

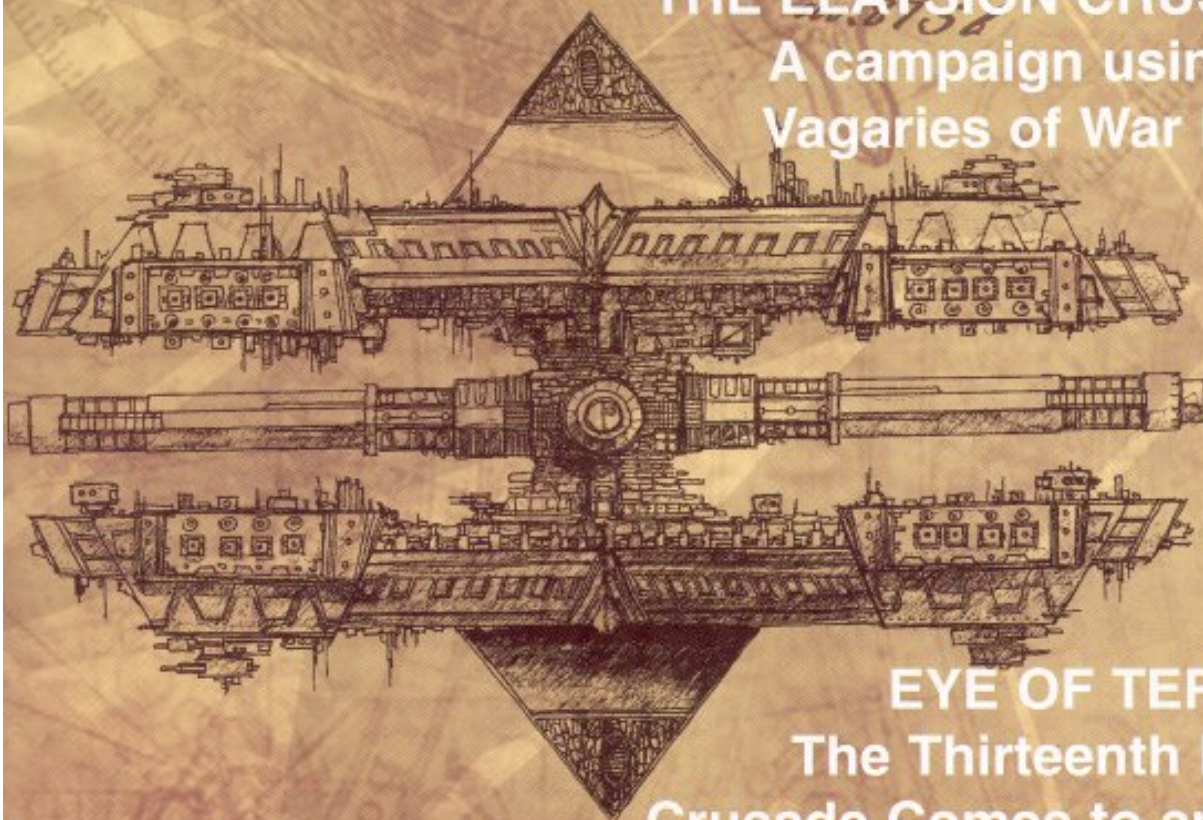
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BATTLEFLEET GOTHIC

MAGAZINE

Issue 18

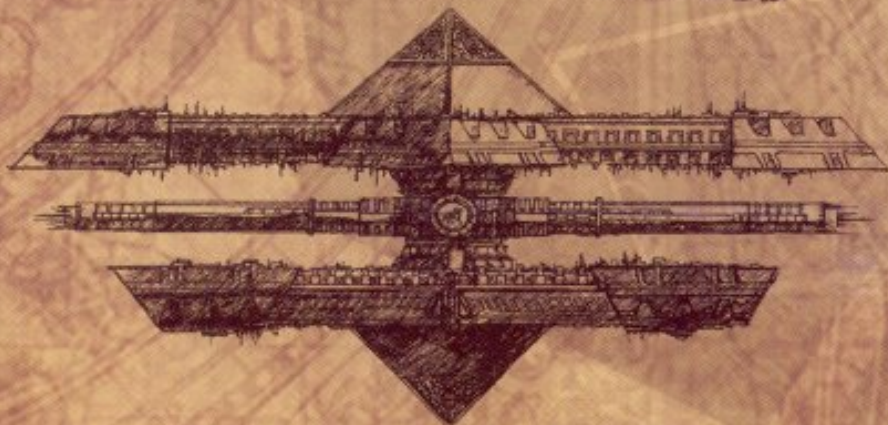
THE ELAYSION CRUSADE
A campaign using the
Vagaries of War Rules



EYE OF TERROR
The Thirteenth Black
Crusade Comes to an End

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THE HIVE FLEETS
Tyranids in Battlefleet Gothic



An Ork fleet attacks an Imperial convoy

EDITORIAL

Welcome to issue 18 of Battlefleet Gothic Magazine. Without doubt the biggest piece of news in this magazine is that this is penultimate issue of Battlefleet Gothic magazine, which will end with issue 19. Don't worry though, it will be replaced by a new full colour, larger format Fanatic magazine. You'll find full details of this exciting new development on page 2.

Also in this issue we have one of the most requested, and eagerly awaited articles in the Battlefleet Gothic game – the complete, official Tyranid fleet list. We first featured this version of the Tyranids as experimental rules back in issue 11, and now, a little more than a year later the rules are finally completed and official. You won't find too many changes from the version in issue 11, though it does clear up some of the more commonly asked questions about the Tyranids and since issue 11 has long been out of print, I'm sure it will prove massively useful to all Tyranids players. We've also taken the opportunity to add the Vanguard fleet list (suggested by

Colin McConnell as experimental rules in issue 14) to the Tyranid rules a completely official fleet list. You can find the Tyranid rules from page 16 onwards.

