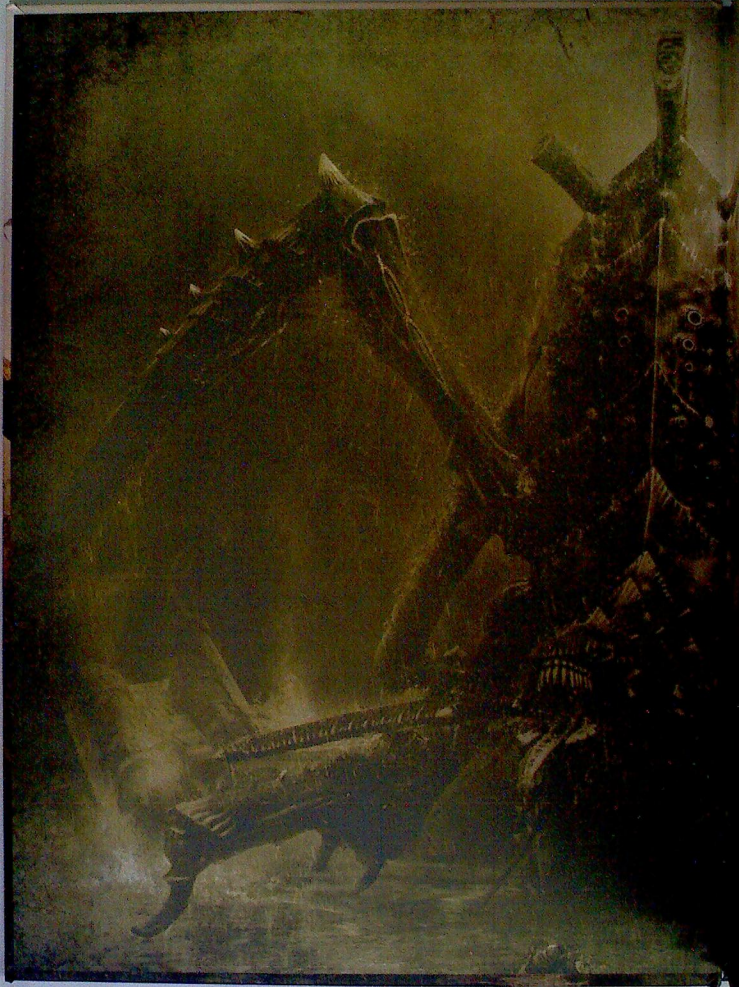


IMPERIAL ARMOUR

VOLUME FOUR - THE ANPHELION PROJECT



WARHAMMER
40,000
EXPANSION







IMPERIAL ARMOUR

VOLUME FOUR
THE ANPHELION PROJECT
SECOND EDITION

Forge World

WARHAMMER
40,000

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USING THIS BOOK

This book contains profiles for a variety of different units, both units introduced in the *Warhammer 40,000: Apocalypse* expansion and those intended for use in standard games of *Warhammer 40,000*. In order to make it clear at a glance what type of unit a given profile represents, you will find a number of 'stamps' used on the entries in this book, as shown below.



This unit is intended to be used in 'standard' games of *Warhammer 40,000*, within the usual limitations of Codex selection and Force Organisation charts. As with all our models these should be considered 'official', but as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.



These units are intended for use in games of *Warhammer 40,000: Apocalypse* and in larger games utilising *Lords of War* units, within the game restrictions decided upon beforehand. As with other Forge World units these should be considered 'official', but as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

INTRODUCTION

Welcome to the sealed archives of the Ordo Xenos, wherein rest the long forgotten records of the ill-fated expedition to Beta Anphelion IV...

This is the story of Ordo Xenos Inquisitor Solomon Lok, and his journey into darkness, horror and treachery. For what was once caged within Beta Anphelion IV's Inquisitorial research facility has escaped, and is now stalking its human prey amongst the moon's ammonia-swamps, and along the corridors of Anphelion base itself – hordes of ferocious Tyranids driven to kill and consume all by the pervading influence of the Hive Mind. Beset on all sides by this deadly foe, Lok, aided by the Space Marines of the Red Scorpions Chapter, the Elysian Drop Troops of special detachment D-99 and Cadian Guardsmen of the 266th Regiment, is soon fighting for his life amidst the fog-enshrouded eerie landscape as his doom closes in.

When originally released in 2006, *Imperial Armour Volume 4: The Anphelion Project* was the perfect showcase for Forge World's expanding range of Tyranids models, and with the release of this second edition, it once again serves that purpose. Every aspect of the original book has been reviewed and improved, and the entire Tyranids bestiary updated for the current edition of the Warhammer 40,000 rules. Once again *Imperial Armour Volume 4: The Anphelion Project* is the ultimate resource for any Tyranids player, containing rules and extensive background information for all of the Hive Mind's minions currently produced by Forge World – including one entirely new monstrosity, the terrifying Dimachaeron.

As well as the expanded Tyranids material, this book also contains a wealth of resources for the forces of the Imperium. Presented within are the surgically altered warriors of special detachment D-99, once men of proud Elysia, now indentured servants of the Emperor's grim Inquisition. Also featured are the Adeptus Astartes of the Red Scorpions, with full details on a number of their most famous warriors to be added to Space Marine armies representing the Chapter.

In addition to all of this is the Anphelion Project campaign. Featuring scenarios for standard Warhammer 40,000 games and several for use with Forge World's Zone Mortalis expansion, this narrative campaign allows players to mount their own expedition to Beta Anphelion IV. With extensive optional rules for representing the limited forces available to Inquisitor Lok during his mission, the campaign will challenge players to succeed where Inquisitor Lok could not.

As with all of our books, the feedback we have received from hobbyists across the world for the first edition of this book has proven invaluable in forging it into its current incarnation. Within this updated and improved edition of *The Anphelion Project*, the Forge World team of artists, writers and designers have restored the tale of this dark episode of the Imperium's history to its full glory, inviting hobbyists to once again venture to Beta Anphelion IV to witness the full horror of the Tyranid menace.

This book is not a stand-alone supplement – reference is made to other Warhammer 40,000 publications and you may find it helpful to have read these before reading this book. To use this book in games of Warhammer 40,000, you will need the Warhammer 40,000 rulebook and the following: *Codex: Astra Militarum*, *Codex: Tyranids* and *Codex: Space Marines*. Some of the vehicles mentioned in this book have rules that appear in *Imperial Armour Volume 1 – Second Edition: Imperial Guard* and *Imperial Armour Volume 2 – Second Edition: War Machines of the Adeptus Astartes*. Having these books will assist in playing the scenarios and enriching the background to the campaign. For updates on this book and other Imperial Armour books, visit our website at www.forgeworld.co.uk.

The Forge World Team



ORDO HERETICUS DEPARTAMENTO ANALYTICUS RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS
[[GOLD-OMEGA]]
CLEARANCE

-EXITUS (a EXTREMIS)-

COMPILED INQUISITOR
[[DELETED]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BAXXA]]

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORIZED
PERSONNEL
FOR PAIN OF
EXTINCTION



PRODUCED AT
ORDO HERETICUS
DEPARTAMENTO
ANALYTICUS

ORDO XENOS DEPARTAMENTO ANALYTICUS RECORD

094-01661-75-1111
DAB-03/06
AD

TRANSMITTED... Conclave of Har TELEPATHIC DUCT... Terminus Kaleb
RECEIVED... Astropath Zarneck REF... Ordo Xenos/45428290/HV
DESTINATION... Inquisitor Solomon Lok AUTHOR... Inquisitor-Lord Varus
MISSION TIME... 8080850.M41

By the Authority of the Immortal Emperor of Mankind, this mission briefing (and any transcript thereof) is classified information for the eyes of Ordo Xenos Inquisitor Solomon Lok for his duly appointed deputies) only

Priority Grade: Omega-Absolutum
Re: Beta Anphelion IV

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

It is my suspicion that the facility at Beta Anphelion IV has been the location of proscribed and heretical activity by radical elements within the Adeptus Mechanicus Departemento Biologis. The holy guidance of the Emperor's Tarot would indicate such. Because of the potentially high-risk nature of this mission, the following forces have been assigned to your command for the duration:

- ++ Cadian 266th Regiment (see attachment). Redeployment orders have been transmitted and confirmed.
- ++ Special Unit Assignment: Detachment D-99 (see attachment). Redeployment orders have been transmitted and confirmed.
- ++ Adeptus Mechanicus Biologis Exploritas team, led by Magos Biologis Arthon - seconded for the mission's duration from Forge World Gryphoanc IV.

Communications have been forwarded to the Adeptus Astartes Red Scorpions battle barge *Auel's Banner*, requesting assistance. This request has been approved and a strike force has been assigned to the mission.

The transport vessel *Cephestus* has also been seconded to your authority. This is an unmarked freighter, under the command of Captain Mordin. Your taskforce should embark for the Anphelion system no later than 8101850.M41, and make best course to rendezvous with the Red Scorpions battle barge in the Urphur III system enroute. From there the *Cephestus* will head for the Anphelion system, estimated time of arrival - 8154850.M41. The operation is to begin no later than 8200850.M41.

Attached with this mission briefing is an Exploritas survey of the system and, in particular, the fourth moon of Beta Anphelion. I advise you study it closely; all available information has been submitted. Special notice should be made to the highly dangerous and prohibited nature of the work believed to have been undertaken on Beta Anphelion IV, and the extremely hostile climate all forces will be exposed to for the duration of this mission. Extreme caution should be exercised at all times.

On arrival at the target location, it is imperative that the reasons for the loss of communications are investigated and proof is obtained that dangerous and unsanctioned research had been taking place on Beta Anphelion IV. All efforts should be made to recover any specimens and data from the facility as evidence against those who have strayed from the Emperor's light.

These orders are effective immediately.
The Emperor's Will guides you.

THOUGHT FOR THE DAY: "My Will be Done"



ORDO HERETICUS DEPARTAMENTO ANALYTICUS
RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS
[[GOLD-OMEGA]]
CLEARANCE

-EXITS IN EXTREMIS-

COMPILED INQUISITOR
[[DRIETED]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BARRA]]



PRODUCT OF
ORDO HERETICUS
DEPARTAMENTO
ANALYTICUS

ORDO XENOS DEPARTAMENTO ANALYTICUS RECORD

094-01445-875-0172
DARG-0105
AID

TRANSMITTED [Classified] TELEPATHIC DUCT Terminus Kalch
RECEIVED Astropath Aylor REF Ordo Xenos/454228290/HV
DESTINATION Inquisitor-Lord Varius AUTHOR Inquisitor Solomon Lok
MISSION TIME 8082850.M41

Re: Beta Anphelion IV

Receipt of new orders confirmed.

This communiqué is by request of further information regarding the nature of the threat on Beta Anphelion IV.

Your orders refer to 'the potentially high-risk nature of this mission' and 'that dangerous and unsanctioned research had been taking place on Beta Anphelion IV', but do not illuminate any further as to exactly what these entail. I must request further information so that the nature of the threat I am to encounter is clear to me and I can plan to combat it accordingly. I can only assume that by the inclusion of an Adeptus Astartes strike force, the threat rating is Extreme.

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

Inquisitor Solomon Lok

THOUGHT FOR THE DAY "The Worst is yet to Come"

+++ANPHELION SYSTEM SURVEY ANALYSIS+++

Segmentum: Tempestus

Sector: Barbarus

Sub-sector: Urpir

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

Survey History: The first recorded survey of the Anphelion system (AN-4511-3086) was conducted in M35 by Rogue Trader Count Van Meer during his ill-fated expedition through the Ordon Rift.

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

Planets

Inner Planets: Alpha Anphelion - Gas giant

Beta Anphelion - Gas giant

Outer Planet: Gamma Anphelion - Ice world, no atmosphere.

Satellites: Alpha Anphelion - 3

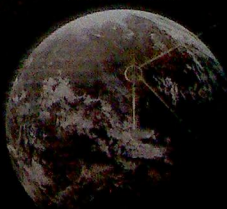
Beta Anphelion - 4

Gamma Anphelion - 0

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

Comets: Two Class Three Major/Two Class Four Minor currently passing through star system - Threat Level <19/1.

++Beta Anphelion IV++



++BETA ANPHELION IV++

Parent Planet Composition: Beta Anphelion - Type R hydrogen/helium gas giant.

Satellite Designation: Fourth moon of Beta Anphelion.

Size: Equatorial distances 1,600 km

Gravity: 99 G

Population: Indigenous lifeforms - Zero. Research facility supports approximately 1,500 personnel.

Duration: The moon's high speed of rotation makes for comparatively short days, but its orbit around its parent planet means it predominantly receives reflected sunlight, with only short periods of direct sunlight.

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

Climate Classification: Cold/erotic. Ammonia-based.

Mean Surface Temperature: -2°C to +4°C

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

Climate: Cool to very cold. Beta Anphelion IV's climate is highly changeable, depending upon its position relative to its star and parent planet.

The moon's orbital ellipse exposes it to short periods of direct sunlight when the mean temperature rises dramatically to approximately 5°C-10°C. Exact temperature is dependant upon the moon's relative distance from its star, based upon the parent planet's position on its own orbital route. Reflected light from the nearby gas giant exposes half the moon to weak sunlight, maintaining its dayside temperature at around 2°C. The short nightside period caused by the moon's own rotation sees the temperature drop to significantly below 0°C. During this period, unaugmented humans without specialised cold-weather protective equipment must remain indoors.

Climatic Regions

Polar Ice Caps: The satellite's southern and northern polar ice caps are large ice fields formed from a frozen water/ammonia slurry, a by-product of the ammonia swamps that nearly cover the moon and geothermic activity. The polar ice caps are in a state of permafrost with temperatures falling as low as -100°C. Both regions are totally hostile to most forms of life.

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

Jungles: On the moon's drier high ground, the naturally occurring ammonia in the atmosphere breaks down to produce highly fertile nitrogen deposits. These form the vital nutrients and the components of proteins, nucleic



acids and other cellular constituents suitable for plant life and its supporting bacteria, enabling them to flourish. The moon's ammonia-based flora exist in rich organic compounds that act like fertiliser, allowing plant life to flourish in areas that are not too saturated. On Beta Anphellon IV, the higher ground is commonly covered in this dense jungle-like flora.

Climatic Phenomenon: Ammonia clouds.

Mists and fogs are formed when the moon's rotation, and its distance from the parent planet and its star, cause a rise in air pressure. The resulting fluctuations in air temperature then cause liquid ammonia to turn to gas, and falling temperatures cause atmospheric water vapour to condense. The two mingle forming a low-lying heavy fog, with the distinctive sharp, penetrating odour of ammonia. These low-lying mists can form and evaporate within the space of a few hours.

Clouds are formed on the moon in the same fashion, but are effectively huge fog banks, which can take several days to dissipate. Within the fog, ammonia concentrations regularly rise to toxic levels, and personnel must wear full protective suiting and respirator equipment. Prolonged exposure to the corrosive vapour will cause skin irritation and scorching of the eyes. Inhalation will cause burning to the throat and lungs, and prolonged exposure will eventually result in death due to respiratory tract failure.

Flora: The moon has a wide variety of ammonia-based flora, which flourish on the highly fertile nitrogen-rich soil. The flora's amino acids are formed on liquid ammonia and cesium based salts, which replace the potassium and sodium based salts of standard life forms. From this exotic bio-chemistry trees, vines and bushes have evolved which do not

photosynthesise to the same extent as other flora. They are exposed to very little sunlight or heat, and as a result do not contain the chemicals required to create the lush green canopies seen on other jungle worlds. Instead, the flora is generally very dark, being predominantly grey, black and brown in colour, and lacks an abundance of leaf growth – algae and vine growth being more common. To untrained eyes, the flora of Beta Anphellon IV would look long dead, shrivelled and decaying. In fact it is incredibly hardy, surviving in low temperatures and thriving on the heavy ammonia-rich fogs and cloud systems which feed it.

Fauna: No native fauna has been recorded.

Economy: None.

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

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

Principal Export: None.

Anphellon Research Facility: The moon's surface is dominated by a research facility with large areas enclosed by a network of force field generators. These are containment areas for the facility's primary experiments. The containment field network is controlled from the central command complex and powered by a series of force field generator stations.



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS
[[GOLD-OMEGA]]
CLEARANCE

-Exitus In Extremis-

COMPILED INQUIRITOR
[[DELETON]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BARKA]]

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01665-RTS-0152
PAGE 4/006
JIV

TRANSMITTED	Anphelion System	TELEPATHIC DUCT	Terminus Kaleb
RECEIVED	Astropath Aylor	REF	Ordo Xenos/451228290/HV
DESTINATION	Inquisitor-Lord Varius	AUTHOR	Inquisitor Solomon Lok
MISSION TIME	8194850 M41		

*Being the official report and journal of Inquisitor Solomon Lok
as recorded by the loyal Autosavant Wazzily*

Cephestus, Amphelion system.

By the Emperor's mercy, the *Cephestus* has delivered us safely through the perils of the Immaterium to the Amphelion system, and preparations for the investigation into the fate of those stationed upon Beta Amphelion IV have begun.

Despite repeated attempts, the *Cephestus* has failed to make contact with the control centre on Beta Amphelion IV. From this I must conclude that the facility is no longer inhabited or has rebelled entirely. My Tarot readings indicate that we will find no survivors. As a matter of caution we are treating the moon's surface, and any occupants we do locate, as extremely hostile.

In conjunction with Adeptus Astartes Commander Cullin, the Red Scorpions 1st Company Veterans, even as I dictate, are donning their Tactical Dreadnought armour and completing their arming rituals. Their Thunderhawk gunship is prepared, armed and ready to transport them to the surface, and the squads have completed their tactical briefings and made their plans for securing the facility. As commander of the expedition I have requested final approval of all operations, something to which Commander Cullin has reluctantly consented, although we have at least agreed that the Red Scorpions' first mission is to search the control complex and landing fields, and secure them for our subsequent landings.

As well as the Space Marines, the other commanders within my force have also been briefed. Major Durra (commander, special detachment D-99) will follow the Space Marine forces to the ground, with the 266th Cadian Regiment providing perimeter security once Magos Biologis Arthon's team and my own retinue relocate to the surface.

I do not expect this operation to last longer than your original two-day plan, during which time the *Cephestus* has orders to withdraw to the system's outer reaches.



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ANALYTICUS

THOUGHT FOR THE DAY: "Fear Runs as Deep as the Mind Allows"



MISSION TIME: 8198850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: 2°C

VISIBILITY: 100 m – Falling

AMMONIA READING: 0.17% – Low

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

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

The three squads moved out, one after another, manoeuvring with well-rehearsed coordination as they approached the command complex's outer buildings. Emerging through the fog, the Terminators identified an entrance and closed in. All was silent. All was still. The base seemed deserted. No lights shone. No machinery hummed or whirred. There was no sign of power or life.

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

"Squad Darak, advance. Brother Dayn, take point," ordered Commander Culln, and without a word his squad moved out in response. Brother Dayn's assault cannon nosed through

the still smoking doorway as he stepped into the command complex. The other squad members followed behind in single file, the corridor being just wide enough to accommodate one of the massive armoured suits at a time. Cautiously they moved forwards, checking every corner and doorway as they advanced.

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

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

"All stations, Raum. Garrison sector secured. No contact, but there are signs of combat. Blast doors have been sealed. There is some impact damage, and also what could be corrosive damage. There was a fight here, but no signs of bodies. Over."

"Culln confirms. Raum, hold your position. Culln to Rael. Sergeant, confirm your location and status."

"Commander, we have swept the lower level. No contact. This facility is deserted. Squad standing by. Over."

"Confirmed. Raum, secure the perimeter. Rael, regroup at the command centre."



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

RED SCORPIONS TERMINATOR

1. Terminator Armour

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

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

Terminator armour is rare. Most Chapters retain a few suits, and even the vaunted Deathwing (the Dark Angels Chapter's 1st Company) can only boast around one hundred functioning suits. Each suit is a revered item with a long history of previous wearers and is regarded as the holiest of a Chapter's relics. A Space Marine that has completed Terminator training will be an honoured battle-brother, a veteran of many campaigns and, as such, upon his death his wargear becomes sacred.

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

2. Helmet

Like power armour, the suit's helmet contains its combat systems. Referred to as auto-senses, features include thought-activated commis-augers, bio-status readouts, full diagnostic and self repair functions, a vox amplifier, audio filters, and auto-reactive photo lenses to prevent the dazzling effect of sudden light bursts. Once the wearer is plugged into his suit (a long procedure which requires the aid of several tech-adepts), the suit's visor also displays tactical information such as maps, way-point markers, a compass and targeting reticules, and provides access to all of the suit's systems.

3. Assault Cannon

This is a motorised, multi-barrel, self-loading gun which, driven by an internal motor, can pour out thousands of shells. Carried by Terminators for rapid room and corridor clearance, it is a weapon with a deservedly fearsome reputation.



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

The weapon fires a fixed cartridge round with a dense metallic core covered in a non-metallic sheath, with an adamantium tip for armour penetration. This gives stable flight ballistics at the short ranges the weapon is employed at, and keeps the rounds small for increased ammunition capacity.

When included in a Terminator suit, the weapon will have gyroscopic stabilisation, along with recoil compensators built into the suit, to assist the gunner in keeping the weapon on target.

4. Chainfist

Brother Dayn's second weapon is his chainfist. This is a modified power fist, used for cutting through heavy bulkheads or reinforced airlocks.

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

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



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS
[[GOLD-OMEGA]]
CLEARANCE

-EXITS IN EXTREMIS-

COMPILE INQUISITOR
[[DIEKSTEDT]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BARKA]]

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ON PAIN OF
EXTINCTION

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DEPARTMENTO
ANALYTICUS

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

093-0164-571-112
EMPLOYER
XEN

TRANSMITTED Beta Anphelion IV TELEPATHIC DUCT Terminus Kaleb
RECEIVED Astropath Aylor REF Ordo Xenos/454228290/HV
DESTINATION Inquisitor-Lord Varius AUTHOR Inquisitor Solomon Lok
MISSION TIME 8199850 M41

*Being the official report and journal of Inquisitor Solomon Lok
as recorded by the loyal Autosavant Wazzily*

Anphelion Base, Beta Anphelion IV

The initial investigation force has secured the base's control complex.

There has been no contact with the facility's personnel, and the control complex was found to be deserted. All power had been shut down, including the complex's force field generator, and that I can only surmise formed containment areas within the base. There were some signs of combat, but no bodies have been found, and the facility remains intact.

I have transferred to the surface to take direct command there. Descending via Arvus Lighter I have had my first sight of Beta Anphelion IV. From orbit much of the moon is swathed in clouds. Breaking the cloud layer I was faced with a gloomy landscape of matted and desecrated vegetation. Upon landing, I can confirm the surface is dark, dank and strangely silent. This is no fecund jungle, but a dreary place of dead plant matter where ammonia-rich mists shroud all in a cold, silencing blanket. Even when directly exposed to the sun and ground temperature rises above zero, the higher clouds diffuse the light, leaving us in a perpetual gloom. This lasts until the moon's orbit returns us to utter darkness.

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

Orders have now been issued to all Imperial Guard commanders to begin their own landing operations, and priority has been given to Detachment D-99. Captain Mordin of the *Cephalopod* is overseeing unloading operations, and the first landing craft will arrive on schedule.

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

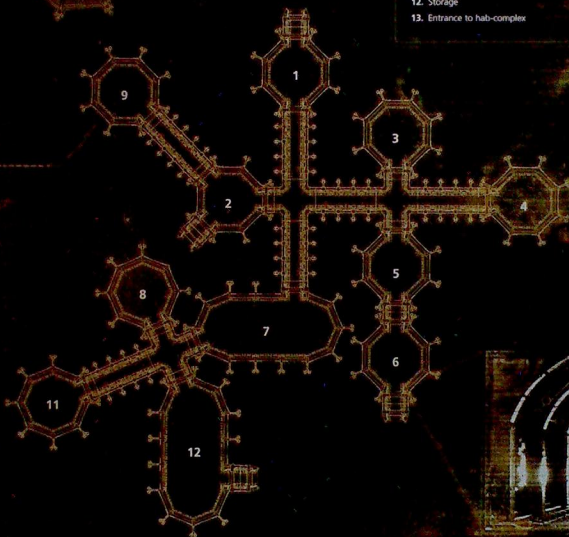
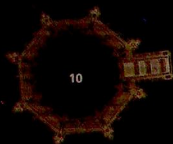
THOUGHT FOR THE DAY "Peace is Not in our Vocabulary"

ANPHELION BASE

CENTRAL CONTROL COMPLEX

COMMAND FACILITY

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





ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-Access Warning-

DATA CONTENTS
[[GOLD-Omega]]
CLEARANCE

-Exitus in Extremis-

COMPILED INQUISITOR
((Deleted))

ORDO
((HERETICUS))

CONCEAIVE
((BARRA))

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ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

098-01667 XTY 007
TYPED ON
MID

TRANSMITTED: Beta Anphelion IV TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Aylor REF: Ordo Xenos/454228290/HV
DESTINATION: Inquisitor-Lord Varins AUTHOR: Inquisitor Solomon Lok
MISSION TIME: 620050 M41

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

Anphelion Base. Beta Anphelion IV

Magos Biologis Arthon has submitted his preliminary report based on the information recovered from the facility's datacore. The following is a brief synopsis:

Since 745 M41, the threat of the Tyranid hive fleets has been continually growing. Losses have been extreme, and the demand for manpower has strained even the Departamento Munitorum's vast resources in affected regions. Projections indicate that such heavy losses are unsustainable in the long term. Whilst the Tyranids may be halted, the indirect effect for the Imperium's rule in other segmentums could be disastrous. More efficient ways of defeating the Tyranid threat needed to be sought and Anphelion base was set up to investigate possible solutions.

A series of covert Inquisitorial research facilities were established (see Ordo Xenos Order 36379-XX823, classified Absolutum-Ultra) to study Tyranid genetic material and the race's super-evolutionary traits in a controlled environment. Ways of interfering in the Tyranids' ability to rapidly evolve, adapt and overcome new threats have been sought, with the experiments leading to new anti-Tyranid biological weapons technology. The first successful outcome was the development of mutagenic acids, now deployed in hellfire bolter rounds by the Adeptus Astartes.

A large part of the surface of the moon has been set aside to function as a research facility. There are three principal laboratory facilities and a central control complex, along with other smaller outposts, which provide support to the main laboratories (such as power generators, water pumps and purifiers, equipment storage facilities, etc).

A network of energy field generators also envelop large areas of the moon's surface, providing containment zones for the experiments. Within these are three principal areas, coded Alpha, Beta and Omega, as well as smaller subsidiary isolation zones. The containment field network is controlled from its own central control complex and powered via energy field generator stations

[Report extract ends]

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

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

i/ To re-activate the containment fences as these represent our most effective defence, and they should keep the enemy at bay long enough for me to complete the mission's objective.

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

THOUGHT FOR MY DAY: "Faith without Deeds is Worthless"



ORDO HERETICUS DEPARTMENTO ANALYTICUS
RESTRICTED ARCHIVE



-Access Warning-

DATA CONTENTS
{{GOLD-OMEGA}}
CLEARANCE

-Exitus In Extramiss-

COMPILED INQUISITOR

{{DELETED}}

ORDO

{{HERETICUS}}

CONCLAVE

{{BARBA}}

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ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01645-575-0132
DAR-03.06
MD

TRANSMITTED: Beta Amphelion IV TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Aylor REF: Ordo Xenos/454228290/HV
DISTRIBUTION: Inquisitor-Lord Varius AUTHOR: Inquisitor Solomon Lok
MISSION TIME: 8200850.M41

The plan of action is as follows:

i/ Further investigations have revealed that the generators for each of the force field fences have been deactivated. This event is inexplicable to me as they appear undamaged, but it must have led to the loss of the entire facility. All four of the generatorum will need reactivating as they provide the power required to maintain the impenetrable force field barriers. It will be Detachment D-99's first task. I have issued orders for them to take and hold the generators long enough for servitors to restart the system.

ii/ Meanwhile, the Red Scorpions will begin the process of investigating the laboratory sites. As yet all three bases remain a mystery, it is probable that hidden within these sites is the valuable research data that this base has collected. The Space Marines will sweep each site systematically in a search and destroy operation. Once secured, Imperial Guard troops will move in and form a new protective garrison, whilst the Space Marines move on to the next site. With the Cadians in position, Magos Biologis Arthon's Exploritas team can begin the process of collating any useful data and specimens.

Culln and his 1st Company veterans will again lead the way, with his tactical squads arriving via Thunderhawk as a second wave of reinforcements. Whilst the search and destroy operation is underway, a company of Cadians will move overland to the first laboratory site in an armoured convoy of Chimeras. Only once the Cadians are in position, will the Magos Biologis follow. In all, I expect each operation to take no longer than eight hours (standard Terran time). The entire operation will therefore take 24 hours.

I continue to plan for a two-day deployment on this perilous moon, time enough to search all the laboratory facilities, recover any surviving experimental data and embark back on to the *Cepheus*. After two days I will gladly abandon Beta Amphelion IV, and submit a request for Exterminatus to deny the Tyranids the resources they are undoubtedly already extracting from this worthless ball of rock.

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THOUGHT FOR THE DAY: "An Eye for an Eye"



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS
[[GOLD-ORIGAMI]]
CLEARANCE

-EXITUS IN EXTREMIS-

COMPILED INQUISITOR
[[DELETED]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BARBA]]

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ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01665-875-012
TAR-0166
AIC

TRANSMITTED [Classified] TELEPATHIC DUCT Terminus Kaleb
RECEIVED Astropath Zarneck REF Ordo Xenos/454226290/HV
DESTINATION Inquisitor Solomon Lok AUTHOR Inquisitor-Lord Varius
MISSION TIME 8200850.M41

Re: Beta Anphelion IV

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

I have, with all haste, dispatched the Inquisitorial cruiser *Fearless Resolve* to the Anphelion system along with reinforcements. The vessel's captain will be under your command upon arrival in orbit, and should you still feel it necessary, the Exterminatus order has already been signed and sealed, and is onboard. Upon completion of your mission, purge this menace forever from the face of the galaxy.

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

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

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

Inquisitor-Lord Varius

THE LIGHT FOR ONLY "Fear is the Beginning of Wisdom"

MISSION TIME: 8200850.M41

LOCATION: Anphelion Base Laboratory Complex Delta

TEMPERATURE: 0°C

VISIBILITY: 800 m

AMMONIA READING: 0.2% - Medium

"Rael. Contact. Enemy movement, 200 metres and closing."

The sudden communication from Sergeant Rael got the attention of everybody in Cullin's force.

"Raum. I confirm commander. Contact is closing fast."

"Enemy to the front. All squads move to engage."

Commander Cullin instructed, and before he had finished the command, Sergeant Darak was on the move, his men directly behind him.

Over the comms-net all heard the familiar sound of storm bolters opening fire – the distinctive thump of the rounds launching, followed a split second later by the crump of explosive warheads detonating.

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

"Rael. Targets eliminated. Falling back sir."

"Raum. Auspex reads multiple contacts. Squad engaging."

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

At the western doorway Brother Dayn watched down the blacked-out corridor as the first creatures reached the sealed blast door, claws impacting outside, buckling the plasteel and gouging huge rends as they battered their way through. For just living flesh and muscle, the power in their claws was formidable. In a frenzied attack, the huge door was torn apart like it was made of parchment. As the Genestealers tore through, Dayn engaged his assault cannon's motor, the weapon's six barrels spinning into a blur. The first Genestealers were leaping through now. With a brief litany to the weapon's spirit – *"Death to the foes of the Emperor!"* – he pressed the trigger. The assault cannon roared, loosing a torrent of rounds that turned the first Genestealer in the doorway into a fine mist of blood and ichor. The second, third and fourth also died as they leapt forwards. Immediately, more were at the doorway, scrambling inside, heedless of the certain death that awaited within. Dayn fired a second sustained burst, and a third. The Genestealers died, arms and claws flailing as if in defiance as the rounds shredded through them.

Again and again Dayn fired, the ammunition counter on his helmet display struggled to keep up as the assault cannon sprayed a stream of shells into the swarm. The runes turned from green to orange to red as his ammunition ran low, the weapon's barrels glowing red-hot. The corridor between Brother Dayn and the door was a slaughterhouse of steaming, shredded xenos. The ammunition-warning rune blinked – less than fifty rounds remained. Dayn stepped backwards, less than two seconds worth of firing. He couldn't hold out much longer. Once his ammunition was gone, he would have to activate his power fist and charge. The Genestealers' claws may have torn the blast door apart, but his adamantium and ceramite armour plating would resist longer, keeping him alive long enough to take some of the creatures with him.

Then the Genestealers' furious attack stopped. As the smoke and steam cleared, the Genestealers were gone. Had they realised there was no entrance to be gained here, only destruction, and scurried away to find another way in?

Meanwhile outside, Squads Rael and Raum were fighting their way back to the laboratory complex, pounding across the soft ground, blasting left and right as they lumbered along as fast as their bulky armour would allow. Sergeant Raum brought up the rear of his squad, sweeping behind his men with



short bursts of fire at their foe as the Genestealers launched themselves from their cover, sprinting out of the darkness with ferocious speed. Even the veteran sergeant's well-honed reactions were no match for the bio-engineered killing machines of claws and bone.

Unseen from his right a Genestealer pounced, all raking claws and exposed fangs as it barrelled the sergeant over. Its claws dragged across his armour, furiously scrambling for purchase on the adamantium plates. The sergeant fought back, his power fist crackling lightning as he grasped for the Genestealer's head. Already a second, third and fourth Genestealer were closing in for the kill. Raum's groping fist caught the first Genestealer. Its head in his grasp, the crushing fingers of his weapon squeezed hard. The resistance of the Genestealer's hardened bones made the servos squeal, before the bones cracked and the Genestealer's skull burst like an over-ripe fruit, splattering Raum with blood and brains. He staggered to his feet, only in the time for the second Genestealer to impact him square in the chest, and both fell backwards in a mass of arms, legs and claws.

Brother Vjalka turned to see his sergeant grappling on the ground. He took aim, blasted the closest Genestealer in half with a burst of weapons fire, and ran back to aid his squad leader. The swarm was closing in all around them now, claws and fangs bared. Vjalka launched himself at another Genestealer, swinging his power fist in an arcing left hook that punched the creature off its feet with bone splintering force. As he did so another Genestealer struck, driving its claw directly at his visor. The creature's powerful blow shattered it and drove onwards into the Terminator's face, smashing his cheekbone and gouging the flesh from his face. Disoriented by the vicious wound, his helmet filling with blood, a second crushing blow blind-sided the Space Marine. Brother Vjalka stumbled and fell, wildly firing his storm bolter as he did, but the Genestealers were upon him. Wounded and disorientated, they savagely tore him apart.

Nearby, the Genestealers were also overwhelming Sergeant Raum, and in a rain of blows his armour eventually cracked. Pinned to the ground, but fighting hard with the last of his strength, the sergeant struggled bravely before the Genestealers' claws also ripped him apart.

On his helmet display Commander Culln watched the biometric read-outs of Sergeant Raum and Brother Vjalka flat line. His first casualties of the mission. They had died honourably, as every Space Marine must, and would soon join the Emperor. There would be no time for litanies to the dead for now though as first he must take vengeance for their deaths.

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

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

MISSION TIME: 8200850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: 2°C

VISIBILITY: 900 m

AMMONIA READING: 0.18% – Low

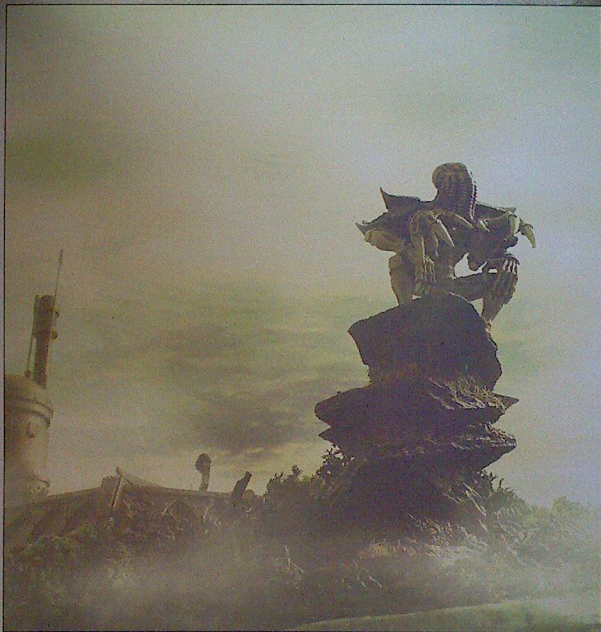
Whilst the Space Marines began their operation to search the three laboratory complexes, it was vital that the containment fence network be reactivated. No one knew how many Tyranids might be lurking out there in the swamps and jungle, although Lok had estimated it was not likely to be many, with the moon only housing enough Tyranids as samples for experimentation, but even so, without the containment fences, Beta Anphelion IV would rapidly become a death trap for anybody out on the surface.

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

The Drop Troops had to move quickly, for every minute lost was a chance for the Tyranids to close in. Major Durra briefed his men. There would be one platoon detailed to capture each generator and a servitor they needed to restart the power grid would accompany each platoon. Each platoon would also move forward, once they were on the ground, under the cover of a Vulture gunship, added protection for when they undoubtedly encountered the enemy.

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

The journey to the target was brief, but in his transport Lieutenant Jurev had time to once again rehearse the plan of attack in his mind. When the aircrew confirmed they were over the target, his men would rappel down and surround the generator building, supported by a Sentinel squadron to keep any lurking enemy at bay. Meanwhile his own command squad and the technomat servitor (a highly augmented half-machine, half-man that currently sat inert and lifeless in the



corner) would touch down close to the generator building and move swiftly inside. It had to assess any damage and work fast to get the generator operational. The Emperor alone knew what horrors were waiting down there for Jurev and his men, but the longer his platoon stayed on the ground, the greater the danger would become. Major Durra had emphasised that this was to be a rapid operation – drop in, get the job done, and quickly get out, back to the relative safety of the control complex.

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

By the time the Valkyries had dropped down over the jungle for their final approach, the Vulture gunship was already closing in on the target and taking up position for its attack run, should the ground troops request its firepower. Each gunship was fully laden with rockets and autocannon, as the short distance to their target meant that additional fuel tanks were unnecessary. The Vulture would remain on-call for the duration of the operation, like a protective angel hovering over Lieutenant Jurev's men. Following the drop the Vulture would circle, awaiting targets, whilst the Valkyries climbed away and circled at a safe distance, to await the mission-complete evacuation order.

++ COMBAT LOG ARCHIVES ++

- + Red Scorpions Chapter +
- + Anphelion Incident +
- + 8200850.M41 +

Xenos Contacts: Estimated in excess of 1,000
Strike Force Status: Ammunition Reserves - Low
Fortification - Compromised
Reinforcements - Unavailable
Situation: Optimal

Enemy Contact

Confirmed: Corporator Hominis
[Genestealer]

Enemy Contact

Confirmed: Corporator Hominis
[Genestealer]

Primary Defence Station

Veteran-brother Neashin
Veteran-brother Yaniel
Kill ratio 42-0

Operational Command Centre

Commander Cullin
Veteran-brother Kallin
Kill ratio 29-0

Negative Bio-Functions Return

Brother Sergeant Ratum
Veteran-brother Valdea
Kill ratio 81-2

Primary Defence Station

Veteran-brother Rael
Kill ratio 29-0

Primary Defence Station

Veteran-brother Dayn
Kill ratio 52-0

Operational Reserve

Brother Sergeant Drake
Veteran-brother Siton
Kill ratio 45-0

Primary Defence Station

Veteran-brother Thain
Kill ratio 23-0

Enemy Contact

Confirmed: Corporator Hominis
[Genestealer]

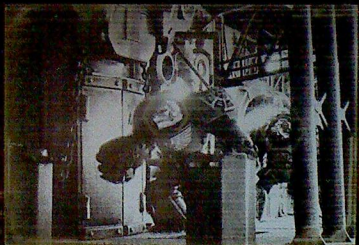
ANPHELION BASE

LABORATORY COMPLEX DELTA

LANDING SITE & CONTROL CENTRE



1. Base central control room
2. Comms room
3. Defence batteries
4. Generatorum control room
5. Landing pads
6. Officio Administratum
7. General storage
8. Aeronautica Strategium
9. Medicae room
10. Barracks complex entrance



MISSION TIME: 8200850.M41

LOCATION: Generatorium IV

TEMPERATURE: 2°C

VISIBILITY: 600 m

AMMONIA READING: 0.2% - Medium

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

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

Then, as the squads and Sentinels formed their defensive perimeter, Lieutenant Jurev's Valkyrie swooped down behind them, the rear ramp already dropping as the craft hovered low, its powerful jet engines blasting the jungle floor into a swirl of mud and debris. The command squad leapt the final metre or so onto the ground, along with the servitor. Lieutenant Jurev indicated the way to the generator house and set off at a flat run, his men directly behind him.

