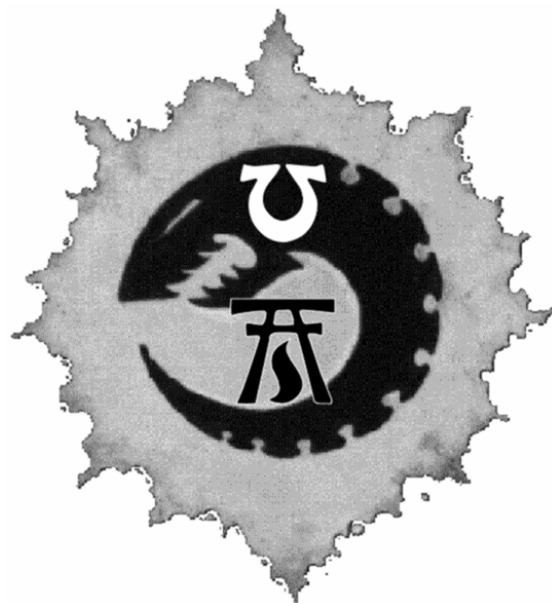
**Movement:** Deployed as a normal unit, Aerial Spore Mines drift d6" in the direction rolled on a Scatter dice each turn. On the roll of a hit, the Spore Mine may be moved the distance rolled in any direction nominated by the Tyranid player. Unlike most models, an Aerial Spore Mine can move within 1" of enemy models and vehicles during its movement. Aerial Spore Mines cannot make Assault moves and do not Deep Strike.

**Self Detonation:** When an enemy flier is within 24" of an Aerial Spore Mine for any reason, the mine is propelled at high speed towards it and will immediately explode. Whenever this occurs it triggers all of the other mines in its cluster to home in on the target, regardless of location. Each mine detonating on an enemy flier causes an automatic glancing hit.

If there are no enemy fliers in play, the Tyranid player may **choose** to detonate the Aerial Spore mine cluster on the closest enemy skimmer instead. The skimmer takes an automatic glancing hit for each mine detonated.

Unless it self detonates as described above, if a mine is reduced to 0 Wounds or otherwise destroyed, it will explode as an acid mine (see Codex Tyranids for more details).

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



## BROOD BROTHERS

### GENESTEALER COVEN OR THE BROTHERHOOD ARMIES ONLY

*Infected by Genestealers, the Brood Brothers fanatically defend their new family. Many of the have been parents to foul human-stealer hybrids and are utterly loyal to the Coven's cause. The Genestealers select members of planetary defence forces or local Imperial Guard regiments to turn to their cause. These bring with them much needed firepower and vehicles to compensate for the Coven's otherwise short range.*

If you wish to field these traitors to their species in your force, then you can include them as Troops choices. Each squad of Brood Brothers who are equipped with a transport instead count as a Fast Attack choice.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Brood Brother	6	3	3	3	3	1	3	1	6	5+

**Number/Squad:** 10-15 Brood Brothers

**Equipment:** Lasgun.

**Options:** Any model may exchange their lasgun for las pistol and close combat weapon or a shotgun for free. The unit may be given bomb harnesses for 30 points.

Up to two models may be armed with one of the following weapons each; plasma gun at +10 pts; flamer at +6 pts; meltagun at +10 pts; heavy stubber at +10 pts; grenade launcher at +8 pts.

Two Brood Brothers can form a weapons team armed with one of the following; a heavy bolter or mortar at +10 points, an autocannon or missile launcher at +15 points or a lascannon at +20 points.

The squad may be transported in a Coven Limousine for +50 points or a Chimera for +70 points (see Codex Imperial Guard for options). If taken, the vehicle and squad count as a Fast Attack choice rather than a Troop Choice.

### SPECIAL RULES

**Not a Tyranid:** Brood Brothers are human and so gains none of the special rules benefiting Tyranids. Similarly Brood Brothers are not affected by Hellfire ammunition or considered a Tyranid for the Preferred Enemy special rules.

**Fearless:** Fanatically loyal to their cause, Brood Brothers are Fearless. See page 74 of the Warhammer 40,000 rulebook.

**Traitors to Humanity:** Clearly in league with the alien menace, Brood Brothers are treated as the worst kind of heretic by the Imperium. Imperial players always hit Brood Brothers in close combat on a 3+ and may always choose them as a shooting target in preference over a closer one.

**Instruments of the Enemy:** Each unit of Brood Brothers taken in a **Genestealer Coven** allows the Tyranid player to include one Storm Trooper squad, super heavy, heavy support choice, vehicle or vehicle squadron from Codex Imperial Guard or an Imperial Armour Volume as though for an Imperial Guard army. Vehicle upgrades may not be taken – representing the less than perfect conditions under which the Coven acquired the vehicle.

**Bomb Harnesses:** Brood Brothers will go to any lengths to protect their four armed family, even sacrificing themselves. A unit equipped with bomb harnesses may be detonated by the Tyranid player at any time during their turn. Centre a large blast template under each model in the unit. Any model (friend or foe) caught in the blast takes a S3 AP5 hit. Any model in base contact takes a S6 AP3 hit with armour penetration of 2d6. After detonation the unit is destroyed. If at the end of a phase the Brood Brother unit has been wounded by enemy attacks or is in a transport that has been glanced or penetrated by enemy attacks, roll a d6. On a 1 the unit explodes as described above. The Brood Brother's transport is considered in base contact in such a case and resolve the multiple S6+2d6 hits to the vehicle's rear armour.



