



BLOOD AND SNOW



The galaxy is being torn asunder, with new war zones exploding into life with ever-increasing frequency. In the first instalment of a new series, we travel deep into the Ultima Segmentum to the beleaguered worlds of the Octarius Sector, where something wholly alien is about to occur ...

With the savage conflict between the Tyranids and Orks of War Zone Octarius spilling over into the Pankallis Sub-sector, Space Marine Chapters have raced to the region's aid. Among these are the Dark Krakens, an Ultima Founding Chapter descended from the Salamanders. A powerful assemblage of these warriors fight to defend the Bianzeer's Hollow System against the Tyranid swarms.

The Pankallis Sub-sector borders the Octarian Empire, Ork-held space that has been fought over by greenskins and Tyranids for many years. A part of the Cordon Impenetra established by Inquisitor Nashir Sahansun, the Pankallis Sub-sector was in the midst of preparing for xenos invasion when attacks came without warning. Now the xenos have arrived, and they must to be halted lest they break out of the Cordon Impenetra and push into Imperial systems beyond.

THE CORDON IMPENETRA

By luring a tendrill of Hive Fleet Leviathan into the Ork Octarian Empire, former Inquisitor Fidus Kryptman sought to have the two xenos hordes destroy one another. However, his plan backfired. The Tyranids were fed with incalculable quantities of biomass and adapted to countless kinds of new and different threats. The huge scale of the conflict, which claimed

millions of Ork and Tyranid lives each day, drew in ramshackle greenskin fleets from light years around, and the Orks themselves grew bigger on a diet of endless conflict.

Many Imperial observers believed that it was only a matter of time until the roiling conflict spilled out into neighbouring Imperial systems and inflicted untold damage. One of these was Inquisitor Nashir Sahansun, who devised what he called the Cordon Impenetra. Drawing a sphere around the outer reaches of the space fought over by the Orks and Tyranids, he declared almost every Imperial world within the zone of demarcation lost, and he pushed hard for every sub-sector bordering the boundary to fortify itself and be reinforced. Many worlds joined the Cordon Impenetra, which both served as a man-made boundary and was the name given to a defensive organisation made up of worlds along the border. As the worlds of the Cordon were reinforced, efforts were made by Imperial troops to destabilise the warring xenos forces to ensure that neither concentrated their strength sufficiently to break through the cordon. Ultimately, these actions proved to be in vain.

THE DARK KRAKENS

When the Pankallis Sub-sector was attacked, every invaded system called for aid, and multiple forces responded. Deathwatch from the Eye of Octos Watch Fortress and warriors of the Wolfspear Chapter were among the first to arrive. They were followed by a large strike force of warriors from the Dark Krakens Chapter under the command of Chapter Master Mezonyki Reio. Reio dispatched warriors to all three planets in the Bianzeer's Hollow System, tasking Captain Krijeni Luceior and the 5th Company with fighting the Tyranids on the unusually named planet Death of

WHAT ARE FLASHPOINTS?

Flashpoints are collections of articles that explore a particular region or war zone at a specific point in time. Flashpoints contain new rules for you to try out on the battlefield, plus new stories and background about the setting, giving you plenty of opportunities to theme your games. You could recreate some of the battles

mentioned in the background section, convert characters based on the heroes in the stories or build a new battlefield to represent one of the theatres of war.

Flashpoints typically span multiple issues, and articles are always marked with the Flashpoint's symbol, making them easy to find in your copy of *White Dwarf*.





+++ PLANET DEATH OF BIANZEER +++

- > Population — c.350m, made up mostly of rugged frontiersmen, skimmers, prospectors, loggers, hunters, ice-pescid trawlermen, trappers, trackers and miners.
- > Primary Classification(s) — Death World, Ice World.
- > Secondary Classification(s) — Mining World, Agri-world.
- > Notable Output — Methane from equatorial permafrost, blue algae scraped from methane pumps, promethium from sea-floor extraction sites, pescid-based foodstuffs, lumber.
- > Notable Local Fauna — Tamed and wild ice-canids, ursun-wolf packs, megaloceros herds.
- > Notes — Population holds tightly to its faith to see it through a multitude of everyday present dangers. Population centres relatively small and close-knit. Makes it very difficult for heresy to take hold — unusual behaviour or ideas swiftly isolated.
- > For further data, see file Z71DF-P.

+++ Thought For The Day: A questioning mind betrays a treacherous soul. +++

Bianzeer. This frozen death world was the furthest planet in its system from its star.

After arriving in Death of Bianzeer's orbit, Captain Luceior swiftly partook in a council of war with other Imperial commanders. It included Battle Leader Rakmeyr Bluewolf of the Wolfspear, Watch Master Akrep Xie of the Eye of Octos Deathwatch and Lord General Militant Arneld Heifaast, commander of the Astra Militarum stationed on the planet.

Before the Dark Krakens' arrival, much had happened, and much had gone wrong. The Wolfspear had slaughtered a huge horde of Tyranids by causing an avalanche that drove all the creatures that survived into the Mirror Sea. However, the resulting tsunami destroyed the access point for the promethium rigs on the sea's bed. On the frozen Great Lakes of Peldathusa, thousands of locals had driven swarms of Tyranids onto the weakest part of the ice, sending countless Tyranids into the freezing waters. Despite the apparent victory, many Tyranids survived, bursting out from the lakes and devouring the people who had orchestrated the trap. More mysteriously, troops from the Death of Bianzeer Trackers militia had observed Tyranids stalking packs of ursun-wolves in the Herddalo Forests north of the world's equatorial permafrost. The wolves were highly intelligent, pack-hunting alpha predators with instinctive knowledge of the local terrain and where human settlements lay. Their genetic material would be of great value to the Hive Fleet.