Last month we also introduced Nate Montes' Vagaries of War campaign rules. Starting on page 3 we present 'The Elaysion Crusade', an example campaign by Nate using these rules.

We also present the long-awaited conclusion to the Eye of Terror campaign. This summer, GW enthusiasts all over the world fought thousands and thousands of battles and registered their results online to determine the outcome of Abaddon's Thirteenth Black Crusade. Some of you may have already seen the outcome of the campaign based upon games of Warhammer 40,000, but here you can see the outcome of the campaign from a more BFG-oriented point of view.

So, with just one more issue to go, that's about it. Until next time.

Matt

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INCOMING!

THIS MONTH'S BATTLEFLEET GOTHIC NEWS

By now, most of you will probably have heard that Battlefleet Gothic magazine will soon be coming to an end (in issue 19 to be precise), but for any of you who haven't heard the news yet, or any of you with further queries, we thought this was a good opportunity to outline some of our plans for Battlefleet Gothic publications in future.

FANATIC MAGAZINE

Let me say the first bit again, so it's completely clear – there will be no more Battlefleet Gothic magazine after issue 19 (that's next issue). Let me also make it clear that the game of Battlefleet Gothic is not going away – in fact it's going to get a lot better. For a while now we have been wanting to increase the quality of the products we produce at Fanatic and so, rather than the small black & white magazines that we currently publish, we are instead going to publish Fanatic magazine, a White Dwarf-sized, full colour, monthly magazine which will cover all of the Specialist Games (Battlefleet Gothic, Epic, Warmaster, Mordheim, Necromunda, Inquisitor and Blood Bowl). What's more this new magazine will be available all over the world on the same day. So, if you live in America, Canada or even Australia, you'll no longer have to wait 3-6 months from the day of the UK release.

Fanatic magazine will have a minimum of 80 pages every month but we estimate most issues will be around 96 pages and with every page bigger and in colour you'll tend to find that the amount of good quality material in each issue is a lot higher than in the current comic sized black and white magazines.

But I only play Battlefleet Gothic...

Well, the Battlefleet Gothic Annual and other supplements will collect all the material so you've got it in one handy volume. Also, all of the Fanatic Magazine articles will be available as free downloads on the Fanatic website, so you'll be able to get hold of any Battlefleet Gothic articles you wish without having to buy Fanatic magazine.

Having one magazine also means it will be a lot easier to manage than trying to sell seven different publications. I'm sure many of you will be able to tell me tales of how getting each issue of Battlefleet Gothic is an uphill struggle! Well no more. With one magazine released at the same time across the globe, it will be much simpler to get it into the hands of the people that matter – you!

What about my Subscription!

If you have a subscription to Battlefleet Gothic magazine then you should have already received a letter with this issue explaining your options, if not then please give your local Games Workshop Direct Sales a call.

If you have any questions or comments then you can email them to the usual address or leave a message on the forum at www.mordheim.com where the Fanatic staff will do their absolute best to answer your questions.

THE VAULT

By the time you read this, the Battlefleet Gothic website (www.battlefleetgothic.com) should have a new feature up and running - the playtester's vault.

In the past (and up until next issue) we've published experimental rules in Battlefleet Gothic magazine. The thing is, that it's also helpful for us to put them online, since we can update them more frequently in response to feedback, we don't have to take up valuable pages in the magazine each time we do a new version and so on. However, what we have discovered is that the long delays between completing work on a magazine and it arriving in stores often means that by the time the public sees the version printed in the magazine, the online copy has evolved far beyond this. This has proven very confusing to say the least.

So, to avoid this, we won't be publishing experimental rules in magazines anymore. Instead, they will be found solely on the Battlefleet Gothic website in the new Playtester's Vault. We'll post rules up there several months before the models are released so that players can try them out in a few games and let us know how they fare. Once we've got a decent amount of feedback the High Admirals will start discussing the rules and agree upon what changes to make. This might mean posting a revised version of the rules from time to time. Then, when the models are released, we'll publish the complete official rules in Fanatic magazine.

ELAYSION CRUSADE

USING THE VAGARIES OF WAR RULES IN A CAMPAIGN

By Nate Montes

In this campaign, the Imperial fleet begins by having significant elements in the Guidus Prime, Monobith and Gateux systems. Admiral Natanico Paris commands the fleet, a special character described in BFG#8. He drills his ships extensively and maintains exceptional battle readiness. He is renowned for the development of his officers, and his flagship has two crew skills (rolled randomly), and he is known for his aggressive tactics in battle. He is worth 175 points, is leadership 10 and has two re-rolls, but his re-rolls cannot be used for Brace For Impact, and he cannot switch flagships in the course of a campaign unless his ship is destroyed.