## I COVEN MAGUS

### GENESTEALER COVEN ARMIES ONLY

*The Magus is a Genestealer Hybrid that appears almost entirely human, except it is always bald and has a pronounced bone structure. The Magus, unlike other Hybrids, is highly intelligent and a powerful psyker - absolutely dedicated to serving the Patriarch of the Coven. It uses its human appearance to act as the face of the brood, and relays the orders of the Patriarch to the Brood Brothers. Unlike the Patriarch, the Magus knows nothing of its role in the Tyranid invasion it is aiding.*

**You MUST include one Coven Magus in a Genestealer Coven army as an HQ choice. They may NOT be taken by any other army.**

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Genestealer Magus	65	4	3	3	3	2	6	2	10	6+
Coven Bodyguard	24	6	0	5	4	1	6	3	10	4+

**Number/Squad:** 1 Coven Magus and 3-6 Coven Bodyguards.

**Equipment:** The Coven Magus counts as being armed with two close combat weapons. The Coven Bodyguard are armed with rending claws.

**Transport:** The Coven Magus and his Bodyguard may be mounted in a Coven Limousine at an additional cost of +50 points or a Chimera at an additional cost of +70 points (see Codex Imperial Guard for options).

### SPECIAL RULES

**Tyranid:** He may look human, but a Coven Magus is as much an alien as his Bodyguards. The Magus and his unit are Tyranids and so benefit from the rules for Tyranids laid down in Codex Tyranids.

**Independent Character:** The Genestealer magus is an independent character and follows all of the rules for characters found in the Warhammer 40,000 rulebook. If the retinue is destroyed, he becomes an independent character and is free to join other units.

**Psyker:** The Magus is a potent psyker and always has the psychic power Synapse Creature. In addition a Coven Magus may choose a second psychic power from the following list at the points cost indicate: Catalyst or the Horror at +5 points; Psychic Scream at +10 points or Warp Blast at +20 points.

**Brood Telepathy:** The Magus and his bodyguard have their own brood telepathy which allows them to function independently without the influence of the Hive Mind. Because of this, broods outside the range of any Synapse Creatures do not use the Instinctive Behaviour rules and instead take Morale checks and Pinning tests just like ordinary troops.

## COVEN LIMOUSINE

### GENESTEALER COVEN ARMIES ONLY

*A Coven will make use of civilian vehicles as it expands over a city, infecting all levels of government and administration. Once a cult has been uncovered the Coven Limousine is a difficult target to identify as it is identical to many civilian vehicles in use at the time. Because of this Coven Limousines are able to get closer to the enemy than commanders would like...*

**A Coven Limousine is a transport choice for a Genestealer Coven army. It can only be used to transport Brood Brothers or the Coven Magus and Bodyguard (see relevant army entries). The Limousine may not be given any upgrades.**

	<i>Pts</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Coven Limousine	50	9	9	9	3

**Open-Topped:** Because of its non-military nature it is classed as an open topped vehicle.

**Scout:** Because a Coven Limousine is almost impossible to distinguish from normal civilian traffic, the vehicle benefits from the Scout universal special rule.

## GARGOYLE BROOD

### VANGUARD SWARM OR KRAKEN HIVE FLEET ARMIES ONLY

*The skies darken as the vicious winged monsters known as Gargoyles swarm across the horizon. Derived from the gaunt genus, they have wide, leathery wings, raking claws and barbed tails. Often the first part of Tyranid invasion seen in battle, their prime purpose appears to be seeking out the enemy and sowing terror and confusion amongst them. Globbs of bio-acid spraying like goutts of fire have given the Gargoyles the nickname 'Flame-Spurts' or 'Hellbats'. As during the battle for the Moran system, when the broods are impelled by the Hive Mind to sacrifice themselves, their effect is disastrous for air traffic.*

This entry for Gargoyle Broods replaces entirely the entry found in Codex Tyranids. You may take Gargoyle Broods as Fast Attack choices in either a Vanguard Swarm or a Kraken Hive Fleet list. They may NOT be taken by any other army.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Gargoyle	12	3	3	3	3	1	4	1	10	6+

**Brood:** 8 to 32 Gargoyles

**Bio-weapons:** Fleshborer and bio-plasma attack.

### SPECIAL RULES

**Wings:** Gargoyles are characterised by large, leathery wings. They have the winged biomorph (see page 33 of the Tyranid Codex).

**Fleet of Wing:** When they do not pause to shoot, Gargoyles can fly considerably faster. Gargoyles are Fleet as described on page 74 of the Warhammer 40,000 rulebook.