In a scene replicated at each of the generator sites, the squads deployed and prepared for battle. As they did so, the Tyranids had not remained inactive. Already long, slender claws and fanged maws that oozed poisonous bile were being flexed in readiness for attack. As one the Tyranids moved with startling speed to react to D-99's incursion.

It was as if they knew, by some strange force of precognitive power, that the generator sites would be important to the humans, and they had not left them unguarded. Invisible sentries had been waiting in the undergrowth close by and now moved stealthily into positions to strike.

The first Jurev knew about the Tyranid attack was a sudden penetrating scream that echoed off the trees and through the vines, then slowly died in a strangled gurgle. Suddenly the comms-net was alive with shouted reports. Men were down. Firing started, the rapid staccato snap, snap of lasguns from left and right. The lieutenant called his vox-caster to him and grabbed the handset to raise his air support. His men were under attack, as yet from exactly what or where was unclear, but the firing was growing in intensity. The explosion of a grenade

sounded in the distance. Then, as if out of nowhere, the Tyranids were ambushing his perimeter squads. The vox-net became a chaos of shouted reports and calls for aid. As battle intensified, Jurev gathered his men at the generator building and ordered a lascutter to work against the sealed doorway. "Cut the door," he cried, and with a blinding flash the lascutter powered into life. The trooper worked it over the door, turning it into molten metal as he cut a bright, smouldering path around the doorway. After maybe fifteen seconds, the door panel fell inwards with a resounding clang on the metal floor inside.

Jurev indicated a squad member to go first, and watched him duck into the darkness within. He then pushed the sluggish techno-servitor through the blackened, steaming entrance. Urgently, torch beams flickered around to check the corners for lurking enemies. In the darkness there was an explosion of movement, the swish of air as a claw slashed downwards, with inhuman speed. Ahead of the lieutenant, Trooper Radnic screamed. Jurev opened fire, as did the squad member next to him. Las blasts impacted on the metal walls and ricocheted in crazy patterns. He couldn't see if he had hit anything or not, and fired again just in case. Was the creature still in there?

Kneeling now, the lieutenant carefully scanned the darkness. Something moved, blindingly fast, but before he could react a deafening blast of heat beside him sent Jurev sprawling. He felt his skin singe. With a roar of super-heated air the meltagun hit, and whatever it was lurking in the darkness died, turning into a slimy pile of oozing ichor by temperatures that could melt plaststeel in a fraction of a second. Jurev lit a flare and tossed it in to reveal the scene. Trooper Radnic had been ambushed by a Lictor. Its claw had punched a hole clean through his guts and made a gaping wound in his back that was spraying blood on the ground. To Jurev, Radnic already looked dead - pale, in shock, his eyes unblinking. The Lictor had taken the full force of the meltagun hit at point-blank range. Its toxic remains steamed, filling the room with a foul stench. Unaware and uncaring of the horrible scene within, the servitor went quickly to work, locking the multiple cables augmented into its body to the power generator's control console, and the panel flickered into life.

Outside, the battle was in full effect. The sound of the Vulture gunship overhead became a roar as its rockets and cannon shredded the jungle below with weapons fire. The veteran Drop Troopers were fighting hard, but their foe was well-camouflaged. Something swift, silent and almost invisible had pounced, all claws and fangs, rending two men into bloody pieces before anybody had seen it. Nothing had registered on the squad sergeant's surveyor helmet. Then came the Gaunts, bounding out of the darkness, scythe-like talons raking the air in front as they charged. They had emerged from their subterranean brood nests, eager to kill. Surveyors were suddenly swamped with targets. The Drop Troopers fired, illuminating the jungle with lasgun fire and the muzzle flash of shotguns. Fearless and without pause the Gaunts leapt forward, and the men shot them down.

This foe, brutal and single-minded, would never back down. Victory here could only be won by those willing to fight and die to the last. It was ugly, but the men of D-99 had all fought the Tyranids before and what they faced now came as no surprise. There would be no quarter given here, no tactical withdrawals.



no surrenders, only death, until either one side or the other had nothing left standing. That was the mindset that the men who faced the Tyranids had to have, and Lieutenant Jurev's platoon had all seen it before. Lesser men would have turned and run in fear, but not them. They killed and killed again, with lasgun, shotgun and grenade, whilst overhead their Vulture air cover launched volley after volley into the swarms. Volleys that felled trees with the force of their explosions, the rounds kicking up dirt and creating a shock wave that knocked the Tyranid Gaunts off their feet. With grim resolution, Detachment D-99 attacked the jungle itself until the tide turned and the Tyranid swarms stopped coming.

Meanwhile, the servitor completed its programming and the power generator station came to life again. Power began to hum and fizz through the vast network of cables. Dial needles twitched and moved, indicating to Lieutenant Jurev that the power grid, in this sector at least, was up and running again. The servitor disconnected itself from the console and with its strange mechanical voice announced, "Programme complete." With his men hard-pressed, it was all Jurev needed to hear. It

was time to leave before any more of them died. "All squads, all squads. Fall back on my position for immediate withdrawal and evacuation."

The Valkyries also heard the order and banked down to meet the men now retreating back to the landing zone. Emerging from the jungle the battle-scarred survivors – some walking wounded, other dragging badly injured casualties – made for the now approaching Valkyries. Covered by the Sentinels and the still fit survivors, Lieutenant Jurev's men embarked into their craft, which lifted off one by one. Once airborne, Lieutenant Jurev called through to Major Durra to report that his mission had been successful. The power generator was online again and the containment fence in this sector could be reactivated.

Back in the command complex, the Inquisitor's team were awaiting that confirmation. Confirmation was received from each platoon in turn, and one by one all the generators were working again. They immediately set about the task of reactivating the containment fences. It would keep the Tyranids out, and was their best defence against this enemy.



Valkyrie airborne assault carrier of Detachment D-99. This aircraft was destroyed by Tyranid spore mines during combat operations.



Tarantula sentry gun deployed by Detachment D-99. The detachment was forced to rely on such weapons due to their limited manpower.



Detachment D-99 Drop Sentinel. This vehicle was outfitted with a multi-melta to combat the larger Tyranid organisms.



Valkyrie airborne assault carrier of Detachment D-99. These aircraft proved invaluable in rapidly re-deploying the surgically enhanced D-99 veterans.



Cyclops remote controlled demolition vehicle. Despite repeated attempts to employ these vehicles to stem Tyranid assaults, Detachment D-99 eventually abandoned the few remaining Cyclops in their armoury.



Vulture gunship attached to special detachment D-99. This aircraft is responsible for the only confirmed airborne kill of a Tyranid Harridan during the Anphelion incident.

DETACHMENT D-99 VETERAN

1. Armour and Helmet

This Inquisitorial inducted Veteran wears the standard pattern armour and Type 5 pressure helmet issued to Imperial Guardsmen recruited on the planet of Elysia. The basic helmet incorporates pressure equalizing ear protectors for high altitude grav-drops, as well as a short-range comms receiver, and a reflective flash suppression visor. It is constructed of reinforced plastel with extra plates added to the front. This makes the helmet heavy and uncomfortable for the wearer, but affords good protection.

A variant of the Type 5 pressure helmet incorporates a data display screen, used by some squad sergeants for displaying tactical data and information relayed from scanner units. The screen fits over the visor and one eye.

The Veteran's body armour is constructed of lightweight synthi-plast to help reduce the Veteran's overall encumbrance. The underarm air hose line runs to his respirator (not visible here) from a small oxygen supply – this is required for high altitude drops where oxygen is in limited supply. It can also be employed as a standard respirator unit for a short period. The back plate includes the locator unit for the Veteran's grav-chute, and this has a fast release mechanism so that a grav-chute can be quickly discarded on landing. During the Beta Anphelion IV deployment the unit did not use grav-chutes, instead being deployed directly from their Valkyrie transports via rappelling lines.

The left shoulder pad bears a broad red stripe, the mark of a Veteran. The right shoulder pad bears the platoon number (not visible here). His helmet has numerous scratch marks added, recording each drop survived – a common practice amongst Elysian Drop Troopers. He also has three Tyranid claws as trophies from previous battles – Detachment D-99 had seen combat against Tyranids on numerous occasions before deployment to Beta Anphelion IV.



2. Clothing

This Veteran wears a PT-38 jumpsuit in mid-green, which is made of hardwearing synthi-canvas with impact pads on the upper leg and upper arms. The jumpsuit is worn with a thermal liner to prevent heat loss at high altitudes, but also proves useful in Beta Anphelion IV's cold climate.

The company patch (modified by the inclusion of the Inquisitorial 'I' since the unit was inducted into the service of the Ordo Xenos) is sewn onto the left arm.

The Veteran's heavy jump boots provide extra ankle protection upon landing and his jump gloves provide protection during free fall from windburn.

3. Weapons

This Veteran's main weapon is his Accatran pattern MkI plasma gun. This bulky squad support weapon fires highly energised hydrogen along a linear magnetic accelerator. The super-heated plasma explodes on impact, with devastating results. This pattern includes a bipod for stable firing when prone. The more common MkII version of this weapon has been modified to include a carrying handle.

Plasma guns are infamously unreliable, suffering from many overheating problems, and this Veteran has equipped himself with a secondary weapon in case of this – a sawn-off shotgun. This weapon is not standard issue and is the sort of illegally manufactured weapon common to street gangs and criminals on many planets. Officers of Detachment D-99 ignore such breaches of standard procedure.

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

4. Webbing

Drop Troopers are required to carry more equipment than most other Imperial Guardsmen – missions often result in them being dropped behind enemy lines where resupplying is difficult. This Veteran carries within his distinctive Elysian 68 pattern webbing his canteen and three belt pouches, each containing an extra plasma flask. The backpack fits onto the back plate, hanging around the grav-chute locator. The haversack and large pouches carry personal items, spare equipment such as weapon clearing tools, a mess kit and rations and the like. Other heavier items, such as demolition charges, can be carried in place of the haversack. Squad medics carry a medi-kit version of the haversack.



Veteran Lohgan, plasma gunner of 1st Squad, seconded to Inquisitor Solomon Lok. Trooper Lohgan was killed in action on Beta Anphelion IV.



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS
((GOLD-OMEGA))
CLEARANCE

-EXITUS IN EXTREMIS-

COMPILED INQUISITOR
((DILETUS))

ORDO
((HERETICUS))

CONCLAVE
((BARBA))

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ANALYTICUS

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-0166-073-0172
DADO 0404
AD

TRANSMITTED.....	Beta Anphelion IV	TELEPATHIC DUCT.....	Terminus Kaleh
RECEIVED.....	Astrophath Aylor	REF.....	Ordo Xenos/454228290/HV
DESTINATION.....	Inquisitor-Lord Varius	AUTHOR.....	Inquisitor Solomon Lok
MISSION TIME.....	B201850.M41		

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

Anphelion Base. Beta Anphelion IV

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

The Tyanids are present on Beta Anphelion IV in, as yet, unknown numbers. One of Magos Biologis Arthon's tasks is, via the research found in the facility's datacore, to estimate the size of the infestation, although I suspect the Tyanids have attacked us with their full strength and been repulsed with heavy losses. The containment fence will keep them at bay until the conclusion of the mission.

At Laboratory Area 1 the Red Scorpions have cleared the laboratory complex, and the Cadian 4th Company are on their way to garrison the site. Resistance was reported to be intense, but Commander Gulln has proven himself to be a courageous and able commander.

Cadian troops, now on the moon's surface in force, are also constructing a strong perimeter defence about the command complex, using Hellhound flame thrower tanks to clear lines of fire. They have been digging in their heavy weapons and sentry guns so that should the fence fail, these will be our second line of defence, and each is capable of inflicting withering losses on our foe. I am now confident that the situation is in hand and all sites will soon be secure.

In addition, two Cadian companies are preparing to leave to garrison Areas Gamma and Theta, once Commander Gulln reports those sites are cleared.

A summary of Magos Biologis Arthon's first findings follows:

The Tyanid Threat on Beta Anphelion IV
Submitted by Biologis Magos Arthon

(Based upon information recovered from Datacore 7520-0984)

It seems that the project on Beta Anphelion IV had been successful, initially at least. Within the containment areas the Tyanids had been allowed to develop, and a few experimental samples had been released and observed. What had then happened within the containment areas had surprised all present. From only a few initial organisms their numbers soon started to multiply rapidly, and their racial strains began to diversify with astounding speed, but only into related genus. Even the local flora had been affected, exhibiting alarming new features such as poisonous spines and accelerated growth. In Containment Area Alpha, the vines grew with such speed around the containment fence generators that they had to be culled with flamers to prevent damage.

THOUGHT FOR THE DAY "Truth is Subjective"



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-ACCESS WARNING-

DATA CONTENTS

[[GOLD-OMEGA]]

CLEARANCE

-EXITUS IN EXTREMIS-

COMPILED INQUISITOR

[[DELETED]]

ORDO

[[HERETICUS]]

CONCLAVE

[[BARKA]]



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ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01-65-875-0132
DATE: 04/06
AIP

TRANSMITTED: Beta Amphelion IV TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Aylor REF: Ordo Xenos/454228290/HV
DESTINATION: Inquisitor-Lord Varius AUTHOR: Inquisitor Solomon Lok
MISSION TIME: 8201850.M41

Within Containment Area Alpha the Tyrannids had initially shown rampant aggression, smaller creatures attacking the fence on numerous occasions, but were repulsed with heavy losses each time. When a sample taken from the area was noted to show what was believed to be the beginning of wing development, the entirety of Area Alpha was immolated, and all samples within destroyed. By this time over two hundred creatures were recorded from an initial sample of just three specimens.

In Area Beta, little was seen of the test subjects and observation towers reported very few sightings. Those samples taken from the area were found to be in a predominantly dormant state, as if hibernating.

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

It was these creatures, having appeared to carefully bide their time, that suddenly appeared en masse, overran the defences of Laboratory Gamma and killed all the personnel there. What happened next must be a matter of pure speculation, as there were no survivors found of the unfortunate incident.

[End Report]

Adjunct

Mission Time: 8201850.M41

Cadian commanders at both the command complex and Laboratory Area Delta report that their perimeters have come under attack. The containment fences have remained intact and proven to be an impenetrable barrier to the Tyrannids, which came under heavy fire and quickly withdrew out of range of the garrison's weapons.

These weak attacks support further my theory that the Tyrannids have expended their main strength, and now realise that further attacks are futile whilst the containment fences remain in place.

THOUGHT FOR THE DAY "Defeat is Never an Option"



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



-Access Warning-

Data Contents

{{Gold-Omiga}}
V.I.P.
Clearance



COMPILED INQUIRY FOR
{{Dassess}}}

ORDO

{{Hereticus}}

CONCLAVE

{{Bakka}}



ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01665-875-013
DAR-0106
ID

TRANSMITTED: (Classified) TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Zarneck REF: Ordo Xenos/45428290/HV
DESTINATION: Inquisitor Solomon Lok AUTHOR: Inquisitor-Lord Varius
MISSION TIME: 8201850.M41

This is an auto-responsive message...

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

Praise the Emperor.

"Ignorance is Strength"

MISSION TIME: 8201850.M41

LOCATION: Anphelon Base Laboratory Complex Delta

TEMPERATURE: 1°C

VISIBILITY: 1,300 m

AMMONIA READING: 0.12% - Very Low

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

By the time the Cadians linked up with the Space Marines' remaining security outpost, the fighting was long over. The Cadians rolled in and debussed to take over, posting men around the perimeter and deploying heavy weapons teams with good fields of fire. Also on approach was Magos Biologs Arthon and his servitors. The squat, square-nosed Arvus Lighter emerged from the darkness, landing lights flashing as it set down. The cargo ramp opened and out strode the Magos with his retinue of servitors just behind. As they did so, Cadian troops rushed in behind them to grab the extra supply crates of heavy bolter and missile launcher ammunition inside that the transport had been carrying. Magos Arthon immediately moved to begin an analysis of the laboratory's datacore and recover any surviving xenos specimens, to be returned for further investigation.

MISSION TIME: 8202850.M41

LOCATION: Amphelion Base Laboratory Complex Theta

TEMPERATURE: 2°C

VISIBILITY: 1,200 m

AMMONIA READING: 0.14% - Low

At Laboratory Area Theta, Commander Cullin's surviving Terminators began as before, deploying from a Thunderhawk gunship and sweeping the deserted corridors and rooms for any sign of human survivors or Tyranids. Behind the Terminator vanguard followed the tactical squads of 6th Company.

"Darak to Cullin. Commander, I have a reading. Movement at 300 metres. Advancing to make contact."

Sergeant Darak led his squad into the laboratory complex first. He paused as he watched the auspex readings – the enemy was ahead of him. He moved on, storm bolter at the ready. Behind him the bulk of his men advanced, power servos whining with each heavy footfall of their Terminator armour. The door ahead was sealed.

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

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

"Brothers Njans and Malek, get the western door. Dayn, you are rearguard. Zakir, with me." The sergeant advanced across the room to another doorway, wedged the blade of his chainfist into the gap and levered it hard open. Before him the corridor was black. His suit light showed a crossroads ahead. *"Readings at 60 metres."* He stepped forward again, moving purposefully, Brother Zakir at his shoulder. Forty metres. They were getting closer. Thirty metres. Twenty metres. He reached the junction of corridors and swung his heavy suit round to cover left. Zakir covered right. Still no targets. His suit's light illuminated the corridor, but the gridded metal floor was gone, instead there was just a black hole leading downwards. Ten

metres. The enemy was right on them, they would appear at any moment. *"They're below us!"* Darak warned at the last second.

Zakir fired first, a short burst of bolts roared and detonated in the darkness ahead something screamed and died. He fired again. The dark hole ahead of Sergeant Darak was a sudden explosion of movement, claws and arms flashing in his spotlight beam. At this range Darak couldn't miss. He fired a sustained burst downwards and felt the micro-explosions buffet the air. There were more creatures coming. He fired again, but there were too many.

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

Zakir stepped past Malek in the doorway and the air in the corridor was suddenly an inferno. Roaring orange flames engulfed the corridor, incinerating the Genestealers and spilling burning fuel all over Sergeant Darak. Despite the intense furnace-like heat Darak was safe inside his armour, it would resist the flames long enough for him to escape the Genestealer's clutches. He threw the flaming, blackened body of the Genestealer off his shoulders and stepped past Malek into the laboratory room. His armour was still a little in places, but it would not burn for long, even the paint was fire retardant for just such an eventuality.



Graia pattern Hellhound flame-thrower tank of the Cadian 266th Regiment. The larger promethium capacity of the Graia pattern vehicle allowed the Cadian regiments to repulse increasingly more intense and larger Tyranid attacks.



Chimera armoured carrier of the Cadian 266th Regiment. Many of the 266th's vehicles were fitted with flamer weapons in an attempt to combat the Tyranid threat.



Tarantula sentry gun with heavy bolters. These weapons were used extensively to supplement the Anphelion lab-complexes' damaged defence weapons arrays.



Chimera armoured carrier of the Cadian 266th Regiment. Destroyed during the initial Tyranid attacks, these lightly armoured vehicles proved easy prey for Tyranid Carnifexes and Hierodules.



Sentinel scout walker, 266th Cadian Regiment. Instead of their usual scout role, these vehicles were often pressed into action as assault vehicles.



Sentinel scout walker, 266th Cadian Regiment. This vehicle was destroyed in the Tyranid assaults on the Delta lab-complex, overrun after crushing dozens of smaller Tyranids.

The whole episode hadn't even phased the veteran sergeant. "Hold them here," he ordered Brothers Malek and Zakir, who sprayed the burning smoke-filled corridor with more fire to keep the Genestealers at bay.

"Darak to Cullin. Commander, the enemy have attacked in force in this sector. Request reinforcements. We are holding them at..." he glanced down at the sign on the doorway, now lying on the floor where it had fallen after his chainfist had cut through it. "... Laboratory Theta-two."

"Cullin confirms, sergeant," came the distant crackling reply. "Hold your position. Squad Rael will move up through Laboratory Theta-three and approach the crossroads from the east. Once they are in position, your squad is to advance again and you will have the enemy trapped between you. Clear the sector then report in. Over."

"Darak confirms, commander. Over." He flipped the ammunition catch on his storm bolter and the weapon's empty magazine hit the floor with a clang. Darak immediately replaced it with a new one, and turned to his men. "Hold these two doorways until I give the order to advance."

The Red Scorpions Terminators, supported by their power armoured brethren of 6th Company, methodically swept the laboratory complex room by room, corridor by corridor, destroying the lurking Genestealer broods. Within minutes, all three of the laboratory facilities were reported clear of enemies and secured.

Whilst the Space Marines and Imperial Guard were on the move, so were the Tyranids. Deep in the jungles, the Hive Mind had stirred them to action. Unknown to the men of the 4th Cadian Company, their convoy had been spotted and the xenos beasts were now closing in behind them.

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

MISSION TIME: 8202850.M41

LOCATION: Anphelion Base Laboratory Complex Delta

TEMPERATURE: 1°C

VISIBILITY: 500 m

AMMONIA READING: 0.21% - Medium

Central to the defence of the laboratory perimeter was 4th Company's long-range ground surveyor unit and searchlight teams. To combat the problems of fighting in darkness, the regiment had deployed a number of ground-mounted searchlights with which to illuminate the surrounding jungle,

making targeting any attacking Tyranids far easier. To detect Tyranids as they approached, the regiment was equipped with long-range ground surveyors. This equipment, manned by the company's command unit, was much like a squad-level surveyor often carried by sergeants and junior officers, except with a far longer range. It would make approaching the Guardsmen's perimeter undetected that much harder.

During the Tyranid attack on the Red Scorpions, 4th Company's surveyor's screen suddenly filled with multiple enemy contacts. As if from nowhere, a swarm of Tyranids had appeared from Containment Area C1. The alarm was raised. Guardsmen scrambled to man their weapons, jumping into their weapon pits or behind sandbags, lasguns at the ready, whilst the searchlights came on, criss-crossing the area with beams that lit the jungle in pools of white light. At the same time mortars fired a volley of flares in a high arcing trajectory into the sky, the illumination rounds exploding in a bright light.

Illuminated by the flares, flying just above the canopy, came swarms of Gargoyles swooping down over the containment fence. In the blink of an eye, the Tyranids were inside the perimeter. Heavy weapons and sentry guns started to fire, but too late, the Tyranids were already upon the Guardsmen, dropping down to savage them with claws and fangs. Captain Rysiek was in shock. The fence was active, but it was worthless.

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

The light from the flares faded. In the darkness confusion reigned as some of the men tried to stand and fight. Others fled. But most died screaming. Captain Rysiek saw his entire company wiped out in under five minutes. The containment field had not saved them at all, the Tyranids had already evolved beyond that defence.

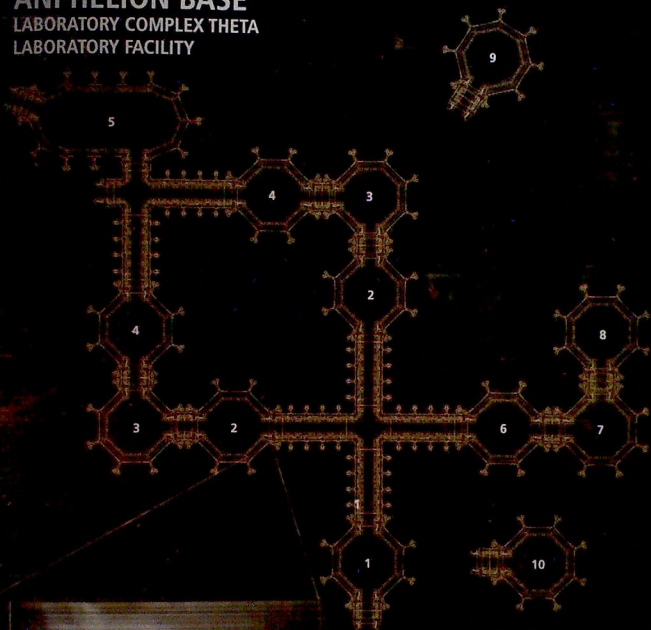
The Cadian Guardsmen broke, running for their lives as fast as they could, back to the apparent safety of the laboratory complex. But it was too late. More Gargoyles had already landed behind them, cutting off their retreat. To his right a Hellhound flame tank exploded, sending burning wreckage and white-hot promethium raining down all around them. Men were on fire, human torches screaming as they stumbled clear, their uniforms aflame.

Fire from the Tyranid bio-weapons was criss-crossing the complex, living ammunition that screamed through the air and upon impact burrowed into the skin. Captain Rysiek, desperately waving his sword and laspistol to rally his fleeing men, felt a round hit him square in his carapace chest plate. The impact forced all the air out of him. With horror he saw the acidic round eating away at his armour. His chest was

ANPHELION BASE

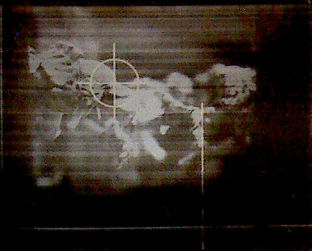
LABORATORY COMPLEX THETA

LABORATORY FACILITY



KEY

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





already burning from the heat, it felt like he was on fire. "Get it off!" he screamed to nobody in particular as he fumbled with the support straps. Too late. The ammunition had cut through the armour and into his flesh. Blood boiling up in the captain's throat spilled forth from his nose and mouth. He collapsed backwards convulsing with pain, trying to scream in agony, but only spewing a fountain of blood until his torso was drenched in it. Contorted in excruciating pain, he died as the burrowing creature ate into his heart.

Others died just as grimly or worse. It was a slaughter perpetuated by an enemy incapable of mercy. Those who ran locked themselves inside the laboratories, but it would not take long for the Tyranids outside to break in.

Biologis Arthon looked up from his magnatrop viewer as the door to the laboratory was thrown open. A bleeding, mud-spattered Guardsman, half crazed with fear, fell inside. Outside Arthon could hear the sounds of battle; he had been so engrossed in his studies he hadn't even noticed the fighting. "What is the meaning of this intrusion?" he demanded, his voice a rasping electronic hiss through his vox-implant. Another Guardsman followed the first. "Get back to your stations," Arthon ordered. The Guardsmen babbled something about '...being under attack', '...being overrun', '...everybody dead'. Suddenly, all the lights went out, plunging everything into pitch darkness. Someone screamed. Arthon recalibrated his bionically augmented eyes to infra-vision and at the doorway, where the Guardsmen had just been stood, was a

looming monster. Wings folded behind it, claws and fangs already drenched in blood, it roared a challenge. With a quick sweep of its claw the last Guardsman flew across the room, crashing into the machinery and leaving a bloody stain as his body fell. The Shrike ducked through the doorway, hissing as it locked the Biologis in its gaze. Backing away, Arthon fumbled for his laspistol. The creature stalked in after him, barging aside laboratory equipment that crashed to the floor. The Biologis drew his pistol. Too late, a long, thin claw flicked out, impaling him through the stomach. The claw wrenched him off his feet, the Biologis choking on his last breath as the creature lifted him closer. Face to face with the winged Tyranid Warrior, the Biologis could smell its acrid stench, feel its cold breath from its fang-filled maw. Its eyes were black pits, cold lifeless orbs that betrayed no emotion or intelligence. Like a servitor it was just a machine, designed only for killing. For a brief moment the creature stared back, inspecting him. Then, with a flick of its claw, flung the two separate halves of the Biologis across the room, screeching with a sound that might, in another race, have been considered triumph.

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



ORDO HERETICUS DEPARTAMENTO ANALYTICUS RESTRICTED ARCHIVE



-Access Warning-

Data Contents

{{Gold-Omega}}

Clearance

-Exits In Extraemis-

Compiled Inquisitor

{{Deleted}}

Ordo

{{Hereticus}}

Conclave

{{Bakka}}

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DEPARTAMENTO
ANALYTICUS



ORDO XENOS DEPARTAMENTO ANALYTICUS RECORD

094-01665375-0152
TMR 04/06
AID

TRANSMITTED: Beta Anphelion IV TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Aylor REF: Ordo Xenos/454228290/HV
DESTINATION: Inquisitor-Lord Varius AUTHOR: Inquisitor Solomon Lok
MISSION TIME: 8202850 M41

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

Anphelion Base. Beta Anphelion IV

Our situation on Beta Anphelion IV has deteriorated. Enemy attacks at the first laboratory facility have resulted in the complete loss of the Cadian 4th. Unbeknown to me in any of my previous encounters with the Tyranids, they have shown the ability to evolve flight. This has rendered the containment fences totally ineffective and my remaining forces are now exposed to the full horror of the Tyranid threat.

It is also my duty to report that during the surprise attack Magos Biologis Arthon and his team were lost. No contact has been made with them since and I must commend their souls to the Emperor. The loss of this team has severely jeopardised this mission, as without them I am no longer able to fully analyse the data recovered.

Astropath Zarneck reports that communications are becoming less reliable. This may be because of unforeseen actions of the Warp, but I fear it has more to do with as yet unencountered higher synapse Tyranids on Beta Anphelion IV strengthening their connection to the greater Hive Mind.

These three developments have forced me to reconsider both my position here and the continued validity of this mission. I have not yet ordered an evacuation, but have initiated the process should it become necessary. The *Cephestus* has been re-called to orbit in order that a swift evacuation can be made.

Commander Gulla has completed his search and destroy operation at Laboratory Complex Theta, and more Cadian troops are now in place to defend that site. In anticipation of further attacks, I have ordered the Red Scorpions back to the command complex to bolster its defences. I expect their return shortly. In the meantime, those scouting forces that have returned have confirmed that the Tyranid presence is increasing within the vicinity of this base.

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

THOUGHT FOR THE DAY "Cowards Die Many Times. The Brave Die but Once"

WINGED HIVE TYRANT

Tyrannici Praefectus Avius

Wings manifesting on Hive Tyrants are believed to be a mutation of the more common genus strain, and are not often seen. It is thought that these winged creatures evolve only as an immediate response to their environment and that the wings have replaced the creature's upper limb set and are not additional to the standard Tyrant six-limb physiology.

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

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

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



This illustration shows a winged Hive Tyrant, as encountered at Laboratory Complex Delta.





ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



Access Warnings

Data Contents
[[Gold-Omega]]
CLEARANCE

Exits In Extremis

Compiled Inquisitor

[[Diluted]]



[[Hereticus]]

Conclave

[[Bakka]]



ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01667-NTS-012
TAB-0476
AIC

TRANSMITTED: [Classified] TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Zarnesk REF: Ordo Xenos/454228290/HV
DESTINATION: Inquisitor Solomon Lsk AUTHOR: Inquisitor Lord Varius
MISSION TIME: 8203850.M41

This is an auto-responsive message...

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

Praise the Emperor.

"Ruthlessness is the Kindness of the Wise"

MISSION TIME: 8203850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: -2°C

VISIBILITY: 200 m

AMMONIA READING: 0.26% - High

At the main control complex, the men from D-99 stood watch over the perimeter defences. The report of the surprise attack at Laboratory Complex Delta meant everybody was already on full alert. All knew it would not be long before the winged Tyranid swarm descended upon them too. Eyes and weapons scanned the skies for the first signs of an attack. Their surveyor units, for the moment, still reading all clear.

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

Without warning, the ground below the Guardsmen began to shudder. The moment of confusion ended with the earth below their feet exploding upwards, followed by the fangs

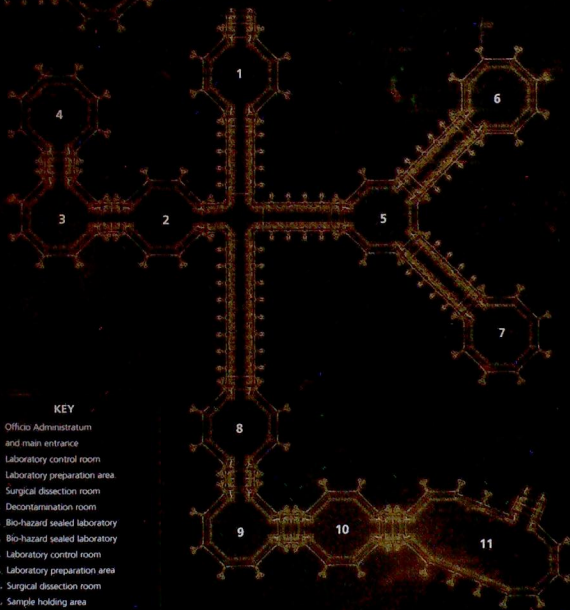
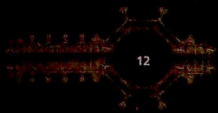
and claws of a Ravener. The first Guardsman hit was lifted clear into the sky, arms and legs flailing as he fell into a bloody heap. Another Ravener, and then another, exploded upwards in a whirl of scything claws. The Guardsmen opened fire as the Ravener brood tore into them. As one brood emerged from the ground, a Drop Trooper darted forwards and slung a heavy demolition charge at it. As the creatures freed themselves from the ground the charge exploded in a fountain of earth, hunks of flesh and a red mist of blood as the Ravens were torn apart. Now the creatures were sliding across the ground on their powerfully muscular tails, deathspitters and spinefists belching living ammunition.

Again the Tyranids were upon them before the Guardsmen could bring heavy weapons to bear. Again the Hive Mind was one step ahead. Suddenly the Ravens were everywhere, men were fighting for their lives, their well-prepared defences thrown into chaos in an instant. But D-99 quickly regrouped and poured the weapons fire of lasguns, plasma guns and meltaguns at their slithering attackers. The Ravens flung themselves at the Guardsmen - many died screaming as claws tore them apart or bio-ammunition ate through their flesh, but the steaming, fetid corpses of the Ravens also littered the battlefield. The surprise attack was being repulsed.

ANPHELION BASE

LABORATORY COMPLEX DELTA

LABORATORY FACILITY



KEY

1. Officio Administratum and main entrance
2. Laboratory control room
3. Laboratory preparation area
4. Surgical dissection room
5. Decontamination room
6. Bio-hazard sealed laboratory
7. Bio-hazard sealed laboratory
8. Laboratory control room
9. Laboratory preparation area
10. Surgical dissection room
11. Sample holding area
12. Entrance to hab-complex



At the containment fence's control room, Sergeant Orosz's squad had found cover beside a sentry gun and were pouring fire into the advancing Ravens. The sergeant aimed his underslung grenade launcher, fired and saw the krak grenade impact, its small intense explosion tearing the creature limb from limb. The Ravens had stopped coming now, but still the ground below them shook with powerful vibrations, like an earthquake, which quickly intensified. Orosz's men were being tossed left and right as the floor of the building buckled, bent and then splintered. The forelimbs of a huge beast emerged, great claws which swept from side to side, smashing the sentry gun to pieces. One Drop Trooper was cut clean in two, his upper torso hitting the back wall and leaving a bloody stain. The others ducked clear and ran.

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

As suddenly as they had attacked, the Ravenor brood was gone. Survivors slithered away back down into the tunnels they had made, leaving the bodies of their own dead upon the floor, their raid complete. Inquisitor Lok grabbed his weapons and raced towards the attack, but arrived too late. The containment fence's control centre was a smoking ruin, smashed beyond repair by the Trygon's claws. The men of

Detachment D-99 lay scattered all about – some wounded were still crawling towards safety and calling out for aid, but most had been torn into sticky wet piles of offal. The containment fence was gone. The Inquisitor knew that now they would feel the full strength of the Tyranids, and he also knew he did not have the men to stop them. He had to act now or they were all going to die here.

MISSION TIME: 8203850.M41

LOCATION: Anphellion Base Command Complex

TEMPERATURE: -2°C

VISIBILITY: 300 m

AMMONIA READING: 0.26% – High

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

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



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



ACCESS WARNING

DATA CONTENTS
[[GOLD-DIMCA]]
CLEARANCE

EXISTS IN EXTREMIS

COMPLETED INQUISITOR
[[DELETED]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BARKA]]



ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01661-75-0172
DATE: 04/06
JUL

TRANSMITTED.....Beta Anphelion IV.....TELEPATHIC DUCT.....Terminus Kaleb
RECEIVED.....Astrophath Aylor.....REF.....Ordo Xenos/454228290/IV
DESTINATION.....Inquisitor-Lord Yacius.....AUTHOR.....Inquisitor Solomon Lok
MISSION TIME.....8203850.M41

*Being the official report and journal of Inquisitor Solomon Lok
as recorded by the loyal Autosavant Wazzly*

Anphelion Base, Beta Anphelion IV

The containment fence has been destroyed, I must now order the evacuation of my forces from the moon. There is nothing to be gained by remaining here and so I shall regroup my full strength at the central command complex until the *Cephestus* is in position or the promised Inquisitorial cruiser and reinforcements arrive. I must defend the landing fields if there is to be any hope of escape.

"Truth is the most Terrible of Burdens"

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

A second Harridan struck, smashing craft apart with its claws, left and right. The grounded craft were defenceless. Valkyries and Vultures began to burn as fuel and ammunition ignited. Their first attack run complete, the two Harridans banked away, climbing high as the autocannon turrets tracked them, still barking out streams of shells. Soon, the creatures swiftly turned and raced down again in a headlong dive, screaming as they attacked all below them.

The second fly-past caused as much devastation as the first. Craft were wrecked beyond use as the Harridans criss-crossed the landing field. As one creature dived down again, the autocannon on the base found their range. Shells impacted, gouting blood from the creature which screamed in pain as it lashed out. More rounds hit, tearing through its wings and torso. Seriously wounded the Harridan banked again and in one last reckless act of destruction, dived headlong into the landing field, crashing into the ground, claws still slashing in a suicidal attempt to wreak more destruction. Amidst burning and smashed craft the Harridan finally came to a rest, autocannon rounds still hammering into its corpse.

As fast as the attack had come, it was over. Their raid complete, the Harridans climbed away into the sky. Behind them the landing field was a scene of utter devastation, smashed and crippled craft were scattered about, the flames were spreading and engulfing all they touched. Shocked, the survivors emerged from their cover. Some of the craft might be salvageable, but the sudden attack had left most as smouldering wreckage.

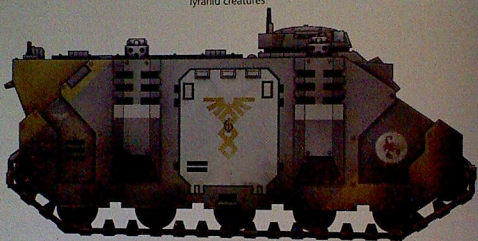
MISSION TIME: 8203850.M41
LOCATION: Anphelion Base Laboratory Complex Theta
TEMPERATURE: 0°C
VISIBILITY: 700 m
AMMONIA READING: 0.19% - Medium

Commander Cullin's search and destroy missions were complete, but the situation on the ground had changed, and the loss of Laboratory Area Delta and the Biologics team had invalidated much of his men's work. Receiving the communication to withdraw back to the command centre to regroup with the rest of the force, Cullin quickly re-embarked onto the Thunderhawk with his men for the short journey back.

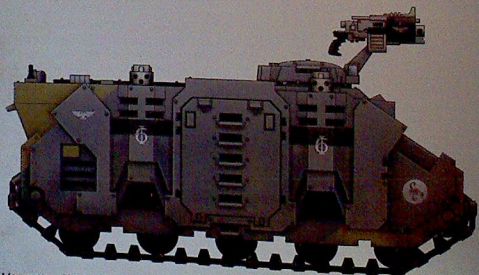
As Commander Cullin's Thunderhawk raced through the gloomy atmosphere, the crew suddenly found themselves flying into a dark tangled cloud. Thousands of spore mines, drifting at altitude with long tentacles trailing grotesquely behind them, were all around them like great fetid balloons full of acid, bloated and ready to explode. The craft jolted



Mars pattern Razorback of the Red Scorpions Chapter. Razorbacks provided mobile firepower to support the Red Scorpions' efforts to bring down the largest of the Tyranid creatures.



Red Scorpions Mars pattern Rhino. This vehicle has been seconded to the service of the Chapter's Apothecario, whose members were charged with leaving none of the honoured dead for the Tyranids to consume.