ATTACKERS: IMPERIAL FLEET - 665 POINTS (FLOTILLA SYLVANUS)

Emperor's Hammer, Overlord battlecruiser;
245pts: (extra turret, Ld8)

Macedon, Dauntless light cruiser;
110pts: (lances, Ld9)

Agrippa, Dauntless light cruiser;
110pts: (lances, Ld8, in division with Agrippa)

Sons Of Ogala, Escort squadron;
200pts: 4 Cobras, 2 Firestorms (Ld7)

DISPERSED IMPERIAL FLEET - 1320 POINTS

Group 1: Monobith - 770 points

Admiral Natanico Paris;
175pts: Ld10 (2 re-rolls, flagship 2 crew skills, re-rolls cannot be used for BFI)

Imperious, Mars battlecruiser;
285pts: (Ld6- flagship, left gun shift, Skilled Engineers, Elite Command Crew)

Invictus Astra, Cardinal Heavy Cruiser;
190pts: (Ld6, in division with Imperious)

Agamemnon, Dauntless light cruiser;
120pts: (torpedoes, Improved Sensors + 1Ld when enemy on S-O, Ld8)

Group 2: Gateux - 220 points

Ajax, Dauntless light cruiser;
110pts: (lances, Ld9)

Achilles, Dauntless light cruiser;
110pts: (lances, Ld8, in division with Ajax)

Group 3: Guidus Prime - 330 points

Cardinal Demos, Tyrant cruiser;
205pts: Tyrant cruiser (boosted batteries, nova cannon, Ld9)

Torch Bearers, Escort squadron;
125pts: 3 Cobras, 1 Sword (Cobras trade batteries for sensors, + 1Ld when enemy on S-O, Ld8)

The Warmaster Attalid the Diablos of Chaos Undivided leads the invasion host. Attalid is 125 points, is Leadership 9 and has 1 re-roll. The Mark of Chaos Undivided allows the entire fleet one turn per game to roll leadership checks against the Warmaster's leadership if he is present at the battle. He does not join the fleet until later in the campaign, but several of his handpicked lieutenants lead the fleet in his stead as Chaos lords. The Chaos player can include up to the maximum number of Chaos lords of any Mark allowed according to the fleet list rules either at the start of the game or in the course of the campaign on reinforcing ships as long as the price for them is paid.



A sizable Chaos fleet invaded and captured the vital Antioc system and its ring of forge worlds under cover of the Prath Veil Nebula. With planetary astropaths hobbled by nearby, turbulent warp storms, there was no way they could get any warning or distress call out, and a small patrol fleet from Guidus Prime rendezvousing in the system several months later was completely taken by surprise.

DEFENDERS: CHAOS FLEET - 1990 POINTS

Treacherous, Desecrator battleship;
430pts: (Ld8 Chaos Lord of Tzeentch, 1RR)

Bringer Of Despair, Repulsive grand cruiser;
240pts: (Ld7, 45cm lances)

Reign Of Terror, Hecate heavy cruiser;
245pts: (Ld7)

Dangerous Wind, Devastation cruiser;
190pts: (Ld8)

Deathbane, Devastation cruiser;
190pts: (Ld9)

Raining Death, Carnage cruiser;
180pts: (Ld7)

Queen's Consort, Murder cruiser;
170pts: (broadside lances, Ld8)

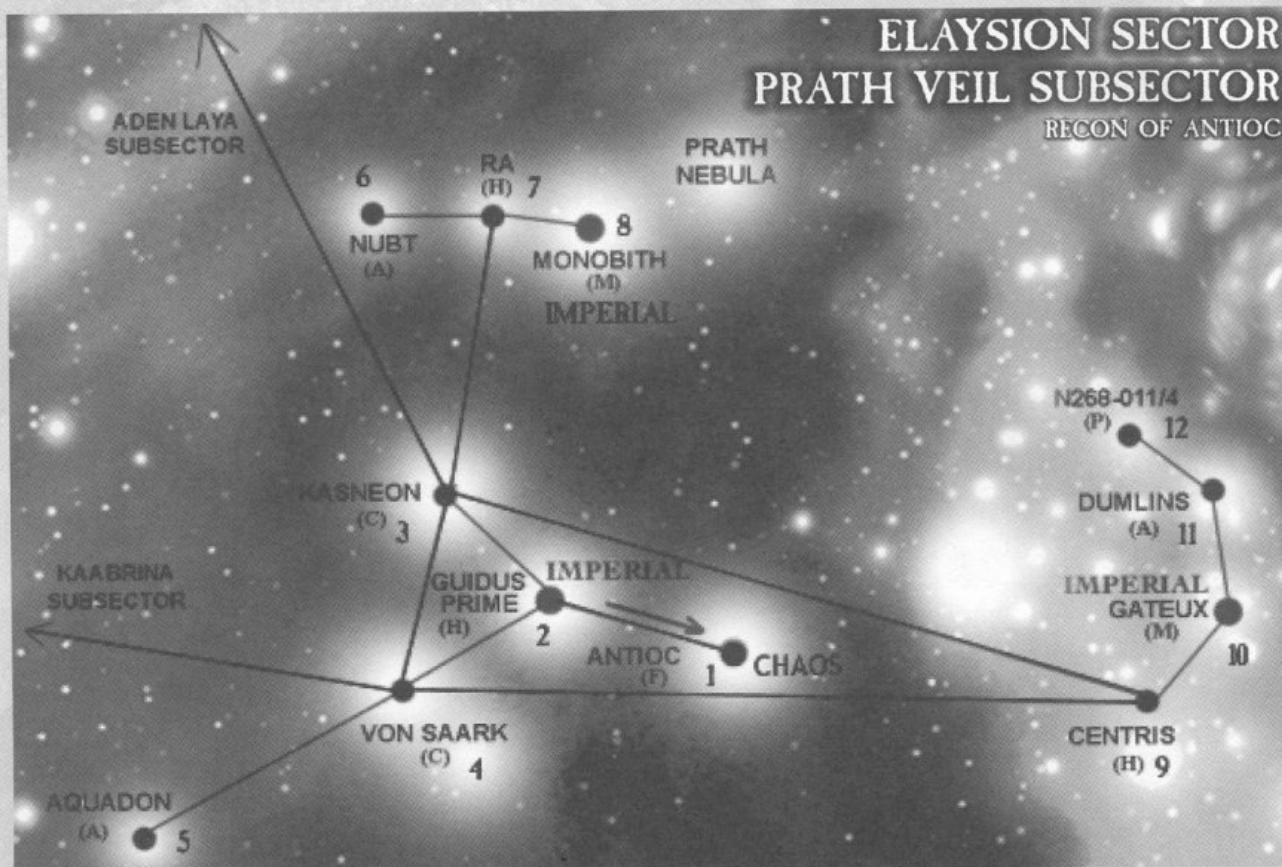
Skullbreakers, Raider squadron;
135pts: 3 Idolators (Ld8)