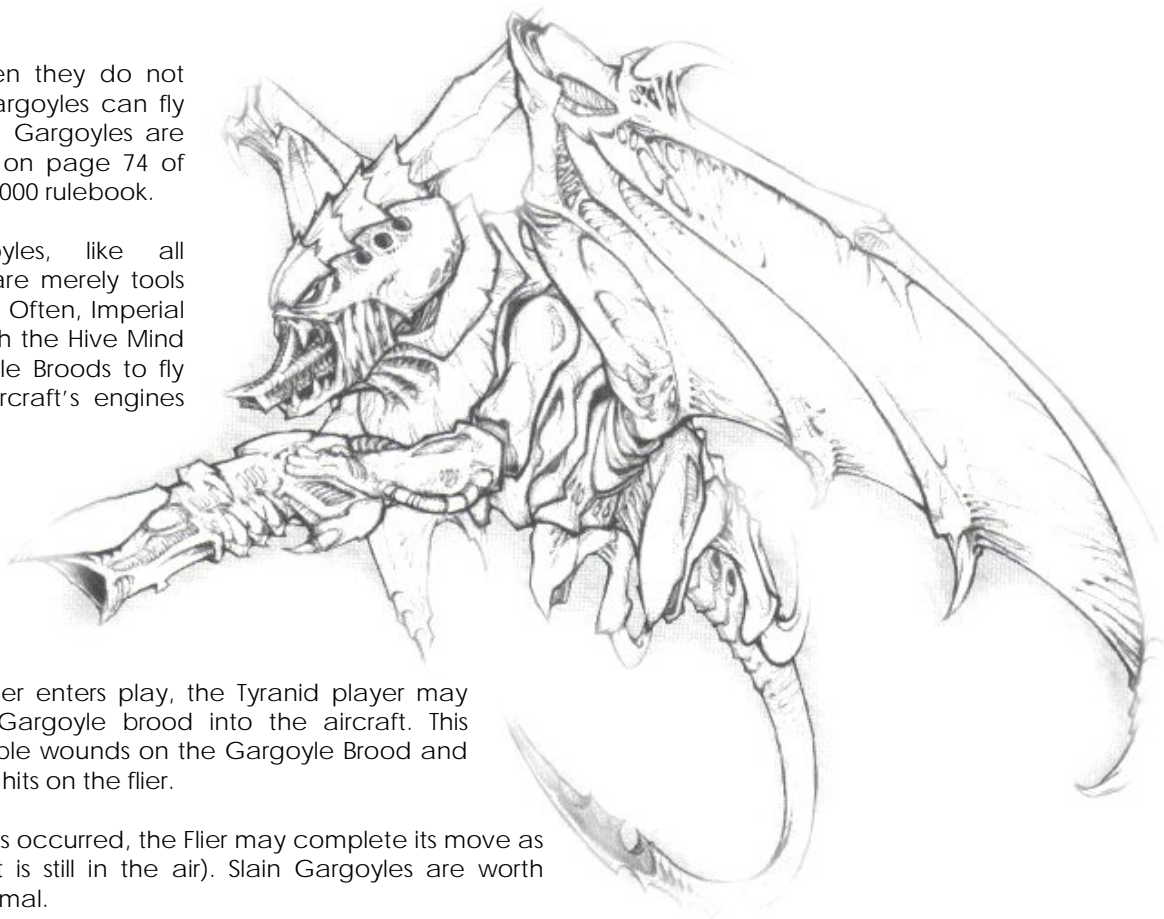
**Bird-Strike:** Gargoyles, like all Tyranid creatures, are merely tools to achieve an end. Often, Imperial pilots are faced with the Hive Mind compelling Gargoyle Broods to fly directly into the aircraft's engines and cockpit.

Although this strike instantly kills many of the Gargoyles, it causes horrendous damage to the craft.

When an enemy flier enters play, the Tyranid player may choose to fly his Gargoyle brood into the aircraft. This causes 2d6 unsavable wounds on the Gargoyle Brood and causes d6 glancing hits on the flier.

Once this attack has occurred, the Flier may complete its move as normal (provided it is still in the air). Slain Gargoyles are worth victory points as normal.

**Deep Strike:** In the right circumstances Gargoyles can swoop down into battle, appearing almost anywhere on the battlefield - they may Deep Strike as described on page 84 of the Warhammer 40,000 rulebook.





## GENESTEALER HYBRID BROOD

### GENESTEALER COVEN OR THE BROTHERHOOD ARMIES ONLY

*Genestealers that implant their genetic material into humans produce offspring known as Hybrids. Being mixed beasts, some Hybrids retain enough human skill to use conventional weaponry like heavy stubbers and missile launchers. However, Hybrids are nowhere near as nasty as the Pure-strain Genestealers that are found leading them into close combat.*

**Hybrid Broods may be taken as Troops choice by Genestealer Covens or the Brotherhood. They may NOT be taken by any other army.**

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Pure-strain</i>	+18	6	0	4	4	1	6	3	10	5+
<i>Hybrid</i>	9	4	2	4	3	1	4	2	6	6+

**Brood:** 8 to 32 Hybrids

**Equipment:** A variety of crude blades, claws, teeth and extra arms. They are also equipped with flesh-hooks (see Codex: Tyranids).

**Options:** Any model in the brood can replace one of their close combat weapons with an auto pistol or laspistol for +1 points per model. Four models in the brood may be upgraded to being armed with a flamer at +10 points per model, grenade launcher (krak only) at +8 points, a coven heavy stubber at +8 points per model or a coven missile launcher (frag only) at +6 points per model.

**Character:** For an additional cost of +18 points one of the Hybrids may evolve into a 'Pure-strain', a creature that is to all intents and purposes a fully formed Genestealer. A Pure-strain has rending claws and flesh-hooks. It may not be equipped with any further bio-morphs or wargear.

### SPECIAL RULES

**Tyranid:** Some of the Hybrids may look vaguely human, but a glance under their robes tells you that a Genestealer Hybrid is as much an alien as the 'Pure-strain' that leads them. The unit are Tyranids and so benefits from the rules for Tyranids described in Codex Tyranids.

**Coven Weapons:** Mobile as they are, Hybrids prefer to use weaponry that enables them to keep on the move. As such, both the Heavy Stubber and Missile Launcher have been adapted to fire as Assault weapons rather than heavy. These adaptations have lessened the range of both weapons quite dramatically and both now have a range of 24".



**Brood Telepathy:** Genestealers have their own brood telepathy which allows them to function independently without the influence of the Hive Mind. Because of this, Genestealer Hybrid broods outside the range of any Synapse Creatures do not use the Instinctive Behaviour rules and instead take Morale checks and Pinning tests just like ordinary troops.

**Scout:** From a distance the Hybrid Broods appear as a group of civilians with the more twisted brethren being kept hidden from sight. It is only as they near their prey that their

true form is revealed. They benefit from the Scout rule as described on page 74 of the Warhammer 40,000 rulebook.