Mars pattern Rhino of the Red Scorpions Chapter. The Red Scorpions used these vehicles offensively to clear paths through the Rippers swarms that often confronted the Space Marines' attacks.



suddenly as a large spore mine exploded close by and set off a chain reaction. One after another the drifting spores detonated, sending bio-acid and shrapnel spraying out, tearing into the craft's hull and melting its armour plating. The Thunderhawk's airframe was rocked hard, and rocked again as one after another the cloud's spores spontaneously exploded. The pilot banked to dive out of the cloud but with the spores' long tentacles slapping against the nose and windscreen as the airborne mines homed in, their escape was not certain. The Thunderhawk was their prey, and driven by some unknown force the spore mines gave chase, exploding all too close. Their assault was relentless.

As the control complex tracked the Thunderhawk's position, they received an emergency distress call. The message was garbled and the voices heavily hidden by a static haze – the Thunderhawk had been badly damaged and its pilot was going to attempt a crash landing.

The Thunderhawk's warning beacons blared as the heavy gunship plunged towards the swamps below. The pilot and co-pilot wrestled to regain control, but their ship was critically damaged. They were going down too fast. The spore mine explosions had damaged the engines and large sections of the tail had been torn away. Losing power, altitude and control,

the pilot and co-pilot fought with the flight controls. The co-pilot managed to shut down its reactor, reducing power in an attempt to slow their descent; the pilot was barely able to get the Thunderhawk's nose up, aiming for a flat landing as, engines screaming, the gunship raced towards the ground.

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

MISSION TIME: 8203850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: 3°C

VISIBILITY: 800 m

AMMONIA READING: 0.15% – Low

"Odds are there will be no survivors from the crash. Sending more men out to look for them is condemning those men to death as well. It is a fool's errand. I will not sanction any rescue mission. Our priority must be our survival until an evacuation can be effected. We must complete the mission."

Apothecary Rael glowered at the Inquisitor barring his way. *"We will not leave our brothers to rot in this place. Dead or alive, they must return to the Chapter. The Chapter must have its dues,"* the Space Marine growled his response, and before the Inquisitor could answer, snapped his helmet into place.

"This mission is under my command. You, and your brothers, are under my authority. The power of the Emperor is vested in me. Dare you gainsay the word of an Inquisitor?" warned Lok.

The Apothecary simply ignored him, flicking his comms channel open, *"Squads Rael and Avna rendezvous on me."* He called his men to him, brushing past the Inquisitor as he left. The argument was over.

Lok let the Space Marine go, but not without a final warning. *"You and your Chapter have not heard the last of this insubordination!"* The blast door shut behind the Space Marine as he stepped out into the darkness.

Apothecary Rael's men moved to their vehicles and marched onboard. The Thunderhawk's locating beacon was giving off a weak signal, but it was enough for them to home-in on. Once all were onboard, the convoy of Razorbacks and Rhinos headed off into the jungle.

MISSION TIME: 8204850.M41

LOCATION: The Vicinity of Containment Area Omega

TEMPERATURE: 0°C

VISIBILITY: 600 m

AMMONIA READING: 0.19% - Medium

Super-heated engines steamed in the water as the mud and spray cleared. After the violence of the impact, everything was again quiet and still. Slowly a side door cracked open and from within emerged the Space Marines that had survived the crash landing. The Thunderhawk's thick armoured belly plates had taken the brunt of the crash. They had buckled and were torn, but had protected the Space Marines within.

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

Cullin immediately ordered the twisted plant life destroyed with a flame thrower, whilst the surviving flight crew engaged the emergency beacon and tried to raise their battle-brothers on the comms-net. The locating beacon silently flashed out the Thunderhawk's location, but the comms had been reduced to a pile of sparking wires and broken fuses in the impact. Other battle-brothers were at work cutting their Dreadnought, Brother Halar, free from the wreckage. He had survived the crash, but was trapped inside the forward hold. Gradually, the Space Marines managed to open the hold's front ramp and the Dreadnought was freed.

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

MISSION TIME: 8204850.M41

LOCATION: The Vicinity of Containment Area Omega

TEMPERATURE: 0°C

VISIBILITY: 700 m

AMMONIA READING: 0.19% - Medium

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

MISSION TIME: 8204850.M41

LOCATION: The Vicinity of Containment Area Omega

TEMPERATURE: 0°C

VISIBILITY: 700 m

AMMONIA READING: 0.19% - Medium

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

Off to his right, a boltgun sounded. A burst of weapons fire ripped through the surrounding undergrowth, followed by the drumbeat of rapid explosions. His final hour had begun. He saw Brother Halar, knee deep in swampy water wade forwards, his inferno cannon lit and aimed.

Cullin placed the sighting reticle of his helmet display on the closest target, Gaunts sliding through the undergrowth, and opened fire. The storm bolted barked and roared, its bolt rounds cutting into a Gaunt and exploding within, tearing the creature apart in a fountain of flesh and blood. He fired again, then again. The crescendo of battle rose about him. Halar's inferno cannon roared a flaming jet of burning promethium into the jungle, Gaunts screeched as the flames shrivelled them into blackened husks. The Dreadnought waded forwards again as the survivors pounced on him. His power list



Scythed Hierodule, designated 'Barbarus'. This creature was eventually slain by Inquisitor Lok, after being wounded by lascannon fire.



Trygon, designated 'Omega-3'. This creature led the assault on Lab-complex Alpha and was only destroyed by concentrated heavy weapons fire.



ORDO HERETICUS DEPARTMENTO ANALYTICUS

RESTRICTED ARCHIVE



-Access Warning-

DATA CONTENTS
[[Gold-Omega]]
CLEARANCE

-Exitus In Extremis-

COMPILED [INQUISITOR
[[DELETED]]

ORDO
[[HERETICUS]]

CONCLAVE
[[BARKA]]

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DEPARTMENTO
ANALYTICUS

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01665-875-0131
EXP. 04/06
AD

TRANSMITTED: Beta Anphellon IV TELEPATHIC DUCT: Terminus Kaleb
RECEIVED: Astropath Aylor REF: Ordo Xenos/454220290/11V
DESTINATION: Inquisitor-Lord Varius AUTHOR: Inquisitor Solomon Lok
MISSION TIME: 8204850.M41

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

Anphellon Base, Beta Anphellon IV

I write this with great urgency.

Our situation worsens by the hour. It is clear to me now that we are facing a Tyrannid threat far greater than could have been imagined from what little briefing was provided. From a few samples we have ascertained that this moon is now infested with Tyrannids of all genus types.

Commander Culln is out of contact, his Thunderhawk having crashed in the jungle after coming under attack. Against my orders a rescue mission has been launched; I have little hope that there will be any survivors of this folly.

Laboratory Area Gamma has come under sustained attack. The Cadian garrison force there is encircled and cannot break out. There is no relief force I can send to aid them, and soon they too will be overrun.

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

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

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

[Addendum]

Ground surveyor units report that the Tyrannids are massing for an overwhelming attack. We will not survive long.

THOUGHT FOR THE DAY "If you believe you can win, you can win. Faith is necessary before any victory"



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



ACCESS WARNING-

Data Contents
((Gold-Omega))
CLEARANCE

-EXITUS IN EXTREMIS-

Compiled Inquisitor

 ((Hereticus))
 Daio
 ((Hereticus))


ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-0165-575-0112
CLASSIFIED
A15

TRANSMITTED	[Classified]	TELEPATHIC DUCT	Terminus Kaleb
RECEIVED	Astropath Zarneck	REF	Ordo Xenos/454228290/HV
DESTINATION	Inquisitor Solomon Lok	AUTHOR	Inquisitor-Lord Varius
MISSION TIME	8205850.M41		

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

Praise the wisdom of the Emperor.

"No One is Innocent"

caught one Gaunt and crushed it effortlessly. Others bounced off the Dreadnought's great weight as it clubbed left and right.

From the jungle behind the Gaunts came the shadow of a far larger creature. Huge and powerfully built, four long claws extending from its squat, ugly torso, the Carnifex roared a challenge at the Dreadnought and charged forwards, head lowered. The sudden impact of the two leviathans shook the ground. The Carnifex's claws scythed down, smashing into Brother Halar, its barbs tearing away armour plates, but the Dreadnought withstood the blows, grasping forwards with his own power fist, servos screaming as he caught a claw, Halar wrenched it backwards hard and tore the limb away whole. The Carnifex staggered, gushing blood and ichor from its wound. Brother Halar didn't pause but barrelled forwards, meeting the Carnifex's ferocity with his own. His power fist hammered into the Carnifex again, smashing bone and splintering its armoured carapace. It was a blow that would have halted a charging battle tank, but the beast would not die. Grievously wounded, its claws sliced hard into the Dreadnought. One blow struck Halar's right arm, severing his inferno cannon and causing the ammunition to detonate. A fireball rose above the mêlée as ignited promethium sprayed from the ruptured fuel tanks. Headless, the two great war machines grappled on, still hammering blows at each other as the inferno engulfed them.

Commander Culln could see the titanic clash of adamantium and steel against flesh and hardened bone. Both were mortally wounded and on fire. The Dreadnought staggered, tottering backwards as if he might fall as blow after blow pummeled into him. The commander was powerless to intervene, already another wave of Tyranids was massing.

Brother Halar knew his systems were failing, his responses were growing slower, and the complex life support systems that kept him alive inside his armoured sarcophagus were badly damaged. But the Carnifex was also dying, weakened by its wounds and the flames that had engulfed the two of them. Halar levelled his storm bolter and opened fire at point-blank range, round after explosive round ripping into his foe. The Carnifex lunged through the bolter rounds, ignorant of the damage each shell was causing as they blew chunks of armoured chitin and flesh away. With its last strength it drove a long claw at the Dreadnought's sarcophagus, puncturing the front glacis, barbs ripping deep into its inner workings. Impaled, Brother Halar staggered, then fell as the weight of the creature pushed him backwards. The Carnifex also toppled forwards, locked in a deathly embrace. Crashing into the swampy water both came to rest, dead. Brother Halar was gone, and Commander Culln knew the end for all of them was near.

SCYTHED HIERODULE

Sica Hierodule Domitor

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

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

Physically, the Hierodule is a massive creature, standing almost five metres tall and fourteen metres long, in excess of twenty-five tonnes of armoured, muscled bulk. Notable physiological features (many of which were first confirmed by Magos Biologics Salik at the New Hallefuss research station) include the creature's external carapace, with its elongated and thickened head crest. A study across the various Tyranid genera has identified that carapace thickness increases exponentially with body mass – the thickest carapaces belonging to the largest creatures.

Internal skeleton density also increases in line with the external, allowing the body's inner structure to support the extra weight

gain. This gives the Hierodule (and indeed all Tyranids) a unique internal and external skeletal system, allowing little in the way of space for internal organs, but making it exceptionally resistant to damage. The internal skeleton is composed of a dense, silicate rich material, which is both strong and flexible. Salik's important research work led to the identification of weak points on Tyranid creatures, information that the Ordo Xenos saw fit to distribute to Imperial Guard High Commanders to assist troops on the battlefield with targeting. According to Salik's hypothesis, the weak points on the Hierodule should be its eyes and mouth, and the rear and lower sides of the head. Significant damage to those areas should result in catastrophic failure of the creature's central nervous system, and a rapid death.

This Hierodule will have fewer internal organs than is commonly understood. No discernible liver, kidneys or digestive tract exist. Hierodules have no need for them as they do not eat for sustenance. Instead, the space is used for extra muscle mass and adrenaline or toxin secreting glands, further enhancing the Hierodule as a pure biological fighting machine. The creature's main offensive weapons are its four claws. These long (approximately 330 cm) scything blades of hardened chitin are easily capable of penetrating up to 40 cm of heavy gauge plastel at the charge. Its secondary weapon system is a symbiote creature, a parasite that lives off the host organism. This creature excretes a potent organic acid as a natural defensive response to enemies in close proximity.

The Hierodule's other weapons include a fanged mouth. With multiple fangs up to 43 cm in length, it is easily capable of tearing a man to shreds with a single well-aimed snap of its jaws. It also has numerous spines and barbs all over its head, thorax and tail, which are extremely effective as the creature barges its way through a crowd, causing lacerations without the creature making a deliberate attack.





This illustration shows a Scythed Hierodule, as encountered at Laboratory Complex Theta.

MISSION TIME: 8205850.M41
LOCATION: Anphelion Base Command Complex
TEMPERATURE: 1°C
VISIBILITY: 500 m
AMMONIA READING: 0.3% – High

"Surveyor readings are off the scale, Lord," reported the Guardsman gravely as he peered at the surveyor screen, a growing look of alarm on his face.

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

For now, however, he looked to his defences. His inventory of men made for solemn reading. Half of D-99 had been eliminated. The Space Marines had disobeyed his orders and were now pursuing their own agenda – another matter that would need punishing upon his return. The Cadians had also taken heavy losses; three companies had already been annihilated, the others had all taken some severe losses. In all his force now comprised no more than three hundred men. Yet they must hold out.

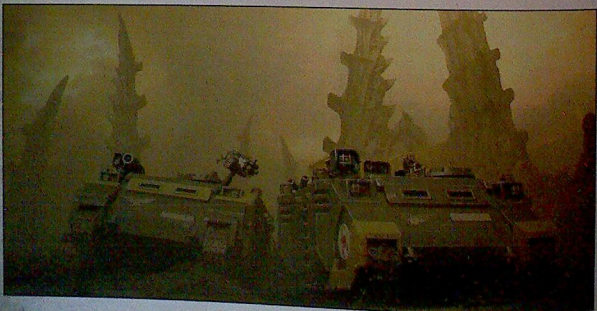
Just then he heard the first sounds of weapons fire, the clear snap of lasgun shots and the heavy bark of the base's autocannon defence turrets. The enemy were coming. Inquisitor Lok levelled his bolt pistol and took careful aim into the jungle. He saw a Gaunt's snarling face, its weapon convulsing and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

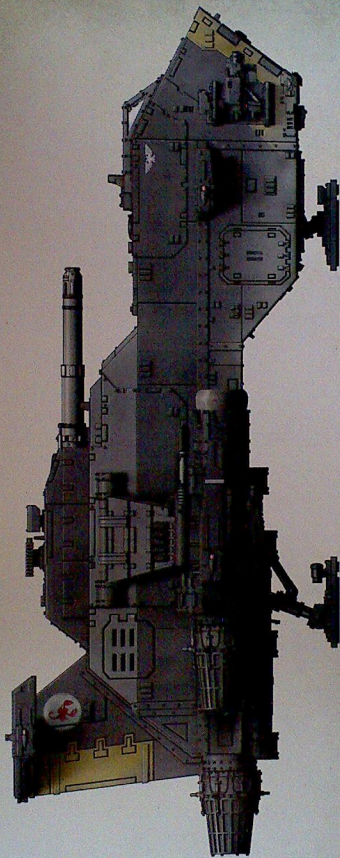
The Tiranids came on in hordes. Gaunts first, wave after wave of the creatures, baring their fangs, filling the air with screaming bio-ammunition. From their defensive positions in gun pits and behind sandbags, the Guardsmen – Cadians and D-99 – side by side, returned fire. This was just the start, a probe to see where his defences were strongest. They would look for a weak spot and attack in strength there. Wherever that attack came, Inquisitor Lok would be, holding the line for all the Guardsmen to see.

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

From all around the perimeter the Cadian heavy weapons opened fire, the smoky trail of missile launchers lancing into the undergrowth to explode, heavy bolters rattling off a stream of shells. The Tiranids were dying, but they did not stop. They came on, more and more of them, swarms of Rippers seething over the ground, and now Lok could see the looming shapes of larger creatures beyond – Tiranid Warriors, perhaps even a Hive Tyrant. They returned fire.

Running to a new firing position he leapt into a sandbagged weapons pit, only to find the crew inside dead. Their heavy bolter was still hissing and melting from some corrosive venom that had splashed over it. The first gunner was little more than a heap of sticky entrails and bone, the venom having eaten him away. The second man was still recognisable, but his skull was exposed where his face had been scorched off. Ignoring the sickening sight and stench, the Inquisitor emptied his magazine, tossed a frag grenade into the mass of Rippers, reloaded then opened fire again.





One of three Thunderhawk gunships deployed by the Red Scorpions Chapter during the Anghelion incident. This Thunderhawk, *Heart of Fury*, was disabled by Tyranid bio-weaponry and crashed into the jungles of Anghelion while carrying Commander Cullin and many of his brethren.

To his left he saw a Hellhound rumble slowly into place, grinding the soft ground to mud, engine throbbing and belching fumes. Its turret slowly rotated to take aim at the jungle tree line. Lok felt the heat wave hit him as the inferno cannon fired. A stream of flaming promethium arced out, splashing the foliage with fiery liquid. The jungle burned brightly in the gloom. He saw flaming Tyranid creatures charge forwards, heedless of the fire that was engulfing them. Others fell dead, shrivelled by the intense heat. The Hellhound fired again, playing a stream of promethium across the tree line to become a flaming wall.

From the jungle's cover, the burning vines were suddenly flung apart as a massive bulky form charged forwards through the flames. It was huge – six metres tall, all talons, tusks and claws. It ran forward through a storm of lasgun fire, and smashed headlong into the front of the Hellhound. The armoured vehicle, dwarfed by its attacker, was lifted clear off the ground by the impact and the beast's massive claws punched down, clean through the front glacis to where the driver would be sat. From the turret hatch the vehicle's commander bailed out, jumping clear as the beast struck again and again. It seemed unstoppable. They had to fall back and give themselves more room. Lok gave the order over the comms-net and shouted out for all to follow him. The Guardsmen rose from their firing positions and joined him in a sprint back towards the buildings, still firing left and right as they ran. Looking over his shoulder he saw the monstrous creature discard the Hellhound like a child's toy, highly volatile liquid leaking from its ruptured fuel tank. The still-smouldering beast screamed a challenge and lumbered on.

The Inquisitor and his ragged bunch of survivors clustered around a doorway. The Hierodule was coming straight for them. He aimed again and squeezed off a stream of bolts which exploded, chipping away lumps of carapace, but the beast did not even break its stride. Lok drew his power sword and thumbed the tiny power field generator in the weapon'sommel into life, which throbbed and crackled with power. "With me," he instructed the Guardsmen around him, preparing to charge. As he did so, the creature staggered sideways under the impact. The blinding beam of a lascannon slashed through the darkness, striking the creature and burning through its thick armoured plates. It roared, either in pain or frustration. Beyond it, he saw the headlights of a Razorback approaching, its turret weaponry locked onto the monster in front of him. The lascannon fired again, and this time the creature staggered, then collapsed in a spray of bile and ichor. Lok seized his chance. He leapt forwards and plunged his power sword point first into the stricken Leviathan's head. The power field sparked lightning as the sword thrust deep. The Hierodule writhed and then died as Lok ducked clear of its flailing claws.

The Red Scorpions had returned. A column of armoured transports, Rhinos and Razorbacks, came roaring into the perimeter. Space Marines debussed by squads, boltguns blazing as they did so. The Razorbacks' heavy weapons targeted the larger creatures. Amongst them the Inquisitor could see Commander Cullin, still issuing orders and

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

MISSION TIME: 8206850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: 1°C

VISIBILITY: 800 m

AMMONIA READING: 0.24% – High

"My authority now supersedes yours, Lord Inquisitor."

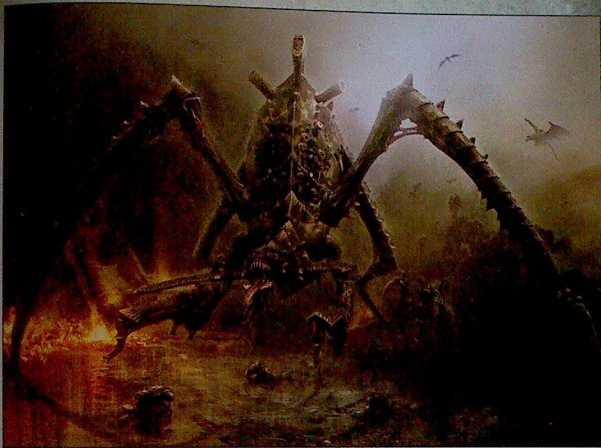
Commander Cullin stood upon the ramp of his Thunderhawk gunship. Behind him a Thunderhawk transporter was raising two Razorbacks on its loading claws, the last of the Red Scorpions strike force to be loaded.

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

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

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

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



MISSION TIME: 8207850.M41

LOCATION: Anphelion Base Command Complex

TEMPERATURE: 1°C

VISIBILITY: 200 m

AMMONIA READING: 0.32% – Very High

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

Outside fog had gathered about the base, lending the battle a strange, surreal, detached air. Respirator-faced Guardsmen emerged from the thick white blanket like ghosts to scurry by. Searchlight beams reflected against a white wall of swirling vapours before disappearing whilst lasgun blasts made the fog bank glow from the inside, like a living entity. He felt the first slight burning sensation of the ammonia in his throat and pulled his own helmet into place again.

At the perimeter Lok ducked behind the wreckage of a Valkyrie, destroyed on its landing pad. A squad of Cadians were crouching close by, firing into the jungle. The screams and cries of the Tyranid monsters they hit echoed through

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

Behind the Hormagaunts came taller Tyranid Warriors, stalking out of the jungle on their back limbs, erect above the heads of the smaller Gaunts. Still further back something large and heavy was crashing through the jungle. Its footfalls made the ground tremble. The skeins of drifting fog parted long enough for Inquisitor Lok to see the approaching Hierophant that towered above the trees on long spiny limbs, its huge ugly head full of fangs which dripped bile and mandibles that gleamed with acid. The bio-titan was massive. How could it have avoided detection?

"All fire! Target the bio-titan," he ordered, directing the weapons fire of his remaining squads. Their las blasts simply glanced off its carapace, but the Cadians' lascannon blew huge, smouldering chunks out of the beast. It roared and smashed its way towards them. Lok ducked behind some sandbags and reached to his belt. From it he pulled all six Krak grenades he had stashed there, and quickly bound them together. Heavy weapons fire was slashing over his head as the bio-titan came closer. Lok pulled out his power sword once more and prepared himself for one last heroic effort. The creature was so tall it easily passed over the top of him. Looking up he saw its hideous

maw drooling poison, clouds of spores speewing from rends in its thick armoured plates. Leaping to his feet, Lok aimed the Krak grenade bundle. As he did, long stringy tendrils lashed out from the bio-titan's belly, barbed hooks slashing at him. He parried hard with his sword, cutting two tendrils clean off. A third hooked him and with effortless force, flipped him sideways through the air. He hit the ground, dropping his sword and grenades as the bio-killer stamped down hard, trying to impale him with its clawed feet. Lok rolled away just in time, grasping for the grenades. As he did so another lascannon impact rocked the creature, great gobettes of rank blood and ichor rained down on the Inquisitor, his armour sizzling as the acid burned. Seizing the chance he grabbed the grenade bundle, and with his last remaining strength stuffed it between two of the creature's chitin plates. As he did so, the lash whip tendrils slashed out again. Wounded, Lok fell, sprawling in the mud. He tried to crawl but could not move. Above him the bio-titan loomed – and then it was gone. The massive explosion ripped away the underside of the creature, spilling its slimy internal entrails out in a torrent of bile. Its legs buckled and with a last strangled scream the bio-titan collapsed, dead.

Exhausted and in tremendous pain, Lok lay in the mud looking skywards. His beautiful, ornate armour was rent and torn, acid had burned clean through in places. His helmet had been

torn off, and his body was ruined and broken. As Lok tried to pull himself up, two Cadrians ran to his aid. With their help he staggered to his feet, coughing up blood, his face singed and melted. He looked down for his power sword. Lacking the strength to wield it, it might at least act as a prop. "Lord?" one Guardsman inquired. Lok looked up. Both men were looking past him, into the sky. He dared to hope. Was the rescue ship coming? Had reinforcements arrived? Would they survive?

Painfully, the Inquisitor turned to look. Appearing through the fog he saw two more bio-titans approaching. Lok was amazed. The Hive Mind had evolved its forces so quickly. From just a few experimental samples the Tyranids had grown out of control, evolving and re-evolving into new forms it knew would defeat its foe. It had been a mistake to think the Hive Mind could ever be tamed. It would never submit like some whipped captive animal, it thirsted for prey, it needed to kill and consume. In those final moments, as the Tyranid swarms broke in and the last of his men died around him, Inquisitor Lok saw the full horror of the truth. The Tyranids could not be stopped. There could be no victory for the Imperium in this war. In his last moments, as the bio-killers closed in, Lok felt cold-hearted despair. This small force stood for all of Mankind, and like it they would inevitably be annihilated. Mankind would fight on regardless, but it was already doomed.



ORDO HERETICUS DEPARTMENTO ANALYTICUS

RESTRICTED ARCHIVE



ACCESS WARNING

DATA CONTENTS
[[GOLD-OMEGA]]
CLEARANCE

EXITUS IN EXTREMIS

COMPILED INQUISITOR
[[DELETED]]

ORDO
[[HERETICUS]]



ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-0765-075-013
DATE 4548
M13

TRANSMITTED.....	Beta Anphelion IV	TELEPATHIC DUCT.....	Terminus Kaleb
RECEIVED.....	Astropath Aylor	REF.....	Ordo Xenos/45428290/HY
DESTINATION.....	Inquisitor-Lord Varius	AUTHOR.....	Inquisitor Solomon Lok
MISSION TIME.....	8206850 M41		

*Being the official report and journal of Inquisitor Solomon Lok
as recorded by the loyal Autosavant Wazzily*

Anphelion Base, Beta Anphelion IV

The first Tyranid attack has been repulsed, barely. Losses are again heavy, my force is reduced to just one hundred and twenty able bodied men.

Still no contact from the *Cephestus*, although repeated attempts have been made to contact the vessel. The betrayal runs deeper still. Commander Culla has begun his own evacuation operation, and as I dictate this entry we are to be abandoned to our fate. On whose orders? For what reasons? I do not know.

How long we can hold out, I cannot say. We will fight to the last. Hours, days, it matters not, for without assistance death is now certain. I can hear weapons fire. They are coming again.

This is the final entry in this log. The Emperor knows I was His loyal servant until the end. Death to the xenos.



ORDO HERETICUS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



ACCESS WARNING-

DATA CONTENTS
((Gold-Omen))
CLEARANCE

Exits in Extremis-

COMPILED INQUISITOR
((Deleted))

ORDO
((Hereticus))

CONCLAVE
((Bakka))

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION



PRODUCT OF
ORDO HERETICUS
DEPARTMENTO
ANALYTICUS

ORDO XENOS DEPARTMENTO ANALYTICUS RECORD

094-01665-878-0452
LAI-94-06
AID

TRANSMITTED: [Classified]
RECEIVED: [Classified]
DESTINATION: [Classified]
MISSION TIME: 8211850 M41

TELEPATHIC DUCT: [Classified]
REF: OrdoXenos/454228290/HV
AUTHOR: Inquisitor-Lord Varius

The completion of my latest operation on Beta Anphelion IV signals the end of this experimental phase of the Anphelion Project.

It was with great satisfaction that I signed the Exterminatus order for Beta Anphelion IV. The facility had long ago proved ineffective for the purposes it was established for. Experiments to reverse the super-evolutionary traits of the Tyranids had all ended in abject failure. It fell to me to close down the base and purge the garrison. Instead, I turned the facility to a far better use. My agent on Beta Anphelion IV arranged for the sabotage of the containment fence, thus exposing the facility's inhabitants to the Tyranids and providing the perfect testing ground for our 'Anphelion Project'. The sacrifice of the 1,500 strong garrison was a necessary step to attain our far greater objective, and a small price to pay in the war for Mankind's very survival.

The demise of Inquisitor Solomon Lok not only eliminated a potential political rival (and I believe a dangerous puritan with contacts amongst the outlawed Vindictas faction within the Ordo Xenos), but provided us with much needed evidence before we proceed to the next phase of the project. In death, Lok has served the Emperor's (and our own) purposes well.

The forces I selected for deployment onto Beta Anphelion IV have provided me with all the data I require to move to the next phase of the Anphelion Project. Progenoid samples and data I have requested and received from the Master of the Apothecary of the Red Scorpions Chapter have been analysed in detail. Given the strike force's excellent performance during the project, I believe the Chapter's gene-seed is perfectly suited to be the basis of our proposed new Founding. The Chapter's gene-seed has proved to be remarkably untainted, retaining 94% of all zygote functions. My Biologis' only concern being to regulate the over-active Betcher's Gland common to the entire Chapter, and adapt the Omophagea's activity to better suit the new Chapter's future role.

The data the Chapter has provided will help to sway the members of the Conclave that the founding of new Chapters is now a step closer to being realised. These Red Scorpions' Successor Chapters would form the core of a supreme fighting force, to be placed at our disposal, with the specific mission of halting and then annihilating forever the Tyranid race.

It is my firm belief that so far our efforts to halt the advance of this alien menace have been hampered by restrictive bureaucracy and an overly pessimistic analysis of the nature of the enemy. The Tyranid foe is defeatable, as I proved by my operations on Dantris IV. It will only take the single-minded will of a leader able to take the necessary actions, and given the necessary resources. The Inquisitorial Representative on Holy Terra has twice denied me the right to lift the ban on the founding of new Space Marine Chapters. With the aid of the Red Scorpions gene-seed, adapted to better resist the effects of the Hive Mind, I believe our new Chapters would prove the greatest bulwark against the hated alien.

Reports of the actions of special detachment D-99 have also interested me greatly. Since Dantris IV was saved, the possibility of creating new Imperial Guard regiments using the experimental techniques I first sanctioned on that world, and which have again proved so effective on Beta Anphelion IV, also moved a step closer. With regiments of such troops at our command, we could launch a Crusade to recapture those worlds lost to the Behemoth and, in time, eventually drive the hive fleets to extinction.

For this is our divinely inspired purpose, let nothing stand in our way.

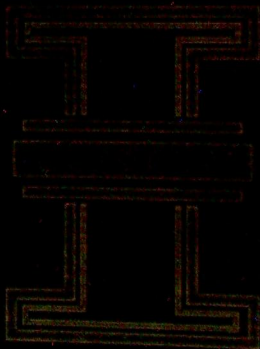
THOUGHT FOR THE DAY "The Ends Justify the Means."

+++ RE: ANPHELION PROJECT +++

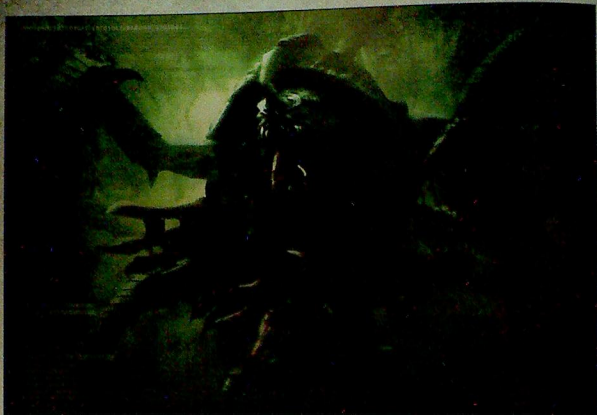
++ ORDO HERETICUS: NEW INVESTIGATION ++

++ ADDENDUM ++

- + This Astropathic transmission was intercepted and decrypted by the Ordo Hereticus Sanctum Telepathica, and brought to the attention of the Office of the Inquisitorial Representative on Balka. +
- + By direct order of the Inquisitorial Representative, Inquisitor-Lord Varius (lately Advocate Judge to the Conclave of Har, Count of Dantris, Cleanser of Dumanasca) has been placed under investigation by the Ordo Hereticus upon suspicion of exceeding his Inquisitorial Mandate with regard to the above named 'Anphelion Project'. +
- + Further investigations are also to be made into the actions of the Red Scorpions Chapter with regard to this matter. +
- + Lord Varius' unsound methods represent a threat to the stability of the Emperor's rule, and can only be tolerated whilst he continues to produce excellent results against the Tyranid hive fleets (see related files on the Dantris IV campaign and the Cleansing of Dumanasca). For the time being, his access to proscribed biologic-data regarding the Tyranids continues to be useful in the on-going fight, but remains the most damning evidence of his heresy should action need to be taken against him. +
- + Lord Varius' continued close surveillance, and the uncovering and identifying of his allied faction is a matter of priority for the Ordo Hereticus. Further action awaits the Representative's sanction before being forwarded to the Officio Assassinorum's Callidus temple on Terra. +
- + As a precautionary measure, Lord Varius' death warrant has been prepared, but remains unsigned until such time as he outlives his usefulness to this our bless'd Imperium. +



ORDO XENOS
PROHIBITED ARCHIVES
PERPETUA OFFICIUM AD INQUISITION



DIMACHAERON

Tyrannicus Praefactor Interemptus

This monstrous creature has only recently been observed by Imperial forces, though its pattern of battlefield predation matches previously discounted reports of a Tyranid head-hunter beast of tremendous size and ferocity.

The Dimachaeron appears to have evolved for a single purpose, to slaughter those identified among their prey as leaders in the midst of battle, spreading terror and dismay among the ranks of all who resist the Hive Mind's advance. Bristling with blade-arms studded with sickle-like claws, it can slice a fully armoured Space Marine in two and, able to leap a Leman Russ battle tank without breaking stride, when stalking its prey the Dimachaeron dispenses with the slow, stealthy approach of the Lictor and instead relies on sheer brutality and animalistic rage, leaving a gore-soaked trail of carnage behind it.

Perhaps even more fearsome than the array of sickle claws, razor-sharp teeth and tail spikes is the spine-ringed maw hidden within the Dimachaeron's thorax. Any foe unfortunate enough to be caught in the beast's grasp will be held in place while the thorax hinges open and the fanged maw impales them. While the trap-like jaws of the Dimachaeron's ribcage hold the victim in place, the spine-maw injects them with a potent bio-acid, reducing their internal organs to a slurry of nutrients that are then absorbed by the Tyranid to bolster its own physiology, allowing it to ignore all but the most horrific injuries.

In 853999 M41, the Star Phantoms Chapter, masters of the Badab Sector, fell under assault from a tendrill of Hive Fleet Leviathan. During the fighting on the fortified moons of Isin Tertius, the hive fleet unleashed numerous Dimachaerons against the Space Marine defenders, the mighty beasts seeking to kill the Space Marine commanders, who had proven more than a match for the Lictors first sent to stalk them. Smashing into the disciplined ranks of the Star Phantoms, the Dimachaerons sowed death and destruction amongst their ranks, shrugging off boltgun fire and feasting upon those Space Marines who barred their path in order to fuel their regenerative biology.

At the height of the fighting, Captain Kharan Helkas of the Star Phantoms 4th Company confronted a battle-scarred Dimachaeron bearing the near-desiccated corpse of one of his honour guard impaled upon its thorax. Unable to slay the beast as it leached the life from the trapped Space Marine, Captain Helkas fell under its bloody talons. Though the Space Marines held fast, even with the death of their leader, the lack of strategic command amongst the defenders allowed the swarm to force the Chapter from the moon, which was later fractured by orbital bombardment.

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DATE: 0786998 M41

SIGNATURE

Clayton

DESIGNATION	Dimachaeron	PURPOSE	Terror Attacks & Shock Assault
COMMON TITLE	Vampire, Murder-stalker	THREAT EVALUATION	Very High
SPECIES NAME	Tyrannicus Praefactor	MAIN WEAPONRY	Sickle Claws
	Interceptus		
SPECIES NUMBER	TY-0083-1038	SECONDARY WEAPONRY	Spine-maw
SUBSPECIES NUMBER	III		
AVERAGE HEIGHT	2.9 m	TERTIARY WEAPONRY	Nose Confirmed
AVERAGE WEIGHT	6.3 tonnes		
FIRST ENCOUNTERED	503999 M41 -	KNOWN GENUS MUTATIONS	None Yet Confirmed
	though earlier unconfirmed sightings have been reported.		

NOTES: Previous reports have confused this beast with a Hive Tyrant, but it appears to be a distinct evolution of that genus, intended for a purely offensive role rather than any kind of command function.

DIMACHAERON

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dimachaeron	8	3	6	6	6	6	5	10	3+

Unit Composition

- 1 Dimachaeron

Unit Type

- Monstrous Creature (Leaper)

Weapons and Biomorphs

- Sickle claws
- Grasping talons
- Thorax spine-maw
- Adrenal glands*

Special Rules

- Instinctive Behaviour (Feed)*
- Rampage

*See Codex: Tyranids

A Dimachaeron is a Fast Attack choice for a Codex: Tyranids army.



Monstrous Creature (Leaper)

Leaper is a sub-type, and as such does not appear as a separate category on its own, but only when paired with another unit type. Models with the Leaper sub-type may choose to use their Leaping ability in either the Movement phase or Assault phase (they may also choose not to use it in either phase if they wish), but may not use it in both phases. When not using their Leaping ability, a unit of this sub-type moves normally for a model of its base type. When using Leaper (whether moving or charging), the model can move over all other models and terrain freely. If the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test. Leaping models cannot end their move on top of other models or in impassable terrain.

- Movement phase:** If a Leaping model Leaps during the Movement phase, it can move up to 6".
- Assault phase:** If a Leaping model Leaps during the Assault phase, it gains the Hammer of Wrath special rule if it did not already possess it, and all Hammer of Wrath attacks are resolved at +1 Strength and gain the Strikedown special rule.

Grasping Talons

Mounted on the Dimachaeron's lower torso, these stocky spike-like limbs are covered in fine hairs and tendrils, and are used by the beast to immobilise its prey and drag it into the spine-maw in its chest.

Weapon	Range	Str	AP	Type
Grasping talons	-	+1	2	Melee, Spine-maw Strike

Spine-maw Strike: When an attack with this special rule results in at least one 6 To Hit, it may make a single additional Spine-maw attack in Initiative step 1 (see rules below).

Thorax Spine-maw

When locked in combat the Dimachaeron will pluck an unfortunate prey-beast from the battlefield, hinge open its chest cavity and impale the still living prey on the spine-maw lurking inside it. Once pinned in place, the rib-jaws snap

shut and the spine-maw drains the prey of its vitality, leaving its desiccated corpse clasped to its chest as it uses the nutrients it has stolen to add to its ferocity as it tears apart the prey's allies.

The spine-maw may only be used to attack during Initiative step 1 of any close combat in which the Dimachaeron attacks with its grasping talons and results in at least one 6 To Hit. The spine-maw makes a single attack using the profile listed below – this is in addition to any other attacks the Dimachaeron makes and automatically hits. A spine-maw attack may target any Infantry models that do not have the Extremely Bulky special rule, and no more than one spine-maw attack may be made in a single phase by any one model.

Weapon	Range	Str	AP	Type
Thorax spine-maw	-	+4	1	Instant Death, Digestion Spine, Melee

Digestion Spine: When a spine-maw removes a model as a casualty, the Dimachaeron gains a number of Plasm tokens equal to the number of Wounds on the profile of the model removed (regardless of the number it possessed when it was removed). At the end of each of its following turns, the Dimachaeron's controlling player removes one of these Plasm tokens. Whilst the Dimachaeron has at least one Plasm token, it gains the Feel No Pain (4+) special rule.

Sickle Claws

Each of the Dimachaeron's upper limbs bears a pair of these vicious claws, which in combat scissor through their prey, shearing through armoured torsos and cleaving the heads from lesser organisms.

Weapon	Range	Str	AP	Type
Sickle claws	-	User	2	Melee, Sickle Strike

Sickle Strike: On a roll of a 4+ To Wound, an attack inflicted by a sickle claw has the Instant Death special rule.



HIEROPHANT BIO-TITAN

Tyranicus Giganticus

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

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

The Hierophant is the Tyranids' largest shock troop. It is armed with massive bio-cannon, multiple claws and chitin blades, and armoured with a thick chitinous hide that exudes poisonous spores from rends in the plates. As well as the many razor-sharp claws and spines which cover its body, head and tail, the Hierophant is also armed with two immense bio-cannon. These symbiote weapons are triggered by a massive electro-chemical shock from the host creature. Reacting instinctively the bio-cannon symbiote then spews forth a hail of highly corrosive maggot-like creatures. These venomous and acidic organisms impact upon the target, splattering gobbets of bio-acid and poison that melt through plasteel, ferrocrete, and flesh and bone in seconds, reducing the unfortunate victim, vehicle or structure to a steaming pile of bubbling goo.

As well as its main weapons, the creature's vulnerable belly is protected by many spiny tendrils which can lash out in all directions to entangle enemies which get too close. These lash

whips are also symbiote creatures, living ropes of muscle and sinew which can entangle, bind and strangle as if with a will of their own.