CAPTAIN KRIJENI LUCEIOR OF THE 5TH COMPANY

The Dark Krakens are an Ultima Founding Chapter descended from the Primarch Vulkan and made up entirely of Primaris Space Marines. Thus, the most experienced of their warriors are former Greyshields – Primaris Space Marines created on Mars by Archmagos Belisarius Cawl – including their most senior commanders. The rest of their strength is made up of warriors who have been recruited from the Chapter's home world of Naktis after the Dark Krakens claimed it for themselves. Captain Luceior is deeply aware that he has little more combat experience than many of those he commands, and he feels that he has much to prove to earn their trust and respect.

As a Greyshield, Luceior fought alongside many warriors descended from the White Scars, Space Wolves and Raven Guard. He was greatly influenced by their penchant for hunting, taking trophies and hanging fetishes from their armour. Thus, he fully embraced the similar cultures the Dark Krakens found on Naktis. He wears a scaled cloak made from the skin of a maredrak – a kind of sea dragon native to Naktis – that he slew. He wears a necklace of shark teeth and squid beaks, and upon his helmet there is a bladed and stylised dorsal fin modelled on those of the impossibly quick lightning sharks that make their homes in

Naktis' many shallow reefs. Being a Primaris Space Marine, Luceior is trained and skilled in the use of a huge range of weapons and armour. However, during the fighting on Death of Bianzeer, he spent much of the time wielding the power sword Ice Piercer and the master-crafted stalker bolt rifle Raven's Reach, from which corvid skull and feather fetishes hang. The latter was a gift from a fellow Greyshield that Luceior fought with who was descended from Corax – Primarch of the Raven Guard – who went on to join the Rift Stalkers Chapter.

Like many Dark Krakens, Luceior has adorned his armour with symbols daubed in bioluminescent chemicals taken from Naktis' deep-sea creatures. Each of his arms is painted with one of the Kraken's Tentacles, representing his ability to strike a foe from a long distance, as well as his implacable tenacity and hunting skill. The Beak of the Kraken represents his captaincy and is painted on his right shoulder pad. He has had a laurel of viperfish teeth painted around the crown of his helmet – representing a Chapter award for bravery. Other symbols painted onto his armour include angler fish maws, skulls and spine-limpets that represent kill markings, victories, oaths and the like.



LEXICANIUM PARAON UARI

Newly ascended to the Dark Krakens' Librarius, Lexicanium Uari is a psyker gifted well beyond his experience and is already tapped to one day command all the Chapter's Librarians. He is an adept wave caller — a skilled master of Aquavitalis psychic powers — as many Dark Krakens Librarians have learned to become. They are masters at corralling the power of the ocean and have embraced the Naktis people's reverence for the sea as a beautiful life-giver and merciless destroyer. He also has a strong grasp of telekinesis and beast calling, the latter of which has influenced him greatly.

Uari has a deep affinity with wildlife of all kinds, to the extent that he can sometimes enter their minds and take over their bodies, and so he eschews the hunting of beasts that so many of his battle-brothers enjoy when not at war. As such, he bears no fetishes, sea-beast skulls, teeth or skins. He does, however, adorn his armour, cloak and robes with bioluminescent symbols, the inks for them harvested from animals he husbands himself so none are slain for the chemicals to be acquired.

Octopoid tentacles running horizontally over his arms represent the mastery of the many levels of psychic discipline he has achieved and the series of arduous tasks he completed to join the Dark Krakens' Librarius. Uari paints a symbol or image of every Naktis beast he has ever psychically linked with. Some of these images are so small they are invisible to the naked eye; others he has emblazoned boldly. They include razor sharks, coral scorpions, spine-stars, pliosaurs, helikoprids, and tyrannofins.

Uari has also painted a skull set in the gaping maws of a shark on each vambrace. Each represents a close battle-brother who was killed by Uari during the fire mastery trial of his Librarius training. Uari was hideously disfigured in the same trial, to the extent that he never takes off his helm. In battle, Uari's powers are more than enough to overcome most foes. However, he also wields the force sword Nightclaimer with great skill, delivering controlled, psychically enhanced blows which sever limbs and lop off heads.

Leaving five squads with his ships under the command of Chaplain Talin and Codicier Ekko, Luceior deployed the rest of his forces to the surface. His intention was to engage the Tyranids in the Herrdalo Forests, drive them from the area and therefore stop them from consuming the ursun-wolves. Though it was an unorthodox mission for them to protect wild beasts, if the Tyranids wanted something, Luceior was determined they would not be successful. Success would also mean pushing the xenos away from the world's methane pumps and relays. When additional reports warned of Tyranid monsters attacking the now isolated promethium extraction rigs beneath the Mirror Sea, Luceior ordered Lexicanium Uari and Techmarine Eroan to aid in securing them. Deathwatch Kill Teams deployed alongside them. Akrep Xie of the Deathwatch declared that he would aid the Dark Krakens personally in the forests, alongside several of his own Kill Teams. Lord General Militant Heifaast also approved of the plan, committing dozens of Astra Militarum regiments to sweeping the forests clear while defence militia regiments increased their patrols around the permafrost's industrial areas.

The Imperial forces fighting in the forests faced harsh challenges from the outset. They had to scale treacherous cliff faces and wade through towering snow drifts, all while at the mercy of the bitter cold. Soldiers plunged through broken ice into freezing pools or were struck by heavy branches as they broke and fell beneath the weight of accumulated snow.

This all meant little to the Dark Krakens. They had slain beasts three times their size on their home world of Naktis' ocean floor. On a hundred and more battlefields, many had fought all manner of xenos and abominations

of the warp in the most gruelling conditions imaginable. They had all the rugged determination, stubbornness and resilience of their gene-sire, and they put down any and all Tyranids they encountered, most of their squads operating in loose skirmish formations. Incursors followed the barest tracks from both xenos and ursun-wolves alike, leading Intercessors armed with stalker bolt rifles to dens and nests. Reiver squads rappelled over the most arduous terrain whilst covered by the careful aim of Eliminator squads, who picked off beasts with perfectly aimed shots as ursun-wolves or other predators attempted to intercept the manoeuvring terror troops.