Stabbing Screams, Raider squadron;
90pts: 3 Iconoclasts (Ld8)

Destructors, Raider squadron;
120pts: 3 Infidels (Ld6)

BATTLE #1: RECONNAISSANCE RUN OF ANTIOC

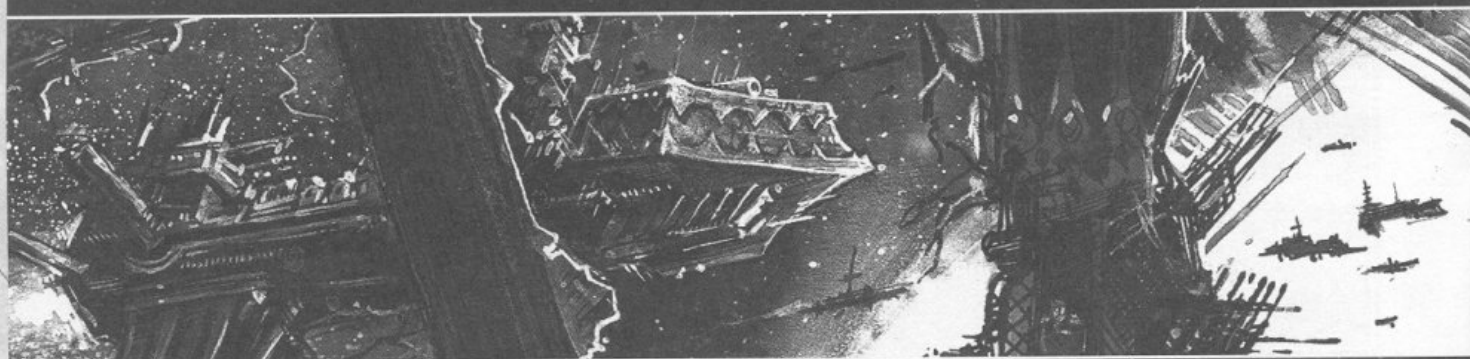
For the Elaysion War, we begin by focusing on the Prath Veil Campaign and the Battle for Antioc featured in BFG magazine #8. As this particular campaign was played along a storyline, specific scenarios were played out rather than rolling for them normally, and instead of rolling randomly for which three systems the Imperial fleet had possession of, Guidus Prime was assumed to be in Imperial possession from the start, with the other two rolled randomly. It is obvious that the first few battles are heavily stacked against the Imperial player, but over time the Imperial fleet will be able to gather up much more resources and bring them to bear. If the Chaos player squanders his early numerical advantage and does not work toward a swift victory, the Imperial player can over time wear down and eventually defeat the Chaos fleet.



Historical notes:

As Flotilla Sylvanus swept in-system as a reconnaissance-in-force, they found the system completely overrun by a massive Chaos host. Recognizing the only hope the Imperial fleet had to contain this threat was to identify the strength and makeup of the attacking fleet, Captain Marietus ordered his force to spread out to maximum communication range and attempt a high-speed passing engagement with passive and active sensor auguries at full strength. Despite most of the fleet being on standby or at anchor in many of the captured

repair facilities, the patrol fleet was savagely mauled, and the Sons Of Ogala lost all but one escort in the run. The light cruiser Macedon was also lost in heroic action to draw fire from the last remaining Cobra, but by the Emperor's grace it is believed that they managed to identify all major fleet elements in the system before retreating to get this critical information to fleet forces at Guidus Prime, and by great fate they also managed to nearly eliminate a traitor escort squadron and heavily damage the Devastation cruiser Dangerous Wind during the escape.



As the remains of Flotilla Sylvanus retreated back to Guidus Prime, they linked up with the Cardinal Demos and its escorts of the Torchbearers squadron currently in the system. Commanded by Captain Johannes Victor, the famed Tyrant cruiser from the Pacification of Aaronis three centuries earlier was a welcome addition to the flotilla, but these ships have no hope of defending the world against the massive Chaos host arrayed against them only weeks away, and as word is sent to Admiral Natanico Paris of their dire predicament, it is up to them to bring order to the inevitable panic and mass exodus that takes place in the system.

As word spread of the fall of Antioc and the massing Chaos fleet mere light years away, the ensuing panic threw the busy commercial traffic flowing in and out-system in complete disarray. Though Admiral Paris passed word to recall the fleet in an attempt to contain the threat, there was no way they would arrive in time to save the system. Elements of the Prath Veil Battlefleet and reinforcements in the form of the Relentless cruiser Aegis from outside the sub-sector massed at Kasneon and Von Saark in an attempt to contain the threat as Guidus prepared for the inevitable. In the midst of the confusion, word arrived that a renegade Hellfire heavy cruiser identified as the Bloodlust slipped behind the slowly tightening cordon within the sub-sector, raiding the

Centris system, devastating its planetary defenses and taking possession of its valuable repair facilities under threat of orbital bombardment. It now falls on Captain Victor to escort all that remains of Guidus Prime and its resources safely out of system against nearly insurmountable odds.