## RED TERRORS

### VANGUARD SWARM AND KRAKEN HIVE FLEET ARMIES ONLY

*The Red Terror was a Tyranid creature sighted during the assault on Devlan, an Imperial mining world on the Eastern Fringe at the outbreak of the war and no further sighting of this particular creature has been confirmed since. However, a variant breed of Ravener has been sighted amongst the vanguard swarms of Hive Fleet Kraken. Although not the original Red Terror, they bear many of the hallmarks of that terrifying creature. Magos Biologists have hypothesised that they may in fact be a prepubescent phase of a much larger adult organism...*

**You may include Red Terrors in a Vanguard Swarm army as Fast Attack choices. You may include 0-1 Red Terror in a Kraken Hive Fleet army as an Elite choice.**

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Red Terror</i>	140	6	2	5	5	3	5	5	10	4+

**Number/Squad:** 1 Red Terror.

**Bio-Weapons:** A Red Terror is armed with a rending maw (counts as rending claws), two sets of scything talons (additional attack included in profile) and a scythe tail. It is able to generate short bursts of bio-electric energy represented by the bio-plasma biomorph. A Red Terror cannot be modified in any way

### SPECIAL RULES

**Tyranid:** A Red Terror is a Tyranid and so benefits from the rules for Tyranids laid down in Codex Tyranids.

**Beast:** A Red Terror is exceptionally fast and as such follows the rules for Beasts on page 57 of the Warhammer 40,000 rulebook.

**Deep Strike:** Like Ravens, Red Terrors appear to have been specifically bred to burrow under enemy positions and burst out of the ground with a horrifying screech. Red Terrors may always enter play using the Deep Strike special rule.

**Monstrous Creature:** Red Terrors count as Monstrous Creatures as described on page 55 of the Warhammer 40,000 rulebook.

**Fearless:** See page 74 of the Warhammer 40,000 rulebook.



**Swallow Whole:** A Red Terror is capable of swallowing men whole. If a Red Terror hits with four or more of its attacks in the Assault phase, it can choose a single enemy model in base-to-base contact and swallow it whole! Note: there is no need to declare this beforehand, as this is an option you can elect to use if you roll enough hits.

A Red Terror scores no other hits if it swallows an enemy; it is entirely engaged in cramming the unfortunate victim into its maw. The swallowed model is removed as a casualty; no roll to wound is made. Armour and invulnerable saving throws do not apply and wargear, such as bionics, cannot save the victim.

The following models cannot be swallowed whole:

- Models with a Strength and/or Toughness value of 5 or more (including bonuses from weapons such as Power Fists or the Black Sword).
- Bikes or cavalry models
- Anything that has an Armour Value - for example, Tarantulas, Dreadnoughts, etc.

## RIPPER CANAL

### KRAKEN HIVE FLEET ARMIES ONLY

The defence against Ripper Canals is taught at the Schola Progenium as an exercise in observation and reconnaissance. The use of Ripper Canals on the battlefields of the Eastern Fringe during the Second Tyrannic War proved the undoing of many Imperial Commanders in a well fortified position. It appears that the Tyranids have bred a variant of their ripper creature that ingests large quantities of rock and soil as it burrows across the battlefield and converts it into a quickly solidifying membrane which shores up the tunnel behind it. Emerging behind the enemy's front lines, these canals allow the Hive Mind to direct forces of Gaunts and Genestealers to assault from passages deep underground and cause massive carnage in the defenders as they are attacked from an unexpected quarter.

You may include Ripper Canals in a Kraken Hive Fleet army as Fast Attack choices.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ripper Canal	75	0	0	0	3	3	0	0	0	6+
Ripper Swarm	-	3	1	3	3	3	2	3	10	6+

**Number/Squad:** A Ripper Canal entrance point, a Ripper Canal exit point and five Ripper bases.

**Bio-Weapons:** Ripper Canal Swarms have a wicked array of teeth, claws and shredding mandibles.

### SPECIAL RULES

**Tyranid:** Ripper Canals and the Ripper Swarms are Tyranid creations and so benefit from the rules for Tyranids laid down in Codex Tyranids.

**Fearless:** See page 74 of the Warhammer 40,000 rulebook.

**Synapse Creatures:** All Tyranid Ripper Canal exits are embedded with a hive node and as such are considered to have the Synapse Creature psychic power. Though this makes the Canal immune to the effects of Instant Death, the Rippers are annihilated as normal.

**Swarm:** Rippers are swarms as detailed on page 75 of the Warhammer 40,000 rulebook. The Canals entrance and exit points are not and are hit automatically in close combat.

**They Came from Below:** The Ripper Canal entrance points are deployed along with the rest of the Tyranid player's army in their deployment zone. The Ripper Canal exit points are deployed at the start of the game after both players have set up. To see where the point emerges you may place the Ripper Canal exit anywhere on the table as long as it is not in impassable terrain or within 6" of an enemy model. Roll a Scatter dice, if a hit results the Canal; burrows up on target otherwise it scatters 2D6" in the direction shown. If this movement would take it into impassable terrain or within 6" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them.

Once the exit point is placed, deploy the five Ripper bases so that they are in base contact with the exit point. These Rippers may not move away from contact with the Exit and exist to protect it from enemy close combat attacks.

Any Gaunt, Hormagant, Genestealer, Gargoyle or Ripper unit that moves within 2" of an entrance point may enter the canal. Remove the unit from the table. On the Tyranid player's subsequent turn move the unit out of a Ripper Canal exit point provided there is room to be placed onto the table. If there are enemy units in combat with the exit point when units emerge they are immediately assaulted by the new arrivals. Arriving units that are not engaged in combat on arrival may move, shoot and assault as normal. Broodlords and their retinues may not use Ripper Canals.