This did not mean the fighting was straightforward. The Dark Krakens so admired the power of the ursun-wolves that they endeavoured to shield them from the Tyranids and even forbade Imperial Guardsmen from killing them, though some did so out of necessity. But the ursun-wolves cared little for that fact, and they attacked Space Marines and Guardsmen alike to defend their territory as well as claim prey. Those with young fought especially viciously, and several Dark Krakens were severely wounded or even killed when these predators successfully isolated them and struck en masse. For the Tyranids' part, broods of Hormagaunts burst from piles of snow, savaging Imperial Guardsmen and bowling into the Space Marines. Lictors emerged from hidden tunnels and cliff overhangs behind and amongst the Dark Krakens, inflicting many casualties before being brought down. Gargoyles hung perfectly still from the highest tree branches, only diving down to attack the Space Marines once the Adeptus Astartes had advanced past the trees they were hidden in. Dark Krakens and Tyranids fought bloody running battles through the forests as the xenos surged against spread-out Space Marine squads. The

DARK KRAKENS STRIKE FORCE LUCEIOR

Here follows the force disposition of Strike Force Luceior at the outset of the fighting on Death of Bianzeer, third world of the Bianzeer's Hollow System in the Pankallis Sub-sector.

COMPANY COMMAND

Captain Krijeni Luceior
Lieutenant Suharth Keneddyr
Lieutenant Tuemarl Hena
Company Ancient Cahy Taimon
Chaplain Aperah Talin

COMPANY SPECIALISTS

Apothecary Rirhen Mullel

CHAPTER SPECIALISTS

Reclusiarch Herrahdura Zitadan
Codicier Daranshi Ekko
Lexicanium Paraon Uari
Techmarine Kusnad Eroan

SQUADS

Squad 1: Battleline – Squad Mohici
Squad 2: Battleline – Squad Acaran
Squad 3: Battleline – Squad Iriaget
Squad 4: Battleline – Squad Qiaol
Squad 5: Battleline – Squad Tyrzahn
Squad 6: Battleline – Squad Simae
Squad 7: Close Support – Squad Batulan
Squad 8: Close Support – Squad Andati
Squad 9: Fire Support – Squad Cixin
Squad 10: Fire Support – Squad Onoto

Squad 11: Veterans – Squad Taiome¹
Squad 12: Vanguard – Squad Ketene²
Squad 13: Vanguard – Squad Nomeaor²
Squad 14: Close Support – Squad Akalubis³
Squad 15: Close Support – Squad Rindyah³

NOTES

1. Squad Taiome seconded from the 1st Company.
2. Squads Ketene and Nomeaor seconded from the 10th Company.
3. Squads Akalubis and Riundyah seconded from the 8th Company.

ARMOURY

3 Repulsors
2 Repulsor Executioners
10 Impulsors
2 Gladiators
5 Storm Speeders (and crews)
1 Astraeus

DREADNOUGHTS

Redemptor Dreadnought – Brother Neanzou
Redemptor Dreadnought – Brother Jughatun

FLEET ASSETS

Strike Cruiser: *Fathom*
Gladius-class Frigate: *Skyllae*
Gladius-class Frigate: *Taniwha*

xenos threatened to break through Imperial lines on multiple occasions, only to be stymied at significant loss.

The campaign became increasingly protracted. The ursun-wolves knew their territory well and fought ferociously to defend it. The Tyranids were equally unwilling to cede ground, launching countless raids and counter-attacks that stalled the Imperial advance across the entire front. To force any advance at all in some areas against the aliens, Imperial forces called in continuous Aeronautica Imperialis bombing runs. Marauder bombers dropped countless tons of incendiaries and mole bombs that bored several metres down before detonating. There was no simple way to achieve victory, no single foe to slay that would signal the end. The campaign was pure attrition. Fresh waves of troops were sent behind the first to ensure that cleared areas remained clear. Wherever the Dark Krakens fought, the advance moved more quickly, the Space Marines slaughtering the toughest enemies and inspiring the exhausted troops who had become anxious and disquieted by the ever-present threat of ambush.

The Space Marines were utterly resolute in their task. Just as stalking a megabasilosaur in the depths of the Kesuramir Ocean required patience, this was no different. Success meant outlasting their foe and meeting its displays of strength with even greater might of their own.

The Dark Krakens were as an adamantine tidewall against a ship-breaking storm. They threw back the Beast-surge of the Glonhil Valley, emerged bloody but victorious after the Night of a Hundred Horrors and held the line after five companies of the 602nd Truskan Snowhounds vanished without a trace. Even as the Space Marines' casualties mounted, they did not waver, spurred by the fiery zeal of Reclusiarch Zitadan.

It was many months before the first Imperial forces reached the forests' northern boundaries, having finally pushed the Tyranids out. It had required more than four dozen regiments of Astra Militarum and the combined efforts of the better part of a Dark Krakens Battle Company and several Deathwatch Kill Teams. Even then, some forces fighting in other parts of the forests still had much further to advance, their progress hampered by harsh terrain and vicious fighting. Luceior would only declare the mission complete when every Tyranid was driven from the forests. He was drawn away before he could. Word came from Deathwatch Kill Teams elsewhere on the planet. A huge Tyranid swarm was descending on the half-complete Glacialix, a colossal fortress under construction by the Adeptus Mechanicus close to several of the planet's larger population centres. Akrep Xie immediately pulled his forces from the Herrdalo Forests. Knowing the strategic importance of the citadel, Luceior deployed some of his warriors to defend it, joining them himself.



RECLUSIARCH HERRAHDURA ZITADAN

Reclusiarch Zitadan's role as Reclusiarch has in some ways been harder than that of those in pre-Ultima Founding Chapters, for the warriors that made up the Dark Krakens upon its formation were all Greyshields. They had spent years fighting alongside battle-brothers hailing from different gene-sires and did not have the centuries of tradition so many Space Marine Chapters could look to for strength and inspiration.