On top of this, the Hierophant also has one final line of defence. From rends in its armour plates and body, it constantly exudes a cloud of highly toxic spores. These are lethal to all non-Tyranid creatures, forming a drifting vapour about the Hierophant that chokes and burns anyone without proper protection that is brave or foolish enough to get too close to the creature.

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

From the few Tyranid specimens unleashed upon Beta Anphelion IV, the Hive Mind managed to multiply and grow various creature-genera with alarming speed, from the smallest Ripper to towering bio-titans, and soon the moon was infested by all manner of Tyranids. The development of such large bio-constructs remains a mystery to the Imperium's Biologists.

Combating these massive beasts of war is simply a matter of applying the heaviest firepower available; large ordnance weapons and heavy artillery have so far proved the only effective weapons in destroying such monstrosities.

HIEROPHANT BIO-TITAN

1,000 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hierophant Bio-titan	6	3	10	9	10	3	8	10	2+

Unit Composition

- 1 Hierophant Bio-titan

Unit Type

- Gargantuan Creature

*See Codex: Tyranids

Wargear

- Two bio-cannon
- Lash whips*
- Scything talons*
- Regeneration*
- Toxic miasma*

Special Rules

- Agile
- Bio-titan Warp Field

Options

- A Hierophant Bio-titan may select one of the following:
 - Incendiary Ichor +25 points
 - Swarm Incubation Chamber +50 points
 - Spine-cloud Spray +40 points
 - Bio-plasma Torrent +30 points
 - Spore Mine Swarm Spitter +30 points

A Hierophant Bio-titan is a Lords of War choice for a Codex Tyranids army

Bio-titan Warp Field

The Hierophant has a 6+ invulnerable save.

Agile

In the Shooting phase, the Hierophant can choose to either

- Fire all available weapons.
- Fire a single weapon and then Run.
- Fire no weapons at all and Run twice.

Bio-cannon

Weapon	Range	Str	AP	Type
Bio-cannon	48"	10	3	Assault 6

Incendiary Ichor

Some Hierophant Bio-titans have evolved so that the ichor that flows through their veins is so volatile when exposed to the air it ignites, burning through the flesh and steel of all that opposes it.

Whenever the Hierophant Bio-titan suffers an unsaved wound in the Fight sub-phase, centre a Large Blast (5") template over the model which caused the wound. All models, other than the Hierophant Bio-titan, underneath the template suffer an immediate wound themselves with no armour saves of any kind allowed. Vehicles under the template suffer D3 Glancing hits instead. All wounds caused by this biomorph count for combat resolution.

Swarm Incubation Chamber

A slime-coated chamber within the bulging carapace of some mutated Hierophant Bio-titans allows them to carry other swarm creatures into battle. These creatures are then disgorged onto the enemy's frontlines as the massive Tyranid behemoth advances.

The Hierophant Bio-titan gains a Transport capacity of 20 models, and friendly units chosen from Codex Tyranids may embark and disembark from it as though it was a vehicle with the Transport type and Assault Vehicle special rule.

Spine-cloud Spray

As the Imperium learned to target Hierophant Bio-titans with salvos of hellstrike missiles launched by determined fighter wings, so too did the Hive Mind learn and adapt. Soon Hierophant Bio-titans were able to project clouds of deadly razor-edged spines into the sky to destroy the prey-creatures' fighter-craft.

Weapon	Range	Str	AP	Type
Spine cloud spray	48"	7	5	Heavy 6, Skyfire, Twin-linked

Bio-plasma Torrent

Like their smaller kin the Carnifex, some Hierophant Bio-titans are able to produce bio-plasma. However, the sheer size of a Bio-titan allows it to project the plasma over a much larger area, saturating enemy lines in burning phosphorescent bile.

Weapon	Range	Str	AP	Type
Bio-plasma Torrent	Hellstorm	5	3	Heavy 1, Blind, Soul Blaze

Spore Mine Swarm Spitter

Housed within its thick carapace, this Hierophant has an array of powerful sphincters that can propel swarms of spore mines into enemy lines.

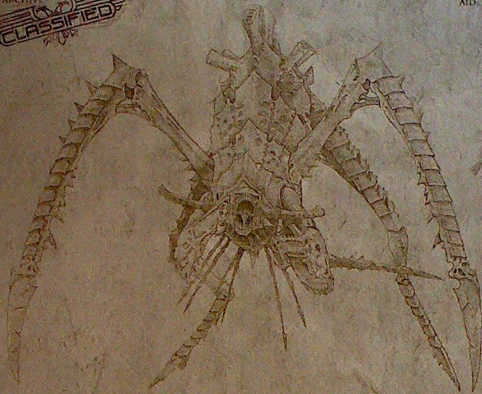
Weapon	Range	Str	AP	Type
Spore mine swarm spitter	120"	4	4	Apocalyptic Barrage (8)



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PRODUCT OF	DESIGNATION	Hierophant	PURPOSE	Heavy Shock Troop
DEPARTAMENTO	COMMON TITLE	Bio-titan	THREAT EVALUATION	Extreme
ANALYTICUS	SPECIES NAME	Tyrannicus Giganticus	MAIN WEAPONRY	2 x Bio-cannon
STRICTLY ORDO XENOS EYES ONLY	SPECIES NUMBER	TY-0899-0362	SECONDARY WEAPONRY	Scything Claws
TO VIEW BY ALLOW	SUB SPECIES NUMBER	CXXII	TERTIARY WEAPONRY	Toxic Spores
OVERVIEWED	AVERAGE HEIGHT	13.45 m	KNOWN GENUS MUTATIONS	Other genus include symbiotic weapons variations such as scything claws and cluster spines.
THIS RECORD BY	AVERAGE WEIGHT	51 tonnes		
NON AUTHORIZED	FIRST ENCOUNTERED	Miral Prime		
PERSONNEL				

DATE: 0786998.M41

SIGNATURE

NOTES: Amongst largest Tyrannid bio-creature encountered. Exudes toxic spore clouds.





HIVE TYRANT

Tyranicus Praefactor

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

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

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

Hive Tyrants encountered on the battlefield carry a wide array of symbiote weapons with venom cannon, barbed stranglers, lash whips and boneswords all being common. The Hive Tyrant seems able to wield any weapon configuration. Some are only armed with their own huge scything talons, whilst others evolve to carry multiple deathspitters. The reasons for this are unknown, but may be the result of evolutionary adaptations aimed at neutralizing any threat to the Hive Tyrant.

All Hive Tyrants are highly psychic, and their relationship to the Hive Mind is incredibly close. Although Hive Tyrants embody the Hive Mind completely, their destruction will only disrupt it temporarily, and does not harm the Hive Mind in any way. Every Hive Tyrant that has been killed and subjected to an autopsy has been found to have a vastly expanded synapse network within its cortex. This complex synapse network is highly receptive to the directives of the greater Hive Mind and is so powerful it is used to overrule the natural instincts of nearby Tyranid creatures, allowing a Hive Tyrant to effectively 'think' for them. These lesser creatures then respond, like automatons, to the Hive Tyrant's will. It is this synapse domination that makes Hive Tyrants the highest priority targets for Imperial forces in battle and those who survive their initial encounter with Tyranids soon learn that Hive Tyrants must be quickly destroyed to achieve maximum disruption to the Hive Mind.

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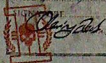
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DESIGNATION	Hive Tyrant	PURPOSE	Battlefield Command
COMMON TITLE	Overfiend	THREAT EVALUATION	Very High
SPECIES NAME	Tyrannicus Praefactor	MAIN WEAPONRY	3 x Scything Claws
SPECIES NUMBER	TY-0056-0838	SECONDARY WEAPONRY	Fangs and Claws
SUBSPECIES NUMBER	III	TERTIARY WEAPONRY	None
AVERAGE HEIGHT	2.2 m	KNOWN GENUS MUTATIONS	Current 402
AVERAGE WEIGHT	6.1 tonnes		genus types of Hive Tyrant
FIRST ENCOUNTERED	Unconfirmed		have been recorded

NOTES*Including oryxus genus. This number includes bio-morphification and symbiote creatures, and synapse creatures that also display psychic powers. Priority target for all weapons for maximum disruption to the influence of the Hive Mind.



SCYTHED HIERODULE

Sica Hierodule Dominator

The Scythed Hierodule was first recorded during the invasion of Hamman's World, a small Imperial colony. During the battle, the planet's garrison put up a brave defence but were ultimately defeated, the Scythed Hierodule playing a major role in the vanguard of Tyranid attacks, leading swarms of lesser Gaunts, particularly against the strongpoints and prepared ferrocrete defences occupied by the Planetary Defence Forces.

This massive Tyranid creature is armed with four huge razor-sharp claws, each capable of slicing clean through a battle tank's armour, and is heavily protected by chitin plates, in places up to 30 cm thick. A Hierodule is far larger than a Carnifex, being a monstrous killing machine even by Tyranid standards.

After the battles and subsequent evacuation of Hamman's World, a detailed study of the campaign was carried out by newly arrived xeno-biologists teams. Upon investigation they concurred that the Hierodule did not act as a focus for Hive Mind activity or as a synapse creature – all the attacks were still accompanied by the usual Tyranid Warriors and Hive Tyrants who continued to control the actions of the lesser creatures.

As well as its claws, the Scythed Hierodule also bears a symbiote creature, which appears to live in the Hierodule's back, growing out between the larger beast's armour plates. This toxic creature helps defend its host from attack, squirting a jet of potent mutagenic acid against any enemy that gets too close. No intact samples of a Scythed Hierodule have been recovered for research as those creatures that have been killed have all been destroyed, by necessity, by heavy weaponry, leaving few viable remains for laboratory investigation.

As yet Scythed Hierodule sightings remain rare, and even then they have only been encountered on a handful of worlds, but slowly their presence on the battlefield is growing. The advance of the hive fleets has already seen Hierodules leading assaults, and the capture of a live specimen has become a high priority for xeno-biologists if an effective counter-measure to their threat is to be found quickly. So far none of the xenos-hunter teams that have been sent to capture a Scythed Hierodule have returned.

SCYTHED HIERODULE

535 POINTS

Scythed Hierodule

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	6	3	7	10	3+

Unit Composition

- 1 Hierodule

Unit Type

- Gargantuan Creature

Wargear

- Two sets of scything talons*
- Bio-acid spray

Special Rules

- Agile

*See Codex: Tyranids.

Agile

In the Shooting phase, a Scythed Hierodule can choose to either:

- Fire a single weapon and then Run.
- Fire no weapons at all and Run twice.

Bio-acid spray

Weapon	Range	Str	AP	Type
Bio-acid spray	Hellstorm	6	3	Assault 1



A Scythed Hierodule is a Lords of War choice for a Codex Tyranids army.

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SIGNATURE

Clayton

DESIGNATION	Scythed Hierodule	PURPOSE	Heavy Assault
COMMON TITLE	Scythed Slaughterer	THREAT EVALUATION	Extreme
SPECIES NAME	Sica Hierodule Dominator	MAIN WEAPONRY	4 x Scything Claws
SPECIES NUMBER	TY-0970-0623	SECONDARY WEAPONRY	Acid Spray
SUB SPECIES NUMBER	CXXIV	TERTIARY WEAPONRY	Multiple Claws and Fangs
AVERAGE HEIGHT	4.2 m	KNOWN GENUS MUTATIONS	None Known
AVERAGE WEIGHT	14 tonnes		
FIRST ENCOUNTERED	Hamman's World		

NOTES: Large assault creature - requires ordinance weaponry to kill.



BARBED HIERODULE

Uncus Hierodule Domitor

Following the loss of Hamman's World, those Imperial forces stationed in its vicinity were evacuated and moved to the neighbouring Moran system, as well as reinforcements originally intended for Hamman's World. Once this combined force was in place, it created a strong defence ready to meet in battle the so far unstoppable oncoming Tyranid invasion.

Moran did not have long to wait before the onslaught began. Hive ships quickly moved in-system and soon the clouds darkened and the skies were filled with the telltale fire-trails of mycetic spores. The veteran Imperial Guardsmen who formed the backbone of the new defenders thought they had seen everything the Tyranids could throw at them on Hamman's World, but it soon became evident that, as the defenders had been busy, the Hive Mind had not been idle either. Now a new threat emerged, the Scythed Hierodule had evolved into a new and much deadlier creature.

Several Scythed Hierodules had been killed during the final days of battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordnance to bear at maximum range. The Hive Mind had recognised its weakness and with dazzling speed had responded with a newly evolved threat.

The Barbed Hierodule (as the troops on Moran soon came to call it) had replaced two of its four huge scythe-like claws

with a pair of massive bio-cannon. The symbiote acid creature was gone, and the Hierodule's frontal chitinous armour plates had grown and thickened for extra protection. Given the creature's new battlefield role, it all made a chillingly logical sense to the defenders on the ground. Their enemy was learning and adapting faster than anyone thought possible!

Like the Scythed Hierodule, the Barbed Hierodule has since spread throughout the hive fleets. During the hellish fighting on Dantris, twenty-six Hierodules were recorded as being destroyed. On Beta Anphelion IV, Inquisitor Lok's forces encountered at least four Hierodules of both types – Inquisitor Lok himself was responsible for killing one, and another was destroyed by concentrated heavy weapons fire from Cadian troops defending Laboratory Complex Theta, before they themselves were eventually overrun by a swarm of Tyranids led by one of the remaining Hierodules.

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

BARBED HIERODULE

565 POINTS

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

Unit Composition

- 1 Hierodule

Unit Type

- Gargantuan Creature

Wargear

- Two bio-cannon
- Scything talons*

Special Rules

- Agile

*See Codex: Tyranids

Agile

In the Shooting phase, a Barbed Hierodule can choose to either:

- Fire all available weapons
- Fire a single weapon and then Run
- Fire no weapons at all and Run twice

Bio-cannon

Weapon	Range	Str	AP	Type
Bio-cannon	48"	10	3	Assault 6

A Barbed Hierodule is a Lords of War choice for a Codex: Tyranids army.



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SIGNATURE:

Clay Red

DESIGNATION:	Barbed Hierodule	PURPOSE:	Heavy Assault/Support
COMMON TITLE:	Barbed Slaughterer	THREAT EVALUATION:	Extreme
SPECIES NAME:	Uncus Hierodule Domitor	MAIN WEAPONRY:	2 x Bio-cannon
SPECIES NUMBER:	TY-0900-0368	SECONDARY WEAPONRY:	Seething Claws
SUB SPECIES NUMBER:	CXXXII	TERTIARY WEAPONRY:	Multiple Claws and Fangs
AVERAGE HEIGHT:	4.2 m	KNOWN GENUS MUTATIONS:	
AVERAGE WEIGHT:	17 tonnes	FIRST ENCOUNTERED:	Moran Prime Genus Mutation of the Scythed Hierodule

NOTES: Includes variety of alternative bio-weapon symbiotes from those encountered.
Large assault creature with increased firepower - requires ordnance weaponry to kill.



TYRANID SHRIKE

Tyranicus Gladius Avius

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

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

Tyranid weapons technology is referred to generally as being of the symbiote type. Rather than being weapons as the Imperium understands them, their ranged weapons are in fact living creatures that exist as part of the host creature. The creature and the weapon are melded together from spawning, two parts of a whole – when the host creature is killed, the

symbiote dies with it, making all Tyranid weapons an extension of their bodies like a claw, talon or a tail. Ranged weapons such as deathspitters, barbed stranglers and devourers are complex multi-creatures, which launch a variety of highly corrosive maggot-like forms, burrowing organisms, gobbets of volatile bio-acid or diamond-hard spines. These are wielded with the same instinctive reactions that a human might use to clench his fist and strike an opponent.

Tyranid Warriors were first encountered, along with most of the Tyranid race, on the planet of Tyran, an Explanitas outpost on the Eastern Fringe. In 745 M41 the Tyranid threat first arrived in this galaxy. Having spent millennia in hibernation, crossing the long darkness of the inter-galactic void, the horror of Hive Fleet Behemoth struck. Many Tyranid Warriors were also encountered on Beta Anphelion IV, and to the surprise of Lok's team, some specimens by this point had evolved wings – these were later designated as Tyranid Shrikes. How this rapid evolution could happen is not known by those who study the Tyranids' hive fleets, but the answer to the question 'why?' is more worrying. Having been trapped within powerful containment fields, it seems that the Hive Mind selectively evolved creatures that could escape them, and also had the sense to hide its new traits from its captors, patiently building its strength for an overwhelming onslaught. After hundreds of years of war against the Tyranids, some Biologis are coming to realise that the Hive Mind now represents an alien intelligence far in excess of Mankind's original assumptions.

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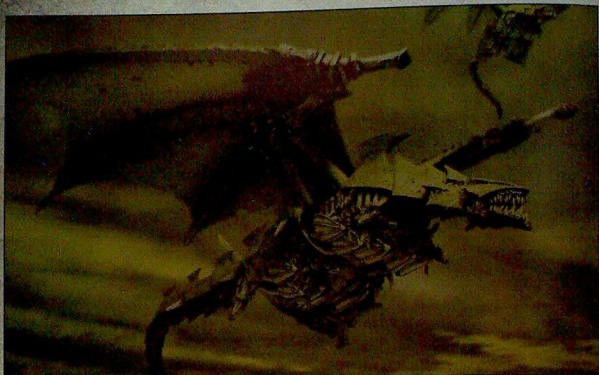
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PRODUCT OF	DESIGNATION	Shrike	PURPOSE	Shock Troop/Leader
DEPARTAMENTO	COMMON TITLE	Warrior	THREAT EVALUATION	High
ANALYTICUS	SPECIES NAME	Tyrannicus Gladius Avius	MAIN WEAPONRY	Deathspitter
STRICTLY ORDO XENOS EYES ONLY	SPECIES NUMBER	TX-334-0095	SECONDARY WEAPONRY	Fangs and Glaws
IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED	SUB SPECIES NUMBER	XI	TERTIARY WEAPONRY	None
REPRODUCED BY NON AUTHORIZED PERSONNEL	AVERAGE HEIGHT	2.4 m	KNOWN GENUS MUTATIONS	This is a genus mutation of the Tyrannicus Gladius species.*
	AVERAGE WEIGHT	1.6 tonnes		
	FIRST ENCOUNTERED	Tyran		



NOTES: *Biomorphification and symbiotic creatures may vary within type. Most common
Xenopsid creature encountered.



HARRIDAN

Avius Terribilis

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

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

In contrast, Harridans also seem to act as brood mothers to smaller Gargoyles. It is believed that Gargoyles lack the endurance for very long distance flight, but in-battle reports describe them 'hitching' a lift on a Harridan, using their hooks and claws to secure themselves to the larger creature. With the Gargoyle brood attached, a Harridan's belly seems

to constantly writhe with hideous clusters of scaly limbs and leathery wings, flowing over their host's skin and chitinous armour plates. As the Harridan soars over the battlefield, the Gargoyles will detach themselves and soar off to attack the enemy. Having delivered its smaller brethren to battle, the Harridan then stretches out its massive wings and swoops off to seek out the large prey it is designed to attack.

Magos Biologis reports note that Harridans have been encountered in a variety of sizes. Some are massive, upwards of 30 metres in length with a wingspan of 40 metres, although other far smaller Harridans have also been identified. The reason for this variance is as yet unknown.

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

On Beta Anphelion IV, Inquisitor Lok's forces encountered at least two Harridans, when the creatures conducted a devastating surprise aerial attack against the landing fields. The two creatures destroyed or damaged almost all the craft in the area in a deliberate attack to cripple Detachment D-99's supporting forces, and the anti-aircraft defences for the landing ground proving insufficient to stop them.

HARRIDAN

735 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	4	3	10	8	8	3	4	10	3+

Unit Composition

- 1 Harridan

Unit Type

- Flying Gargantuan Creature

Wargear

- Two bio-cannon
- Scything talons*

Special Rules

- Gargoyle Brood

*See Codex: Tyranids



Gargoyle Brood

The Harridan may act as an Open-topped Transport for a single brood of up to 20 Gargoyles. If the Harridan is slain while Gargoyles are being transported upon it, each Gargoyle takes an Initiative test. Those that fail the Initiative test are removed as casualties.

Once these tests have been taken, remove the Harridan model and place the surviving Gargoyles in the space it used to occupy, more than 1" from any enemy models. The brood acts normally from then on.

Bio-cannon

Weapon	Range	Str	AP	Type
Bio-cannon	48"	10	3	Assault 6

A Harridan is a Lords of War choice for a Codex: Tyranids army.



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GON-101

C. J. J. J.

DESIGNATION	Harridan	PURPOSE	Air Superiority
COMMON TITLE	Breed-mother	THREAT EVALUATION	Extreme
SPECIES NAME	Ayans Terribilis	MAIN WEAPONRY	2 x Bio-cannon
SPECIES NUMBER	TY-0950-0433	SECONDARY WEAPONRY	Scything Claws
SUB SPECIES NUMBER	LXXII	TERTIARY WEAPONRY	Claws and Fangs
AVERAGE HEIGHT	29 m (length)	KNOWN GENUS MUTATIONS	None Known
AVERAGE WEIGHT	62.4 tonnes	FIRST ENCOUNTERED	Tyran

NOTES: Often accompanied by Gargoyle swarms.



MALANTHROPE

Tyranicus Cadavi Terribilis

Rarely seen, the Malanthrope's existence has only recently been acknowledged by the Magos Biologis, and for a long time the creature was a total mystery to Imperial forces. The reason for this is that the creature's role means it only follows behind the main Tyranid onslaught and few troops survive long enough to witness a Malanthrope at work or, if the main Tyranid swarm is destroyed in battle, then no Malanthropes will be spawned. Initially, as more battles were fought against the Tyranids, reports describing the Malanthrope were often mistaken for sightings of Zoanthropes. It was not until Inquisitor Bach encountered a Malanthrope on Moloch II that the Ordo Xenos realised this was a new kind of Tyranid and a xenos-hunter team was dispatched to investigate. Their subsequent report is the main source of knowledge about these highly mysterious creatures.

A Malanthrope is a highly intelligent psychic creature with a strong link to the Hive Mind. Like the closely related Zoanthrope, it can only move by psychically levitating to skim over the ground. Those who have witnessed a Malanthrope at work report that the creature grasps dead, injured and still living foes with its long groping tendrils, stuns them with its sting, then consumes them, feeding them into its maw with its small but dextrous arms. The Malanthrope's tendrils are known to carry a highly venomous, cardiotoxic, neurotoxic

and dermatonecrotic poison which, when injected through the skin of its prey, causes excruciating and debilitating pain. This paralyses its victim as it is absorbed into the bloated sacs of the creature's torso, where its genetic material is slowly extracted – a terrible death for anything unlucky enough to be harvested by a Malanthrope.

The main point at which the Malanthrope is observed is once a battle is over and the main Tyranid attack has moved on, when the Ripper swarms move in to devour all in their path. These follow-up swarms will sometimes be accompanied by the strange and hideous Malanthropes, which will move amongst the dead and dying, collecting and processing genetic material, before itself being reabsorbed back into the Tyranid biomass.

What exactly the Malanthrope's full role is has not yet been fully ascertained by the Magos Biologis. Like the Ripper swarms the creature is obviously harvesting biomass, but some Magos now believe it is also seeking out unique or previously unknown genetic material for use in creating new strains of Tyranids. If so, they pose a much greater threat than first thought as they may be responsible for a hive fleet's ability to rapidly evolve. Their destruction therefore has been given top priority by the Ordo Xenos.

MALANTHROPE BROOD

85 POINTS

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

Unit Composition

- 1 Malanthrope

Unit Type

- Infantry

Weapons and Biomorphs

- Toxic miasma*
- Grasping tail
- Regeneration*

A Malanthrope Brood is an Elites choice for a Codex: Tyranids army.

Special Rules

- Fleet
- Move Through Cover
- Very Bulky
- Shrouded
- Poisoned (2+)
- Synapse Creature*
- Shadow in the Warp*
- Prey Adaptation
- Spore Cloud*

*See Codex: Tyranids

Options

- The unit may include up to:
- Two additional Malanthropes +85 points per model

Grasping Tail

At the beginning of the Fight sub-phase, before any blows are struck, the Malanthrope may issue a Challenge, even though it does not have the Character type. If this Challenge is accepted, roll a D6. On the result of a 4+, the enemy model nominated to fight the Malanthrope is enveloped in the Tyranid beast's grasping tail and has its Attacks reduced by half (rounding down) and Initiative reduced to 1 for the duration of the Challenge. If an enemy Character uses the Glorious Intervention special rule to replace the model fighting the Malanthrope in a Challenge, then all effects of this rule are negated and the intervening Character suffers no penalties.

Prey Adaptation

If a Malanthrope Brood is involved in any close combat which results in an enemy unit or units being destroyed in combat, it may not perform a Sweeping Advance but instead stops to feed on the dead. From the end of that phase onwards all friendly Tyranid units gain the Preferred Enemy (all units from the same Codex as the destroyed enemy unit) special rule while they remain within Synapse range of the Malanthrope Brood – note this includes the Malanthrope Brood too.



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Clayton

DESIGNATION	Malanthrope	PURPOSE	DNA Reclamation
COMMON TITLE	Corpse-eater/Scavenger	THREAT EVALUATION	Moderate
SPECIES NAME	Tyrannicus Gadavi Terribilis	MAIN WEAPONRY	Toxic Tendrils
SPECIES NUMBER	TY-0963-0480	SECONDARY WEAPONRY	Tail
SUBSPECIES NUMBER	CLIV	TERTIARY WEAPONRY	Claws
AVERAGE HEIGHT	6.1 m	KNOWN GENUS MUTATIONS	None Known
AVERAGE WEIGHT	2.7 tonnes		
FIRST ENCOUNTERED	Meloch II		

NOTES: Often accompanied by Rippers in the wake of the main Tyrannid attack



TRYGON

Tyranicus Subterra Extremis

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

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

Their acute senses can easily detect enemy lifeforms above. Once it has done so the Trygon will burrow upwards, exploding through the ground underneath its unsuspecting target with devastating results, its huge claws scything through vehicles just as easily as troops. It is also powerful enough to easily smash through buildings and bunkers.

Alongside its huge powerful claws, the Trygon also generates a strong bio-electric field. Created by constant micro-vibrations rippling across the Trygon's body and chitinous armour, this energy can build up to dangerous levels, discharging in a sudden powerful arc that is strong enough to kill. As the field builds up, it creates a low frequency magnetic field around the creature which will disrupt the energy of weapons used against the Trygon, acting like a protective shield.

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

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Clay J. Lee

DESIGNATION	Trygon	PURPOSE	Subterranean Assault
COMMON TITLE	Mother Ravencl Slash-tail	THREAT EVALUATION	Very High
SPECIES NAME	Tyrannicus Subterra Extremis	MAIN WEAPONRY	4 x Scything Claws
SPECIES NUMBER	TY-0950-0433	SECONDARY WEAPONRY	Bio-electric Field
SUBSPECIES NUMBER	LXVII	TERTIARY WEAPONRY	None
AVERAGE HEIGHT	2.1 m	KNOWN GENUS MUTATIONS	None Known
AVERAGE WEIGHT	2.7 tonnes		
FIRST ENCOUNTERED	Beta Amphelion IV		

NOTES: Various differing genera of Trygon have been observed, each displaying distinct patterns of carapace growth and in some cases, extreme variations in the arrangement of the beast's optic organs.



RIPPER SWARMS

Minoris Omniphaga

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

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

Although consumption is their primary role, a Ripper swarm is still a dangerous foe. Aggressive and persistent, a Ripper swarm is easily capable of pulling down creatures many times their own size. During a Tyranid attack, millions of Rippers consume any biological material in their path. They will often be found crawling around the feet of larger Tyranids, aiding the quick consumption of a dead enemy's genetic material. Once it has consumed all it can, each

individual Ripper will eventually return to a digestion pool, to be reabsorbed into the biomass. They have a very short life cycle, existing only to consume until they are sated.

Once re-absorbed, another Ripper swarm is then unleashed upon the next region or world.

Some Magos Biologis originally believed that Rippers were the starting point for all Tyranid creatures and that from these small creatures all others were grown. This theory is now widely regarded as falsehood by the Ordo Xenos after Space Marine Scout forces, under Ordo Xenos directives, managed to board a small number of Tyranid hive fleet ships and witness the inner workings of the living vessels at first hand. Despite very high casualty rates, the Space Marine Scout units reported tens of thousands of various sized creatures in hibernation, awaiting the call of the Hive Mind to stir them to action – there was no evidence of Rippers being transformed into larger creatures, however. Regardless, this misplaced belief does have some merit, as a Ripper's biological material will be used to spawn more complex Tyranids.

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DESIGNATION	Ripper	PURPOSE	DNA Reclamation
COMMON TITLE	'Anklebiters'	THREAT EVALUATION	Low
SPECIES NAME	Minoris Omniphaga	MAIN WEAPONRY	Teeth and Claws
SPECIES NUMBER	TY-0088-0285	SECONDARY WEAPONRY	None
SUB SPECIES NUMBER	XXXIV	TERTIARY WEAPONRY	None
AVERAGE HEIGHT	Varies	KNOWN GENUS MUTATIONS	Airborne
AVERAGE WEIGHT	Varies		Genus
FIRST ENCOUNTERED	Unconfirmed		

NOTES: Billions of such creatures have been observed during large Tyrannid attacks. Genus mutation appears to be widespread. Swarms of Rippers are released with the purpose of consuming everything in their path before delivering the genetic material to digestion pools for absorption.



MEIOTIC SPORES

Boletus Majoris

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

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

resulting explosion, much greater than that of a normal spore mine, is often enough to critically damage a craft.

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

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

MEIOTIC SPORE BROOD.....45 POINTS

Meiotic Spore

WS	BS	S	T	W	I	A	Ld	Sv
-	-	1	3	1	1	-	1	-

Unit Composition
• 3 Meiotic Spores

Unit Type
• Infantry

Weapons and Biomorphs
• None

Special Rules
• Fearless
• Outriders of the Swarm
• Shrouded
• Floating Brood Bomb
• Living Bomb*

Options

- The brood may include up to
- Six additional Meiotic Spores+15 points per model

A Meiotic Spore Brood is a Fast Attack choice for a Codex Tyranids army.

*See Codex: Tyranids



Outriders of the Swarm

Meiotic Spores must be deployed at the start of the game, just before the first turn but after deployment, using the Deep Strike special rules. They may only be held in reserve in missions that force all other friendly units to begin the game in reserve.

Floating Brood Bomb

The Meiotic Spore Brood moves 3+D6" in each of its controlling player's Movement phases. When they Run, they move only half the distance rolled. Meiotic Spores are never slowed by difficult terrain, but must take Dangerous Terrain tests as normal. Meiotic Spores may not declare Charges and if successfully Charged by any enemy unit, they detonate and are removed from play before any blows are struck or other effects are triggered, causing D6 Str 5 AP 4 hits on the Charging unit per Meiotic Spore in the unit when it was removed from play.

If any Meiotic Spore is removed as a casualty due to Shooting attacks, then its controlling player may place a new unit of D3+1 Spore Mines anywhere within 6" of the destroyed models. These Spore Mines form a separate unit that may act normally on the turn following their placement.

In addition, whenever the Meiotic Spore Brood moves within 6" of an enemy unit, or during any friendly Shooting phase, the Meiotic Spore Brood may be detonated outside of close combat. To resolve an out of combat detonation, its controlling player may make one attack per Meiotic Spore using the profile below. Each attack may target a different enemy unit. After these attacks are resolved, all models in the Meiotic Spore Brood are removed from play as casualties.

Weapon	Range	Str	AP	Type
Bomb	6"	5	4	Assault 1, Large Blast (5"), Strikedown, Ignores Cover Saves, Brood Bombs

Brood Bombs: If any template from a Meiotic Spore Bomb scatters so that it misses all enemy units, then the controlling player may immediately place a unit of D3+1 Spore Mines anywhere under the template that is at least 1" away from any other models or Impassable terrain. If there is not enough space to place any or all of these Spore Mines, then those models which cannot be placed are removed from play.

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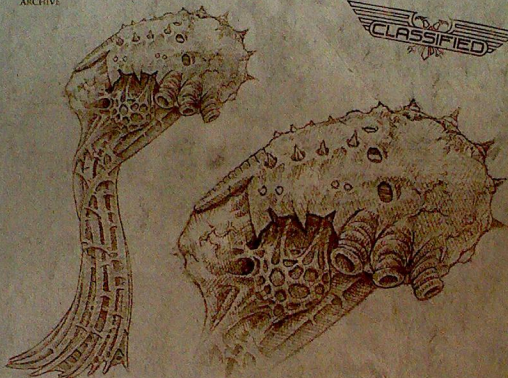
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PRODUCT OF	DESIGNATION	Meiotic Spore	PURPOSE	Anti-aircraft Defence
DEPARTMENTO	COMMON TITLE	Drifters	THREAT EVALUATION	Low
ANALYTICUS	SPECIES NAME	Boletus Majorin	MAIN WEAPONRY	Spore Mine Incubation Chamber
	SPECIES NUMBER	TY-0008-0265	SECONDARY WEAPONRY	Bio-acid Detonation
	SUB SPECIES NUMBER	XXXIV	TERTIARY WEAPONRY	None
	AVERAGE HEIGHT	4.2 m	KNOWN GENUS MUTATIONS	None
	AVERAGE WEIGHT	0.9 tonnes		
	FIRST ENCOUNTERED	Beta Amphelion IV		
DATE	NOTES: Many such and creatures have been observed during Tyrannid infestations. Each Meiotic Spore also contains other bio-acid spores, which are scattered upon their parent's detonation.			
SIGNATURE				



STONE CRUSHER CARNIFEX

Carnifex Oprimo

A towering monstrosity of hardened chitin plating and corded muscle, the Stone Crusher Carnifex is believed to be the Hive Mind's answer to the increased Imperial deployment of heavy tanks and fortifications to combat the Tyranid menace. The charge of an enraged Stone Crusher can topple even the mightiest of battle tanks, crumpling ceramite armour like paper and trampling the mightiest of warriors underfoot. The layers of chitin that cover the Stone Crusher make it nearly impossible for anything short of the heaviest weaponry to quickly bring down such beasts, the sight of a brood of these monstrosities wading through lasgun and bolter fire without even pausing has caused many a rout amongst less disciplined Imperial Guard formations. Worse yet, these beasts retain the extreme adaptability for which the Carnifex genus is infamous, and many subtle variations have been spotted by Imperial forces – from Stone Crushers using plasmic bile to scour fortifications clean of defenders to Stone Crushers bearing a variety of mutated weaponry on specially developed prehensile tails.

As they are most often encountered during massed Tyranid assaults on Imperial strongpoints, these beasts are considered threat category 'Extremis' and all commanders will endeavour to eradicate them with maximum prejudice.

During the fighting on Moloch the swarms unleashed by Hive Fleet Behemoth included massed broods of Stone Crusher Carnifexes, assembled to bring down the kilometres of ferrocrete redoubts and cannon-studded walls that girded the palace of Moloch's Imperial Governor. The thunderous sound of these living siege weapons charging across the arid salt plains of Moloch alerted the Imperial Guard units that defended them long before they came into sight, but only concentrated fire from the heaviest weaponry could bring one down. In the end, the vaunted Bulwark of Moloch was sundered within hours, Tyranid slaughter-beasts pouring into the palace through the breaches the Stone Crushers had rent. As tales of the bloody massacre on Moloch spread, so too did the fear of the Tyranid monster whose approach was heralded by thunder.

STONE CRUSHER CARNIFEX BROOD

150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Stone Crusher	3	3	10	6	4	2	2	7	3+

Unit Composition

- 1 Stone Crusher Carnifex

Unit Type

- Monstrous Creature

Weapons and Biomorphs

- Carapace chitin-rams
- Wrecker claws

Special Rules

- Fearless
- Instinctive Behaviour (Feed)*
- Living Battering Ram*
- Reinforced Carapace

*See Codex: Tyranids

Options

- May include up to:
 - Two additional Stone Crusher Carnifexes +150 points per model
- Any model may replace its wrecker claws with:
 - Wrecker claw and bio-flail +15 points per model
- Any model may take any of the following:
 - Spine banks +5 points per model
 - Bio-plasma +20 points per model
- Any model may take one of the following tail biomorphs:
 - Thresher scythe +10 points per model
 - Bone mace +15 points per model

Reinforced Carapace

Any Shooting attacks that target the Stone Crusher Carnifex reduce their Strength by -1 when resolving any rolls To Wound.

Wrecker Claws

A pair of wrecker claws uses the following profile:

Weapon	Range	Str	AP	Type
Wrecker claws	-	User	1	Melee, Wrecker, Sunder

Wrecker: Weapons with this special rule may re-roll all failed Armour Penetration rolls against fortifications and immobile structures, and adds an additional +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

Sunder: Weapons with this special rule may re-roll all failed Armour Penetration rolls.

Wrecker Claw and Bio-flail

These use the following profile:

Weapon	Range	Str	AP	Type
Wrecker claw & bio-flail	-	User	1	Instant Death, Sweep Attack, Melee

Sweep Attack: Rather than use their own Attacks value, a model using a weapon with this special rule may, if they wish, instead make a number of attacks equal to the number of enemy models in base contact with them.

Carapace Chitin-rams

All Hammer of Wrath attacks inflicted by a Stone Crusher Carnifex count as being AP 2. In addition, when targeted against a building, fortification, non-Flyer vehicle or Super-heavy vehicle, Hammer of Wrath attacks gain the Armourbane special rule, and when targeted against Monstrous Creatures or Gargantuan Creatures that are not Swooping, they gain the Monster Hunter special rule.

A Stone Crusher Carnifex Brood is a Heavy Support choice for a Codex: Tyranids army.

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DESIGNATION	Stone Crusher Carnifex	PURPOSE	Frontal Assault
COMMON TITLE	Crusher-killer, Thunder Beast	THREAT EVALUATION	Extremis
SPECIES NAME	Carnifex Oprimus	MAIN WEAPONRY	Claws
SPECIES NUMBER	G-9137-9626	SECONDARY WEAPONRY	Ramming Attack
SUB SPECIES NUMBER	IV	TERTIARY WEAPONRY	Varies based on Sub-genus
AVERAGE HEIGHT	4.2m	KNOWN GENUS MUTATIONS	As with all Carnifex genera, the Stone Crusher Carnifex is highly mutable.
AVERAGE WEIGHT	11 tonnes		
FIRST ENCOUNTERED	Unconfirmed		

DATE 0786998.M4
SIGNATURE *Clayton*

NOTES: Reports from battlefield encounters have noted that when under fire, the Stone Crusher sub-genus of the more common Carnifex is prone to frenzied charges which can easily destroy even the largest battle tanks.



DETACHMENT
D-99

DETACHMENT D-99 ARMY LIST

The 99th Elysian Drop Troops Regiment served the Emperor with honour in many campaigns across the Eastern Fringe, where it was engaged in heavy fighting against the encroaching forces of Hive Fleet Behemoth. Leading Imperial assaults on Moloch, Hamman's World and Moran, the regiment was reduced to a shadow of its former strength, with each of the regiment's many victories bought only at the cost of many lives. With the destruction of Hive Fleet Behemoth, all that remained of the 99th Regiment was an under-strength company led by Major Durra, the highest ranking survivor amongst the Elysian troopers.

Based on its excellent combat record, the remains of the 99th Regiment was then inducted into Inquisitorial service under the code name 'Detachment D-99', commanded by Inquisitor-Lord Varius. He used Detachment D-99 to continue his experiments with surgical and genetic enhancements, which had begun on Dantrix III with the Lostock 23rd Regiment.

The Elysians underwent an extensive series of excruciating modifications to make them more resistant to pain and xenos pathogens, as well as implanting new glands to stimulate periods of hyper-aggression as a threat response, all intended to make them superior soldiers when pitted against the alien might of the Tyranids. Shortly after this process was completed, Detachment D-99 was attached to the force assembled to investigate events at Beta Anphelion IV and placed under the command of Inquisitor Solomon Lok.

Though Detachment D-99 was destroyed in detail during the fighting on Beta Anphelion IV, many within the Inquisition have been impressed by the records of their improved combat capabilities. With the Tyranic Wars gaining in both ferocity and desperation, many feel it is inevitable that more such enhanced forces will be created as part of the effort to throw back the Tyranid invasion, although as yet there exists no confirmed report of such a unit's existence.