Tyranid creatures entering from any Ripper Canal entrance may use any Ripper Canal exit point. Models may not exit from a Ripper Canal entrance.

If all Ripper Canal exits are destroyed while there are units in the Canal, those units are considered destroyed. No matter the circumstances, a Tyranid unit can never emerge from a Ripper Canal on Turn 1.



## TALONED HORRORS

### VANGUARD SWARM AND KRAKEN HIVE FLEET ARMIES ONLY

*It was during the attack on Hamman's World that Lamentor Astartes forces became the first to engage the terrifying beast known by those brave warriors as the Taloned Horror. Evolved along similar lines to the Hormagant strain of Tyranid but much more massive and deadly, the Taloned Horror is impossibly fast and agile for its size. Vid-Casts have recorded creatures of this type scaling the walls of a ravine to then leap backwards onto a departing transport. The creatures in question were only slain after they had breached the hull of the transport ship and brought it crashing down in a fiery conflagration.*

**You may include Taloned Horrors in a Vanguard Swarm army as Elite choices. You may include 0-1 Taloned Horror in a Kraken Hive Fleet army as an Elite's choice.**

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Taloned Horror	150	5	2	5	5	3	5	4	10	4+

**Number/Squad:** 1 Taloned Horror.

**Bio-Weapons:** A Taloned Horror is armed with hooked limbs, scything talons (additional attacks included in profile) spine banks, a scythe tail and venom injectors. A Taloned Horror cannot be modified in any way

### SPECIAL RULES

**Tyranid:** A Taloned Horror is a Tyranid and so benefits from the rules for Tyranids laid down in Codex Tyranids.

**Scuttler:** An intelligent hunter, the Taloned Horror patiently stalks its prey before racing forwards to eviscerate it. The Taloned Horror has the Scouts universal rule as described on page 75 of the Warhammer 40,000 rulebook.

**Leaping:** Taloned Horrors have massively powerful hind limbs that can propel them forward in great leaping bounds towards their prey. They have the leaping biomorph as described on page 32 of the Tyranid Codex.

**Hooked Limbs:** In addition to its powerful hind legs the Taloned Horror has a set of hooked limbs which enable it to scale sheer surfaces and obstacles without impediment. Taloned Horrors ignore difficult terrain entirely and treat impassable terrain as difficult.

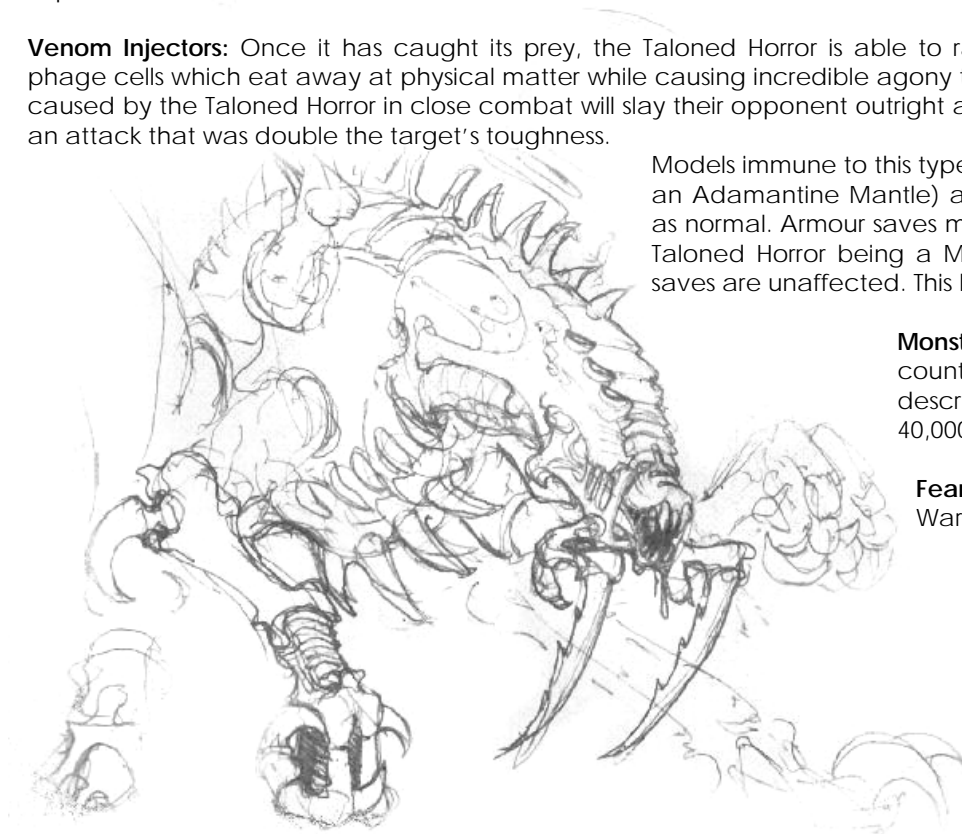
**Venom Injectors:** Once it has caught its prey, the Taloned Horror is able to rapidly inject it with deadly tyrannic phage cells which eat away at physical matter while causing incredible agony to the unfortunate victim. All wounds caused by the Taloned Horror in close combat will slay their opponent outright as though the wound was caused by an attack that was double the target's toughness.

Models immune to this type of instant death (such as those with an Adamantine Mantle) are unaffected and lose one wound as normal. Armour saves may not be taken (on account of the Taloned Horror being a Monstrous Creature) but invulnerable saves are unaffected. This has no effect on vehicles.

**Monstrous Creature:** Taloned Horrors count as Monstrous Creatures as described on page 55 of the Warhammer 40,000 rulebook.