It has been important for Zitadan, and for Master of Sanctity Sukerno, to forge a culture for their Chapter around which to unite hundreds of otherwise disconnected battle-brothers. To do this, they wholly embraced the cultures of Naktis' population – the hunting of colossal ocean beasts, taking skins, teeth and bones to adorn their armour and more. They knew that in time, the Greyshields would be replaced by warriors recruited from Naktis, so it naturally followed that the world's cultures influenced the Chapter's own.

Zitadan spent much of his time as a Greyshield fighting alongside scions of Guilliman, Sanguinius, Rogal Dorn and

Ferrus Manus, and so he gained little inclination to slaughter beasts for trophies from them. However, he has all the tenacious pragmatism of his own gene-sire, Vulkan, and in the interest of his Chapter now partakes in these pursuits. Upon his right shoulder pad is painted the Eye of the Kraken, which in darkness appears in a fluorescent green. This represents his role as the Chapter's secondmost Chaplain and the Reclusiam's total oversight and care for the Chapter's traditions and culture.

The handle of Zitadan's crozius arcanum, Hadosmite, is wrapped with the skin of a deadly sea serpent found around Naktis' equatorial volcanic island chain. His Raider-pattern combat bike, Hastam Veneatoris, is adorned with all manner of trophies taken from slain sea monsters. The book chained to it is the second copy ever produced of the Codex Tenebris Abyssor, the collected beliefs, values and legends of the Chapter. The writing on its night-black pages is visible only in darkness, for it is written in the same bioluminescent inks as that many Dark Krakens use to daub symbols on their armour.

SYMBOLS OF THE DARK KRAKENS

The number of different symbols the Dark Krakens paint onto their armour is countless, and their meanings are incredibly varied. These can even change depending on their colour or where on a warrior's armour they have been painted. Many are unique to the battle-brother. They can refer to past

battles, the slaying of particular beasts or foes, great victories, awards for bravery, personal or unit-wide oaths, campaigns or aesthetic preference, rank and the area of Naktis from which the warrior hails. They can also reflect mourning, bitter defeats and terrible shames. Shown here are but a few examples.

DEATHCLAMP

The Deathclamp is used by the Dark Krakens most commonly to signify being a part of a crushing victory, as well as an oath that they will deliver one.



HAMMERHEAD

The Hammerhead is frequently used by Dark Krakens' Sergeants to represent the dual aspects of their role, one of combat commanders and the other as front-line warriors.



FANGCOIL

The Fangcoil is typically worn by those who have demonstrated incredible tenacity in battle and overcome ferocious odds. It represents the sinking of teeth into an enemy and not relenting until the foe is vanquished. It is also favoured by Dark Krakens hailing from Naktis' northern polar regions, where life is incredibly arduous for the local population, and to survive each day is a victory unto itself.



HYDRASERPENS

Naktis is home to thousands of species of deadly sea snake, many of which display incredible patience when hunting and lethal speed when striking. Particularly popular with 10th Company Space Marines, the Hydraserpens represents total self-control in battle and extreme violence of action.



GLOOM WALKERS

Deep beneath the Mirror Sea, Space Marines of the Dark Krakens Chapter make slow progress towards their objective. The denizens of the deep watch them hungrily, for there are new predators in the ocean that consume all in their path ...

Even with the enhanced autosenses built into his helmet, and the augmented vision of a Space Marine, Lexicanium Uari could barely see a thing advancing along the bed of the Mirror Sea.

Visibility was reduced to a few metres. All he could make out in the environment was small rocks, ugly diminutive animals and the sand puffing up from the ground as he stepped his armoured boots forward.

The only things clearly distinguishable in the endless gloom were the bioluminescent symbols painted on to his armour and that of his fellow Dark Krakens. The Chapter's colours of black and deep purple made the warriors almost invisible in this darkness, but the symbols many daubed on to their armour glowed all the brighter. He identified Techmarine Eroan by the images of stylised ammonites that were part cog. He identified Sergeant Mohici by the hammerhead symbol painted on the back of his right leg and left knee plate. Both bore many more images than these, and Sergeant Mohici wore more than any other battle-brother in his squad.

Even with his power armour compensating for it, Uari still felt cold through to his augmented bones. Though he could smell the recycled air within his armour, it could not entirely filter out the salty tang of the water.

Though there was little Uari could see, he could hear much more. Closest was the gentle thump of his battle-brothers' steps. From further away came the keening calls of the creatures of the Mirror Sea. Thanks to his affinity with wild beasts, Uari could decipher mourning cries for missing mates, aggressive territorial claims and the tactical chatter of pack-hunting sea creatures. To anyone else listening, they were little more than snarls and long-noted songs.

Uari's limbs were heavy in the water due to the crushing pressure of the sea. A handful of amber warning runes for external oxygen and his atmopressure augury shimmered in the peripheral of his autosenses.

Uari, Eroan and the Heavy Intercessor Squad of Sergeant Mohici advanced slowly to a large promethium extraction hub set on to the seabed. Its surface-based access points had been destroyed when warriors of the Wolfspear Chapter caused an avalanche that plunged into the Mirror Sea, which in turn caused a tsunami that tore over a great swathe of the sea's surface.

++How far are we from the hub?++ Uari projected into Sergeant Mohici's mind.

'Three hundred metres.'

It could have been a thousand miles, based on the sheer blackness of the deep Uari could see.

++And there has been no contact from it?++

'None, Lexicanium. Not even from Kill Team Galiel.'

The Dark Krakens knew the Deathwatch had already deployed to the hub and planned to link up with them once they were inside.

Their progress was slow. Every step and gesture the Dark Krakens made in the deep water appeared as if it was happening in slow motion. They advanced in a circle formation, with those at the rear walking backwards. In this kind of terrain, the Dark Krakens' incredibly high reactions would be tempered by the water. The Space Marines had to be skilled in predicting where attacks would come from so they could react in time. With each warrior in the formation given a strict sector to cover, they could be confident that an attack from any direction could be met in time. Though the Dark Krakens carried auspexes, it was impossible to tell if a creature found on it was hostile or otherwise.