Using the Army List

The Detachment D-99 army list is split into six sections: HQ, Troops, Dedicated Transports, Elites, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

Allies and the Detachment D-99 Army List

When selecting an allied contingent for an army using the Allies matrix, a Detachment D-99 army may select an allied contingent from *Codex: Astra Militarum*, *Codex: Space Marines* or *Codex: Inquisition* as Battle Brothers, and armies chosen from those Codexes may select an allied contingent from a Detachment D-99 list as Battle Brothers too. A Detachment D-99 army may select an allied contingent from *Codex: Blood Angels*, *Codex: Space Wolves*, *Codex: Grey Knights*, *Codex: Adepta Sororitas* or *Codex: Dark Angels* as Allies of Convenience, and armies chosen from those Codexes may also select an allied contingent from a Detachment D-99 list as Allies of Convenience.

DETACHMENT D-99 SPECIAL RULES

Geno-Surgical Enhancement

All of Detachment D-99 have undergone a lengthy and painful experimental process intended to boost their combat potential in hazardous war zones. This procedure, involving the implantation of new organs and glands and the surgical modification of muscles and bones, has left them with superior reflexes, which their intense training regime moulds into the ability to stand toe-to-toe with the alien monstrosities of the hive fleets. In game terms this enhancement takes the form of an improved profile when comparing the warriors of Detachment D-99 with that of regular Imperial Guardsmen. This bonus has already been incorporated into all profiles in the army list and factored into their points costs appropriately.

Combat Drop

At the beginning of the controlling player's first turn they must choose a number of Valkyries, Valkyrie Sky Talons, Elysian Sentry Gun Batteries or Drop Sentinel squadrons (and any units embarked upon them) equal to half of the total number of such units in the army, to perform a Combat Drop. The chosen units arrive on their controlling player's first Player turn and must deploy onto the table using the Deep Strike rules. All other Valkyries and Valkyrie Sky Talons begin the game in reserve and roll to determine the turn of their arrival as normal for the mission being played. Drop Sentinels and Elysian Sentry Gun Batteries not deployed with the Combat Drop special rule may either be placed in Reserve or deploy normally at the start of the game.

Note that this special rule is not used in games that are played entirely on a battlefield that has been designated as a Zone Mortalis area.

LORDS OF WAR

As Detachment D-99 is an ad-hoc infantry company intended for small scale operations, when you select a primary detachment using the Detachment D-99 army list, you may not take a Lords of War choice in your army, regardless of the detachment type being used.

DETACHMENT D-99 WARLORD TRAITS

When selecting a Warlord Trait for a Detachment D-99 army list, you may choose to either roll on the tables provided in the *Warhammer 40,000* rulebook or select the Inquisitorial Experimental Detachment Trait as follows:

Inquisitorial Experimental Detachment

This Warlord trait allows players to use the Detachment D-99 army list to represent a wide variety of secretive Inquisitorial units developed with the aim of improving the combat capabilities of the average Imperial Guardsman against the more commonly encountered xenos breeds. Few have ever achieved the success of the D-99 experiments, pioneered by Inquisitor-Lord Varius, and almost all attempts to replicate his procedure suffer from some defect.

If your Warlord receives this Warlord Trait then all units selected from the D-99 army list (including the Warlord) may exchange the Preferred Enemy (Tyrants) special rule for the Preferred Enemy (select one: Orks, Tau Empire, Eldar, Dark Eldar or Necrons) special rule. You must also select one of the following options and apply its effects to all of the units in your army selected from the Detachment D-99 army list:

- **Unstable Metabolic Reaction:** *The surgical procedures and gene therapy used to enhance the fighting potential of this unit have left them subject to heart failure or catastrophic embolisms in situations of extreme stress.*

All units affected by this Warlord Trait must take a Strength test using the majority Strength value of the unit whenever it successfully passes a Leadership test, or declares a Charge. If the test is failed, the unit must remove a single model as a casualty with no saves of any kind allowed.

- **Anomalous Dermal Calcification:** *The heightened glands and organs implanted into these veterans have successfully increased their muscle growth and aggressiveness, but have also resulted in calcification of joints and limbs.*

All units affected by this Warlord Trait must roll an additional D6 when making a Run move or Charge, and discard the highest rolled dice after rolling.

- **Hyper-aggressive Tendencies:** *The implanted glands that increase the aggressive tendencies and reactions of these veterans have placed them in a near constant state of barely controlled frenzy.*

All units affected by this Warlord Trait must always move directly towards the nearest enemy unit when making a Consolidation move, and whenever they do not make a Shooting attack during the Shooting phase, must make a Run move towards the closest visible enemy unit.

DETACHMENT D-99 WARGEAR

Any wargear not listed here can be found in *CodeX: Astra Militarum* or the *Warhammer 40,000* rulebook.

Long Range Ground Scanner

This can be employed in one of two modes during play. Decide which mode will be used before the game begins and once this has been decided, it cannot be changed and must remain the same for the rest of the game:

- **Long Range Sweep:** With the scanner in this mode, the D-99 Veteran will be able to predict and counter enemy troop redeployments during the coming battle, allowing them to maintain the tactical edge. Any enemy units with the Infiltrate special rule that wish to infiltrate will be unable to do so on the roll of a 4+ (roll separately for each affected unit), and must deploy normally instead. In addition, the opposing player suffers a -1 modifier to all Reserves rolls made while the long range ground scanner is in play and not Falling Back (note that this does not affect the automatic arrival of Reserve units on Turn four).

- **Short Range Lock:** The scanner locks onto an enemy unit's position and targeting information is passed onto a nearby Imperial Guard unit. At the beginning of each of the controlling player's Shooting phases nominate a friendly Imperial Guard unit chosen from this list that is within 12". Note that if the nominated unit has a vox-caster, then it does not have to be within 12" of the scanner, but may be anywhere on the table. Roll a D6. On a 4+, the nominated unit can re-roll any missed rolls to Hit in that Shooting phase. The nominated unit may be changed on each turn in which this rule is used. Barrage and Ordnance type weapons may not benefit from the effects of a long range ground scanner in Short Range Lock mode.

Spotter's Magnoculars

Once per turn a model equipped with a set of spotter's magnoculars may target one enemy unit within 60" and in their line of sight instead of firing any weapons that Shooting phase. Any models in the same unit equipped with a sniper rifle may target the selected enemy unit, regardless of the range (they must still have line of sight to the target unit) and gain the Night Vision rule for the remainder of the Shooting phase.

IMPERIAL NAVY UPGRADES

Flare or Chaff Launchers

These are single use items. A vehicle equipped with flare or chaff launchers has a 4+ Invulnerable save against any damage inflicted by Missile weapons on the Player turn they are used.

Armoured Cockpit

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

Distinctive Paint Scheme or Markings

These are single use items. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight to the vehicle may re-roll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.

Infra-red Targeting

A vehicle with Infra-red Targeting gains the Night Vision special rule.

Illum Flares

A vehicle with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the *Warhammer 40,000* rulebook), placing a marker where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision special rule. Note that it only gains the benefit of Night Vision while firing at units with at least one model within 12" of the flare marker.

Breacher Charges

A model equipped with a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers the enemy. The template may not be placed so that it covers friendly models. Roll To Hit against the majority Weapon Skill of the enemy (buildings, emplacements and stationary vehicles are hit automatically and no roll is needed). On a successful hit, the template remains where it is. On a miss, roll the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol if needed until an arrow is shown).

Weapon	Range	Str	AP	Type
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker

Wrecker: Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

Lascutters

Weapon	Range	Str	AP	Type
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome

Cumbersome: A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any other special rule.

Tracking Beacon

Friendly units arriving by Deep Strike do not scatter as long as the first model is placed within 6" of a model with a tracking beacon that was on the table at the beginning of the current Player turn.

Auxiliary Grenade

Weapon	Range	Str	AP	Type
Aux. grenade launcher				
(Frag)	12"	3	6	Assault 1, Blast (3")
(Krak)	12"	6	4	Assault 1

Note that unlike thrown grenades, a unit with multiple auxiliary grenade launchers may fire all of them in a single turn.

HQ

ORDO XENOS INQUISITOR SOLOMON LOK 60 POINTS

An Ordo Xenos Inquisitor of proven ability, Solomon Lok has confronted and defeated the most horrific of enemies that lurk in the darkness between the stars. During the Anphelion incident, it was not his skill as a fighter but his connection to certain questionable and censured factions of the Inquisition that would see him abandoned when his mission failed to produce immediate results.

	WS	BS	S	T	W	I	A	Ld	Sv
Solomon Lok	5	4	3	3	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Special Rules

- Independent Character
- Stubborn
- Retinue
- Warlord

Wargear

- Artificer armour
- Refractor field
- Digital weapons
- Master-crafted power sword
- Bolt pistol
- Krak grenades
- Frag grenades
- Psyk-out grenades
- One servo-skull
- Psybolt ammunition

Refractor Field

Provides Solomon Lok with a 5+ Invulnerable save.

Retinue

Solomon Lok may be accompanied by an Inquisitorial Henchmen Warband as described in *Codex: Inquisition*. In addition to the standard options, Solomon Lok may include Major Durra in his retinue for +35 points.

Warlord

When Solomon Lok is used as an army's Warlord, he does not roll on the Warlord Traits table. Instead he gains the following trait:

Tenacity

Solomon Lok and his retinue have the Feel No Pain special rule whilst within 3" of an objective.

Solomon Lok is **also** a HQ choice for a Codex: Grey Knights army or an Inquisitorial Detachment as described in *Codex: Inquisition*.



MAJOR MARKUS DURRA, COMMANDER OF DETACHMENT D-99 35 POINTS (MUST BE PURCHASED AS EITHER AN UPGRADE FOR A COMMAND SQUAD, OR AS PART OF INQUISITOR SOLOMON LOK'S RETINUE)

Major Markus Durra served through many gruesome battles with the Tyranids as a member of the Elysian 99th Regiment, and was the only high ranking officer to survive the campaign. When the survivors were later inducted into Inquisitorial service, and volunteered for the experimental geno-surgical enhancement procedures pioneered by Inquisitor-Lord Varus, he was placed in command due to his reputation as a hard fighting and ferociously loyal veteran.

	WS	BS	S	T	W	I	A	Ld	Sv
Major Durra	5	4	3	3	3	5	3	9	4+

Unit Composition

- Unique (replaces the senior officer in a D-99 Command Squad)

Unit Type

- Infantry (Character)

Dedicated Transport

- A D-99 Command Squad that includes Major Markus Durra may select a Valkyrie as a Dedicated Transport.

Wargear

- Carapace armour
- Shotgun
- Lasipistol
- Frag grenades
- Krak grenades
- Heavy chainsword
- Refractor Field

Special Rules

- Deep Strike
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancement



SPECIAL DETACHMENT D-99

Originally: D Company, 99th Elysian Regiment
Inducted into Inquisitorial Service 841 M41

In the wake of the 1st Tyrannic War, the 99th Elysian Regiment had been reduced to a reinforced company. The sole surviving senior officer, Markus Durra, was assigned overall command when the remains of the regiment entered Inquisitorial service and the unit volunteered for experimental surgical augmentation.

Squadron X14 attached to Detachment D-99 to provide air support and transportation.

Primary Detachment Command
Major Markus Durra
D-99 Command Squad

Inquisitorial Air Wing X14
22 Valkyrie Assault Carriers
4 Vulture Gunships
12 Sky Talons

Primaris Section
Primaris Command
D-99 Command Squad

D-99 Veteran Squads
3-8 Infantry Squads of various configurations.

Secundus Section
Secundus Command
D-99 Command Squad. Each Section is led by one of the surviving officers of the now defunct Elysian 99th Regiment, none above the rank of Captain.

D-99 Veteran Squads
3-8 Infantry Squads of various configurations.

Due to its limited pool of manpower, each of the detachment's Infantry sections commonly re-organised the number and size of its Infantry squads to meet specific battlefield challenges.
Includes a number of specialised configurations including Extermination, Execution and Decimation squads.

Tertius Section
Tertius Command
D-99 Command Squad

D-99 Veteran Squads
3-8 Infantry Squads of various configurations.

Drop Sentinel Squadrons
12 Drop Sentinels

Cyclops Demolition Teams
6 Cyclops Demolition Vehicles
18 Cyclops Operators

Tarantula Sentry Guns
6 Tarantula Sentry Guns

Tauros Squadrons
16 Tauros
6 Tauros Venators

Those Sentinels operated by the augmented Guardsmen of Detachment D-99 were assigned to support infantry sections as needed. They were occasionally deployed en masse to counter-attack Tyranid swarms – a duty to which the D-99 veterans took to with much fervour.

The detachment's Cyclops units saw only limited use during the Anphelion Incident. Their use in combat, though effective, was decided to be too dangerous when used in the close quarters of the Anphelion lab-complexes and the defences erected around them.

During the Anphelion incident, the detachment's Tauros squadrons remained in storage – the crew operating as infantry squads. Inquisitor Lok deemed that the speed of the Tauros would not be advantageous for the defensive operations planned on Beta Anphelion IV.

HQ

D-99 COMMAND SQUAD 70 POINTS

Few command personnel remain among the ranks of Detachment D-99. Those who exhibited any weakness have long since been culled by war and only the most ferocious and adaptable remain. These officers have long since earned a fanatical devotion from those who follow them and can be counted on to hold steady in the face of the worst foes to oppose Mankind.

	WS	BS	S	T	W	I	A	Ld	Sv
D-99 Captain	5	4	3	3	3	4	3	9	5+
D-99 Veteran	4	4	3	3	1	4	1	7	5+
D-99 Veteran Weapon Team	4	4	3	3	2	4	2	7	5+

Unit Composition

- 1 D-99 Captain
- 4 D-99 Veteran

Unit Type

- D-99 Captain: Infantry (Character)
- D-99 Veteran: Infantry
- D-99 Veteran Weapon Team: Infantry

Dedicated Transport

A D-99 Command Squad may select a Valkyrie as a Dedicated Transport

Wargear

- Flak armour
- Close combat weapon
- Lasgun (D-99 Captain has laspistol instead)
- Frag grenades
- Krak grenades

Special Rules

- Deep Strike
- Preferred Enemy (Tyrannids)
- Stubborn
- Geno-surgical Enhancement

Options

- A D-99 Command squad may upgrade its Captain to:
 - Major Durra +35 points
- The D-99 Captain may exchange his laspistol and/or close combat weapon for one of the following:
 - Bolt pistol +2 points
 - Power weapon +15 points
 - Plasma pistol +10 points
 - Power fist +25 points
- The D-99 Captain may have melta bombs +5 points
- The D-99 Captain may have a tracking beacon +10 points
- The D-99 Captain may have a refractor field +15 points
- Any D-99 Veteran may replace their lasgun with a:
 - Laspistol Free
- Any D-99 Veteran may upgrade their lasgun to have an:
 - Auxiliary grenade launcher +5 points per model
- One D-99 Veteran may be upgraded to carry a:
 - Regimental standard +15 points
- One D-99 Veteran may be upgraded to carry a:
 - Vox-caster +5 points
- One D-99 Veteran may be upgraded to carry a:
 - Medi-pack +30 points
- Replace two D-99 Veterans with a Veteran Weapon Team armed with one of the following:
 - Mortar +5 points
 - Heavy bolter +10 points
 - Missile launcher +15 points
- A D-99 Veteran Weapon Team armed with a missile launcher may upgrade it to have:
 - Flak missiles +10 points
- Any remaining D-99 Veterans that have not been upgraded with one of the options above may replace their lasgun with one of the following:
 - Flamer +5 points each
 - Grenade launcher +5 points each
 - Sniper rifle Free
 - Meltagun +10 points each
 - Plasma gun +15 points each
 - Long range ground scanner +30 points each
 - Lascutter +5 points each



TROOPS

D-99 VETERAN SQUAD 50 POINTS

Veterans of the Tyrannic Wars, the men of Detachment D-99 have all volunteered to undergo a complex geno-surgical enhancement procedure. The result is a near inhuman increase to reflexes and hand-eye co-ordination, and a near suicidal courage. Only their small numbers have limited the impact they have had in the war against the Tyranid menace.

	WS	BS	S	T	W	I	A	Ld	Sv
D-99 Veteran Sergeant	4	4	3	3	1	4	2	8	5+
D-99 Veteran	4	4	3	3	1	4	1	7	5+
D-99 Veteran Weapon Team	4	4	3	3	2	4	2	7	5+

Unit Composition

- 1 D-99 Veteran Sergeant
- 4 D-99 Veterans

Unit Type

- D-99 Veteran Sergeant: Infantry (Character)
- D-99 Veteran: Infantry
- D-99 Veteran Weapon Team: Infantry

Dedicated Transport

- A D-99 Veteran Squad may select a Valkyrie as a Dedicated Transport.

Wargear

- Flak armour
- Lasgun (D-99 Veteran Sergeant has a laspistol)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Deep Strike
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancement

Options

- The unit may include up to:
 - Eight additional D-99 Veterans +8 points per model
- The D-99 Veteran Sergeant may exchange his laspistol and/or close combat weapon for one of the following:
 - Shotgun Free
 - Bolt pistol +2 points
 - Power weapon +15 points
 - Plasma pistol +10 points
 - Power fist +25 points
- Any D-99 Veteran may exchange their lasgun for a:
 - Shotgun Free
- One D-99 Veteran may be upgraded to carry a:
 - Vox-caster +5 points
- Replace two D-99 Veterans with a D-99 Veteran Weapon Team armed with one of the following:
 - Mortar +5 points
 - Heavy bolter +10 points
 - Missile launcher +15 points
- A D-99 Veteran Weapon Team armed with a missile launcher may upgrade it to have:
 - Flak missiles +10 points
- One D-99 Veteran that has not been upgraded with one of the options above may replace their lasgun with one of the following:
 - Flamer +5 points
 - Grenade launcher +5 points
 - Sniper rifle Free
 - Meltagun +10 points
 - Plasma gun +15 points
 - Lascutter +5 points
- One D-99 Veteran that has not been upgraded with one of the options above may replace their lasgun with a:
 - Heavy flamer +10 points





Lasgun. Accatran pattern, MkIV 'Bullop' design reduces weapon length and weight. This is a semi-automatic weapon. Powercell capacity of fifty shots. This also powers the weapon's built-in flashlight.



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



Las pistol. Accatran pattern, MkII. Heavy laspistol utilising the same powercell as the lasgun. Only issued to officers and specialists.



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



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



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



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



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

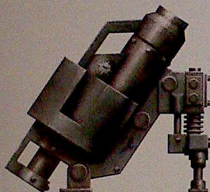


Missile Launcher. Accatran pattern, MkII. A lightweight, man-portable weapon that holds a single krak or frag missile. An attending loader will carry extra missiles and reload the weapon after each shot.



Demolition Charge. Voss pattern. A 9kg shaped charge for the destruction of bunkers and obstacles.

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



Mortar. Accatran pattern, MkIX. This automatic mortar is pre-loaded with a revolving drum magazine of five rounds, and once set up it is activated via a short ranged remote control unit. Used for short range, indirect fire support, the weapon's high rate of fire is moderated by the time taken to reload it after the magazine is empty. Carrying handles allow it to be moved by two Guardsmen.



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

PANOPLY OF WAR, SPECIAL DETACHMENT D-99

Before induction into service with the Inquisition, Detachment D-99 was part of the Elysian 99th Regiment and raised and equipped in the manner of these storied units. As such they continue to fight with the traditional weaponry of the Elysian regiments, including a variety of Accatran pattern weaponry more suited to the mobile style

of warfare preferred by the fighting men of Elysia. During their service in the ranks of the Ordos Xenos, the various Inquisitors who have retained their services have seen fit to procure replacement weaponry of the same make, allowing the detachment to operate at peak efficiency despite the logistical hardships this sometimes causes.

DEDICATED TRANSPORT

D-99 VALKYRIE AIRBORNE ASSAULT CARRIER 125 POINTS

The mainstay transport craft of the Elysian regiments, the Valkyrie is swift, well armoured and highly manoeuvrable. It is the Valkyrie that provides the Elysians with their legendary ability to strike rapidly and raid deep within enemy held territory. Unlike most Imperial Guard regiments, the Elysians pilot and maintain their own Valkyries rather than relying on Imperial Navy support.

	BS	Armour			HP
	Front	Side	Rear		
Valkyrie	4	12	12	10	3

Unit Composition

- 1 Valkyrie

Unit Type

- Vehicle (Flyer, Hover, Transport)

Transport Capacity

- The Valkyrie can carry 12 models.

Wargear

- Multi-laser
- Two hellstrike missiles
- Searchlight
- Extra armour

Special Rules

- Deep Strike
- Scout
- Grav Chute Insertion
- Combat Drop

Options

- The Valkyrie may replace its multi-laser with a
 - Lascannon +10 points
- The Valkyrie may exchange both its hellstrike missiles for
 - Two multiple rocket pods +10 points
- The Valkyrie may take a pair of sponsons armed with
 - Heavy bolters +20 points



ELITES

D-99 'DECIMATION' SQUAD 25 POINTS

Often deployed ahead of the Detachment's main force, these men are experts at infiltration and the elimination of specific enemy targets, and have proven especially adept at destroying those Tyranid creatures directing their smaller brethren.

	WS	BS	S	T	W	I	A	Ld	Sv
D-99 Veteran Sniper	4	4	3	3	1	4	1	7	4+
D-99 Veteran	4	4	3	3	1	4	1	7	4+

Unit Composition

- 1 D-99 Veteran Sniper
- 1 D-99 Veteran

Unit Type

- D-99 Veteran Sniper
- Infantry
- D-99 Veteran: Infantry

Wargear

- Flak armour
- Lasgun
- Sniper rifle (D-99 Veteran Sniper only)
- Frag grenades
- Krak grenades

Special Rules

- Infiltrate
- Deep Strike
- Acute Senses
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancement

Options

- The unit may have up to three each of the following:
 - D-99 Veterans +8 points per model
 - D-99 Snipers +12 points per model
- Any D-99 Veteran may take one of the following upgrades:
 - Breacher charge +15 points each
 - Spotter's magnoculars +10 points each
 - Vox-caster +5 points each



ELITES

D-99 'EXTERMINATION' SQUAD65 POINTS

Where most men of the Imperial Guard fight according to ancient rules of organisation, the veterans of Detachment D-99 employ a number of ad-hoc formations devised to utilise their small pool of manpower to the greatest effect against the Tyranid menace. Developed as a direct counter to massed Tyranid assaults, Extermination squads group Detachment D-99's flame thrower-wielding troops together – repulsing Tyranid attack waves with a blazing wall of fire.

	WS	BS	S	T	W	I	A	Ld	Sv
D-99 Veteran Sergeant	4	4	3	3	1	4	2	8	5+
D-99 Veteran	4	4	3	3	1	4	1	7	5+

Unit Composition

- 1 D-99 Veteran Sergeant
- 4 D-99 Veterans

Unit Type

- D-99 Veteran Sergeant: Infantry (Character)
- D-99 Veteran: Infantry

Special Rules

- Deep Strike
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancement

Wargear

- Flak armour
- Flamers
- Las pistol (D-99 Veteran Sergeant only)
- Frag grenades
- Krak grenades

Dedicated Transport

- A D-99 Extermination Squad may select a Valkyrie as a Dedicated Transport

Options

- The unit may have up to:
 - Five additional D-99 Veterans +12 points per model
- The D-99 Veteran Sergeant may exchange his las pistol or close combat weapon for one of the following:
 - Bolt pistol +2 points
 - Plasma pistol +10 points
 - Power weapon +15 points
 - Power fist +25 points
- Any D-99 Veterans may replace their flamers with one of the following:
 - Grenade launchers Free
 - Heavy flamers +10 points each
- Up to two D-99 Veterans may take a:
 - Breacher charge +15 points per model
- One D-99 Veteran may take a:
 - Vox-caster +5 points



D-99 'EXECUTIONER' SQUAD55 POINTS

Executioner squads are ad-hoc formations employed by Detachment D-99 to combat the largest xenos monstrosities. Where other Imperial Guard units often found themselves unable to bring sufficient numbers of anti-armour weapons to bear against such beasts, the veterans of Detachment D-99 quickly learned to mass such weapons where they were needed most.

	WS	BS	S	T	W	I	A	Ld	Sv
D-99 Veteran Sergeant	4	4	3	3	1	4	2	8	5+
D-99 Veteran	4	4	3	3	1	4	1	7	5+

Unit Composition

- 1 D-99 Veteran Sergeant
- 4 D-99 Veterans

Unit Type

- D-99 Veteran Sergeant: Infantry (Character)
- D-99 Veteran: Infantry

Special Rules

- Deep Strike
- Preferred Enemy (Tyranids)
- Stubborn
- Geno-surgical Enhancement
- Monster Hunter

Wargear

- Flak armour
- Shotgun
- Las pistol (D-99 Veteran Sergeant only)
- Frag grenades
- Krak grenades

Dedicated Transport

- A D-99 Executioner Squad may select a Valkyrie as a Dedicated Transport

Options

- The unit may have up to:
 - Five additional D-99 Veterans +10 points per model
- The D-99 Veteran Sergeant may exchange his las pistol or close combat weapon for one of the following:
 - Bolt pistol +2 points
 - Plasma pistol +10 points
 - Power weapon +15 points
 - Power fist +25 points
- Any D-99 Veterans may replace their shotguns with one of the following:
 - Plasma gun +15 points each
 - Meltagun +10 points each
- One D-99 Veteran may take a:
 - Vox-caster +5 points



FAST ATTACK

D-99 DROP SENTINEL SQUADRON 75 POINTS PER MODEL

Sentinel squadrons proved indispensable to Detachment D-99 during its many battles with the Tyranids, both as a scout unit and as an effective counter-assault platform when large swarms of smaller Tyranid organisms were encountered. The vehicles employed by Detachment D-99 have seen extensive and, in the eyes of the Adepts Mechanicus, near-heretical modification to allow their pilots to make the best use of their enhanced reflexes in close encounters with the enemy.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
D-99 Drop Sentinel	4	4	5	10	10	10	3	1	2

Unit Composition

- 1-3 D-99 Drop Sentinel

Unit Type

- Vehicle (Walker, Open-topped)

Dedicated Transport

- A squadron of 1-2 Drop Sentinels may select a Valkyrie Sky Talon as a Dedicated Transport.

Wargear

- Heavy bolter

Special Rules

- Move Through Cover
- Deep Strike
- Combat Drop
- Preferred Enemy (Tyranids)
- Geno-surgical Enhancement

Options

- Any Drop Sentinel may replace its heavy bolter with a:
 - Heavy flamer Free
 - Multi-melta +15 points per model
- Any Drop Sentinel may have one of the following:
 - Searchlight +1 point per model
 - Hunter-killer missile +10 points per model
- The entire squadron may have:
 - Smoke launchers +5 points per model
 - Camo netting +10 points per model



D-99 VALKYRIE SKY TALON 75 POINTS

Sky Talons see extensive use in Detachment D-99, ferrying the units' small remaining pool of precious combat vehicles to and from combat zones at high speed.

	BS	Armour			HP
		Front	Side	Rear	
D-99 Sky Talon	4	12	12	10	3

Unit Composition

- 1 D-99 Sky Talon

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- Heavy bolter
- Two hellstrike missiles
- Searchlight
- Extra Armour

Special Rules

- Deep Strike
- Sky Lift
- Vector Dancer
- Combat Drop

Options

- The Sky Talon may replace its two hellstrike missiles with:
 - Two multiple rocket pods +10 points

Sky Lift

A Sky Talon can begin the game carrying one Tauros or Tauros Venator, or two Drop Sentinels. If you have sufficient Sky Talons they may carry an entire vehicle squadron, but must remain in coherency whilst transporting it.

A vehicle carried by a Sky Talon may embark/disembark in the same manner as an Infantry unit, except that they may not move faster than Combat Speed or move Flat Out on a turn in which they embark or disembark. If a vehicle is being carried when the Sky Talon Explodes!, it takes a single penetrating hit instead of the damage normally applied to passengers.



FAST ATTACK

D-99 TAUROS SQUADRON..... 55 POINTS PER MODEL

Detachment D-99, as many Elysian regiments do, maintain several squadrons of Tauros all-terrain vehicles. Due to the conditions on Beta Anphelion IV they were not deployed during combat operations, but have served the detachment well in many previous battles

		Armour			
	BS	Front	Side	Rear	HP
D-99 Tauros	4	10	10	10	2
D-99 Tauros Venator	4	11	10	10	2

Unit Composition

- 1-3 D-99 Tauros

Unit Type

- Vehicle (Fast, Open-topped)

Dedicated Transport

- A Tauros Squadron may select Valkyrie Sky Talons as Dedicated Transports. If this option is taken then one Sky Talon per Tauros or Tauros Venator must be chosen.

Wargear (D-99 Tauros)

- Heavy flamer
- Searchlight

Wargear (D-99 Tauros Venator)

- Twin-linked multi-laser
- Searchlight

Special Rules

- Scout
- Galvanic Motor
- All-terrain Vehicle
- Preferred Enemy (Tyrannids)

Options

- Any Tauros may be upgraded to a:
 - Tauros Venator +30 points per model
- Any Tauros may replace its heavy flamer with a:
 - Tauros grenade launcher +5 points per model
- Any Tauros Venator may replace its twin-linked multi-laser with a:
 - Twin-linked lascannon +15 points per model
- Any Tauros or Tauros Venator may have any of the following:
 - Two hunter-killer missiles +10 points per model
 - Extra Armour +5 points per model
- The entire squadron may take:
 - Smoke launchers +5 points per model
 - Camo netting +10 points per model



Galvanic Motors

Whenever a Tauros or Tauros Venator suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a roll of 4+

All-terrain Vehicle

A Tauros or Tauros Venator may re-roll Dangerous Terrain tests while travelling at Combat Speed.



HEAVY SUPPORT

D-99 VULTURE GUNSHIP SQUADRON..... 125 POINTS PER MODEL

As with more typical Elysian regiments, Detachment D-99 relies on the firepower of mobile Vulture Gunships rather than lumbering battle tanks. Those pilots assigned to the detachment for the Beta Anphelion IV operation were elite Inquisitorial training flyers, whose skills complement the veterans of Detachment D-99.

	Armour				
	BS	Front	Side	Rear	HP
Vulture	4	12	12	10	3

Unit Composition

- 1-2 Vulture Gunships

Unit Type

- Vehicle (Flyer, Hover)

Wargear

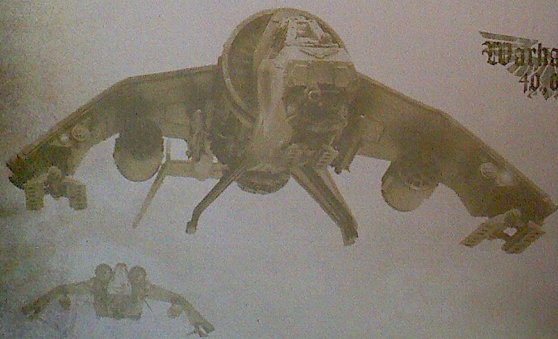
- Heavy bolter
- Twin-linked multi-laser
- Two hellstrike missiles
- Searchlight
- Extra Armour

Special Rules

- Vector Dancer
- Deep Strike
- Strafing Run

Options

- Any Vulture may replace its twin-linked multi-laser with one of the following
 - Twin-linked autocannon Free
 - Twin-linked lascannon +15 points per model
 - Twin-linked missile launchers +10 points per model
 - Two multiple rocket pods +20 points per model
- Any Vulture may replace its two hellstrike missiles with one of the following options:
 - Two hellfury missiles +20 points per model
 - Six hunter-killer missiles +40 points per model
 - Six tactical bombs +40 points per model
 - Two multiple rocket pods +30 points per model
- Any Vulture may replace its twin-linked multi-laser and all hellstrike missiles with a:
 - Twin-linked punisher gatling cannon +50 points per model
- Any Vulture Gunship may have any of the following:
 - Armoured cockpit +20 points per model
 - Flare or chaff launcher +10 points per model
 - Infra-red targeting +5 points per model
 - Illum flares +5 points per model
 - Distinctive paint scheme or markings +10 points per model



Warhammer
40,000



Vulture attached to the 266th Cadian Regiment. This aircraft provided close air support during the early Tyranid attacks, but was later destroyed by swarms of winged Tyranid creatures.



This Valkyrie was claimed by Inquisitor Lok to convey him to the surface of Beta Anphelion IV and used as his personal transport during the Anphelion incident. It was eventually destroyed by spore mines before it could be used to evacuate the Inquisitor prior to his final fateful battle.

HEAVY SUPPORT

0-1 D-99 SENTRY GUN BATTERY 35 POINTS PER MODEL

Depleted after long years of fighting the Tyranid menace, Detachment D-99 maintains a small number of Tarantula gun platforms for rear area guard duties and as a disposable assault force to make up for the limited number of veterans remaining in the unit.

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun		3	-	6	2	-	-	-	3+

Unit Composition

- 1-3 Sentry Guns

Unit Type

- Artillery

Wargear

- Twin-linked heavy bolters

Special Rules

- Automated Artillery
- Fire Modes
- Deep Strike
- Combat Drop

Options

- Any Sentry Gun may exchange its twin-linked heavy bolters for
 - Twin-linked lascannon +10 points per model
- The entire unit may take
 - Camo-netting +10 points

Automated Artillery

Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to lack of crew and each gun must be destroyed normally before it is removed from play. Automated Artillery cannot move and cannot charge. If assaulted they do not pile-in and cannot be locked in combat, their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile-ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault due to exceptional circumstances, the enemy must take a Morale check as normal, although the Artillery cannot Consolidate or make a Sweeping Advance.

Firing Modes

A Sentry Gun can fire in one of two ways and you must decide which mode the Sentry Gun will be set in before the start of the game. You cannot change its mode once it has been decided, it remains in that mode for the rest of the game.

Point Defence Mode: The Sentry Gun is set up with a fixed firing arc, usually to provide covering fire over a particular area. In this mode the gun will engage enemy targets up to 36° away which are in a fixed 90° arc to its front.

Sentry Mode: In this mode, the Sentry Gun is programmed for close defence and may target enemy models within 18° to which it can draw line of sight. In this mode the Sentry Gun can fire all around it.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range.

- A heavy bolter-equipped Sentry Gun will fire at the nearest enemy non-vehicle target according to its firing mode
- A lascannon-equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles are still counted as viable targets, only wrecked vehicles will be ignored).



HEAVY SUPPORT

0-1 D-99 CYCLOPS DEMOLITION SQUAD 185 POINTS

At the time of its deployment during the Anpheion IV incident, Detachment D-99 had only a single Cyclops demolition squad remaining on its roster. Those veterans assigned to the section were grizzled survivors of the Tyrannic Wars and masters of explosive destruction in the midst of the most chaotic battles. Even amongst the ranks of Detachment D-99, these soldiers are considered eccentric, and display a disturbing fondness for their mechanical charges.

	WS	BS	S	T	W	I	A	Ld	Sv
Cyclops	-	-	-	6	2	-	-	-	4+
D-99 Veteran	4	4	3	3	1	4	1	7	5+

Unit Composition

- 2 Cyclops Demolition Vehicles and 2 D-99 Veteran operators forming a unit, carried in a Valkyrie Dedicated Transport.

Unit Type

- Cyclops: Infantry (Special)
- D-99 Veteran: Infantry

Wargear

- Cyclops Demolition Charge (Cyclops only)
- Flak armour (D-99 Veteran only)
- Lasgun (D-99 Veteran only)

Special Rules (Cyclops)

- Extremely Bulky
- Fearless
- Remote Control

Special Rules (D-99 Veteran)

- Remote Control
- Preferred Enemy (Tyrannids)
- Stubborn
- Geno-surgical Enhancements

Remote Control

Cyclops units are deployed together, but as soon as the game begins the Cyclops Demolition Vehicles that are part of the unit may immediately be individually detached from the unit and act separately and move on their own to close with and attack their targets. The Cyclops cannot function more than 48" away from their operators. If they become separated by a greater distance than this, the Cyclops simply stops and can do nothing until the operator is back within 48". Likewise, if all operators in the unit are killed, the Cyclops can do nothing but is left in play (and may still suffer accidental detonation if destroyed). If all the unit's operators are killed, the unit itself counts as being destroyed at the end of the game.

Cyclops carry no ranged weapons and cannot fight normally in assaults, but can themselves be targeted normally, being hit automatically in assaults. They may however carry out Charges – this is to bring them in range to detonate! Cyclops Demolition Vehicles and any unit containing them can never make sweeping advances in combat.

Cyclops Demolition Charge

The Cyclops is in essence a mobile bomb and can be detonated by remote control in any of the controlling player's Assault phases regardless of whether it is in combat, and in any of their opponent's Assault phases in which the Cyclops is in combat. This detonation occurs on Initiative step 10 of the Fight sub-phase. When the Cyclops detonates, first centre the Large Blast (5") template on its model and resolve the attack as shown on the profile below. Then remove the Cyclops, which is automatically destroyed by its detonation.

Weapon	Range	Str	AP	Type
Cyclops demolition charge	-	9	3	Ordnance 1, Large Blast (5")

Accidental Detonation: If a Cyclops Demolition Vehicle is destroyed by any means, roll a D6. On a result of 6 it detonates.



THE RED SCORPIONS

'STRENGTH IN PURITY'



THE RED SCORPIONS



Chapter Name:	Red Scorpions
Founding:	Unknown [evidence indicates a pre-M35 Founding]
Chapter World/Deployment:	Zaeus Minoris/Crusading Chapter
Fortress Monastery:	Vigil – a battle station orbiting the feudal world of Zaeus Minoris [exact location unrecorded, Ordos Rift]
Gene-seed (Predecessor):	Unrecorded/unknown
Known Descendants:	None

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

Commander Carab Cullin, 1st Company, Red Scorpions

An uncompromising and steadfast Chapter, the Red Scorpions have, in their five thousand year recorded history, always been ready to stand in the defence of the Imperium, fight those who endanger it and punish those who betray it. Fanatically loyal to the Emperor in whose divinity they believe without question, they are strict adherents to the Codex Astartes which they view as a holy scripture. They are stalwart traditionalists among the Space Marines, staunch protectors of the Imperium's order and authority, and have ever been quick to answer the call of Imperial governors and cardinals beset by treachery and heresy from within. Their endless hatred for the alien and the mutant has also become famed across the stars, as is their devotion to purity and scorn of deviation from the pure human form.

Despite the Red Scorpions' long and unimpeachable record of service, there are still those within the Adeptus who distrust them on the simple grounds that their origins as a Chapter remain a complete mystery, as does the identity of the Founding to which they belong or the primogenitor Chapter from which their gene-seed has been taken. A gene-seed which, other than being notable for its extreme lack of any form of deterioration or corruption, bears no specific hallmarks that would allow it to be sourced (even inconclusively) to one of the original Space Marine Legions. Indeed, some of the Chapter's most notable core beliefs are founded precisely on the purity and consistency of their gene-seed, and they will go to any lengths to preserve that purity and harvest the Chapter's future. To the Red Scorpions gene-seed corruption would fundamentally weaken them or any other Chapter of the Space Marines, and thereby weaken the fabric of the Imperium itself – something they simply will not allow.

The Red Scorpions' fanatical belief in their own purity, and the lengths they will go to in order to preserve it, has had the consequence of giving the Chapter a strongly isolationist

streak when it comes to its interactions with other parts of the Imperium on anything but a practical military level, and as such they maintain no domains and are beholden to none but their own sense of duty. As a Chapter they are extremely xenophobic, and for no cause or in no dire need will they ever consider serving alongside or allying with the alien, even at the cost of their own lives. Furthermore, they are extraordinarily intolerant of any genetic deviation from the pure human form, and despise abhumans, mutants or augments of any kind, and have often refused to fight as brothers-in-arms with any such 'abomination'. The only exception they allow being those few they deem to have been the work of the Emperor's own divine hand (other Adeptus Astartes and the Navigators, for example), and even then there are limits to what they will readily tolerate.

A Crusading Chapter, the Red Scorpions fleet is almost continuously on the move, travelling between war zones and making their forces available to those who would petition their aid, if the Chapter considers them worthy of it that is. They have fought in every corner of the Imperium over their history and participated in many great conflicts, and are justly renowned for their role in the Conflict of Helican, the Siege of Helios and the battles against the hated Bloodtide. They have fought alone as often as they have fought alongside the ranks of the Imperium's other warriors, and although thought lost several times, they have always returned again from the abyss to draw their blades once more in the Emperor's service. One important example of this was the entire Chapter's undertaking of a Crusade into the perilous Ordos Rift region deep within the interstellar wilderness of the south-western expanses of the Segmentum Tempestus in M39. Filled with spatial rapids, gravitic storms and other lethal phenomena, the exact circumstances of the Red Scorpions' extended voyage into this hazardous area remain unknown, and for more than three hundred years the Chapter was out of contact with the Imperium and thought lost.