**Fearless:** See page 74 of the Warhammer 40,000 rulebook.

**Feel No Pain:** Because of the single-minded nature of the Taloned Horror's advance coupled with its highly evolved reflexes, the creature's benefits from the Feel No Pain universal rule found on page 74 of the Warhammer 40,000 rulebook.



## TANKERFEX

### KRAKEN HIVE FLEET ARMIES ONLY

Nothing filled the defenders of Dumansca with a greater sense of foreboding than the low level vibrations emitted by a Tankerfex just before unleashing its incendiary attack. A specialised form of Carnifex, the Tankerfex has given over much of its body to the storage of vast reservoirs of bio-acid which it sprays in devastating gouts covering a wide area and causing horrific burns to all encompassed. Fortunately, this evolution appears to be in its early stages as a well placed shot to the engorged acid sacs causes them to rupture, slaying the beast outright. After the disastrous liquidation of B Platoon, the Imperial defenders learned not to exploit this weakness while the creature was engaged in combat with allied units.

You may include Tankerfex in a Kraken Hive Fleet army as Elite choices.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Tankerfex	155	3	2	9	6	5	1	3	10	3+

**Number/Squad:** 1 Tankerfex.

**Bio-Weapons:** A Tankerfex is tusked, armed with a pair of scything talons (additional attack included in profile) and bio-acid thrower. A Tankerfex cannot be modified in any way.

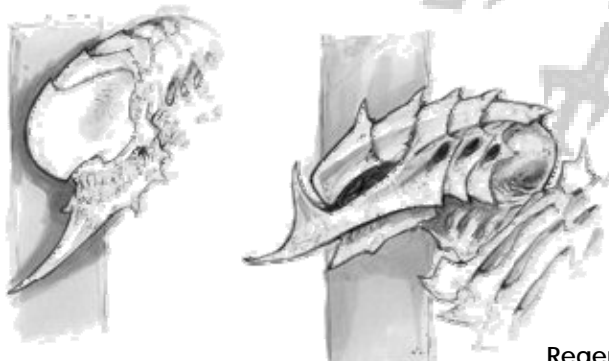
### SPECIAL RULES

**Tyranid:** A Tankerfex is a Tyranid and so benefits from the rules for Tyranids laid down in Codex Tyranids.

**Fearless:** See page 74 of the Warhammer 40,000 rulebook.

**Bio-Acid Thrower:** Range: 24" Strength: 5 AP: 3: Type: Heavy 1/Template

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

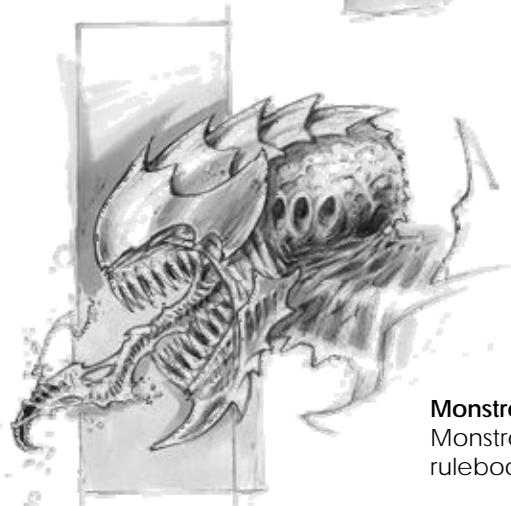


**Flawed Design:** Imperial troops have learned that a well placed shot to the engorged acid filled storage sacs can cause them to split open, causing mortal damage to the Tankerfex (and anyone foolish enough to be standing nearby). After each failed saving throw by Tankerfex, roll a d6. On the score of a 1, the sac ruptures slaying the Tankerfex outright. The ruptured sac explodes so violently that any model within 2d6 inches (measured from the centre of the base of the Tankerfex) suffers a S5 AP3 hit on a 4+.

**Regenerate:** The body of the Tankerfex is constantly under attack by the volatile acids held in its great bile sacs. Because of this, the creature has been engineered to regenerate at an accelerated rate. The Tankerfex has the Regenerate Biomorph as detailed on page 33 of Codex Tyranids.

**Deep Strike:** Whether it is due to its inherently flawed design or for tactical advantage is unknown, but many Tankerfex enter battle from concealed pits which the creature lies in before the battle and is then covered over with sand, earth or debris. When an enemy patrol comes within striking range, the Tankerfex emerges to reap a terrible price from its enemies. Tankerfex may always enter play using the Deep Strike special rule.

**Monstrous Creature:** Like all breeds of Carnifex, a Tankerfex counts as a Monstrous Creature as described on page 55 of the Warhammer 40,000 rulebook.





## TYRANID RAVAGERS

### VANGUARD SWARM AND KRAKEN HIVE FLEET ARMIES ONLY

With many worlds on the Eastern Fringe being heavily defended with fortifications and dug-outs, the Hive Mind proved itself to be supremely adaptable. A new evolution of the Tyranid warrior was seen on the battlefields of Radnar to devastating effect as they burrowed under the Hive city walls and emerged in vast numbers in the underhive. Leading thousands of Raveners and Trygon, the Ravagers directed the attacks with ruthless efficiency sundering Radnar Prime in a single night. Four Billion Humans reduced to meat for the jaws of the Great Devourer...

You may include Tyranid Ravager broods in a Vanguard Swarm or Kraken Hive Fleet as HQ or Elites choices.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Tyranid Ravager	45	5	3	4	4	2	5	3	10	4+

**Number/Squad:** 3-6 Tyranid Ravagers.

**Bio-Weapons:** Tyranid Ravagers are armed with scything talons (additional attack included in profile) and rending claws.

Each Ravager may choose a weapon symbiote to replace their rending claws, they may only choose one symbiote each but they do not have to make the same selection. Only **one** model in the brood may be armed with a Venom Cannon or a Barbed Strangler.