ATTACKERS: CHAOS FLEET - 1485 POINTS

Reign Of Terror, Hecate heavy cruiser;
245pts: (Ld7)

Raining Death, Carnage cruiser;
180pts: (Ld7)

Queen's Consort, Murder cruiser;
170pts: (broadside lances, Ld9)

Bringer Of Despair, Repulsive grand cruiser;
240pts: (Ld7, 45cm lances)

Dangerous Wind, Devastation cruiser;
190pts: (Ld8)

Deathbane, Devastation cruiser;
190pts: (Ld9)

Skullbreakers, Raider squadron;
180pts: 4 Idolators (Ld8)

Stabbing Screams, Raider squadron;
90pts: 3 Iconoclasts (Ld7)

DISPERSED CHAOS FLEET - 845 POINTS

Group 1: Antioc - 470 points

Treacherous, Desecrator battleship;
430pts: (Ld8 Chaos Lord of Tzeentch, 1RR)

Destructors, Raider squadron;
120pts: 3 Infidels (Ld6)

Group 2: Centris- 295 points

Bloodlust, Hellfire heavy cruiser;
295pts: (Ld7)

DEFENDERS: IMPERIAL FLEET- 875 POINTS

Emperor's Hammer, Overlord battlecruiser;
245pts: (extra turret, Ld9)

Agrippa, Dauntless light cruiser;
110pts: (lances, Ld7)

Sons Of Ogala, Escort squadron;
160pts: 3 Cobras, 2 Falchions (Ld6)

Cardinal Demos, Tyrant cruiser;
205pts: (boosted batteries, nova cannon, Ld9)

Torch Bearers, Escort squadron;
155pts: 4 Cobras, 1 Sword (Cobras trade batteries for sensors, +1Ld when enemy on S-O, Ld8)

IMPERIAL CONVOY P-481

Green Squadron, 2 transports;
90pts: 1 armed freighter (1 transport is a Q-ship) (Ld7).

Gray Squadron, 2 transports;
90pts: 1 armed freighter (1 transport is a Q-ship) (Ld6).

Blue Squadron, 4 transports;
60pts: 1 armed freighter (Ld5).

Upsalla Squadron, 2 fast clippers;
60pts: (Ld8).

St. Helena, Fuel Tanker;
20pts: Fuel Tanker (Ld7).

Via Lactis, Stellar Liner;
20pts: (Ld6, squadron with St. Helena).

Tender Pontifex Ironika, Goliath Repair;
30pts: (Ld5, squadron with St. Helena).

Dawntreader, Heavy Transport;
20pts: (Ld6, squadron with St. Helena).

DISPERSED IMPERIAL FLEET- 1170 POINTS

Group 1: Kasneon

Admiral Natanico Paris;
175pts: Ld10 (2 re-rolls, flagship 2 crew skills, re-rolls cannot be used for BFI)

Imperious, Mars battlecruiser;
285pts: (Ld6- flagship, left gun shift, Skilled Engineers, Elite Command Crew)

Invictus Astra, Cardinal Heavy Cruiser;
190pts: (Ld6, in division with Imperious)

Agamemnon, Dauntless light cruiser;
120pts: (torpedoes, Improved Sensors +1Ld when enemy on S-O, Ld8)

Group 2: Van Saark

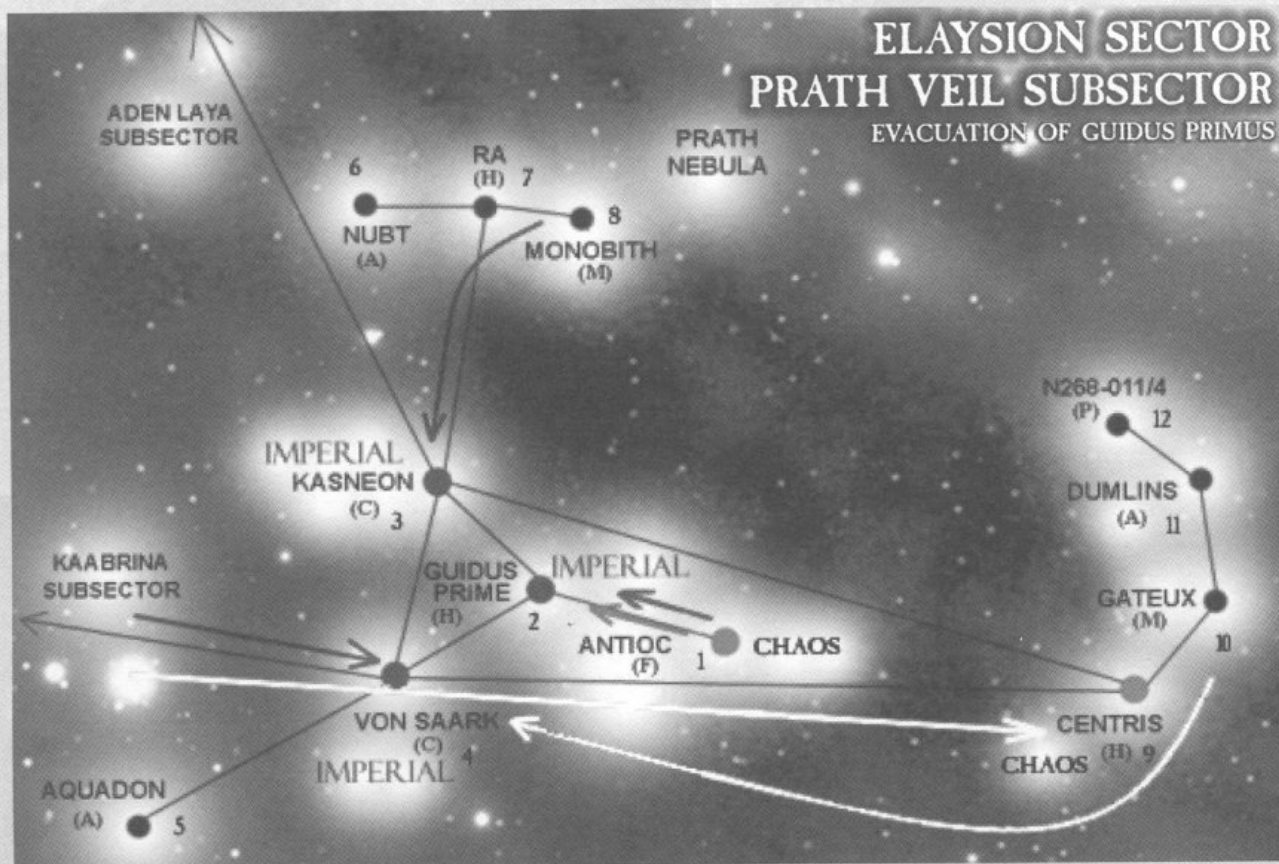
Aegis, Relentless cruiser;
180pts: (Ld8)