RED SCORPIONS TERMINATOR SQUAD RAUM

Squad Raum, Indomitus Pattern Tactical
Dreadnought Armour

Beta Anphellion IV Investigation Force

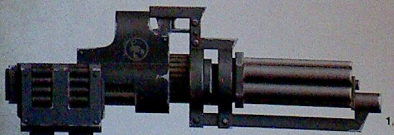
Squad Raum fought with distinction in the early missions to purge the Anphellion lab-complexes of lurking Genestealer broods. During these missions they achieved a respectable kill ratio while sustaining only minimal losses. Despite the loss of Veteran Sergeant Raum in the early stages of the mission, Squad Raum continued to operate as a lynchpin of the Red Scorpions offensive and defensive operations under the direct command of Commander Cullin, their Indomitus pattern Terminator armour proof against all but the most powerful Tyranid creatures encountered on Beta Anphellion IV.

1. Absolo Pattern Assault Cannon
2. Ultima Pattern Storm Bolter



Veteran Sergeant Raum

Martyred in the Emperor's name during
the defence of Lab-complex Delta.



1.



2.



Veteran Brother Vjalka
Martyred in the Emperor's name during
the defence of Lab-complex Delta.



Veteran Brother Thain
Awarded Marksman's honour
for his exemplary kill ratio.



Veteran Brother Neahn
Raised to the position of Veteran Sergeant
in the wake of the Anphellion incident.



Veteran Brother Yanek
Claimed the first confirmed Hive Tyrant kill
during the fighting on Beta Anphellion IV.

After the Red Scorpions' triumphant reappearance during the Battle of the Grey Sisters against the Night Lords on Oriflame, it was established that the Chapter had founded an orbital battle station named Vigil around the feral world of Zaebus Minors deep within the Ordon Rift as a permanent base. Save for the Chapter itself and a handful of high ranking members of the Administratum, the Red Scorpions have kept the exact location of the Zaebus system, and the safe routes through the treacherous passages required to reach it, a deathly secret, thus ensuring their security and the safety of their recruiting stock. Even though they have now taken a world for their own, the Red Scorpions have remained a Crusading Chapter, using Vigil and Zaebus Minors very much as a simple base of operations rather than the centre of a great domain, and have continued to range across the southern and western Imperium in search of the enemies of Mankind.

ORGANISATION

The Red Scorpions conform very closely in structure and doctrine to the tenets of the Codex Astartes, and can be considered a 'Codex' Chapter in almost every detail, although it has been observed that the Chapter's chaplains and commanders have their own particular interpretations and emphasis on the text. The Red Scorpions' internal structures are highly authoritarian and discipline and order in the ranks is absolute. It is taken that the orders of those in a superior rank within the Chapter are to be obeyed without question by the battle-brothers beneath them in any circumstance on or off the battlefield. Each company captain is known by the honorary title of 'Commander', with the Chapter Master known as the 'Lord Commander' and, as a matter of tradition, the Red Scorpions' second in command is always its Master of the Apothecary. As an adjunct to the highly honoured place genetic purity holds within the Red Scorpions' dogma, they maintain considerably more Apothecaries than most Space Marine Chapters. These Apothecaries' sacred task is to maintain total vigilance over the Chapter's brethren for genetic or biochemical corruption and Red Scorpions Apothecaries are commonly deployed to the front line in combat, often being attached to tactical squads in order to grant them every chance to harvest the precious gene-seed of their fallen comrades.

As the Codex Astartes dictates, the Red Scorpions favour a combined arms approach to warfare wherever possible, with the disparate elements of the Chapter's make-up operating in concert to achieve its tactical and strategic goals in any given conflict. Highly disciplined fighters, each Red Scorpions Space Marine is expected to master every conceivable facet of warfare the Codex ascribes, and be available for re-assignment to different squad types and differing companies as soon as the need arises. Although the Chapter relies heavily on the Codex for its tactical deployments and strategy, it has shown an ability to innovate unexpectedly when needed in the past. A particularly notable example of this occurred during the legendary Siege of Helios in late M38, when the Chapter's Techmarines spontaneously developed the Land Raider Helios, a variant pattern that sacrifices troop capacity for the long range firepower of the Whirlwind missile launcher. The cause for this radical step was in no small part because of a deep reluctance to depend entirely on allied Imperial Guard assets in battle that they believed had become corrupted. Other Space Marine Chapters have since adopted the Land Raider Helios in their own armoured as well and the pattern's validity has since been ratified by Cult Mechanicus authorities on Mars.

Although fully capable of employing such tactics when needed (as proved by the Angstrom Incident during the Badab War), the Red Scorpions are known to have a profound dislike of covert operations in favour of meeting and defeating an enemy in open battle. They consider this secretive kind of warfare as well as its attendant trappings, such as the use of camouflage and infiltration, as fundamentally dishonourable and shun them unless strictly needed. As a result of this attitude within the Chapter, much of the Red Scorpions 10th Company, made up of Scout-equipped Neophytes, is more often than not deployed to the main battle line rather than on reconnaissance duties, and are often tactically used to secure fire bases in dense terrain or act as an auxiliary force to respond to the changing tide of battle.

Red Scorpions armoureds are well-stocked, and they are known to operate an extensive range of armoured vehicles and Dreadnoughts in a wide variety of patterns, and have an enviable resource of Drop Pods and Land Raiders in particular.



Their Chapter Forge is known for its ability to maintain (and manufacture in limited quantities) a variety of patterns of Space Marine power armour, most notably the renowned MkIV 'Maximus' power armour which is commonly worn by the Chapter's veterans as a mark of rank and honour. Likewise the Chapter places a high value on the quality of its arms, often granting the award of a weapon of extraordinary quality, usually a power blade, axe or fist to its veterans rather than a mere honorific or decoration to mark their deeds. This fills both a practical as well as a symbolic purpose by further arming their best with effective tools of war and creating a visible sign denoting the warrior's own might and honour before his peers. This association of weapons of extraordinary quality and military rank within the Chapter reaches its apotheosis in the shape of a number of ancient and potent relic blades, known collectively as the 'Tears of the Scorpion', which are carried by the Chapter's commanders, each weapon with its own revered story and legend. The only deficiency in wargear the Chapter shows at any level is a dwindling supply of Terminator armour, this being a consequence of sustained losses over the last few centuries. It is believed that only roughly half of the Red Scorpions 1st Company can now be deployed by the Chapter as Terminators if the situation demands it. What steps the Chapter is taking to rectify this situation remains unknown.

SELECTED BATTLE HONOURS

The Berillia Massacres [498.M34 - 601.M34]

Prior to their disastrous failure during the Berillia campaigns and swift descent into madness, the Shining Blades Chapter was one of those Chapters renowned, alongside the Red Scorpions, Ultramarines, Umlar Titans and a few others, with a gene-seed record of extreme purity. However the Shining Blades fell victim to their own pride, turning from the Emperor's will and beginning a traitorous Crusade to cast down any who would claim to be their equals. Now calling themselves the Flawless Host, they spent a century harrying Loyalist Chapters, burning isolated outposts and decimating smaller detachments of loyal Adeptus Astartes warriors until they assaulted a Red Scorpions strike cruiser, the *Crux Punitatis*, as it returned from campaigns in the Segmentum Tempestus, capturing the vessel and taking the Chapter's dead to augment their stocks of gene-seed. Then Chapter Master Thay Kraun recalled all of the Chapter's combat units from their previous engagements and scoured the area from which the Flawless Host was known to operate. Once the asteroid fortress used by the Flawless Host and its degenerate allies was discovered, Kraun committed his brethren en-masse to its utter destruction. In a titanic battle that raged for six days the Red Scorpions battered the Flawless Host, blasting apart their defences and storming their fortress chamber-by-chamber. Chapter Master Kraun himself led the re-taking of the *Crux Punitatis*, using the Blade of the Scorpion to decapitate the Flawless Host captain who claimed the ship in single combat. Withdrawing in the face of the Red Scorpions' overwhelming wrath, the Flawless Host vowed to exact vengeance upon those who would tarnish their glory.

The Crucible of Endikon IX [236.M40]

In the early years of M40, the hive world of Endikon IX fell under the assault of Eldar corsair hosts, piratical raiders who enslaved the population and set them to systematically strip their world of all material wealth. After nearly eighty years of occupation and torment an Imperial force finally arrived to liberate Endikon IX, spearheaded by a combined force of Space Marines from the Red Scorpions and Raptors Chapters. The battle for control of space over Endikon IX was brutal, with the Imperial Navy taskforce sustaining heavy casualties as it drove off the sleek Eldar craft, especially amongst the lumbering transports that bore the liberation army's Imperial Guard contingent. With their manpower depleted to dangerous levels the Raptors' commander, Captain Kel Vamar, proposed utilising the famed ability of his Chapter in stealth and infiltration to engage the Eldar by ambush and wear them down in a campaign of hit and run strikes before landing the remainder of their support troops. The Red Scorpion's 5th Company, under Commander Oren Saker, refused to have any part of what he termed '*cowardice in the face of the enemy*' and proceeded to initiate a full drop assault without any support. The resulting battle was successful in breaking and scattering the Eldar ground forces, but at a terrible price – of the eighty-three Red Scorpions who descended to the surface of Endikon IX, only sixteen returned. The few members of the Apothecarium which had accompanied the 5th Company spent many days searching the drifts of Eldar dead to recover all of their Chapter's fallen. Though the campaign was eventually completed by the forces of the Raptors Chapter, who lost but a handful of brothers in a protracted harrying campaign to eliminate the remaining Eldar, the Red Scorpions proudly list Endikon IX amongst their greatest battle honours, holding those who were martyred in honest battle as true heroes of the Imperium.

The Siege of Vraks [826.M41 & 830.M41]

The Imperial arsenal world of Vraks in the Segmentum Obscurus fell to the machinations of the heretic Cardinal Xaphan, sparking a protracted siege of the planet by the Imperium. Over time the conflict worsened, drawing in numerous Chaos warbands and renegades from the Eye of Terror, as well as an increased Space Marine presence to combat the growing menace. Ultimately the hellish slaughter of millions poisoned the world and was exploited to bring forth a full daemonic incursion on the surface. This necessitated the direct involvement of the Ordo Malleus and the Grey Knights before the siege was broken in the Imperium's favour, although Vraks itself had been laid waste. The Red Scorpions Chapter participated twice in vital stages of the war. Firstly in 826 M41, when its forces breached the curtain wall of the massive Fortress of Vraks complex, allowing the 88th Krieg Siege Army to advance into the Citadel. Secondly in 830 M41, during the heavy fighting against Chaos Space Marines and daemonic forces in the siege's last dramatic battle, re-capturing the fortress. Here Lord Commander Verant Ortyx personally led a strike force of four hundred battle-brothers and captured the strategically vital Saint Leonis Gate holding against all comers: heretic, mutant and Daemon. During both of these interventions, one of the Red Scorpions warriors, Veteran Sergeant Carab Cullin, rose to prominence, gaining much glory and honour for his Chapter and demonstrating the skill-at-arms and leadership that would see him elevated to command the Chapter's 1st Company.

RED SCORPIONS STERNGUARD SQUAD HASS

Veteran Sergeant Haas

Red Scorpions Sternguard, attached to 6th Company, Beta Anphelion IV Investigation Force.

Veteran Sergeant Haas is a long serving member of the Red Scorpions 1st Company, having served with then Sergeant Cullin during the wars on the fortress world of Vraks. During the Anphelion Incident he led one of the Chapter's Sternguard squads attached to the 6th Company, and was present during many of the key battles.

During the mission to rescue his old comrade Commander Cullin, he led his Sternguard into the thick of the fighting, using volleys of plasma fire to clear a path for the beleaguered survivors of the *Heart of Fury's* crash to escape.

1. Primaris II Pattern Power Sword, received as a mark of honour for his part in the Vraks conflict.
2. Ultima Pattern Bolt Pistol
3. Standard Adeptus Astartes Issue Frag and Krak Grenades
4. MkIV Ultra Pattern Boltgun
5. MKV Mars Pattern Plasma gun



Veteran Sergeant Haas

Veteran of over fifty campaigns, and nearly two centuries of service in the Red Scorpions Chapter.





Brother Kalz
Credited with 36 kills during
the Anphelion Expedition



Brother Mawdri
Martyred in the Emperor's
name, Anphelion Expedition



Brother Zohran
Cited for merit by Major Durra during the
Defence of Laboratory Complex Delta



Brother Ramtha
Wounded eight times during the
rescue of Commander Cullin.
Awarded the Encarmine Sigil
for fervour in battle

RED SCORPIONS ADDITIONAL RULES

In order to represent an army composed of Space Marines drawn from the Red Scorpions Chapter, use the following special rules and Chapter Tactics. Note that as with the Chapter Tactics included in *Codex: Space Marines*, the entire primary detachment must take the same Chapter Tactics special rule and may only include characters with the Chapter Tactics (Red Scorpions) special rule. Only a detachment with the Chapter Tactics (Red Scorpions) special rule may use the Tears of the Scorpion wargear items included here.

Chapter Tactics (Red Scorpions)

Purity Above All: Any Tactical Squad Sergeant or Veteran Sergeant with the Chapter Tactics (Red Scorpions) special rule may be made a member of the Chapter's Apothecarian and upgraded to carry a Narthecium for no additional points cost (see *Codex: Space Marines*). This does not otherwise alter their wargear, additional options or profile, and should always be appropriately represented on the model.

Fortitude and Contempt: Models with the Chapter Tactics (Red Scorpions) special rule may re-roll all failed Pinning tests. Models with the Chapter Tactics (Red Scorpions) special rule may not voluntarily Go To Ground or be equipped with camo cloaks.

Chapter Relics

Tears of the Scorpion: Any model with Chapter Tactics (Red Scorpions) may upgrade a Relic Blade to one of the Tears of the Scorpion for +10 points.

The Tears of the Scorpion take various forms – blades, mauls and spears, and use the profiles listed below.

Weapon	Range	Str	AP	Type
Tears of the Scorpion (Sword)	-	+2	3	Melee, Two-handed, Murderous Strike ¹
(Axe)	-	+2	2	Melee, Two-handed, Murderous Strike ¹ , Deadly Weight ²
(Maul)	-	+3	4	Melee, Two-handed, Murderous Strike ¹ , Strikedown
(Spear)	-	User ¹ +2 ³	3/2 ³	Melee, Two-handed, Murderous Strike ¹ , Glaive ³

¹**Murderous Strike:** Attacks with this special rule can cause Instant Death on a To Wound roll of 6. Roll any viable saves against instant death-causing wounds separately to any other wounds the attack inflicts.

²**Deadly Weight:** A weapon with this special rule reduces its wielder's Initiative by -1 when determining when he may fight in all close combats he is involved in, but not for the purposes of Initiative tests.

³**Glaive:** This weapon has two values for Strength and AP. It uses the first value on any turn in which the wielder is counted as having charged into combat. In addition, the Glaive special rule only applies on turns in which the wielder is counted as having charged into combat.



This Red Scorpions Mars pattern Rhino has been fitted with additional armour plating – this is intended to protect it from larger Tyranid creatures.

RED SCORPIONS WARRIORS OF NOTE

COMMANDER CARAB CULLN..... 165 POINTS

Captain of the Red Scorpions 1st Company

Amongst the Space Marines of the Red Scorpions, Culln is known for a legacy of honour and steadfast bravery. The Space Marine who would later rise to lead his Chapter through the dark days of the Badab Wars fought in many conflicts, experiencing the many horrors of the battlefields of the galaxy. During the Siege of Vraks, Culln led a squad of the Red Scorpions Veteran Vanguard, facing down almost impossible odds during Operation Execution Place, and by the time of the Beta Anphelion IV incident had been promoted to lead the Chapter's 1st Company.

	WS	BS	S	T	W	I	A	Ld	Sv
Carab Culln	6	5	4	4	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- Teleport homer
- Iron halo
- Master-crafted storm bolter
- Tears of the Scorpion (sword)

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Red Scorpions)
- Independent Character
- Against All Odds
- Master of Battle
- Warlord

Master of Battle

All units with the Chapter Tactics (Red Scorpions) special rule in the same detachment as Carab Culln may use his Leadership value for determining the effects of all Pinning tests and Morale checks.

Against All Odds

Commander Culln and any squad he joins may re-roll all attacks made in close combat when outnumbered in an assault. Whilst alive he also grants himself and his squad the Counter-attack and Stubborn special rules.

Warlord

If Carab Culln is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Trait.

• Proud to Live, Proud to Die, Hard to Kill

When calculating the winners of any and all assaults that take place within 12" of Commander Carab Culln, the Red Scorpions player adds +1 to their score. If Carab Culln is involved in a Challenge during that particular Assault phase, this bonus is increased to +2. However, Carab Culln may never benefit from the Look Out, Sir special rule.



Commander Culln is a HQ choice for a Codex: Space Marines army or Siege Assault Vanguard army with Chapter Tactics (Red Scorpions). Carab Culln counts as a Space Marine Captain when determining how many Command squads you may field. Commander Culln may not be fielded in the same army as Lord High Commander Culln (from IAG: The Badab War – Part One).

DREADNOUGHT-BROTHER HALAR..... 145 POINTS

Martyr of Endikon

One of many of the Chapter's warriors who fell on Endikon IX, Brother Halar's heroic deeds during the fighting earned him one last chance at glory in the tomb-like shell of one of the Chapter's Dreadnoughts. Halar distinguished himself on Beta Anphelion IV, during the last stand of Commander Cullin's force, fighting on despite damage to his Dreadnought suit that proved to be so severe that after his remains were recovered, the Chapter Techmarines were unable to repair it for use by another injured veteran. His Dreadnought sarcophagus was later interred at the Chapter's Fortress Monastery in a place of honour.

	Armour						I	A	HP
	WS	BS	S	Front	Side	Rear			
Halar	5	4	6	12	12	10	4	3	3

Unit Composition

- 1 (Unique)

Special Rules

- A Glorious Death
- Monster Hunter

Unit Type

- Vehicle (Walker, Character)

Wargear

- Power fist with inbuilt storm bolter
- Flammestorm cannon
- Extra armour
- Smoke launcher
- Searchlight

A Glorious Death

If at any point Halar loses his last Hull Point, but does not suffer an Explodes! result on the Vehicle Damage table or is not struck by a weapon with the Destroyer special rule, he is not removed from the table. Instead he remains in play until the end of his next turn, after which he is removed from play as normal. During this last turn Halar gains the Preferred Enemy (Everything) special rule, and any glancing hits or penetrating hits that do not result in an Explodes! result are ignored – he cannot be stunned, shaken or immobilised. If struck by a Destroyer weapon, or if he suffers an Explodes! result during this final turn, he is removed from play as normal.



Dreadnought-Brother Halar is an Elites choice for a Codex: Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Red Scorpions).

VETERAN SERGEANT HAAS..... 45 POINTS (PLUS THE COST OF HIS SQUAD)

Every Chapter of Space Marines is an assemblage of peerless heroes, warriors who stand against the worst horrors in the galaxy with unflinching courage. Yet even amongst such an elite there are those who stand above their brethren, warriors renowned amongst their peers. Veteran Sergeant Haas is one such warrior. One of the Space Marines involved in the rescue of then Commander Cullin from the Tyrannids on Beta Anphelion IV, his relentless determination under fire earned him praise throughout the Chapter.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant Haas	4	4	4	4	1	4	2	9	2+

Unit Composition

- Veteran Sergeant Haas is an Unique upgrade for a Space Marine Sternguard Squad

Special Rules

- And They Shall Know No Fear
- Combat Squads
- Always Advance
- Chapter Tactics (Red Scorpions)

Unit Type

- Infantry (Character)

Wargear

- Power sword
- Bolt pistol
- Frag and Krak grenades
- Artificer armour

Always Advance

Whilst Veteran Sergeant Haas is alive, his squad benefits from the Relentless special rule.

Veteran Sergeant Haas replaces the Space Marine Sergeant in any Sternguard Squad chosen from Codex: Space Marines and using the Chapter Tactics (Red Scorpions) special rule. He must be used as shown here and cannot take any options, although his unit may take options as normal.





THE ANPHELION PROJECT
CAMPAIGN

THE ANPHELION PROJECT CAMPAIGN

The Anphelion Project Campaign allows players to recreate Inquisitor Lok's attempt to unravel the mysteries of the Beta Anphelion IV complex, defend it from the encroaching Tyranid forces and decide his ultimate fate. Rather than present a straight historical re-fight of the incidents described in Inquisitor Lok's journal, this campaign allows players to play a series of missions, divided into four phases, where their successes or failures may change the outcome of Lok's mission and maybe even enable him to escape the moon before the conspiracy perpetrated by Inquisitor-Lord Varius claims his life.

WHAT YOU WILL NEED TO PLAY THE CAMPAIGN

Most importantly, the Anphelion Project Campaign will require two teams of players: one to represent Inquisitor Lok and the other Imperial forces present on Beta Anphelion IV, and one to represent the Tyranid swarms rapidly increasing in numbers in the hidden places of Anphelion IV. The Anphelion Project Campaign is best suited to fairly small teams, due to the restricted number of Codexes from which armies may be selected and the quick play nature of many of the scenarios – between 1-4 players per team is ideal. If you feel that your gaming group has the appropriate model collections available and wishes to play with much larger groups, then it may be worth modifying the number of games played per phase to allow all of the players to become involved fully. Note that the teams need not be of equal numbers, but be aware that if one team is larger than the other then players on the larger team will play fewer games over the course of the campaign.

The Imperial team will need to have access to armies drawn from the following Codexes: *Codex Astra Militarum* (representing the Cadian 266th Regiment), *Codex Inquisition* (representing Lok and his retinue), *Codex Space Marines* (representing elements of the Red Scorpions 1st and 6th Companies) and the Detachment D-99 army list. The Tyranids team will need access to armies drawn from *Codex Tyranids*.

Alternative Forces

When playing the Anphelion Project Campaign, you may wish to modify the Codexes and army lists available to the two sides. This can allow a re-fight of the original campaign but with different participants. Perhaps it is a force of Mantis Warriors and Adepta Sororitas Battle Sisters who investigate the Anphelion base's silence – or it could represent a completely different story, perhaps the Tau Empire begins a secret project to isolate a group of newly spawned Orks, intending to train them to fight for the Greater Good, only for the project to backfire...

As long as all participants in the campaign are aware of and agree with the changes, this is perfectly acceptable and relatively easy to manage, but be aware that some aspects of the scenarios and victory conditions may need to be modified to suit your new cast!

Lastly, you will need access to at least one 6' x 4' gaming table, or a suitable table or area of floor. Whilst not essential, several of the campaign's missions use the Forge World Zone Mortalis scenery tiles to represent the interior of the Anphelion lab-complexes, although if you do not have access to any of these tiles you can instead use photocopies of the Anphelion lab floor plans included in the back of this book.

PLAYING THE ANPHELION PROJECT CAMPAIGN

The Anphelion Project Campaign is played across four phases, each representing a different stage of the doomed planetoid's tale. During each phase the two teams will play a set number of games using the Anphelion Project missions, attempting to gain as many Commendations as possible during these games. Once all of a phase's games have been played, the two teams total the number of each type of Commendation they have received and play through that phase's Finale mission. The number and type of Commendations gained during the phase will change how the Finale mission plays, providing advantages to teams that do well during the phase – and victory in each Finale mission will provide special benefits that last for the rest of the campaign. The winner of the final game, the Finale mission of Phase 4, is the winner of the Anphelion Project Campaign.

For a standard campaign, featuring 1-4 players per team, four games should be played per phase – this can be increased or decreased by group consent before beginning the campaign, but should be kept at a set number for each phase during actual play. In all games, other than Finale missions, players may select armies of between 1,500-2,000 points, as determined by the mission being played, from one or more of the Codexes available to their team.

The four phases and their respective Finale missions are:

Phase One: Investigation – Finale Mission: Cleansing Flame (see page 136)

Inquisitor Lok learns the truth of the Anphelion project and the fate of its original wardens.

Phase Two: Consolidation – Finale Mission: Practical Xenobiology (see page 138)

Lok must defend the mission's Adeptus Mechanicus contingent and preserve the base for further investigation.

Phase Three: Desperation – Finale Mission: The Scorpion at Bay (see page 140)

Massive Tyranid attacks and internal division threaten the survival of Lok's forces.

Phase Four: Termination – Finale Mission: The Fate of Inquisitor Lok (see page 142)

Depending on his successes or failures up to this point, Lok is either abandoned by his allies and left to make the best death he can, or must fight a desperate rearguard in order to escape the moon with what knowledge he has gleaned from the project's ruins.

THE ANPHELION PROJECT MISSIONS

How to use these Missions

During each of the four phases that make up the Anphelion Project Campaign, the players on each team will play a number of games using the Anphelion Project missions. The outcome of these games will determine any advantages they may claim during that phase's Finale mission.

Players may freely choose any of the Anphelion Project missions, or an Eternal War mission from the *Warhammer 40,000* rulebook to play, or they may roll on the following table to determine which mission will be used.

Anphelion Project Missions

- | D6 | Result |
|-----|-------------------------------------|
| 1 | Relentless Evolution (see page 132) |
| 2-3 | Search and Destroy (see page 128) |
| 4-5 | Take and Hold (see page 130) |
| 6 | Assault and Breach (see page 134) |

Note that the missions Search and Destroy and Take and Hold require the use of Zone Mortalis scenery tiles. If these tiles are unavailable, players can make use of the Anphelion base floor plans included in the back of this book.

CHARACTER CASUALTIES (OPTIONAL RULE)

When playing campaign games, one extra exciting element can be determining the fate of a particular special character between games, have they fallen never to rise again or will they be back with a vengeance?

If a unique named special character* is removed as a casualty during a campaign game (this includes falling back off the board, etc), after the game has concluded roll a D6 for the character – the results of which shown here apply. If you won the game, add +1 to the roll.

**Note: This includes proxies. You can never have more than one of each unique character if this rule is being used.*

- | D6 | Result |
|----|---|
| 1 | Casualty: The character may not be used again in the campaign. |
| 2 | Wounded: The character must start the next game they are used in with one Wound fewer than normal (to a minimum of 1). |
| 3 | Shaken: The character must fight the next game they are used in with -1 Ld. |
| 4+ | Survived: The character has escaped permanent injury and may be used again freely if you wish in the next game. |



COMMENDATIONS

Each of the Anphelion Project missions gives the player the opportunity to accumulate Commendations – the number and type of Commendations that the entire team has accumulated in each phase should be recorded from game to game, as it is this total that will be used in the Finale mission to determine how well they have done in the phase. Commendations are earned during play as described by each Commendation (shown below). Achieving victory in a given mission will also reward the victorious player with additional Commendations depending on the mission played. Once any given Finale mission is resolved, both teams' running Commendations total are reduced to zero.

The various Commendations are:

Feed (Tyranids team only): The Tyranids player gains one Feed Commendation whenever they choose not to make a Sweeping Advance after winning a close combat against an enemy unit (this only counts when the enemy unit has models left at the end of a combat that successfully flee from combat).

Hunt (Tyranids team only): The Tyranids player gains a Hunt Commendation whenever they move a unit onto the table using the Outflank special rule, or redeploy a unit using the Scout special rule.

Overrun (Tyranids team only): The Tyranids player gains an Overrun Commendation at the end of any game where at least one Tyranids unit that is not broken is within the Imperial player's deployment zone or deployment tile, or within 6" of one of their Entry Zones in a Search and Destroy mission.

Exterminate (Imperial team only): The Imperial player gains an Exterminate Commendation whenever a Tyranids unit is completely destroyed by a Shooting attack made at a range of 8" or less, or as part of an Overwatch or Reaction Fire attack.

Secure (Imperial team only): The Imperial player gains a Secure Commendation if at the end of the game there are no unbroken Tyranids units within their deployment zone or deployment tile, or within 6" of one of their Entry Zones in a Search and Destroy mission.

Defend (Imperial team only): The Imperial player gains a Defend Commendation whenever they deploy a unit inside a Building or Fortification, into terrain that provides a cover save or within 2" of a sealed bulkhead in a Zone Mortalis game.

LIMITED FORCES OPTIONAL RULES

For players wishing to more closely represent the Anphelion incident, where both sides were supplied with only a limited number and variety of forces, we have provided two different sets of optional rules depending on the level of realism desired and the amount of book keeping players are willing to undertake.

Order of Battle

In order to represent the limited pool of forces available to the combatants, without burdening the players with an excessive amount of extra paper work, the following rules have been provided:

Before beginning the campaign, but after all players have been assigned to one team or the other, the two teams should collectively decide on a number of specific unit entries – these will be the only available choices when constructing armies for the campaign. This limited pool of unit choices can only be expanded by winning Phase Finale missions, as described in each of these missions, however failure in these crucial missions can also reduce the number of available choices!

Each team should select from the following number of specific unit entries from the various Codexes and army lists available to them in the campaign:

HQ: 3 choices*. Imperial players will always have access to Inquisitor Lok, Commander Cullin, Veteran Sergeant Haas and Major Durra – but it is recommended that the Character Casualty rules presented on page 125 are applied to these unique characters only for the duration of the campaign.

**Note that even though Honour Guard squads and Tyrant Guard Broods do not use up Force Organisation chart slots, they must still be selected by players as one of their choices if they wish to include them in campaign armies.*

TROOPS: Players always have access to all Troops choices in all of the Codexes and army lists available to them.

ELITES: 3 choices. This may include Dreadnought-Brother Halar (if destroyed due to the A Glorious Death special rule, he may no longer be used in the campaign).

FAST ATTACK: 3 choices

HEAVY SUPPORT: 3 choices

LORDS OF WAR: 1 choice

FORTIFICATIONS: All appropriate fortifications are available to all players during the campaign.

For example, before play the Imperial team would have to select 3 HQ choices from among those available in *Codex: Space Marines*, *Codex: Astra Militarum*, *Codex: Inquisition* and the D-99 army list. They select the Space Marine Captain, Imperial Guard Command Squad and the D-99 Command Squad. At the start of the campaign these will be the only HQ choices that may be included in the armies they construct to play campaign games with.

Later in the campaign the Imperial side emerges from the Phase 1 Finale mission victorious, and chooses to add another HQ entry to their roster of available army list choices – in this case adding the *Ordo Xenos Inquisitor* entry from *Codex: Inquisition* to their roster.

Unfortunately during Phase 3 they lose the Finale mission and choose to reduce the number of HQ choices available, in this case choosing to remove the D-99 Command Squad from their roster.

To the Last Man

For those players wishing to replicate the Anphelion conflict in as much detail as possible, each team should produce a single army list to represent all of the warriors involved in the fighting – however, once these are lost in combat, they are gone for good! Obviously this will require a fair amount of book keeping and it is therefore recommended only for smaller campaigns or those with a dedicated organiser!

When playing the Anphelion Project Campaign in this fashion, both teams will need to prepare their force lists before play can begin. At the campaign's start, the process is the same for both the Imperial and Tyranids teams – as a group the entire team should prepare a single army list which totals 6,000 points from any of the allowed army lists or Codexes. This army list uses the standard Force Organisation chart (see the *Warhammer 40,000* rulebook), but may include as many primary detachments as the players like – although each must include all Compulsory unit choices! Players may also wish to roll for and record all of their non-Unique character's Warlord Traits before starting play, rather than randomly generating them prior to playing any game where they assume the role of Warlord.

Note that each phase's Finale mission will allow sides to gain new units for their force list based on their performance.

When playing any individual game, a player simply selects units from this pre-built roster to fill the unit slots on their Force Organisation chart for that game, without regard to the points cost of those units (although that player is still limited to a single primary detachment and one allied detachment unless otherwise noted in the mission being played). During the game, all models that are removed as casualties or flee from the table should be placed to one side and rolled for on the table below once the game ends.

Anphelion Casualties Table

When rolling on this table the following rules apply:

- Models with the Independent Character special rule roll an extra dice on the table and discard the lowest rolled dice before determining the result.
- Any player from the Tyranids team rolling on this table may choose to discard any one other model removed as a casualty (treating it as though it had rolled an automatic result of 2) in order to re-roll the result gained for another model – the Hive Mind does not balk at re-processing the weak to preserve the strong!

2D6 Result

2-3 Casualty of War: This model has either died from its wounds or deserted, and is permanently removed from your team's force list.

4-5 Grievous Wounds: This model has been badly hurt, either physically or mentally. It remains on your team's force list, but may not be used again until the next phase.

6-7 Walking Wounded: This model has suffered injuries, but not so severe that it cannot still fight. It may be fielded again in battles in this phase, but suffers a -1 modifier to WS, BS and I, as well as any further rolls on this table. This condition is removed when the next phase begins, at which point this model may be used normally.

8-10 Flesh Wounds: All hurt suffered by this model was fleeting and it returns to action with no penalty of any kind. It remains on your team's force list and may be used as normal.

11-12 Vengeful: Not only does this model make a full recovery, but it is consumed with the need to claim vengeance for its injury. In the next game this model is used in, it gains the Hatred (pick one enemy Codex or army list).

Considering the amount of book keeping required when using this method, it is highly recommended that one player per team be appointed to manage the force list and keep it up to date. Obviously players will also need to schedule games appropriately to ensure that units do not end up fighting in two battles simultaneously!

ANPHELION PROJECT MISSION: SEARCH AND DESTROY

During the fighting on the moon, both sides conducted assaults on the fortified lab-complexes that the Imperium had established there. Whether spearheaded by Red Scorpions Terminators or Tyrannid Hive Guard, these battles were short and brutal, ending only once the entrenched defenders had been hunted down and eliminated.

THE ARMIES

Before selecting armies the players should roll off, with the winner selecting to play as either the Attacker or Defender and the opposing player taking the remaining role. Both players then choose armies of up to 1,500 points using the Codexes and army lists available to their team and the rules for selecting armies found in the Zone Mortalis expansion (see page 145). Note that the players will use the Attacker and Defender Force Organisation charts included in the Zone Mortalis expansion (see page 145). If players are using any of the Limited Forces optional rules then other restrictions may also apply.

THE BATTLEFIELD

The tangled, cramped passageways of the Anphelion Project labs are best represented using Zone Mortalis scenery tiles. To prepare the battlefield both players should roll off, with the winning player placing a Zone Mortalis tile of their choice onto the centre of the table or playing area. The players then alternate placing Zone Mortalis tiles until a total of sixteen have been placed. They need not form a square playing area, but each tile must have the entirety of at least one edge in continuous contact with another tile.

Any available Zone Mortalis bulkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, beginning with the player who won the roll-off placing the first tile.

DEPLOYMENT

The Attacker should select three entry points, and once this is complete the Defender should select another three. Entry points are defined as a section of the board that is bounded on one side by the edge of the board and on all others by either walls or bulkheads, and must be at least 12" away from any other entry point.

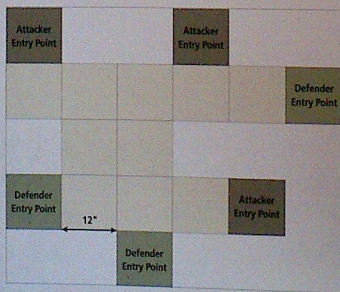
Once all entry points have been selected, the Defender should deploy at least half of their total force onto the table onto any tiles they wish, except tiles that contain one of the Attacker's entry points. They may choose to hold as many units as they wish in reserve. Once the Defender has deployed, the Attacker may place up to half of their units onto the table, but may only deploy onto either a tile that contains one of their entry points, or an adjacent tile as long as there are no enemy units within 12" of the deployed unit. The remaining Attacking units must be deployed in reserve.

FIRST TURN

The Attacker takes the first turn, unless the Defender can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

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



VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points, then the game is a draw.

Primary Objective

At the end of the game, each player receives 1 Victory point for each enemy unit that has been completely destroyed. Enemy units that are falling back and units that are not on the table count as destroyed for the purposes of this mission. Also note that Independent Characters and Dedicated Transports count as separate units when calculating Victory point results.

Secondary Objectives

Slay the Warlord and First Blood

ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choosing. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.

MISSION SPECIAL RULES

Reserves, Entry Points, Commendations and Zone Mortalis.

Zone Mortalis

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type), No Barrage Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attrition.

Entry Points

During this mission, all units that enter play from reserve move onto the board from any point on the table edge that is within a friendly Entry Zone. Entry Zones are also considered a player's 'table edge' and deployment zone for rules which target these, such as Falling Back.

Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

ANPHELION PROJECT MISSION: TAKE AND HOLD

With the strategic importance of the lab-complexes on Beta Anphelion IV, it is unsurprising that both sides sought to secure them – the Imperial forces seeking to claim the valuable data and research materials within and the Tyranids attempting to deny their shelter and safety from their prey.

THE ARMIES

Both players choose armies of up to 1,500 points, using the Codexes and army lists available to their team and the rules for selecting armies found in the Zone Mortalis expansion. Note that players will use the Combatant Force Organisation charts included in the Zone Mortalis expansion (see page 145). If players are using any of the Limited Forces optional rules then other restrictions may also apply.

THE BATTLEFIELD

The tangled, cramped passageways of the Anphelion Project labs are best represented using Zone Mortalis scenery tiles. To prepare the battlefield both players should roll off, with the winning player placing a Zone Mortalis tile of their choice onto the centre of the table or playing area. The players then alternate placing Zone Mortalis tiles until all of the compulsory tiles have been placed as per the deployment map below. Once all compulsory tiles have been placed, the players continue to place tiles until a total of sixteen tiles have been placed – the remaining tiles need not follow any placing requirements except that each tile must have the entirety of at least one edge in continuous contact with another tile.

Any available Zone Mortalis bulkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, beginning with the player who won the roll-off placing the first tile.

DEPLOYMENT

Before any models are deployed, an appropriate objective marker should be placed as close to the centre of the first tile that was placed as possible. This marker should be at least 3" in diameter and represents this lab's central cogitator unit or another vital system.

Once this is done, the player who lost the roll-off to place the first tile selects one of the deployment tiles (see the deployment map below), after which their opponent selects one. Repeat this process so that both players have selected two deployment tiles.

Once this is complete both players should roll off, with the winner deploying up to half of the total number of units in their army into either of their deployment tiles – any of that player's remaining units are placed into reserve. Once this is complete, the remaining player may deploy up to half of their total number of units into either of their own deployment tiles, with any remaining units being placed in reserve.

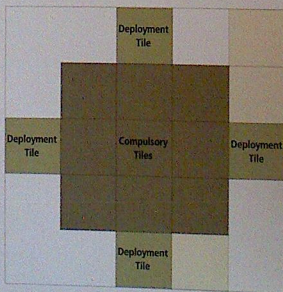
During this mission, a player's Reserves may enter play from any edge of a friendly deployment tile that is not touching another Zone Mortalis tile.

FIRST TURN

The player who deployed their forces first takes the first turn, unless the opposing player can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

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



VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

At the end of each Player turn, the player who has control of the objective scores 1 Victory point.

Secondary Objectives

Slay the Warlord and First Blood.

ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choice. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.

MISSION SPECIAL RULES

Reserves, Commendations and Zone Mortalis.

Zone Mortalis

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type), No Barrage Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attrition.

Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

ANPHELION PROJECT MISSION: RELENTLESS EVOLUTION

With the relentless drive of the Hive Mind commanding them to destroy and consume, the Tyranids stalking through the jungles of Beta Anphelion IV entered a frenzy of evolutionary growth, resulting in a glut of new Tyranid beasts capable of circumventing Imperial defences. On several occasions swarms of burrowing or flying Tyranids breached the containment fences and threatened to overwhelm the defenders.

THE ARMIES

Before selecting armies, the Tyranids player should read both the Burrowing Assault and Wings of Death mission special rules that follow, and select one to be used during this mission. Both players then choose armies of between 1,500-2,000 points, the exact points limit should be decided upon before armies are selected. Players may use any Codexes or army lists available to their team and the rules for selecting armies found in the *Warhammer 40,000* rulebook, including the standard Force Organisation chart. If players are using any of the Limited Forces optional rules then other restrictions may also apply.