The Dark Krakens had made themselves experts in fighting on seabeds. But they all acknowledged that this was not their home. It was that of the predators who dwelled there, which had millions of years of evolution to perfect them for it.

Uari heard different sounds. He heard the creatures' fear, pain, anger, bloodlust.

He felt a change in the water flow. It moved against him at speed, in a different direction to the current. There were creatures not far away, spearing through the water.

'That one was close,' said Brother Aronus.

++What was it?++ asked Uari.



'Eel of some kind. Five metres long. Jaws large enough to wrap around one of my greaves. Brushed past. Threat non-immediate.'

++It was probing,++ said Uari.

More creatures drew closer to the Dark Krakens now. Uari could not just hear them. He could feel them. Many were curious about the strange beings that invaded their domain. All were hungry – that was a given for the monsters of the gloom. Most were wary. But some were hungrier – and more daring – than the others.

Sudden movements in the water and the feeling of a determination to kill caused Uari to stop.

One of them is coming.

He closed his eyes and reached out psychically for the creature's mind. He found it. It was powerfully aggressive, steeped in an insatiable desire for blood and meat. It was a dominant creature, a king in these waters.

It was only ten seconds away from him.

Uari battled for control of its mind. He thrust his will like a blade into the crimson maelstrom of its thoughts, to sever the beast's intentions. He attacked them over and over, trying to force his way through. The beast's hunger was almost implacable.

The creature was five seconds away.

Uari gritted his teeth, grunting with effort.

Blood dripped from his nose.

Finally, he forced a breach in the animal's mental wall. He bore through it, smashing it wide with psychic power.

When the beast turned away at Uari's behest, it was so close that it was low enough over the Space Marines' heads to reach up and touch. Uari looked up. It was the size of a Thunderhawk Gunship.

Brother Oengir let out a low whistle over the vox.

Uari panted with exhaustion.

When he sensed another creature coming in for the attack, Uari knew he lacked the mental strength now to stop it psychically. Raising his hands, he parted the water around the animal, and it flopped to the soggy seabed, convulsing in confusion and terror as suddenly it was out of water.

A Dark Kraken fired a burst of Hellstorm bolt rifle fire. The normally booming thumps were muffled by the sea, and the bolts drove through the water like miniature torpedoes. They continued on their path into the writhing body of the beast and detonated in an explosion of gore. Uari immediately let the waters enfold its shredded flesh.

I'm sorry, noble creature, thought Uari. He never wished death on any beast like this. He was glad it was too dark to see the slain animal.

It is a tragedy that you should have to fall in such a manner, thought Uari. *But just as I cannot take your life, you cannot take mine or my brothers'.*

For all that, he could not help but admire the Techmarines' skills in fashioning bolt rounds that were so effective beneath the waves.

Another creature surged towards the Dark Krakens. Uari could tell it was a large brute. Larger than the monster he had driven away earlier.

As quickly as it charged, it turned away. He sensed suddenly its wash of fear.

Strange.

++Brothers, be aware. A very powerful creature has been scared away by something. And it was not any of us.++

'We have two hundred metres left to advance, brothers,' said Mohici.

'Multiple auspex readings,' said Brother Kaurahi.

'Stay alert, but do not slow down,' replied Mohici.

Seconds later, Uari saw some of his battle-brothers fire, as well as the bubble-trails of unleashed bolts.

'Tyranids!' shouted Brother Kaurahi.

'Scores,' followed Brother Oengir.

Why can't I sense them? thought Uari. He had had no idea the xenos were attacking. When he tried to reach out through the deep, to find them and where they might be coming from, he felt blocks and barriers.

Are these the deliberate actions of intelligence ... or merely a natural part of their biology?

The only way Uari knew the Tyranids were there was because Mohici's squad were firing at them. He saw the creatures in the light of the bolters' strobing muzzle flare. They were like Hormagaunts, only their rear legs were fused together into fins.

Though he could not see it, he knew gore and viscera would be filling the water all around them, attracting all manner of creatures.

At least they will attack the xenos, and not us, he thought.

'Their numbers are increasing,' said Brother Oengir.

'Keep advancing! We are the Dark Krakens, as inexorable as the tide itself!' roared Sergeant Mohici. *'As the waves shape the shore, endurance shapes us!'*

Uari ignited his force sword, Nightclaimer. The blade rippled with azure energy, which caused the water around it to fizz and bubble.

An eel-like Tyranid whose maw made up more than half its body length rushed at Uari out of the darkness. With a gesture of his free hand, Uari increased the pressure of the water around the creature to crush it. He heard bones crack and saw ichor pour out of dozens of wounds. The creature drifted to the ground, dead.

Another attacked. Uari pulled all of the fluids out of the creature, leaving it a husk of dust slowly crumbling apart in the sea's currents.

'One hundred metres, brothers,' said Sergeant Mohici.

He maintains strong tactical focus, thought Uari. *A fine leader.* Mohici was not swept up by bloodlust or distracted from the mission.

The Dark Krakens' gunfire only increased in volume as battle-brothers fired burst after burst from their Hellstorm bolt rifles. Some of the warriors, Uari could tell from the ceaseless muffled chugging, were firing on full automatic against swarms of xenos. Every sector of the Dark Krakens' circle was under attack. Battle-brothers at the rear of the formation fired as they walked backwards, trusting in those at the front to clear the way.

Soon Uari's vision was filled with the sight of shredded Tyranid corpses, their remains floating with the current or sinking to the sea floor.

The braver creatures of the Mirror Sea approached the xenos flesh. After the briefest investigation, all swam away quickly.

Even the most ravenous predators and desperate scavengers reject that flesh, it is so alien, Uari thought.

There was a roar of pain.

Brother Oengir.

Uari looked over to him. Bubbles rushed out of his armour.

He is pierced.

Oengir was as good as dead as pressurised air poured out of his otherwise contained suit of armour. The evacuating air would keep much of the water out for now. But once it stopped, Oengir's suit would flood. Even if they could reach the promethium hub quickly enough, the failure of the pressure containment would make it impossible to get Oengir to the surface without causing catastrophic harm.