Ajax, Dauntless light cruiser;
110pts: (lances, Ld9)

Achilles, Dauntless light cruiser;
110pts: (lances, Ld8, in division with Ajax)

BATTLE #2: EVACUATION OF GUIDUS PRIME

This is a great game to play as part of a campaign using the Vagaries of War campaign rules. This scenario dates way back to BFG magazine #4 and fits neatly between the Reconnaissance Run and Desperate Search scenarios of BFG magazine #4. It also is a great game to blow the dust off and break out all those cool transports as well as the recent Forge World heavy transports, armed freighters and Q-ships (and even a few old GW Spacefleet models if you got them!). In this scenario, the fleet movements that took place at the end of the previous game now come into effect. As described in the scenario, standard transports are worth 10 points for purposes of victory points, with heavy transports from the 2002 Annual extrapolated to be worth 20 points each. For those of you that don't have issue #4, this scenario and some alternate transport ideas are available on the Battlefleet Gothic resources site at <http://us.games-workshop.com/40kiverse/bfg/downloads/downloads.htm>. No more than one heavy transport for every three standard Imperial transports can be used in the scenario, and no more than three total of the other special transport types described in the scenario in BFG#4 can be used, though any special transports described in the 2002 Annual may be used if their point cost is subtracted from the defending fleet list. The fleet compositions of this particular battle are driven to an extent by the previous battle (an effect that will show up time and again throughout a campaign using the Vagaries of War rules), and as such I modified the number of transports accordingly.



Historical notes:

With the transport convoy organized and designated P-481, Captain Marietus moved his ship to the center of the fleet with the Dominion and Agrippa in attendance, taking formation point as the escort squadrons Sons Of Ogala and Torch Bearers riding herd on the many transports. Throughout the attempted withdrawal there were endless difficulties, and on several occasions several of the centuries-old and under-maintained transports suffered mechanical casualties and fell out of formation. Lead elements of the advancing Chaos fleet easily picked off these stragglers, and rampaging waves of assault boats took their toll as well, with Blue Transport Squadron lost in its entirety. However there were several bright instances in the grim evacuation, most notably

the Q-ship Pirate's Bane, which with its attendant transports managed to destroy two raider escorts before being lost to massed assault boat attacks, and the massed fire of the Imperial cruisers managed to destroy the heavy cruiser Reign Of Terror as well.

Intelligence reports indicated that several renegade vessels made infamous by the Gothic War were part of the invasion fleet, and sure enough as the fleets joined, the harried Imperial defenders were set upon by vessels known for several millennia as having perpetrated acts of treason against humanity so despicable, great renown would come to the ships that brought about their destruction. Such was not to be however, and despite valiant and heroic spacemanship, both the

Agrippa and the Cardinal Demos were lost. Despite horrifying losses, including that of the Adeptus Mechanicus repair tender Pontifex Ironika and the heavy transport Dawntreader, the two surviving heavy transports fortuitously received word as they managed to get behind the invading fleet to go all ahead full and successfully reach the jump point into the warp. Though the fast clippers of the Upsalla Trading Guild also went All Ahead Full as well without receiving direction by Captain Marietus to do so, they were already behind the invaders and also managed to escape.

ATTACKERS: IMPERIAL FLEET - 300 POINTS

Aegis, Relentless cruiser;

180pts: (Ld8)

Achilles, Dauntless light cruiser;

110pts: (lances, Ld8)

DISPERSED IMPERIAL FLEET - 1915 POINTS

Group 1: Guidus Prime - 1150 points

Admiral Natanico Paris;

175PTS: Ld10 (2 re-rolls, flagship 2 crew skills, re-rolls cannot be used for BFI)

Imperious, Mars battlecruiser;

285PTS: (Ld6- flagship, left gun shift, Skilled Engineers, Elite Command Crew)

Invictus Astra, Cardinal Heavy Cruiser;

190PTS: (Ld6, in division with Imperious)

Agamemnon, Dauntless Light Cruiser;

120pts: (torpedoes, Improved Sensors + 1Ld when enemy on S-O, Ld8)