THE BATTLEFIELD

This represents the outskirts of one of the Anphelion lab-complexes near the edge of the twisted jungles. The board or playing area should be 6' x 4', as shown on the deployment map, and any terrain placed should favour reinforced buildings and bunkers or jungle trees. Terrain should be set up using the guidelines in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Once the terrain has been set up, the Imperial player deploys their entire force into the deployment zone shown on the deployment map. Any units that cannot fit within the bounds of the deployment zone are placed into reserve.

The Tyranids player does not deploy any units onto the table during the deployment phase. Their units will enter play on Turn 1 using either the Burrowing Assault or Wings of Death mission special rules.

FIRST TURN

The Tyranids player takes the first turn. See the Burrowing Assault or Wings of Death mission special rules as follows for more details.

GAME LENGTH

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

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

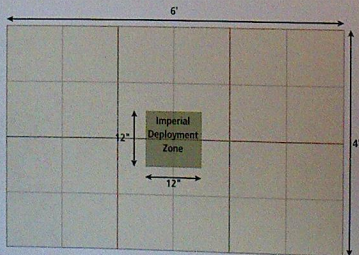
At the end of the game, each player receives 1 Victory point for each enemy unit that has been completely destroyed. Enemy units that are falling back and units that are not on the table count as destroyed for the purposes of this mission. Also note that Independent Characters and Dedicated Transports count as separate units when calculating Victory point results.

Secondary Objectives

Slay the Warlord and First Blood

ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choosing. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.



MISSION SPECIAL RULES

Reserves, Commendations, Burrowing Assault* and Wings of Death*

**When the Tyranids player deploys for this mission, they must select one of either the Burrowing Assault or Wings of Death special rules and apply that. The Tyranids player should not use both rules.*

Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

Burrowing Assault

At the beginning of this turn the Tyranids player must place three Tunnel markers (these should be approximately 5" in diameter – spare Large Blast markers are perfect) anywhere on the table outside of the Imperial player's deployment zone. These Tunnel markers are then scattered 2D6". If they scatter onto impassable terrain, the Imperial player's deployment zone or off of the board, then reduce the scatter distance by the minimum possible distance to place the marker in clear terrain within the bounds of play and outside of any deployment zones.

The Tyranids player may move any of their units into play from any one of these markers during the first turn. Any units that do not move onto the table from a Tunnel marker are placed into reserve. Units moving on from a Tunnel marker must be placed wholly within the marker and then may move normally – the marker may only be used to bring on another unit if the first unit moves all of its models off of the Tunnel marker. Tunnel markers remain in play throughout the game and any Tyranids Reserves must move onto the table via a Tunnel marker. A Tyranids unit that ends the Movement phase wholly within the bounds of a Tunnel marker may be removed from play and placed into reserve.

Tunnel markers provide a 6+ cover save and count as difficult terrain. If any Tyranids unit uses a Tunnel marker to enter play

while Imperial units are within 12", then all Imperial models within 12" may make a Shooting attack against the arriving unit – these attacks are made as Snap Shots.

Wings of Death

When using this special rule, the Tyranids player should modify their army as follows:

- Tyranid Shrike Broods, Sky-slasher Swarm Broods and Gargoyle Broods become Troops choices.
- Tyranid Warrior Broods, Genestealer Broods, Termagant Broods, Hormagaunt Broods and Ripper Swarm Broods become Elites choices.
- The compulsory HQ choice must be a Hive Tyrant with Wings (the player may take any other upgrades on the Hive Tyrant but must retain the Wings upgrade).
- All units with the Flying Monstrous Creature type gain the Deep Strike special rule.
- All Deep Strike rolls for scattering on Turn 1 (see rules that follow) may be re-rolled if the Tyranids player so chooses.

When deploying their army, the Tyranids player may only deploy those units with the Jump Infantry or Flying Monstrous Creature types, which must deploy onto the table using the Deep Strike special rule. When deploying using Deep Strike, they may not choose to deploy within the Imperial deployment zone and if the final deployment point of any Tyranids unit, after scattering, is within 12" of any Imperial unit, then all Imperial models within 12" may make a Shooting attack against the arriving unit – these attacks are made as Snap Shots.

Any Tyranids units which do not have the Jump Infantry or Flying Monstrous Creature type must begin play in reserve. Tyranids units entering play from reserve may enter play from any table edge, but may not enter play from any point on the table that is within 18" of an Imperial unit.

ANPHELION PROJECT MISSION: ASSAULT AND BREACH

Breaching the fortified lab-complexes was a challenge faced by both sides during the course of the Anphelion campaign. Imperial forces first secured them, only to later have them scoured clean by the endless Tyranid swarms. Each assault on these war-torn buildings was as bloody as the last, with the defenders, be they man or monster, giving and accepting no quarter.

THE ARMIES

Both players choose armies of between 1,500-2,000 points, the exact points limit should be decided upon before armies are selected. Players may use any Codexes or army lists available to their team and the rules for selecting armies found in the *Warhammer 40,000* rulebook, including the standard Force Organisation chart. If players are using any of the Limited Forces optional rules then other restrictions may also apply.

THE BATTLEFIELD

Before placing any scenery the players must roll off, with the winner selecting to play as either the Attacker or Defender and their opponent taking the remaining role.

The battlefield represents the outskirts of one of the Anphelion lab-complexes, near the edge of Anphelion IV's twisted jungles. The board or playing area should be 6' x 4' as shown

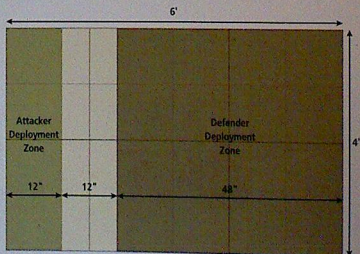
on the deployment map, and terrain placed should favour reinforced buildings and bunkers or jungle trees. Terrain should be set up using the guidelines from the *Warhammer 40,000* rulebook.

Once all terrain has been placed, both players place a single objective marker anywhere on the table within the Defender's deployment zone. Each objective marker represents an entrance into one of the Anphelion lab-complexes that must be secured, and should be represented by a small building or piece of battlefield debris of at least 3" diameter. Objectives that are also buildings are controlled by whichever side occupies that building – if it is reduced to impassable terrain, it ceases to be an objective and is no longer worth any Victory points.

DEPLOYMENT

The Attacker deploys their entire force into the deployment zone shown on the map below. Any units that do not fit within the bounds of the deployment zone are placed into reserve.

Once all of the Attacker's models have been deployed, the Defender deploys their entire army into their deployment zone, as shown on the deployment map. Any units that cannot fit within the bounds of the deployment zone are placed into reserve.



FIRST TURN

The Attacker takes the first turn, unless the opposing player can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

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

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

At the end of the game, each objective is worth 3 Victory points to the side that controls it.

Secondary Objectives

Slay the Warlord, First Blood and Linebreaker.

ANPHELION PROJECT CAMPAIGN REWARDS

The victorious player gains D3+1 bonus Commendations of a type of their choice. Both players also gain Commendations during play as noted in the Commendations rules presented on page 126.

MISSION SPECIAL RULES

Reserves and Commendations.

Commendations

During this mission, players may score Commendations as noted in the Commendations rules on page 126.

PHASE ONE FINALE MISSION: CLEANSING FLAME

Full control of the Anphelion lab-complexes would be a tremendous boon to Inquisitor Lok's forces, allowing him to gather the research data abandoned by the previous garrison with impunity. However, if any lurking Tyranids were left in place, Imperial forces would be hampered by the need to maintain extensive security measures and any efforts to produce intelligence on the Tyranid menace for their Ordo Xenos overlords would be stymied.

THE ARMIES

For this mission, the Imperial player takes the role of the Attacker and the Tyranids player that of the Defender. Both sides may select armies of up to 2,000 points using the Codexes and army lists available to their team and the rules for selecting armies found in the Zone Mortalis expansion. Note that the players will use the Attacker and Defender Force Organisation charts included in the Zone Mortalis expansion (see page 145). If using any of the Limited Forces optional rules then other restrictions may also apply.

Finale missions present an excellent opportunity for playing large games with more players than normal in a game of Warhammer 40,000 as they represent pivotal moments in the campaign. In order to do this in Cleansing Flame without overloading the relatively small Zone Mortalis board, either allow each player to field a separate detachment (using the smaller Force Organisation charts from the Zone Mortalis expansion) or divide control of the units that comprise the team's army amongst the assembled players. When using either of the previous options, each team still takes a single turn, as in a game of Apocalypse, rather than each individual player taking a turn.

THE BATTLEFIELD

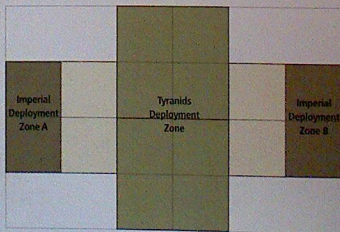
Before setting up the battlefield, both players should roll off. The winner of the roll-off will get to place the first Zone Mortalis tile, and then alternate placement with the opposing player until all the tiles shown in the deployment map have been placed. When placing Zone Mortalis tiles, the players must follow the layout shown, but may use any available Zone Mortalis tile.

Any available Zone Mortalis bulkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, beginning with the player who won the roll-off to place the first tile.

Once all tiles and bulkheads have been placed, the Imperial player should deploy three objective markers anywhere within the Tyranids player's deployment zone. Each objective marker must be placed at least 18" away from any other objective marker.

DEPLOYMENT

The Tyranids player deploys first into the marked deployment zone. The Tyranids player may choose to keep up to half of their total number of units in reserve. The Imperial player may then deploy a number of units determined by the Rewards of Victory mission special rule into the marked deployment zone.



FIRST TURN

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule.

GAME LENGTH

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

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

At the end of the game, each objective is worth 2+D3 Victory points to the side that controls it.

Secondary Objectives

Slay the Warlord and First Blood.

ANPHELION PROJECT CAMPAIGN REWARDS

The side that claims victory in the Cleansing Flame Finale mission may nominate a single friendly unit as Battle-hardened in each game played for the rest of the campaign. This Battle-hardened unit may be any unit deployed onto the playing area or held in reserve, and it gains one of the following special rules for the duration of that mission: Adamantium Will, Counter-attack, Preferred Enemy (select one type of enemy from Tyranids, Astra Militarum or Space Marines), Monster Hunter or Tank Hunters.

If using the Order of Battle optional rule, the winning side may select a new unit entry from any one Codex or army list available to that side. The losing side neither gains nor loses access to any units.

If using the To the Last Man optional rule, the winning side may add 2,000 points of models chosen from any army list or Codex available to that side. The losing side may add 750 points of models chosen from any army list or Codex available to that side.

MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory and Zone Mortalis.

Zone Mortalis

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type), No Barrage Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attrition.

Commendations

During this mission, players do not score Commendations, instead Commendations accumulated during the games that make up the first phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule).

Rewards of Victory

Before starting play both teams should total the number of Commendations scored in all games played as part of Phase 1 and compare the scores as below to see which side has gained an advantage:

• Exterminate vs Feed

Compare the Imperial Exterminate Commendations total with the Tyranids Feed Commendations total. If the Imperial total is higher, they may deploy their entire army onto the board during the deployment phase (though up to half of their total number of units may be optionally placed in reserve). If the Tyranids total is higher, then the Imperial player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase – all other units are placed into reserve.

• Secure vs Overrun

Compare the Imperial Secure Commendations total with the Tyranids Overrun Commendations total. If the Imperial total is higher, then the Imperial team may enter play and deploy in both of the marked deployment zones. If the Tyranids total is equal to or higher, the Imperial team may only deploy and enter play from one of the two marked deployment zones, chosen by the Imperial team.

• Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyranids Hunt Commendations total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

PHASE TWO FINALE MISSION: PRACTICAL XENO BIOLOGY

One of the prime directives of Lok's mission was the recovery of any and all remaining research data gathered by the original personnel of the Anphelion IV base. Magos Biologis Arthon, the Adeptus Mechanicus representative accompanying Lok's forces, was key to this endeavour. Were he to be killed, Lok would be all but incapable of fulfilling his task, and would become more expendable to his inscrutable Inquisition master.

THE ARMIES

For this mission the Imperial player takes the role of the Attacker and the Tyranids player that of the Defender. Both sides may select armies of up to 2,000 points using the Codexes and army lists available to their team and the rules for selecting armies found in the Zone Mortalis expansion. Note that the players will use the Attacker and Defender Force Organisation charts included in the Zone Mortalis expansion (see page 145). If using any of the Limited Forces optional rules then other restrictions may also apply.

Note that in addition to all other units, the Imperial player will also need to represent Magos Biologis Arthon and his unit of three technical servitors. Profiles for these models are provided in the Mission Special Rules section, and they cost the Imperial player zero points and use up no slots on the Force Organisation chart.

THE BATTLEFIELD

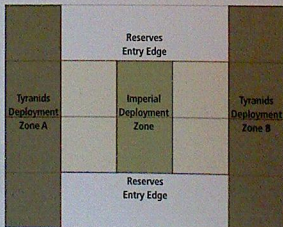
Before setting up the battlefield, both players should roll off. The winner of the roll-off will get to place the first Zone Mortalis tile, and then alternate placement with the opposing player until all the tiles shown in the deployment map have been placed. When placing Zone Mortalis tiles, the players must follow the layout shown, but may use any available Zone Mortalis tile.

Any available Zone Mortalis bulkhead pieces should be divided equally between the players and alternately placed onto any tile on the table, starting with the player who won the roll-off placing the first tile.

Once all tiles and bulkheads have been placed, the Imperial player should deploy a model to represent Magos Biologis Arthon and his attendant unit of three technical servitors.

DEPLOYMENT

The Imperial player deploys first into the marked deployment zone. They may choose to keep up to half of their total number of units in reserve. The Tyranids player may then deploy a number of units determined by the Rewards of Victory mission special rule into the marked deployment zone.



FIRST TURN

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule.

GAME LENGTH

This mission uses the Variable Game Length rules (see the Warhammer 40,000 rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

At the end of the game, if Magos Arthon is still alive (even if he is broken) the Imperial player scores 3 Victory points. If Magos Arthon has been removed from play as a casualty or has fled from the board, the Tyranids player scores 3 Victory points.

Secondary Objectives

Slay the Warlord and First Blood

ANPHELION PROJECT CAMPAIGN REWARDS

The side which claims victory in the Practical Xenobiology Finale mission gains an additional D3 bonus Commendations of any type at the end of each non-Finale mission.

If using the Order of Battle optional special rule, the winning side may select two new unit entries from any Codex or army list available to that side. The losing side may select a single new unit entry from any one Codex or army list available to that side.

If using the To the Last Man optional rule, the winning side may add 2,000 points of models chosen from any army list or Codex available to that side. The losing side may add 750 points of models chosen from any army list or Codex available to that side.

MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory, Zone Mortalis and Magos Biologis Arthon.

Zone Mortalis

This mission uses only the following special rules from the Zone Mortalis supplement: Deadly Ground (including all rules regarding Reserves, Deep Striking and Terrain effects by unit type), No Barrage Weapons, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire and Attrition.

Commendations

During this mission players do not score Commendations, instead Commendations accumulated during the games that make up the second phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule).

Rewards of Victory

Before beginning play, both teams should total the number of Commendations scored in all games played as part of Phase 2 and compare the scores as below to see which side has gained an advantage.

• Exterminate vs Feed

Compare the Imperial Exterminate Commendation total with the Tyranids Feed Commendation total. If the Tyranids total is higher, they may deploy their entire army onto the board during the deployment phase (though up to half of their total number of units may be optionally placed in reserve). If the Imperial total is higher, then the Tyranids player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase, all other units are placed into reserve.

• Secure vs Overrun

Compare the Imperial Secure Commendation total with the Tyranids Overrun Commendations total. If the Tyranids total is higher, then the Tyranids team may enter play and deploy in all of the marked deployment zones, if the Imperial total is equal to or higher, the Tyranids team may only deploy and enter play from two of the marked deployment zones, chosen by the Tyranids team.

• Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyranids Hunt Commendations total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

Magos Biologis Arthon

	WS	BS	S	T	W	I	A	Ld	Sv
Arthon	3	3	3	5	3	2	1	10	2+
Servitor	2	2	3	3	1	2	1	7	4+

Unit Composition

- Magos Biologis Arthon
- 3 Servitors

Unit Type

- Magos Arthon: Infantry (Character)
- Servitors: Infantry

Wargear

- Las pistol
- Close combat weapon
- Mechanica Protectiva (Arthon only)

Mechanica Protectiva:

A Mechanica Protectiva provides the bearer with a 4+ Invulnerable save.

PHASE THREE FINALE MISSION: THE SCORPION AT BAY

The battle-brothers of the Red Scorpions were an invaluable addition to Lok's forces, and fought in almost all the major engagements of the Anphelion incident, swiftly redeploying across the surface of the moon using their contingent of Thunderhawk gunships. Given the frequency with which these indomitable warriors braved the Tyranid infested airspace over the jungles of Beta Anphelion IV, it was perhaps inevitable that they would suffer the loss of at least one Thunderhawk, and that the fate of the warriors onboard would be a deciding factor in the outcome of Lok's mission.

THE ARMIES

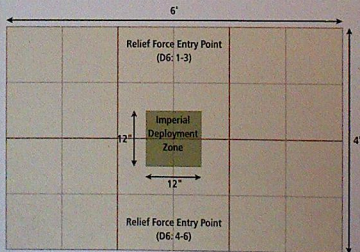
For this mission both players may select armies of up to 2,000 points using the standard Force Organisation charts and the Codexes and army lists available to their team. The Imperial player must select an allied detachment from *Codex Space Marines*, representing the stranded survivors of the Thunderhawk crash, but may select their primary detachment as normal. The Imperial player's primary detachment must be composed of more total units than the allied detachment. If using any of the Limited Forces optional rules then other restrictions may also apply.

THE BATTLEFIELD

This mission is set within the seething jungles of Beta Anphelion IV, a strange landscape rapidly falling under the influence of the Tyranids' rapacious genome, and played on a 6' x 4' playing area. Terrain should be predominantly jungle trees and other such terrain pieces. The centre of the board should either incorporate a terrain piece to mark the crashed remains of the Red Scorpions Thunderhawk (Forge World's crashed Thunderhawk Realm of Battle tile is perfect for this) or an area of the table should be marked as difficult terrain to represent the wreck.

DEPLOYMENT

The Imperial player deploys the entirety of their Space Marine allied detachment first, into the marked deployment zone – the remainder of their army then forms the relief force and enters play using the Relief Force mission special rule. The Tyranids player may deploy a number of units decided by the Rewards of Victory special rule into either or both of the marked deployment zones.



FIRST TURN

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule.

GAME LENGTH

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

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

At the end of the game, the Imperial player scores Victory points for each unit from the Space Marine allied detachment deployed at the start of the game that remains in play at the end of the game. The Tyranids player receives Victory points for each unit from the Space Marines allied detachment that is completely destroyed. The number of Victory points scored depends on the unit type and is shown in the table below.

- HQ: 4
- Elites: 3
- Troops or Dedicated Transport: 1
- Fast Attack or Heavy Support: 2

Secondary Objectives

Slay the Warlord and First Blood.

ANPHELION PROJECT CAMPAIGN REWARDS

If the Imperial side is defeated in *The Scorpion at Bay*, then the Imperial team may no longer select models from *Codex: Space Marines* when selecting armies in the remainder of the campaign.

If using the *Order of Battle* optional rule, the winning side may select a new unit entry from any one *Codex* or army list available to that side. If the Tyranids are the losing side, then the Tyranids team loses access to a single unit entry currently on their roster. If the Imperial team loses this mission, they lose access to all Space Marine units currently on their roster.

If using the *To the Last Man* optional rule, the winning side may add 2,000 points of models chosen from any army list or *Codex* available to that side. The losing side may add 750 points of models chosen from any army list or *Codex* available to that side.

MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory, Relief Force, Night Fighting, Proud to Live, Hard to Kill

Commendations

During this mission players do not score Commendations, instead Commendations accumulated during the games that make up the third phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule).

Proud to Live, Hard to Kill

All models deployed as part of the Space Marines allied detachment by the Imperial player at the start of the game gain the Fearless special rule until the arrival of the Relief force, at which point they gain the Crusader special rule as well.

Relief Force

From the beginning of the Imperial player's third turn, there is a chance that the Relief force will arrive to assist the trapped Space Marines. The Imperial player rolls a D6 at the start of each of their own turns from the third turn onwards, and if the result is a 4 or higher, then the Relief force arrives. Roll a D6 and consult the deployment map to see which edge the Relief force enters play from. This table edge becomes the Imperial player's table edge for *Falling Back* and *Reserves* entry.

Rewards of Victory

Before beginning play, both teams should total the number of Commendations scored in all games played as part of Phase 3 and compare the scores as below to see which side has gained an advantage.

• Exterminate vs Feed

Compare the Imperial Exterminate Commendations total with the Tyranids Feed Commendations total. If the Tyranids total is higher, they may deploy their entire army onto the board during the deployment phase (though up to half of their total number of units may be optionally placed in reserve). If the Imperial total is higher, then the Tyranids player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase – all other units are placed into reserve.

• Secure vs Overrun

Compare the Imperial Secure Commendations total with the Tyranids Overrun Commendations total. If the Imperial total is higher, then the Imperial player may re-roll all attempts to bring on their Relief force (see the Relief Force special rule). If the Tyranids player's total is higher, then the Tyranids player chooses which of the two board edges the Relief force arrives from instead of rolling randomly to decide.

• Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyranids Hunt Commendation total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

PHASE FOUR FINALE MISSION: THE FATE OF INQUISITOR LOK

Sealed Inquisitorial records tell of Lok's death on Anphelion IV, surrounded by foes and abandoned by his allies; he died as any servant of the Emperor should, battling the enemies of Mankind to the last

Perhaps had the events of his mission on Anphelion IV differed in certain key battles, those he trusted might not have forsaken him. With the backing of his Inquisitorial masters, eager for recovered data on the Tyranid menace, and Space Marine warriors to stand at his side, the final battle on Anphelion IV might have played out far differently.

THE ARMIES

For this mission both players may select armies of up to 3,000 points using the standard Force Organisation charts and the Codexes and army lists available to their team. If using any of the Limited Forces optional rules then other restrictions may also apply.

THE BATTLEFIELD

This mission is set on the edges of one of Anphelion IV's many lab-complexes, battered by repeated Tyranid attacks, and played on a 6' x 4' playing area. Terrain should be a mix of jungle trees and alien flora (these count as Twisted Copses as described in the *Warhammer 40,000* rulebook) as well as buildings and ruins. Where possible, the jungle terrain should be placed in and around the Tyranids team's deployment area, while buildings and ruins should be in and around the Imperial team's deployment area.

DEPLOYMENT

The Imperial player deploys their entire force into their deployment zone. They may only place Flyers or other models that must begin play in reserve into reserve. The Tyranids player may deploy a number of units determined by the Rewards of Victory special rule into their deployment zone, with any remaining units being placed into reserve.

FIRST TURN

To decide which player gets to take the first turn, see the Rewards of Victory mission special rule.

GAME LENGTH

This mission continues until all Imperial units are either destroyed, have fled the table, have been evacuated or another circumstance stipulated by the primary objective currently in use occurs.

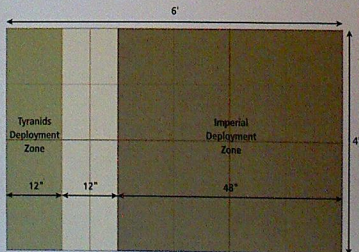
VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points is the winner. If both players have scored an equal number of Victory points then the game is a draw.

Primary Objective

One of a number of different primary objectives may be in play depending on which Finale missions have been won by the Imperial side during the campaign.

Evacuation: The vital intelligence and overwhelming success of Lok's mission to Anphelion IV sees the Inquisition dispatch a fast cruiser to evacuate the survivors.



If the Imperial team was victorious in all previous Finale missions, then the Evacuation primary objective is used. When this primary objective is in use, the Imperial player scores 1 Victory point for each Imperial unit evacuated from the battlefield using the Evacuation mission special rule. The Tyranids player scores 1 Victory point for each enemy unit completely destroyed. When this primary objective is in use, the Unending Horde mission special rule is also used.

To the Last Man: Having failed to acquire any new data on the Tyranids and having lost the loyalty of his Space Marine allies, Lok's only remaining duty is to sell his life as dearly as possible in the name of the Emperor.

If the Imperial team was defeated in both Practical Xenobiology and The Scorpion at Bay, then the To the Last Man primary objective is used. When this primary objective is in use, the Imperial player scores D3 Victory points at the end of each Game turn in which they still have at least one unbroken unit on the table. The Tyranids player scores 1 Victory point for each enemy unit completely destroyed. When this primary objective is in use, the Unending Horde mission special rule is also used.

In addition, whenever a Tyranids unit is completely destroyed, it is placed back into reserve and may re-enter the playing area on the Tyranids player's next turn.

Hold at all Costs: The moderate success achieved by the Anphelion expedition warrants an attempt to hold the lab facility for further investigation. Lok and his remaining forces must now hold the main facility against an all-out Tyrand assault or the Inquisition will abandon the project entirely and destroy the moon...

If the Imperial player has won at least two other Finale missions but not all three, then the Hold at all Costs primary objective is used. When this primary objective is in use, the Imperial player must place three Objective markers in their deployment zone. Each objective must be at least 12" away from any other objective and any board edge. At the end of play, each player scores 3 Victory points for each objective they control.

Secondary Objectives

Slay the Warlord, First Blood and Marked by a Grim Fate.

Marked by a Grim Fate: If Inquisitor Lok is removed as a casualty during this mission, the Tyranids player scores an additional Victory point. If at the end of the mission Lok is still in play or has been evacuated, the Imperial team scores an additional Victory point.

ANPHELION PROJECT CAMPAIGN REWARDS

The side which claims victory in The Fate of Inquisitor Lok mission is the ultimate winner of the entire campaign!

MISSION SPECIAL RULES

Reserves, Commendations, Rewards of Victory, Evacuation, Night Fighting, Unending Horde and A Loyal Servant of the Imperium to the End.

Evacuation

Beginning with Turn 2, the Imperial player must check at the end of their Player turn to see if the Inquisition cruiser has arrived to evacuate the survivors prior to the Exterminatus of Beta Anphelion IV. Roll a D6. The evacuation cruiser arrives on a 2+.

Once the evacuation cruiser has arrived, the players should mark the centre of the table with a counter of some kind. Any Imperial unit that is within 3" of this marker at the end of an Imperial Player turn can be evacuated. An evacuated unit is removed from the board and plays no further part in the game, but does not count as being destroyed.

Unending Horde

Whenever a Tyranids unit is completely destroyed or falls back off the table, it is placed back into reserve and may re-enter the playing area on the Tyranids player's next turn instead of being removed from play.

Commendations

During this mission players do not score Commendations, instead Commendations accumulated during the games that make up the fourth phase are totalled for each team and gain each side certain advantages for this mission only (see the Rewards of Victory mission special rule).

A Loyal Servant of the Imperium to the End

During this mission Inquisitor Solomon Lok gains the Fearless, Preferred Enemy (Tyrandids) and Hatred (Tyrandids) special rules.

Rewards of Victory

Before beginning play both teams should total the number of Commendations scored in all games played as part of Phase 4 and compare the scores as below to see which side has gained an advantage:

• Exterminate vs Feed

Compare the Imperial Exterminate Commendations total with the Tyrandids Feed Commendations total. If the Tyrandids total is higher, they may deploy their entire army onto the board during the deployment phase (though up to half of their total number of units may be optionally placed in reserve). If the Imperial total is higher, then the Tyrandids player may only deploy a maximum of half of their total units into their deployment zone during the deployment phase—all other units are placed into reserve.

• Secure vs Overrun

Compare the Imperial Secure Commendations total with the Tyrandids Overrun Commendations total. If the Tyrandids total is higher, then all Tyrandids models that are not either Monstrous Creatures or Gargantuan Creatures gain the Infiltrate special rule for this mission. If the Imperial total is higher, then no Tyrandids units may deploy using the Infiltrate or Scout special rules in this mission (they may still use the Outflank special rule when entering play from reserve).

• Defend vs Hunt

Compare the Imperial Defend Commendations total with the Tyrandids Hunt Commendations total. Whichever side has the highest total takes the first turn. Their opponent may not attempt to Seize the Initiative.

CAMPAIGN APPENDIX: ZONE MORTALIS

RULES FOR DEADLY CLOSE-QUARTER BATTLES IN THE XENOS HAUNTED LAB-COMPLEXES OF BETA ANPHELION IV

The following rules expansion for Warhammer 40,000 deals with some of the most savage arenas of combat conceivable, the battlefields the Codex *Tactica Imperialis* refers to as 'Zone Mortalis'—the fatal ground. Such zones, be they the contested decks of a void warship, tangled mine works, lightless under-hives, the prison-vaults of sunken fortress citadels, labyrinthine industrial sewer systems and sacred catacombs, all have a confluence of factors in common such as close confinement, limited access for attack or escape routes, as well as treacherous environments, which make them murderous venues for warfare.

These rules offer you the chance to fight desperate battles of your own on such deadly ground and draw heavily upon the Zone Mortalis rules that are available from the Forge World website.

Zone Mortalis battles are unashamedly designed to be fatal and chaotic affairs, as fighting in a collapsing hive city under mass artillery bombardment or on a burning star vessel in the middle of a battle ought to be! They're the kind of game where all sorts of odd situations are going to be thrown up from time to time and sudden reversals will occur, so have fun with them—hyper-competitive players or those seeking complete predictability in their games will be better served elsewhere.

It is of course no coincidence that this Zone Mortalis expansion has been prepared in concert with Forge World's Realm of Battle Zone Mortalis Complex terrain in mind, which is perfect for representing the narrow confines and twists and turns of the Zone Mortalis battlefield. Of course such battles are not limited purely to using this terrain and included in this book are a set of floor plans which can be used as a substitute for the Zone Mortalis terrain tiles.

Using the Zone Mortalis Rules in the Anphelion Project Campaign

When playing the Anphelion Project Campaign certain missions will specify that they use the Zone Mortalis rules. In these missions players should make

use of all of the rules presented in this appendix in order to simulate the cramped, close quarters fighting that took place in the Anphelion lab-complexes. In missions that specify an Attacker or Defender, the role specific Force Organisation charts provided in this appendix should be used instead of any of those found in the Warhammer 40,000 rulebook. Where Attacker and Defender roles are not specified for a Zone Mortalis mission, both players should use the Combatant Force Organisation chart instead of any of those found in the Warhammer 40,000 rulebook. If players are using the photocopied Anphelion Base floor plans from this book then they should treat those games as Zone Mortalis games.

Campaign missions not designated as Zone Mortalis missions may still incorporate these rules by designating a section of the playing area as an area of Zone Mortalis terrain. In this case that section of the table would operate under the Zone Mortalis rules, perhaps representing a command bunker, or the interior of a Tyranid nest and serving as an objective or focus for a narrative game.

FIGHTING A ZONE MORTALIS BATTLE MISSION

The following section offers a variety of optional rules and mission types for playing games of Warhammer 40,000 using only Zone Mortalis terrain and rules, conducting deadly battles and close-quarter actions such as boarding actions, xenos-eradication and desperate tunnel fights.

Most Zone Mortalis missions have an Attacker and a Defender. Which player takes which side must be decided before play or by the mission being used. This may be done by mutual agreement or by rolling off and the winner picking which they will be.

The various Anphelion Project campaign missions will specify a playing area, and in some cases a layout for the Zone Mortalis tiles, so remember to check before beginning play.

Force Selection

Each force should be selected using the following Force Organisation charts for Zone Mortalis battles, with one Detachment available.

Forces selected for fighting in a Zone Mortalis action should be chosen from available Codexes or army lists as normal, with the following exceptions:

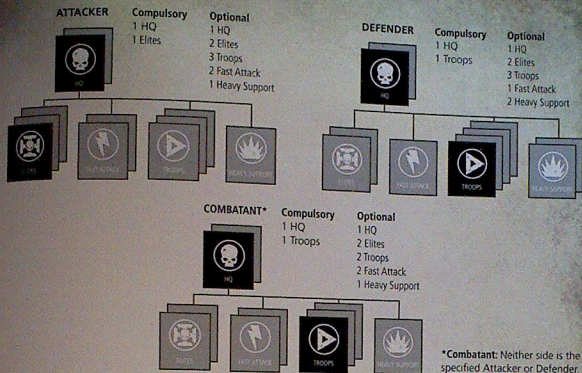
- Units may not select Dedicated Transport options.
- No unit may have a starting size greater than 15 models before being joined by Independent Characters.
- Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide* Flyers may not be chosen at all.
- Monstrous Creatures needing more than a 60 mm round base may not be chosen*.

**Note: The terrain may still confine you, so caveat emptor!*

Warlords

Each Zone Mortalis force should have its 'Warlord' just as per a normal game of Warhammer 40,000, however Warlord Traits (see the Warhammer 40,000 rulebook) may either be generated from the tables provided in this appendix or the tables found in Warhammer 40,000 rulebook.

Players who choose to use the Warlord traits presented as follows should roll on the table appropriate to their role in the mission, either as Attacker or Defender. If no player is defined as the Attacker or Defender then the players may roll on either table.



Defenders Warlord Traits (Anphelion Project Campaign)

D6 Result

- Command Access:** At the beginning of the Movement phase, a single bulkhead door in the Warlord's line of sight may be opened or closed. The Warlord may not be engaged in an assault when this Trait is used.
- High Alert Status:** So long as the Warlord is already in play at the start of the Player turn, the Defender may add +1 to the result of all Reserves rolls.
- Dominus Lux:** When the Warlord is occupying a Zone Mortalis tile section, that entire section may be subject to the Night Fighting special rule if the controlling player wishes. Conversely, if the Night Fighting special rule is already in play, it may be reversed in that tile only. The use of this ability is declared at the beginning of the controlling player's turn and lasts until they decide to end it by using this ability again.
- Master of all they Survey:** The Warlord and their unit have the Move Through Cover special rule.
- Incendium Suppression Systems:** At the beginning of a Game Turn, the controlling player may declare that the entire Zone Mortalis tile section on which it is placed is affected by the facility's Incendium Suppression Systems. This effect lasts for the duration of that Game Turn. All attacks made by Flame weapons, or weapons with the Blast type, reduce their Strength by -1 when targeting models on a tile affected by the Incendium Suppression Systems.
- Decontamination Procedures:** At the beginning of any friendly Shooting phase, the Warlord may target any zone on the tile they are placed upon, or an adjacent tile, as long as the target zone is completely bounded by either walls, closed doors or the board edge. All enemy models in that zone take a single hit with the following profile: Str 2, AP - Poisoned (4+), Strikedown.

Attackers Warlord Traits (Anphelion Project Campaign)

D6 Result

- Tip of the Spear:** The Warlord counts as a scoring unit.
- Ferocious Assault:** Any enemy who makes a Reaction Fire test when charged by the Warlord and their unit must roll two D6 and discard the highest result.
- Master of Ordnance:** If the Warlord is in play, when a roll is made on the Catastrophic Damage - Buried Alive! table, the controlling player may add +1 or subtract -1 from the result.
- Teleport Assault Veteran:** When entering play by Deep Strike, the Warlord and their unit do not roll to Scatter.
- Steady Presence:** The Warlord and their unit are immune to the effects of the Blind Panic special rule.
- Sixth Sense:** The Warlord and their unit may avoid any damage effect caused by a Catastrophic Damage result by passing an Initiative test. If the test is failed, determine the damage as described.

ZONE MORTALIS TERRAIN IN WARHAMMER 40,000 BATTLE MISSIONS

Designating the Terrain

All Zone Mortalis terrain should be designated as such during the game's set-up and agreed between the players. Any area of Zone Mortalis terrain should have a clear boundary edge, it part of a larger battlefield, and it should have clear entry points where units can gain access.

Bulkhead Doors & Airlocks

Chambers and corridors may be sealed off by the use of armoured bulkhead doors and airlocks. Depending on the mission you're playing, these doors may be **locked**, **accessible** or **controlled**. These doors should be represented on the table and moved to show whether they are open or closed at any given time. A closed bulkhead door blocks line of sight and assaults may not be made through it.

- **Locked:** A locked door is inaccessible except by destroying it or forcing or overcoming the lock in some way. In most cases only direct force will do (although particular missions will offer alternatives to this). Once a bulkhead door has been destroyed, remove it from play.
- **Accessible:** An accessible door may be either opened or closed by the first unit that moves into contact with it in a particular turn, allowing a unit to pass through it, or shut it behind them. An accessible door may only be used once per turn (either opened or closed), but may be destroyed at any time.
- **Controlled:** In the case of a particular door or doors being controlled by one side in the game (as might commonly be the case where one side represents a force defending the Zone Mortalis area from an attacker), the side which controls the doors treats them as accessible by their units, but units belonging to other forces treat them as being locked.
- **Destroying Doors:** Bulkhead doors and airlocks are armoured and reinforced structures and therefore difficult to destroy. Unless noted otherwise in a scenario, all bulkhead

doors and airlocks are treated as being Armour Value 13, and are treated as having a single Hull Point and so require a single glancing hit or penetrating hit to destroy them.

OTHER ZONE MORTALIS SPECIAL RULES & TERRAIN EFFECTS

Deadly Ground

Fighting within Zone Mortalis terrain is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, getting crushed beneath falling rubble, or contacting exposed power conduits with deadly results.

The interior space of a Zone Mortalis is considered its own terrain type, sections of which may be considered difficult terrain, dangerous terrain or both as their physical details dictate, and specifically identifiable areas may be classed as Area terrain where this seems sensible (for example, a chamber packed with industrial wreckage or a sewer channel filled with ooze). As a rule of thumb, cover saves given from areas inside a Zone Mortalis should be taken as follows—note that in some cases these aren't as good as those in a standard game, reflecting the hazards of unleashing weapons fire in confined spaces and the dangers of ricochets, etc.

- Light Debris, Light Machinery, Chain-link Fences, Grates and Grilles, Heavy Fungal Growths, Packing Crates, Drums, Corpse Piles, Glass Tanks (filled with strange liquids), Barrels, Gantries (being on raised walkways above enemy firing models): 6+
- Ruined Wall Sections, Rubble Piles, Heavy Machinery, Parked Vehicles, Bulkhead Corners, Barricades, Sandbag Walls, Trenches, Deep Water Channels and Deep Pools of Polluted Waste: 5+
- Fortified Structures (Pill Boxes, Bunkers with Firing Slits, Armoured Redoubts): 4+*

*A model that Goes to Ground in this terrain type gains +2 to their cover save rather than +1.

Only a model that can physically fit within the space on the tabletop can move

through or into a Zone Mortalis, regardless of its type. This is a common sense distinction which must be followed.

When fighting in multi-level Zone Mortalis areas, use the same rules for placing blast markers and templates, and assaulting in ruins found in the *Warhammer 40,000* rulebook.

The following forms of Battlefield Debris (see the *Warhammer 40,000* rulebook) are appropriate for use inside Zone Mortalis terrain (but may only be placed so they fit in a particular section or chamber):

- Ammunition Dump, Comms Relay, Fuel Reserve, Gun Emplacement and Shield Generators

No Barrage Weapons

Barrage weapons cannot be used to fire indirectly within, into or out of Zone Mortalis areas at all, only direct fire can be used. The only exceptions to this are Mole weapons and Eldar D-cannon.

Terrain Effects by Unit Types

In addition, the following effects apply by unit type:

- Bikes, Jetbikes, Artillery, Cavalry and Walkers treat all difficult terrain they encounter within a Zone Mortalis as dangerous terrain as well. Should any of these use a turbo boost, they must take a Dangerous Terrain test regardless of the ground they cover. This overrides any normal rules they possess to the contrary.
- All models classed as Jump Infantry or Flying Monstrous Creatures which move more than 6" in the Movement phase must take a Dangerous Terrain test every time they do so.
- Flyers may not enter a Zone Mortalis (except if using Hover Mode, as they are then classed as Skimmers).
- All other vehicles, including Skimmers, treat a Zone Mortalis as both difficult terrain and dangerous terrain in its entirety.
- Infantry, Monstrous Creatures and Beasts treat a Zone Mortalis as they would any other battlefield, i.e., where specific areas of difficult

terrain and dangerous terrain are encountered, they are subject to their effects – otherwise the Zone Mortalis is treated as clear ground

- Wrecked vehicles are both difficult terrain and dangerous terrain if destroyed in Zone Mortalis areas.

Objectives in Zone Mortalis Games

These are generally assumed to be treated as impassable terrain and do not block line of sight. In addition, in order to claim or contest them, an eligible unit must have a model in base contact with the objective, unless specified in a particular mission. The Mysterious Objective rules should always be considered optional in Zone Mortalis missions.