Oengir poured fire into the Tyranids around him.

++Yes, brother. Fight. Take them with you,++ Uari said to him.

While the rest of the Dark Krakens kept moving and tightened the circle, Oengir held his position, covering the advance of his brothers.

Beautiful, Uari thought.

With a flick of his wrist, Uari broke the neck of an aquatic Hormagaunt racing towards him. In a single fluid motion, he brought up Nightclaimer through the throat of another. This was how deep-sea war was fought. Warriors had to anticipate the enemy's movements and allow for the inertia caused by the water before striking accordingly.

He kept pace with the rest of the squad.

With a quick glance behind him, he saw Oengir finally succumb to his wounds and the damage his armour had sustained. The warrior had sunk to the sea floor.

I will not leave you here, brother.





Uari sheathed Nightclaimer. Raising both hands, he grunted as he channelled his mental strength into lifting Oengir's armoured body. Small animals that had already started climbing over it scattered as their feast was lifted off the seabed. The corpse drifted through the water towards the centre of the Dark Krakens' fighting formation.

++Form up around me, brothers. I cannot fight and hold Oengir at the same time.++

Uari walked into the centre of the circle, teeth gritted and head pounding, gliding Oengir's body in position next to him.

Uari took a deep breath. Keeping the body up next to him was less taxing than reeling him in had been.

Looking around, Uari saw the Dark Krakens were holding well against the xenos attackers, keeping them at distance and inflicting dozens of casualties with disciplined sector-watching and controlled fire.

We endure.

Out of the corner of his eye, Uari saw a disturbance in the sea floor behind the feet of—

++Rahati!++ he roared, too late.

A Ravener burst out of sand. It wriggled free of the soft ground with powerful thrusts of its long, snake-like body, which had narrow fins running along the length of it. Plumes of dust came up from the floor with it, creating a tempest of sand and wicked claws. In a pair of swift motions, it brought its blade-arms down and into Brother Rahati's back. The warrior screamed.

The creature had barely pulled its claws from Rahati's body when Sergeant Mohici put a burst of fire into its

torso, ripping it apart. Uari released Oengir's corpse and increased the water pressure to such an extent around the Ravener it crushed its head.

It had been a short distraction. But it had been enough to break the formation, and this the Tyranids could exploit.

The xenos gathered in a dark mass all about the Dark Krakens, half-visible in the gloom. Their eyes and fangs flashed as they thrashed forwards in an overwhelming mass to finish the Space Marines off before they could reach sanctuary.

'Hold them, brothers! Twenty-five metres,' roared Mohici.

The dark was so impenetrable that even at this distance the promethium extraction hub was invisible. It was as if they had made no progress at all from where they had started.

Uari was powerless against the incoming Tyranids. He needed all his strength to keep the bodies of Oengir and Rahati moving at the centre of the Dark Krakens' formation. He saw as the Tyranids closed in. Even if he stopped to intervene, to fight to protect his battle-brothers, it would only slow them all down. The Tyranids were growing more and more numerous as they sensed the Space Marines' vulnerability.

To slow is to die.

Uari watched another Ravener emerge from the gloom, its razor-toothed maw lit by the flashes of firing Hellstorm bolt rifles. He saw as it lunged for Sergeant Mohici. He saw its head blown apart by a round that did not come from the Dark Krakens.

'This is Sergeant Galiel of the Eye of Octos Deathwatch. We have you under our cover. Welcome to Promethium Hub 17-PZ-5. Let us purge these abominations together.'



THE DARK KRAKENS

The war in the Octarius Sector has begun, the Tyranids of Hive Fleet Leviathan running rampant across countless worlds. But has the alien menace met its match with the Dark Krakens, a highly adaptable Chapter of Primaris Space Marines?



The Ultima Founding saw the creation of many new Space Marine Chapters using the Primaris technology developed by Archmagos Belisarius Cawl. Among their number was the Chapter known as the Dark Krakens, a rare successor of the Salamanders and the Primarch Vulkan.

Over the next few pages, you will find suggested successor Chapter rules for the Dark Krakens (see right), datasheets for two of the Chapter's named heroes – Krijeni Luceior and Paraon Uari – a Theatre of War that involves fighting underwater (bring your scuba gear!) and a new mission: Dangerous Specimens.

DESIGNER'S NOTE

The Dark Krakens were created during the Ultima Founding and are a successor Chapter of the Salamanders. For all rules purposes, we suggest that the Dark Krakens are considered to be a Salamanders successor Chapter, and so they can use all the rules for a Salamanders successor Chapter that are presented in *Codex: Space Marines* and *Codex Supplement: Salamanders*.

We also recommend that Dark Krakens use the Fearsome Aspect and Indomitable Successor Chapter Tactics, as described in *Codex: Space Marines*, to best reflect their Chapter's style of waging war.



FLASHPOINT DATASHEETS

If you are playing a battle in the Bianzeer's Hollow or Octarius Flashpoint, you can, when mustering your army, select any of the following units. If you are playing a Crusade battle, these units can be added to your Order of Battle, and they are treated as named characters, but they can only be included in your army if you are playing a battle in one of the listed Flashpoints.

NAMED CHARACTERS AND WARLORD TRAITS

If one of these characters gains a Warlord Trait, they must have the one shown below:

NAMED CHARACTER	WARLORD TRAIT
Krijeni Luceior	Fear Made Manifest (See Codex: Space Marines)
Paraon Uari	Rites of War (See Codex: Space Marines)

KRIJENI LUCEIOR

6 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Krijeni Luceior	6"	2+	2+	4	4	6	5	9	3+

Krijeni Luceior is equipped with: bolt pistol; Raven's Reach; Ice Piercer; frag grenades; krak grenades. Your army can only include one KRIJENI LUCEIOR model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Raven's Reach	36"	Heavy 1	5	-2	3	-
Ice Piercer	Melee	Melee	+2	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (See Codex: Space Marines)

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle (Aura) : While a friendly **DARK KRAKENS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Hunter of Great Beasts: Each time this model makes an attack against a **MONSTER** unit, you can re-roll the wound roll.