#### Weapon Symbiotes

Barbed Strangler	10 points
Deathspitter	8 points
Devourer	5 points
Fleshborer	4 points
Lash Whip	5 points
Spinefists (pair)	2 points
Venom Cannon	15 points

#### SPECIAL RULES

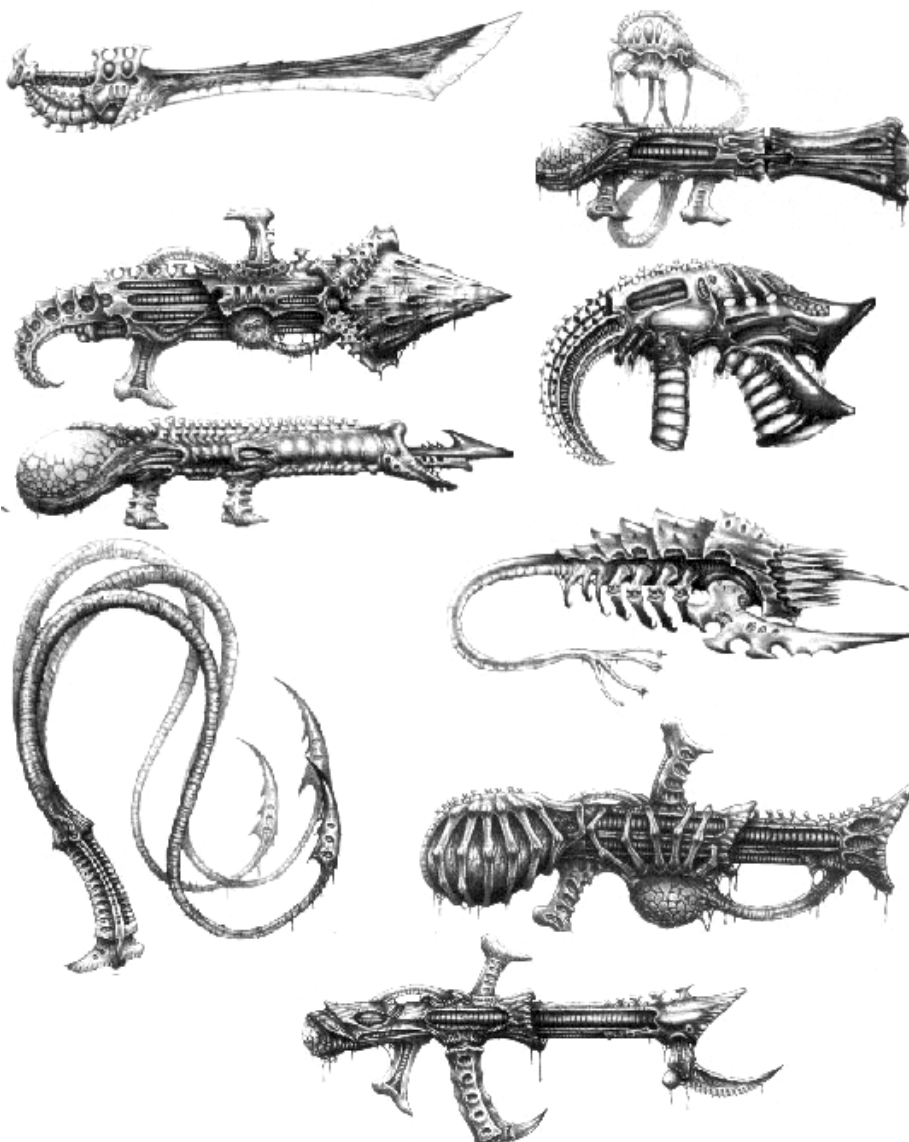
**Tyranid:** Ravagers are Tyranids and so benefits from the rules for Tyranids laid down in Codex Tyranids.

**Beasts:** Ravagers are exceptionally fast and as such follows the rules for Beasts on page 57 of the Warhammer 40,000 rulebook.

**Synapse Creatures:** All Tyranid Ravagers have the Synapse Creature psychic power.

**Deep Strike:** Like Raveners, the Tyranid Ravager appears to have been specifically bred to burrow under enemy positions and burst out of the ground with a horrifying screech. Ravagers may always enter play using the Deep Strike special rule.

**Summon From Below:** The presence of Tyranid Ravagers on the battlefield draws others of their kin to them. All Deep Striking Raveners, Red Terrors, and Trygon may re-roll the scatter dice provided that there is already a Tyranid Ravager brood in play.





## VANGUARD GENESTEALERS

### VANGUARD SWARM OR GENESTEALER COVEN ARMIES ONLY

*Engineered by Hive Fleet Kraken to create a more lightly armoured, stealthier Genestealer, the Vanguard Genestealer lurks unseen in the dark spaces ahead of the assault by the approaching swarm and makes lightning fast attacks on its foe. Unlike the Lictor, with which it shares many traits, the Vanguard Genestealers are used by the Tyranids as a diversionary force designed to tie up enemy forces long enough for the remainder of the swarm to make final contact.*

You may include Vanguard Genestealer broods as Heavy Support choices in a Vanguard Swarm or Genestealer Coven. They may NOT be taken in a Kraken Hive Fleet army.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Vanguard Genestealer	24	6	0	4	4	1	6	2	10	5+

**Number/Brood:** 3 to 9 Vanguard Genestealers.

**Equipment:** Vanguard Genestealers have rending claws. They may not be given any other biomorphs.

### SPECIAL RULES

**Fleet of Claw:** Vanguard Genestealers can race towards their enemies from concealment at supernatural speeds. They benefit from the Fleet Rule as described on page 74 of the Warhammer 40,000 rulebook.