Reserves and Deep Striking

The rules for Reserves, Scouts and Infiltrators remain unchanged (unless otherwise stated by a specific mission description), but entrance and exit points are still the only way these units can enter the Zone Mortalis.

Only units which are described as being able to teleport or materialise from the Warp may use the Deep Strike special rules.

Any unit that Deep Strikes into a bulkhead or wall section suffers a Deep Strike mishap and subtracts -1 to the result rolled on the Deep Strike Mishap chart – this makes deep striking into a Zone Mortalis a dangerous proposition!

Firestorm & Shrapnel

The confined spaces of the Zone Mortalis can prove to be death traps to the unwary and certain types of weapons have their effectiveness increased by the environment, while others become more unpredictable.

Weapons with blast markers and templates gain the Shred special rule inside the confines of a Zone Mortalis, reflecting the lethal effect of explosives, flaming liquid and shrapnel in confined areas. In the case of a weapon with a Blast or Template type that already possesses the Shred special rule, when used in the confines of a Zone Mortalis these weapons have their Strength increased by +1.

Additionally, if a Scatter roll takes a blast marker's centre point into contact with a bulkhead wall, it detonates on contact with the wall. Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of the wall is lost.

Nowhere to Hide

Units that break and flee from combat within the confines of a Zone Mortalis are far more likely than in most games of Warhammer 40,000 to be trapped in areas where their avenues of retreat are entirely cut off, and due to the confusion of corridors and passageways that may surround them, falling back may be a particularly deadly affair.

In Zone Mortalis terrain the victorious side in an assault may re-roll their Sweeping Advance result if they wish.

Contrary to the usual rules for falling back, immediately on failing a Morale check, a unit's first Fall Back move is directly away from the enemy, and subsequent moves are towards the nearest exit unblocked by the presence of enemy models. If a unit is trapped by enemy models while falling back and cannot escape, then it is immediately destroyed.

Blind Panic

If, while falling back, a unit moves through (i.e., within 1" of) another of the player's own units, the unit moved through must take an immediate Morale check or Fall Back themselves. Fearless units are not subject to this effect.

Reaction Fire

The confined spaces of a Zone Mortalis make for deadly, close range fire-fights, where a split second reaction may be enough to gun down an enemy rushing out from the darkness before death strikes you down. In order to represent this, this special rule allows units being assaulted a chance to fire their ranged weapons when they are assaulted with a superior chance of hitting the foe than normal Overwatch fire would allow—if they're fast enough!

Only units not already engaged in close combat and not Falling Back may attempt Reaction Fire.

- Only Pistol, Assault and Rapid Fire weapons may be used for Reaction Fire attacks. Heavy weapons may only be used for Reaction Fire attacks if the model carrying them has the Relentless special rule. Note that other weapons in the squad may still make normal Overwatch snap fire attempts, if they are eligible, alongside the rest of the unit's Reaction Fire.
- Blast weapons may not be used to make Reaction Fire attacks.
- Template weapons may be used in Reaction Fire attacks. If the Reaction Fire roll is successful (see below), rather than placing the template, D3 hits are inflicted upon the charging unit by each Template weapon fired by the unit.
- A unit may only make a single Reaction Fire attack against the first unit they are assaulted by in any given turn.
- A Reaction Fire attack is made after a charge is declared, but before charging models have moved. Casualties resulting from Reaction Fire may cause an assault to fail.

Making a Reaction Fire Attack

A Reaction Fire attack is carried out exactly like an Overwatch attack except that the unit in question must first roll equal to or under its majority Initiative value on a D6. If successful, it may fire its weapons at the assaulting enemy with their full Ballistic Skill. If the test is unsuccessful, the unit may still make a normal Overwatch attack (i.e., snap shots at BS 1) instead.

A unit may not use the Counter-attack special rule if it has used Reaction Fire.

ADDITIONAL OPTIONAL SPECIAL RULES

The following are a number of optional special rules for use in your games of Zone Mortalis. The use of any or all of these optional Zone Mortalis special rules should be agreed on before play.

Attrition

This is a special rule which reflects the bloody nature of a Zone Mortalis conflict and affects the conditions of victory. Whenever a mission result is for any reason a draw, then the force which suffered the least number of destroyed units is considered the victor.

Catastrophic Damage – Buried Alive!

One of the perils of battle underground or within a building in a war zone is the risk of bringing the roof down on yourself and being buried alive or crushed under tonnes of earth or masonry.

These effects are represented in the game by the Catastrophic Damage – Buried Alive! table. When this special rule is in effect, in every turn after the first each player should roll a D6 at the beginning of the turn. Add the scores together and apply the results on the following chart. In addition, if any ordnance weapon has been used on the preceding turn, add +1 to the total.

Note that this special rule brings a hugely unpredictable (and enjoyably dangerous) element to your games, and should be treated as such.

Enemy Unknown

While the Night Fighting rules as presented in the *Warhammer 40,000* rulebook represent fighting in levels of low visibility over distance, this can be nothing compared to the abyssal darkness of fighting deep underground or within the tortuous confines of a space hulk, where even the finest auguries and sensors may prove utterly useless. The confusion of this kind of fighting can be represented by using counters on the table to represent units outside visual range of the enemy rather than models, as the enemy's true disposition and strength will remain unknown until your forces are face-to-face in battle.

The use of this optional special rule requires a little more work than usual and co-operation between the players, but can make for some very nerve-wracking and exciting games. Each side requires a set of numbered counters (or 'blips') sufficient for the number of units it has in its force. Each number must correspond to a particular unit within their force, which must be noted down before the game begins. It is these counters that are deployed rather than the units on the table.

As the game progresses, the 'blip' counters are moved in place of units until they move within line of sight of an enemy unit or the unit engages in shooting or close combat attacks.

Catastrophic Damage Table – Buried Alive!

Result Effect

2-5 Stable: No effect.

6-7 **Look Out!** The players roll off and the winner may place a single Large Blast (5") template anywhere on the table to represent a sudden deadfall. Roll for scatter just as for an indirect fire weapon. Any model caught under the template suffers a Str 5 AP 4 hit. Units with an Armour value are struck on their Rear armour.

8-9 **Dust Fall:** Clouds of dust are shaken loose and fill the area with a choking, blinding fog. For this turn only all models have their Ballistic Skill and Initiative reduced by -1 (to a minimum of 1).

10 **Tremor:** The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls unleash debris upon those near them. All clear terrain counts as difficult terrain for this turn only.

11 **Cave-in:** The players roll off and the winner may place D3 Large Blast (5") templates anywhere on the table to represent a cave-in. Roll for scatter just as for an indirect fire barrage. Any model caught under a template suffers a Str 5 AP 4 hit and must take a Barrage Pinning check. Units with an Armour value are struck on their Rear armour.

12+ **Quake!** Every model on the table must pass a Strength test or be removed as a casualty. Models without a Strength value are automatically destroyed (buried under tonnes of rubble or earth). Independent Characters may re-roll this test if it is failed. If a 12+ is rolled again, treat this as having no effect.

At this time the unit is revealed and the note showing the number and its corresponding unit is shown to the opposing player. The counter is then replaced with the corresponding unit, which is deployed in coherency with its centre where the counter was when revealed. If on subsequent turns a unit that has revealed itself passes out of line of sight of the opposing force's models, it is once more replaced with its corresponding numbered counter (and it's up to the enemy to remember what it was until it becomes visible again!)

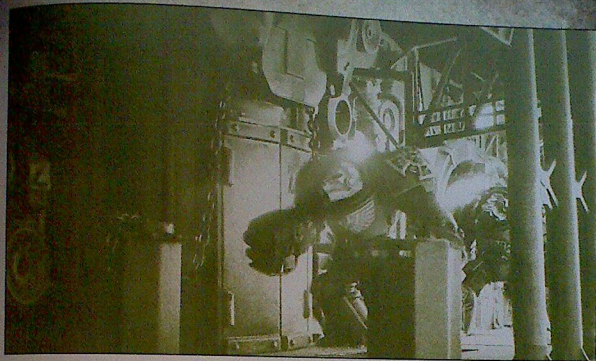
Independent characters which join units do not have a 'blip' counter of their own while they are with a unit, but this fact must always be noted down to avoid confusion or chicanery!

Cold Void & Poisoned Air

This special rule can also be used to represent fighting in a Zone Mortalis filled with poisonous gas, choking industrial fumes or extreme heat, as well as the effects of fighting in a depressurised area of a space vessel during a boarding action.

When this special rule is in effect, the following apply:

- All weapons and attacks with a Strength of 4 or higher gain the Rending special rule, unless their target has Hardened Armour or Void Hardened Armour, has an Armour value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- All weapons and attacks which already have the Rending special rule now render on a roll of 5 or 6, unless their target has Hardened Armour or Void Hardened Armour, has an Armour value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- Weapons and attacks which have the Blast special rule also now cause pinning if they didn't already.



ZONE MORTALIS STRATAGEMS

OPTIONAL RULE FOR ZONE MORTALIS MISSIONS

Zone Mortalis stratagems is an optional rule that allows unique and unusual tactics, terrain and equipment to play a part in your Zone Mortalis games. It allows you to replicate the conditions of fighting in the shattered towers, sewers and bunker networks of a battle-ravaged city or the dark winding confines of a space station under siege by an enemy force.

The use of such stratagems is neither compulsory nor, strictly speaking, needed, but they can add new dimensions and a few nasty surprises to your games. They also represent a great excuse to indulge your modelling prowess and make some special terrain pieces and purpose-built Zone Mortalis conversions. Wherever possible you should endeavour to represent stratagems suitably on the gaming table, and make absolutely sure your opponent knows what they are, as this is only fair.

As well as there being different stratagems to select, some are only available to an Attacker or Defender and so, as a result, stratagems should only be chosen after which player is

taking which role has been decided, but before the forces are deployed over the mission goal has been assigned. You may even want to sort out who is going to be the Attacker and who is the Defender well in advance of the game if you can, so you know what models to bring!

There are many possible stratagems, and only a handful are listed here. You can find different stratagems in both the *Planetstrike* and *Cities of Death* Warhammer 40,000 expansion books intended for use in those games which you may wish to modify and use where appropriate in your Zone Mortalis assault games, and of course you can make up your own as well by mutual agreement.

Unless specified in their description, each stratagem may only be taken once per force.

Stratagem Points

Some stratagems are simply more powerful than others or just more useful in general; this is reflected by a cost in Stratagem points. Stratagem points are also handy for keeping a

check on the use of stratagems and making sure they don't get out of hand in the game. In a Zone Mortalis mission it is recommended that each side has an allowance of 1 Stratagem point, plus an extra 1 Stratagem point for every full 500 points of their force (so a 1,000 point Zone Mortalis force would have 3 Stratagem points to spend, etc).

Declaring the use of Stratagems

Players should declare the use of their stratagems when indicated in their description. In most cases this will be readily apparent anyway such as in the case of extra units or special terrain, but if for any reason both sides have a stratagem whose effects would occur at the same time, they should roll off to determine which one takes effect first.

Special Terrain

Some stratagems provide unique terrain pieces with game effects. If this is the case then these should be placed by the controlling player after the deployment zones have been decided on, but before any models in the force are deployed.

GENERAL STRATAGEMS

These stratagems are available to both the Attacker and Defender:

Tunnel Access [Terrain] [3 SP]

Declared When Placed

A force has gained access to the conduits and service tunnels in this area of the Zone Mortalis, providing them with a significant advantage – just so long as they don't collapse first!

Place three Hatch markers anywhere on the table no less than 12" apart from each other, and not in impassable terrain. Should you wish it, any units with the Infantry type in your Reserves may enter the game via the Deep Strike rules using one of these hatches only as their chosen arrival point. From this point their arrival scatters as normal.

Breacher Charges [Gear] [1 SP]

Choose two infantry models other than an Independent Character. These models are now each equipped with a single breacher charge, a combat explosive device designed for breaking into bunkers and blasting apart bulkheads.

Rules for breacher charges can be found on page 97.

The Breacher Charges stratagem may be taken multiple times.

Flanking Counter-assault [Tactic] [2 SP]

The player has sent a portion of their forces off in an attempt to outflank the enemy in the hopes of cutting them off, enabling them to be isolated and destroyed.

Before the game begins, the player may nominate (by writing it down) a single unit that is to be held in reserve to be their flanking force. When this unit becomes available to enter play normally via the Reserves rule, it may use their opponent's deployment zone table edge to do so if they wish.

Lascutter [Gear] [1 SP]

Shown On Model

Choose a single infantry model other than an Independent Character, and that is not already equipped with this weapon bought as a unit upgrade. This model is now equipped with a lascutter, a powerful industrial tool that can be

GENERAL STRATAGEM

Spearhead Sentry Gun [Terrain] [2 SP]

Deployed With Spearhead Forces

Both attacking Zone Mortalis forces and defenders often deploy automated weapons system to provide them with fire support, usually covering a vital area or important access chamber. This weapon is a light artillery mount equivalent to an Imperial Tarantula, heavy gun servitor or defence platform. It may not move once deployed, but may freely engage enemy targets in the Shooting phase with a 360 degree arc of fire, so choose its location wisely! It has no crew but is self-targeting and so is in the control of the controlling player. The Sentry Gun may make an Overwatch snap shot if assaulted.

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	2	-	6	2	-	-	-	4+

Unit Type

- Artillery (60mm base)

Wargear

- Searchlight

Wargear

- Choose one of the following weapons:
 - Twin-linked heavy bolter
 - Twin-linked heavy flamer
 - Twin-linked assault cannon

used for cutting through armoured bulkheads or as a makeshift but devastating close-quarter weapon.

Rules for lascutters can be found on page 97.

The Lascutter stratagem may be taken multiple times.

ATTACKER'S STRATAGEMS

The following stratagems are available to the Attacker only:

Sustained Assault [Tactic] [3 SP]

The forces of the attacker greatly outnumber those of the defender, allowing them to press on heedless of casualties with reinforcements close at hand.

Before the game, the Attacker may choose a single infantry unit taken as a Troops choice for their army and secretly marks it down. Should that unit be wiped out or Fall Back, the Attacker may reveal this stratagem and remove the unit from play (if still present) and return it at full strength to their Reserves. This may only be done once

Interdiction Assault [Terrain] [2 SP]

Declared When Placed

Either through the use of advanced phase-field generators to render the surrounding terrain temporarily out of sync with reality, or the rather more brute force approach of blasting out intervening ferrocrete and earth with seismic charges, the attacker makes a major breach in either the ceiling, floor or walls from which they have troops poised to make a storm assault

During the Attacker's first turn they may place a Blast (3") template anywhere on the board that is not either touching an enemy model, impassable terrain or an objective. This then scatters D6" (with the Hit symbol indicating the breach is bang on target). If this scatters off the table or into impassable terrain, simply move it as close as possible away from the terrain or board edge. This blast marker now represents the breach point and remains in place for the rest of the battle. Up to one infantry unit per turn arriving as Reserves may use this breach to enter play as normal.

ATTACKER'S STRATAGEM

Fire Wasp/Incendus Spore [Unit] [1 SP]

This stratagem represents both an Adeptus Mechanicus-produced combat drone, the Fire Wasp, and a mutation of the common Tyranid Spore Mine, the Incendus Spore. Both are used in Zone Mortalis actions to venture ahead of assault parties and help clear a path by tripping mines and other booby traps. Each is equipped with flame weapons to incinerate defenders and either searchlights or bioluminescent organs to hunt down those who flee before them.

The Fire Wasp is a single model with the following profile which is deployed in addition to the player's spearhead forces. When used as part of a Codex Tyranids army, it works in the same way but instead of the Fearless special rule has the Instinctive Behaviour (Hunt) special rule and exchanges the flamer for a flamespurt from Codex Tyranids.

Fire Wasp/ Incendus Spore	WS	BS	S	T	W	I	A	Ld	Sv
	2	2	3	5	2	2	1	10	4+

Unit Composition

- 1 Fire Wasp/Incendus Spore

Unit Type

- Infantry (40mm base)

Wargear

- Flamer/flamespurt
- Searchlight
- Close combat weapon

Special Rules

- Fearless/Instinctive Behaviour (Hunt)
- Move Through Cover
- Scout

Traps [Terrain] [2 SP]

Declared When Placed

The defender has been able to seed the area with anti-personnel mines, tripwire bombs, rad-fields and hidden deadfalls, making it a potential death-trap for attacking forces.

The Traps stratagem may be taken multiple times.

The Defending player gains six Trap markers (you can use models on a 20 mm base, poker chips or any other convenient counters to represent these). These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed.

Any model moving within 2" of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, move the whole squad before seeing if the trap goes off. If this happens, roll a D6 and apply the following effect.

D6 Result

1 No effect

Remove the marker from play.

2-3 Not this time

Nothing happens, but the marker remains where it is.

4-6 Boom! Place the Large Blast

(5") template centred on the centre point of the Trap marker. All models caught in the blast suffer a Str 4 AP 5 hit. Models with an Armour value (AV) are hit on their Rear armour. The Trap marker is then removed from play.

DEFENDER'S STRATAGEMS

The following stratagems are available to the Defender only.

Barricades [Terrain] [1 SP]

Declared When Placed

The defender has had enough time to get ahead of their attackers and meet them on prepared ground, utilising barricades and other barriers as protected positions and killing zones.

The Defender has three 4" wide barriers or barricades they can place anywhere on the board after their deployment area has been decided, but before any models are deployed. These barriers provide a 4+ cover save for any model firing from behind them and count as difficult terrain for any model trying to cross them.

The Barricades stratagem may be taken multiple times.

Defensive Strongpoint [Terrain] [3 SP]

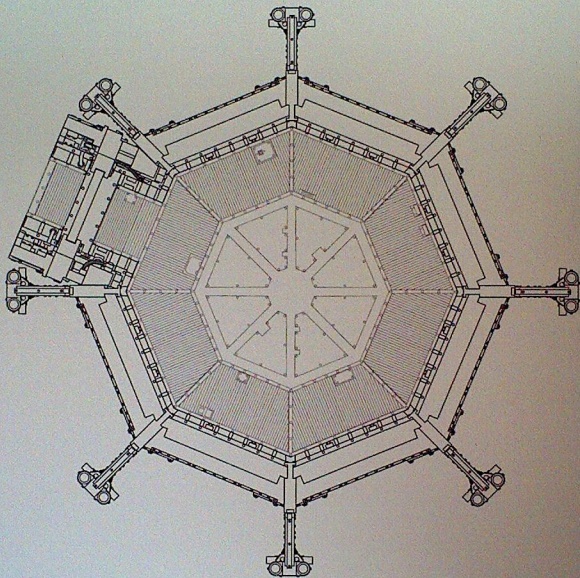
Declared When Placed

After deployment areas are worked out but before any models are deployed, the Defender may nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint (alternatively a new piece of terrain such as a small pill box or square of Aegis Line may be added to the set-up to represent the stronghold). A small model should also be placed within this area to represent the stronghold's power generator.

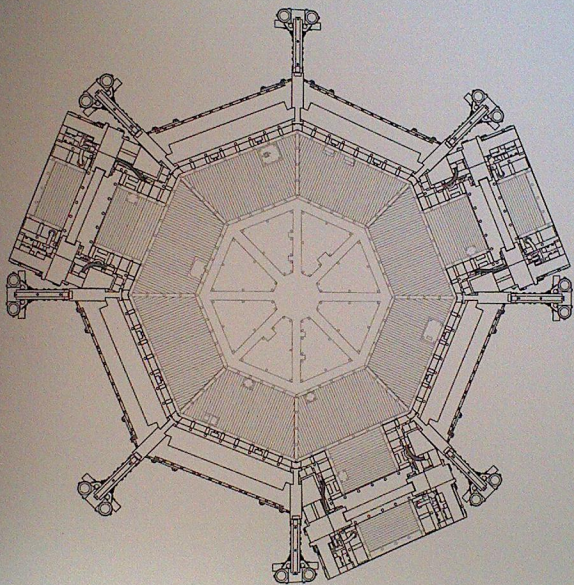
Defending troops within the strongpoint benefit from a 4+ cover save and, in addition, while the stronghold's power generator is intact (this may be targeted separately as previously stated), models within the strongpoint may re-roll failed shooting attacks which roll a 1 To Hit, and the Defending side gets +1 to all Reserves rolls.

ANPHELION BASE FLOOR PLANS

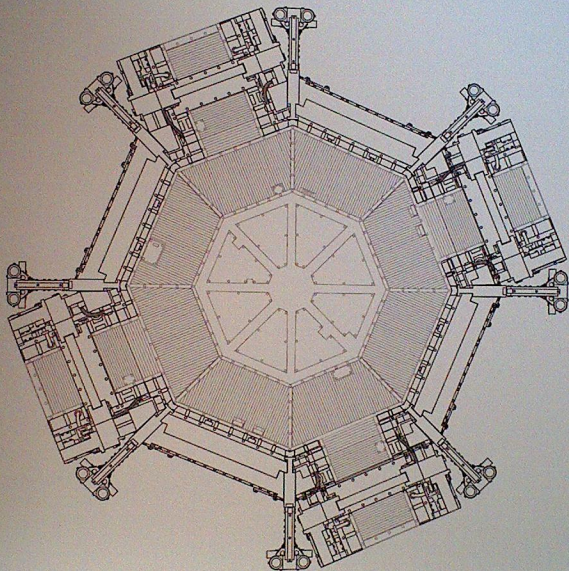
The following pages provide players with an alternative to using Zone Mortalis tiles for some of the missions presented in this book. To use these, photocopy them and enlarge from A4 to A3 (141%), cut them out and mount on cardboard.



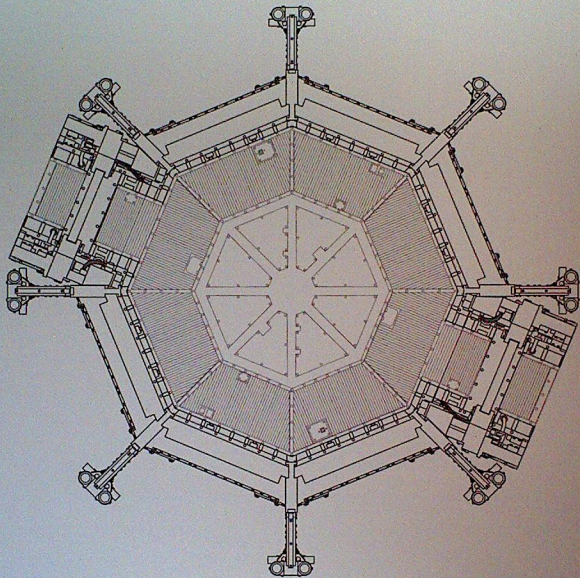
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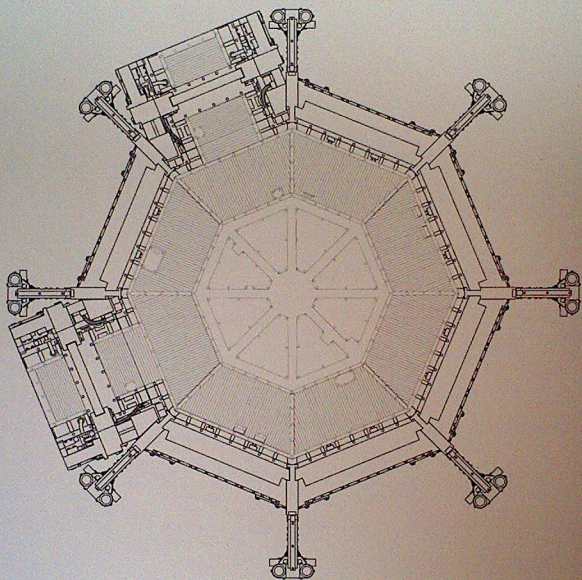
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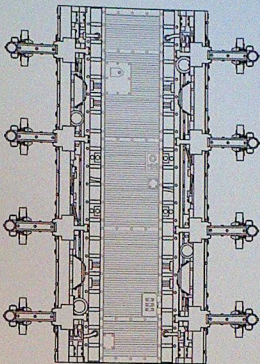
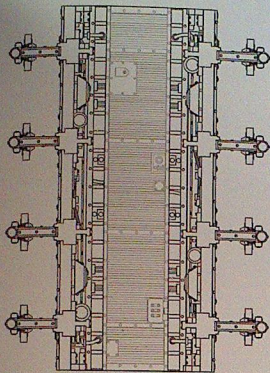
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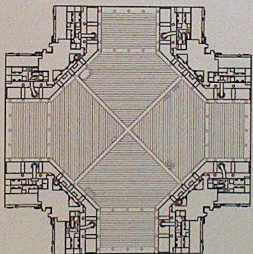
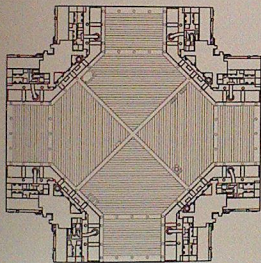
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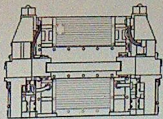
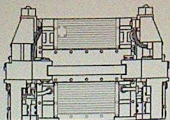
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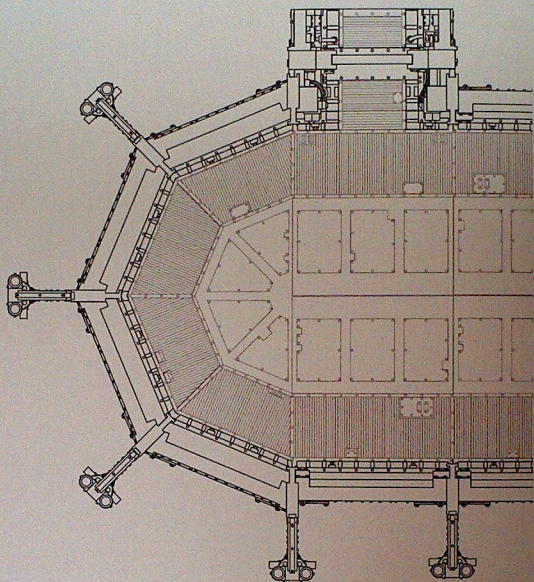
CORRIDORS



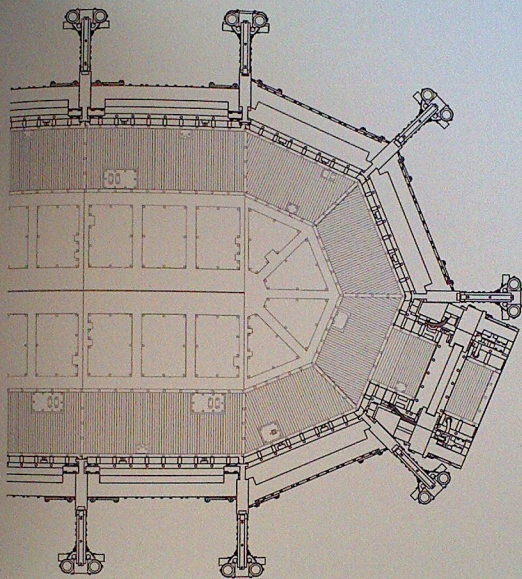
CROSSROADS



EXTERIOR DOORS

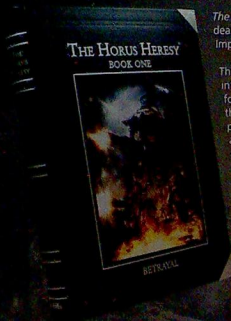


STORAGE ROOM HALF



THE HORUS HERESY[®]

BOOK ONE - BETRAYAL

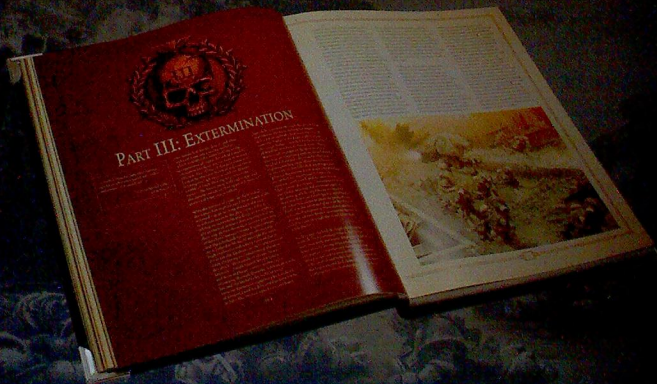


The Horus Heresy Book One - Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the Battle of Istvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Istvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One - Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.



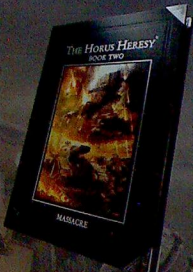
BOOK TWO - MASSACRE

The Horus Heresy Book Two - Massacre is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This bonded leather bound hardback book, lavishly illustrated in full colour, contains extensive background information on the dark deeds leading up to the terrible slaughter that unfolded during the Istvan V Dropsite Massacre.

Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Istvan V in your own exciting tabletop battles.

This book also contains additional entries for the Space Marine Legion - Crusade Army list presented in *The Horus Heresy Book One - Betrayal*, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book Two - Massacre is an expansion for the Warhammer 40,000 game and requires the *Warhammer 40,000* rulebook as well as *The Horus Heresy Book One - Betrayal* to use its contents.

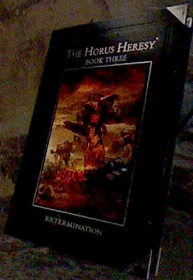


BOOK THREE - EXTERMINATION

The Horus Heresy Book Three - Extermination is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy. Detailed are the histories of four Legions: the Raven Guard, Iron Warriors, Alpha Legion and Imperial Fists. It completes the story of the Dropsite Massacre as well as two other battles erupting at the start of the war: the Invasion of Paramar and the Battle of Phall, and also features an extensive campaign system that allows you to play out a number of the conflicts described in your own exciting tabletop battles.

This book presents a complete army list for the Mechanicum, the Taghmata Omnesiah, including rules for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also features additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One - Betrayal*, from game rules for the Primarchs of the four newly described Legions to super-heavy vehicles and special characters featured in the book's stories.

The Horus Heresy Book Three - Extermination is an expansion for the Warhammer 40,000 game which requires the *Warhammer 40,000* rulebook and *The Horus Heresy Book One - Betrayal* to use its contents.



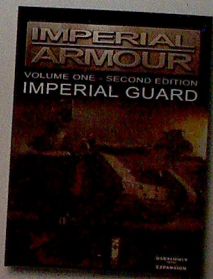
IMPERIAL ARMOUR

IMPERIAL ARMOUR – VOLUME ONE

IMPERIAL GUARD - SECOND EDITION

Imperial Armour Volume One - Second Edition, Imperial Guard is a book dedicated to the fighting vehicles of the Imperial Guard, the steel-clad behemoths that rumble and clank their way across the battlefields of the far future, unleashing fire and shell at the enemies of Mankind. Inside this 294 page book, the full panoply of Imperial Guard armoured vehicles are displayed in exhaustive detail, including profiles and rules for over fifty tanks, support vehicles, artillery pieces and super-heavy vehicles, alongside extensive background material on these war machines, their munitions and manufacture.

In addition to this wealth of information, *Imperial Armour Volume One - Second Edition* also includes a full army list that allows you to field the sledgehammer of Imperial military might: the Armoured Battle Groups of the Imperial Guard. Alongside this are a selection of appendices presenting detailed information on a variety of topics, from the technical specifications of the ammunition used by the forces of the Imperial Guard, to rules for a number of famous Imperial Guard tank commanders and heroes of the Imperium.



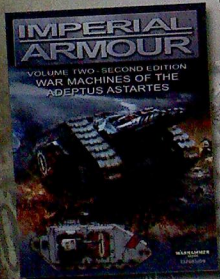
IMPERIAL ARMOUR – VOLUME TWO

WAR MACHINES OF THE ADEPTUS ASTARTES - SECOND EDITION

This book provides you with rules to use the large range of Forge World Space Marine armoured vehicles and artillery in your games of Warhammer 40,000.

Included within are profiles and rules for over 30 vehicles, from specialised variants of the mighty Land Raider to the heavily armed Thunderhawk gunship, alongside extensive background material on the war machines of the Space Marines, their tactics and manufacture. It also describes vehicles used by the zealous Battle Sisters of the Adepta Sororitas, as well as those seconded to the service of the agents of the dreaded Inquisition.

In addition to this wealth of information, *Imperial Armour Volume Two - Second Edition* presents extensive details on the livery and markings used by the Space Marines of the Adeptus Astartes.



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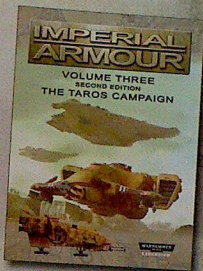
IMPERIAL ARMOUR

IMPERIAL ARMOUR – VOLUME THREE THE TAROS CAMPAIGN - SECOND EDITION

When the planet Taros secretly falls under the sway of the rising Tau Empire, its mineral resources are diverted from the Imperium's hungry Forge Worlds to feed the factories of the Tau. The Imperium's response is brutal and direct: the full force of the Emperor's armies is unleashed against the Tau Cadres on Taros. The bitter war that followed was to involve two Chapters of Space Marines, and Imperial Guard from the famed Elysian and Tallarn regiments before its end. This record chronicles that war – from its inception to its dire conclusion.

Imperial Armour Volume Three – Second Edition: The Taros Campaign is the definitive reference for using Forge World's extensive range of Tau Empire armoured vehicles and battlesuits in your games of Warhammer 40,000 6th Edition. Included within are the profiles for every one of Forge World's Tau Empire units and characters, from the humble Heavy Gun Drone to the vast and imposing Manta, including those units that were deployed after the bloody conflict on Taros. This book allows you to unleash the full might of the Tau Empire against those who threaten its rise to power.

In addition to the wealth of information on Tau Empire vehicles, *Imperial Armour Volume 3 – Second Edition: The Taros Campaign* also includes a full campaign, with twelve scenarios detailing the war for the desert world of Taros. Alongside this is a complete army list allowing you to field Imperial Guard Elysian Drop Troop armies, as well as rules for representing Tallarn regiments in games of Warhammer 40,000 6th Edition.



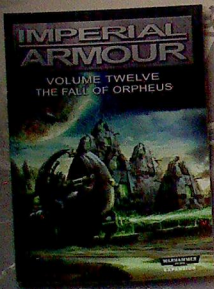
IMPERIAL ARMOUR – VOLUME TWELVE

THE FALL OF ORPHEUS

At the dark reaches of the galaxy, an ancient horror wakes. On the edge of the Segmentum Tempestus, the Orpheus Sector has stood as a bulwark against the outer darkness for millennia, but the terror that rises to engulf it now is beyond anything it has faced before.

From their cold tombs deep beneath dead and forbidden worlds, the Necron Overlords of the ancient Maynarkh Dynasty, tainted by madness and hungry for war, have risen. Their goal is the conquest of the Orpheus Sector, and already hundreds of worlds have fallen and billions have died before their seemingly unstoppable onslaught. The Imperium has not been slow to react, however, and a vast Crusade force has been rallied to battle. Included amongst its ranks are the superhuman warriors of the Minotaurs Chapter and the relentless armies of the Death Korps of Krieg.

In this book you will find a detailed history of the horrors of the Orphean War and the forces involved. This includes a new variant Necron army list – The Dark Harvest, representing the forces of the tainted Maynarkh Dynasty alongside new Necron units such as the Canoptek Acanthrites, the Night Strider Bomber and the mighty Tomb Citadel fortification. Also contained within this book is a new Death Korps of Krieg Assault Brigade army list, and updated background and units for the Minotaurs Chapter of the Space Marines, and rules for numerous Warhammer 40,000 Space Marine units such as the Spartan Heavy Assault Tank, the Storm Eagle Gunship and the Predator Infernus.

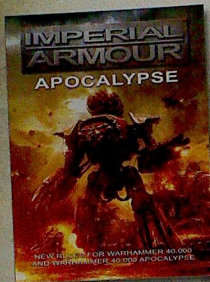


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IMPERIAL ARMOUR

IMPERIAL ARMOUR – APOCALYPSE

NEW RULES FOR WARHAMMER 40,000 AND WARHAMMER 40,000: APOCALYPSE



Imperial Armour: Apocalypse is the ultimate reference for using Forge World's extensive range of tanks, aircraft, fortifications and gargantuan creatures in cataclysmic games of Warhammer 40,000: Apocalypse.

Contained within this tome are over 75 updated unit profiles, ready to be added to armies for both Warhammer 40,000 and Warhammer 40,000: Apocalypse, as well as 16 Warhammer 40,000: Apocalypse Formations, and additional rules and options for the immense Tyranid Hierophant Bio-titan. From the hideously warped Chaos Reaver and Warhound Titans and the sprawling precincts of the Necron City of the Dead, to the lightning-fast Eldar Hornet, this book contains vital additions to the arsenal of every major faction embroiled in the eternal war for control of the galaxy.

Also included is an entire new War Zone for use with the Warhammer 40,000 rules – War Zone: Vraks. Charting the course of the bloody wars that followed the apostate Cardinal Xaphan's conquest of the Imperial fortress world of Vraks, this War Zone includes three full Apocalypse missions, as well as character profiles and Finest Hours for the war's key participants, and Strategic Assets and Unnatural Disasters unique to the Vraks conflict.

IMPERIAL ARMOUR – AERONAUTICA

ADDITIONAL RULES FOR FLYERS IN WARHAMMER 40,000 AND WARHAMMER 40,000: APOCALYPSE

This book provides you with everything you need to use Forge World's range of aircraft and anti-aircraft models in your games of Warhammer 40,000. Included are profiles for 34 Flyers and 13 vehicles, from the legendary Thunderhawk Gunship to the ramshackle Ork Flakk Trukk, as well as complete rules for two brand new flying vehicles: the Space Marine Storm Eagle Assault Gunship and the Imperial Navy Avenger Strike Fighter.

In addition to the vehicle data sheets, this book also provides you with the wargear and special rules unique to the terrifying airborne war engines of the 41st Millennium, including rules for using all of these vehicles in massive Warhammer 40,000: Apocalypse games.

Alongside these there is also a new campaign, the Scourging of Kerrack, which provides six new missions designed specifically to incorporate aerial combat into your Warhammer 40,000 and Warhammer 40,000: Apocalypse battles.



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IMPERIAL ARMOUR

VOLUME FOUR - THE ANPHELION PROJECT

SECOND EDITION

When Ordo Xenos Inquisitor Solomon Lok receives orders to investigate the loss of astropathic communications from a moon in the Anphelion system, he begins a journey into darkness, horror and treachery. Supported by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of special detachment D-99 and Cadian Guardsmen of the 266th Regiment, Lok is soon fighting for his life amidst the fog-enshrouded eerie landscape.

For what was once caged within Beta Anphelion IV's Inquisitorial research facility has escaped, and is now stalking its human prey amongst the moon's ammonia-swamps, and along the corridors of Anphelion base itself – hordes of ferocious Tyranids driven to kill and consume all by the pervading influence of the Hive Mind. Beset on all sides by this deadly foe, Lok must retrieve the base's classified data no matter the cost and escape the moon before being overrun and destroyed.

But even as Inquisitor Lok fights for his very survival, his would-be saviours are conspiring against him...

Imperial Armour Volume 4 – Second Edition contains full details for the entire range of Forge World's Tyranid models, allowing you to use them in games of Warhammer 40,000. The Anphelion Project also includes extensive background information on the gruesome array of monstrosities spawned by the Hive Mind in its war to consume the Imperium, making it an essential resource for players seeking to unleash the true horror of the Tyranid menace upon their foes.

Also included is a full record of the Anphelion incident, from Inquisitor Lok's discovery of the true nature of the research being carried out on Beta Anphelion IV, to the actions of his treacherous allies conspiring to bring about his untimely end. Alongside this is a campaign which allows players to make their own attempt to survive the dangers found within the Inquisitorial research facility, as well as a full army list for the special Inquisitorial detachment D-99 and additional rules for the Red Scorpions Chapter, enabling players to field these veteran warriors in the defence of Beta Anphelion IV.

TYRANIDS UNITS

Dimachaeron
Hierophant Bio-titan
Scythed Hierodule
Barbed Hierodule
Harridan
Malanthrope Brood
Meiotic Spore Brood
Stone Crusher Carnifex Brood

FORCES OF THE IMPERIUM

Ordo Xenos Inquisitor Solomon Lok
Red Scorpions Commander Carab Culln
Red Scorpions Veteran Sergeant Haas

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