Captain of the 5th Company: If KRIJENI LUCEIOR is included in your Crusade army, he automatically gains the Master of the Marches Honorific (see Codex: Space Marines), even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a **DARK KRAKENS** model with that honorific in your Order of Battle, you cannot add KRIJENI LUCEIOR to your Order of Battle.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK KRAKENS
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, CAPTAIN, KRIJENI LUCEIOR



PARAON UARI

5 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Paraon Uari	6"	3+	3+	4	4	5	4	9	3+

Paraon Uari is equipped with: bolt pistol; Nightclaimer; frag grenades; krak grenades. Your army can only include one PARAON UARI model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Nightclaimer	Melee	Melee	+2	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (See Codex: Space Marines)

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

Wave Caller: Each time this model manifests a Witchfire psychic power, add 1 to the number of mortal wounds inflicted.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarian discipline (see Codex: Space Marines).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK KRAKENS
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PSYKER, LIBRARIAN, PARAON UARI



POINTS VALUES

Krijeni Luceior

Unit size.....1 model
Unit cost110 pts

Paraon Uari

Unit size.....1 model
Unit cost100 pts

THEATRE OF WAR

If you are playing a Flashpoint, you can, when selecting your mission, choose to set that mission in a Theatre of War that is found within that Flashpoint; these are themed locations that will provide you with new rules to represent the battlefield conditions within that locale. Theatres of War are a fantastic way to add an additional level of narrative to your games as well as add new and exciting challenges to your battle. You and your opponent can either select an Octarius Theatre of War to use for the battle, or you can randomly select one from those available.

BENEATH THE MIRROR SEA



On occasion, necessity calls for forces to do battle underwater, or even on the sea bed. Some easily adapt to such unconventional and deadly environments, fighting in all-enclosed armour or with genetic adaptations allowing them to breathe and move through water with little impediment. Others require specialised equipment. Whatever the case, the freezing, lightless depths are deadly to many who find themselves thrust into battle there.

Designer's Note: Fighting battles underwater is obviously an environment entirely unsuited to certain types of units. While we would encourage players to use their imagination to justify how certain units' equipment could be modified to allow for moving, fighting and breathing underwater, some units such as **AIRCRAFT** are more difficult to justify. As such, before agreeing to fight a battle using this Theatre of War, we would encourage you to discuss with your opponent what kinds of units might not be suitable, and to modify your army roster as necessary.

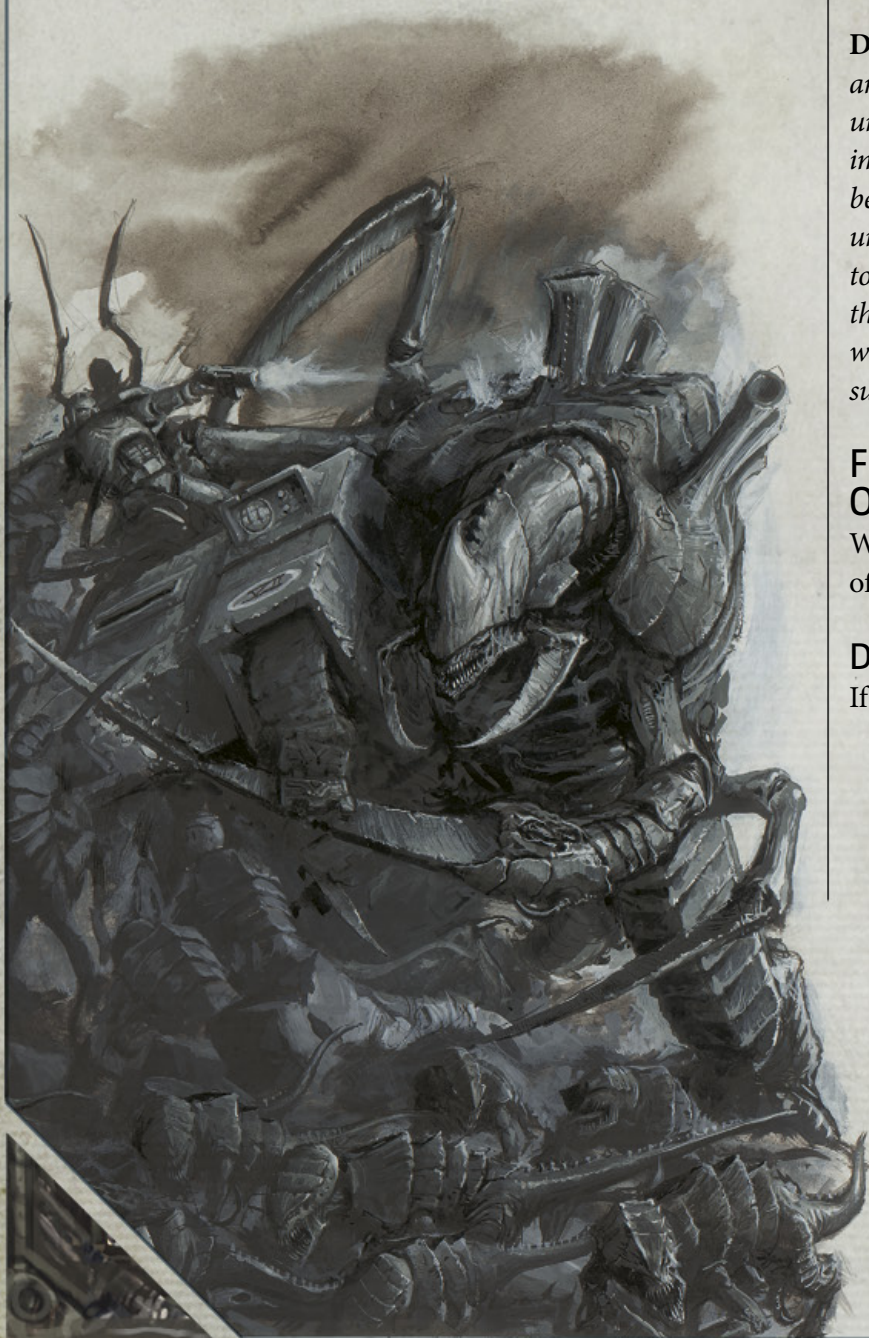
FLASHPOINTS: BIANZEER'S HOLLOW, OCTARIUS