**Tyranid:** Vanguard Genestealers are Tyranids and so benefits from the rules laid down in Codex Tyranids.

**Brood Telepathy:** Genestealers have their own brood telepathy which allows them to function independently without the influence of the Hive Mind. Because of this, Vanguard Genestealer broods outside the range of any Synapse Creatures do not use the Instinctive Behaviour rules and instead take Morale checks and Pinning tests just like ordinary troops.

**Secret Deployment:** Vanguard Genestealer Broods deploy using the Deep Strike rule, regardless of mission, to represent them leaping out from concealment. They must always Deep Strike into a piece of area terrain. If this terrain is classed as Impassable, the Vanguard Genestealer Brood will not be destroyed but instead placed as normal. If the Deep Strike roll would take the Vanguard Genestealer Brood out of the boundaries of the chosen area terrain, the Vanguard Genestealer brood must be placed as close to the point indicated as possible without any part of any model's base leaving that terrain piece. A Vanguard Genestealer Brood may not move but may Fleet of Claw and assault on the turn it enters play.



## TYRANID GARGANTUAN CREATURES

When a Gargantuan creature is attacked, the weapon used may not be capable of inflicting serious damage to such a large creature. A Gargantuan Creature's mass points must be reduced to zero before any normal wounds can be lost. Mass points are lost by inflicting serious wounds. Each serious wound inflicts 1 Mass point of damage. A Titan-killer weapon inflicts D3 Mass point damage.

The severity of a wound is only considered after a successful Wound roll is made and a saving throw (if any) attempted. Ordnance, massive or mega-weapons with strength equal to or greater than the creature's toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's toughness will inflict serious wounds on a 4+. In all other circumstances (including Wraithcannons) the wound is serious on a 6. This is summarized on the Wound Severity table below.

WOUND SEVERITY TABLE

	Ordnance, Massive or Mega-weapon	Other Weapon
Strength is equal to or greater than target's toughness	Always a serious wound	Serious wound on a 4+
Strength is less than target's toughness	Serious wound on a 6	Serious wound on a 6

## SUPER-HEAVY DAMAGE TABLES

### GLANCING HIT (S+D6 ROLL EQUALS ARMOUR VALUE)

**1-2 Gun Crew Shaken** One weapon may not shoot (chosen by opponent).

**3 Driver Shaken** May not move next turn.

**4 Engines Damaged** Knock off D3 inches from the vehicle's movement. If the vehicle's movement is reduced to 0 it is immobilised.

**5 Weapon/Field Destroyed** One weapon or field chosen by opponent is Weapon Destroyed.

**6 Major Damage** Lose one structure point and roll again on the penetrating hit table. If reduced to '0' damage points then roll on the Catastrophic Damage table instead.

### PENETRATING HIT (S+D6 ROLL BEATS ARMOUR VALUE)

**1 Driver Shaken** May not move next turn.

**2 Engines Damaged** Knock off D3 inches from the vehicle's movement. If the vehicle's movement is reduced to 0 it is immobilised.

**3 Weapon/Field Destroyed** One weapon or field chosen by opponent is Weapon Destroyed.

**4-5 Major Damage** Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

**6 Chain Reaction** Lose one structure point and roll again on this table. If reduced to '0' structure points, roll on the Catastrophic Damage table instead.

### CATASTROPHIC DAMAGE HIT (S+D6 ROLL BEATS ARMOUR VALUE)

**1 Damage Control** The player controlling the vehicle must take a Ld test (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the super-heavy tank have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

**2-3 Destroyed** The vehicle is wrecked. Mark it with cotton wool or remove it entirely.

**4-5 Explosion** The vehicle is wrecked. Mark it with cotton wool or remove it entirely. Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected.

**6 Huge Explosion** The vehicle is vaporised in a huge explosion. Roll a D3 per original structure point to determine how far the explosion extends in inches. Models within range suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on 4+. Remove the vehicle from play.

# SUPER-HEAVY FLYERS DAMAGE TABLES

## GLANCING HIT (S+D6 ROLL EQUALS ARMOUR VALUE)

**1-2 Gun Crew Shaken** One weapon may not shoot (chosen by opponent).

**3 Pilot Shaken** Roll 1D6 immediately. On a 1-3 the aircraft turns 45° left, On a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

**4 Engines Damaged** From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a -2 modifier, etc.

**5 Weapon/Field Destroyed** One weapon or field chosen by opponent is Weapon Destroyed.

**6 Major Damage** Lose one structure point and roll again on the penetrating hit table. If reduced to '0' damage points then roll on the Catastrophic Damage table instead.

## PENETRATING HIT (S+D6 ROLL BEATS ARMOUR VALUE)

**1 Pilot Shaken** Roll 1D6 immediately. On a 1-3 the aircraft turns 45° left, On a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

**2 Engines Damaged** From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a -2 modifier, etc.

**3 Weapon/Field Destroyed** One weapon or field chosen by opponent is Weapon Destroyed.

**4-5 Major Damage** Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

**6 Chain Reaction** Lose one structure point and roll again on this table. If reduced to '0' structure points, roll on the Catastrophic Damage table instead.

## CATASTROPHIC DAMAGE HIT (S+D6 ROLL BEATS ARMOUR VALUE)

**1 Damage Control** The player controlling the vehicle must take a Ld test (use the 'standard' Ld for the army, i.e. 7 for Imperial Navy). If the Ld test is passed then the damage control systems on the super-heavy flyer have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

**2-5 Crash** The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected.

**6 Huge Explosion** The flyer is vaporised in a huge explosion. This does not affect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.



# THE TEMPUS FUGITIVES

## 2008

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