Regis Lemari, Dictator cruiser;

220pts: Dictator cruiser (Ld7)

Sons Of Ogala, Escort squadron;

160pts: 3 Cobras, 2 Falchions (Ld6)

Group 2: Von Saark - 110 points

Ajax, Dauntless light cruiser;

110pts: (lances, Ld9)

Group 3: Monobith - 190 points

Torch Bearers, Escort squadron;

190pts: 4 Cobras, 2 Swords (Cobras trade batteries for sensors, +1Ld when enemy on S-O, Ld8)

Group 4: Kasneon- 220 points

Caridad Divina, Dictator cruiser;

220pts: (Ld7)

Withdrawn- 245 points

Emperor's Hammer, Overlord battlecruiser;

245pts: (extra turret, Ld8)

When the shattered remains of Flotilla Sylvanus finally joined the fleet elements massing at Von Saark and Kasneon after the Guidus Prime evacuation, Captain Marietus was directed by Admiral Paris to withdraw his ship to the forge world of Sorentis in the Kaabrina sub-sector to facilitate extensive repairs. The remaining Torch Bearers were sent back to Monobith to hold the system as the rest of the fleet continued its build up to contain the Chaos menace and Admiral Paris planned his next move. Though the evacuation

was successful, Guidus Prime was lost, and as much as he disliked the idea, he would have to send ships back there to retrieve a precious artifact, a captured Fra'al battlecruiser hidden in the dense asteroid belts between Guidus IV and V nearly a century earlier by the Adeptus Mechanicus. The ship contained technology that could be vital to the Imperial cause, and it would be catastrophic if it fell into enemy hands. Preparing to lead the expedition himself aboard his famed battlecruiser Imperious, as soon as his assembled fleet was ready, he sent word for the Aegis and Achilles to complete outfitting and set off to Centris to dispatch the heavy cruiser Hellfire from the system. Captain Jonathan Hawkins aboard the Achilles would lead the action to liberate Centris, and when asked how much time would be required to prepare for the mission, he replied, "we are ready now!" As the Aegis and Achilles prepared to break orbit, Admiral Paris sent word to his attendant fleet to complete repairs and make ready to head off in five days time. Even as this was taking place, more grim news was to come. Unbeknownst to the admiral until after his task force had set off, an unknown renegade battleship entered the Ra system, attacking the principal world, immediately landing a contingent of Emperor's Sons Chaos Space Marines and commencing an orbital bombardment against Hives Nestor and Caltex until the planetary governor capitulated and was overthrown.

DEFENDERS: CHAOS FLEET - 295 POINTS

Bloodlust, Hellfire heavy cruiser;

295pts: (Ld7)

DISPERSED CHAOS FLEET - 2590 POINTS

Group 1: Antioc - 510 points

Treacherous, Desecrator battleship;

350pts: (Ld8 Chaos Lord of Tzeentch, 1RR)

Destructors, Raider squadron;

160pts: 4 Infidels (Ld6)

Group 2: Guidus Prime- 1590 points

Cold Fire, Styx heavy cruiser;

370pts: (Ld8 Chaos Lord of Tzeentch, 1RR)

Raining Death, Carnage cruiser;

180pts: (Ld7)

Queen's Consort, Murder cruiser;

170pts: (broadside lances, Ld8)

Bringer Of Despair, Repulsive grand cruiser;

240pts: (Ld7, 45cm lances)

Dangerous Wind, Devastation cruiser;

190pts: (Ld8)

Deathbane, Devastation cruiser;

190pts: (Ld8)

Skullbreakers, Raider squadron;

180pts: 4 Idolators (Ld6)

Stabbing Screams, Raider squadron;

150pts: 5 Iconoclasts (Ld6)