When fighting a battle beneath the Mirror Sea of Death of Bianzeer, the following rules apply:

Deadly Environment

If you are playing a Crusade battle:

- At the end of the battle, each unit that has a Crusade card that was part of your army list gains 1 experience point.
- At the end of the battle, gain 1 Requisition point.





Restricted Movement

- Subtract 1" from the Move characteristic of units.
- Subtract 2 from charge rolls.

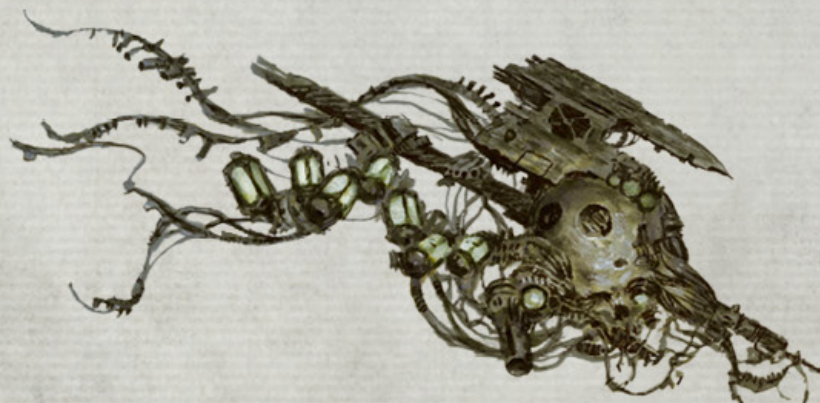
Modified Weaponry

Each time an attack is made with a ranged weapon, halve the Range characteristic (to a minimum of 1").

Predators of the Deep

At the start of each battle round, the player who is taking the first turn rolls one D6 on the following table and applies the result.

D6	PREDATORS OF THE DEEP
1	Open Water: <i>The clamour of battle has startled nearby wildlife, driving them away.</i> No effect.
2-3	Fleshstripper Swarms: <i>Descending in a swarm and picking their chosen prey clean in seconds, these creatures are virtually impossible to fight off once they scent blood.</i> Each player must establish which unit from their army is furthest from an objective marker to determine which unit is affected (if the mission you are playing does not use objective markers, instead establish which unit from each player's army is furthest from the centre of the battlefield). Once each player has determined which unit from their army is affected, that player rolls one D6 for each model in the affected unit. For each result of 1, that model's unit suffers 1 mortal wound.
4-5	Octopod Ambush: <i>Emerging from hidden dens, these vast creatures ensnare prey with lashing tentacles, dragging them back into their lairs to be devoured.</i> The player who is taking the first turn randomly determines one Area Terrain feature or obstacle on the battlefield. Each player then rolls one D6 for each unit from their army that is within 1" of that terrain feature, adding 1 to the result if that unit is a MONSTER or VEHICLE unit, and an additional 1 to the result if that unit is a TITANIC unit. On a 1-3, until the end of the battle round, halve the Move characteristic of models in that unit and that unit cannot Advance.
6	Gargantuan Carcharosaur: <i>These creatures are thought by many to be a myth. With bodies many hundreds of metres long, even the largest war machines can be swallowed whole if they are too slow to avoid their vast, lunging maws.</i> Determine the unit on the battlefield with the highest total Wounds characteristic (that is the cumulative Wounds characteristic of all models that unit contains). If two or more units are tied, randomly determine one of these to be affected. The player whose army that unit is from rolls 2D6. If the total is greater than that unit's unmodified Move characteristic, for each point that the total exceeds that unit's unmodified Move characteristic, that unit suffers D3 mortal wounds. <i>For example, the affected unit's unmodified Move characteristic is 6". The player who controls that unit rolls 2D6 and gets a result of 9. As the total exceeds that unit's Move characteristic by 3, that unit suffers 3D3 mortal wounds.</i>





DANGEROUS SPECIMENS: STRIKE FORCE FLASHPOINT MISSION

This mission can be played as part of the Eternal War or Crusade mission pack.

Mission Briefing

As the Tyranid menace sweeps across Death of Bianzeer, the Dark Krakens scramble to interpose themselves between the devourer and the world's predatory fauna – lest the Hive Fleets incorporate the deadly creatures' genetic code into new and ever more horrific bioforms.

Mission Rules

Dense Forests: At the end of the Deploy Forces step, the Attacker can select up to three **INFANTRY** units from their army and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any

additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

Cornered Beasts: At the start of each battle round, each player rolls four D6 for each unit from their army that is within range of any objective markers. For each result of 1, that unit suffers 1 mortal wound.

Desperate Intervention: Every unit in the Defender's army (excluding **TITANIC** units) is eligible to make Heroic Interventions as if it were a **CHARACTER** unit.





Mission Objective

Victory points are awarded as follows:

The Ursun-wolf Dens (Progressive)

Knowing the terrible threat the Tyranids will pose if they gain access to these creatures' genetic code, the Dark Krakens sell their lives dearly to prevent it.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control three or more objective markers.

This mission objective cannot be scored in the first battle round.

The Great Devourer (End Game)

Ursun-wolf dens are critical to both sides. The force that has control of them at the end of the battle will reap great benefit in the wars to come on this world.

At the end of the game, if one player controls more objective markers than their opponent, that player scores 20 victory points.

Victor Bonus

If this battle was a Crusade battle, the victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.