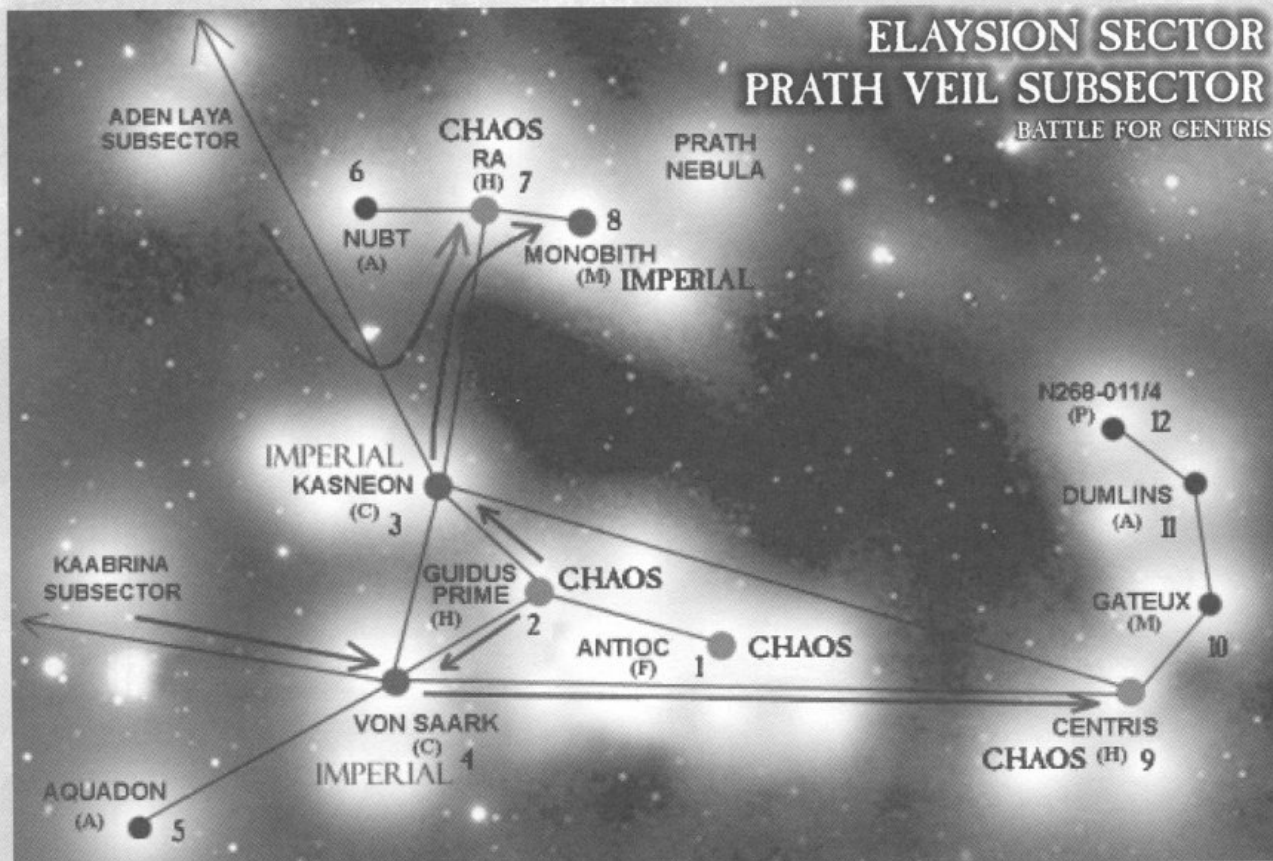
Group 3: Ra - 410 points

Merciless Death, Despoiler battleship;

410pts: (Ld7, prow torpedoes)

BATTLE #3: LIBERATION OF CENTRIS

One of the great things about the Vagaries of War campaign rules is that fleet-scale battles will be interspersed with a large number of quick but decisive skirmishes between small forces. This way players will be able to get in the occasional weekday game lasting an hour or less, and these kinds of battles are great for teaching the game to someone new while still playing games that are important to the campaign as a whole. While just about any raid scenario can be used for these smaller battles, Cruiser Clash is probably the best in terms of simplicity. Note that even after these small battles, renown is adjusted, fleets can move between systems, and repairs and appeals take place.



Historical notes:

The battle for Centris was short, but certainly was not one-sided. Despite ravaging Centris' planetary defenses, the Bloodlust had only begun landing units of the World Eaters when the Imperial flotilla arrived. The managed to catch the ship while still pulling out of orbit from the planet located in the inner biosphere, and a running engagement ensued. Despite the Aegis getting off two of its powerful torpedo salvoes as the faster Achilles attempted to get behind it, the powerful Hellfire heavy cruiser managed to bracket and cripple the Achilles as it closed the range. Despite this setback, the two ships managed to drive the heavy cruiser off. This victory was tempered by its escape into the warp before they could complete its destruction, and Navigator Ophelia Googol reported that its exit vector was consistent with a least-time course to the Gateux system.

Admiral Paris received reports through his personal astropaths that the Retribution battleship Interdictor escorted by the Endeavor light cruiser Henderson and the hastily-repaired battlecruiser Emperor's Hammer arrived at Von Saark to reinforce the Imperial fleet attempting to contain the sub-sector against the Chaos threat. He sent word for the Interdictor to join his fleet at Guidus, as they were far enough out-system that the Chaos fleet may not know of their presence, or at least what their true intentions were. The Aegis was also directed to proceed at best speed to Guidus as well, and the Henderson embarked the 14th Von Saark Hussars Imperial Guard regiment and proceeded to Centris with two transports to complete mopping up operations on the planet and its orbital defenses while Achilles remained in Centris to effect repairs.



THE EYE OF TERROR

This summer, Games Workshop enthusiasts the world over fought thousands and thousands of battles as part of the massive worldwide Eye of Terror campaign. With the results in, the victories totalled and the fate of the Imperium collated, we look back over the events of Abaddon's Thirteenth Black Crusade...

As with all wars, many of the events of the Thirteenth Black Crusade will forever go unknown and unremembered. The Fog of War does not rise quickly, and in a conflict of such immensity as this, the fate of many worlds (and, indeed, exactly how they came to meet that fate) is something history will singularly fail to remark upon. To seek out survivors of the countless scattered warzones around the Eye of Terror could never be a priority for the perpetually embattled Imperium, and many of those who perhaps survive do so without the means to contact their fellow Man, isolated and cut-off by the tumult of Abaddon's bloody invasion.

Perhaps in days to come distant patrols or roaming merchant fleets may stumble upon forgotten worlds to find that their human

populations endure, or perhaps that they no longer exist at all. Perhaps they will find whole worlds in the grip of Chaos, where treacherous warlords rule unopposed on the surface but with their fleets beaten and destroyed, leaving them with the hollowest of victories and stranding them on worlds which can expect nothing more than exterminatus as soon as the vessels might be found to perpetrate it. There may be other worlds, too, where no living thing now remains – a whole world's substance expended in the unspeakable battles which it has witnessed. There may even be those worlds upon which war still rages, but unless the hordes there assembled can yet threaten the wider Imperium their fate is less than a major concern.

So it is that the course of a war – the story of victory and defeat – cannot be described in terms of all its constituent parts, but instead must be thought of in terms of those particular prizes for which both sides tussle most fiercely – worlds like Agrapinna, Nemesis, Subiaco Diablo and most of all, Cadia and its ancient Pylons.

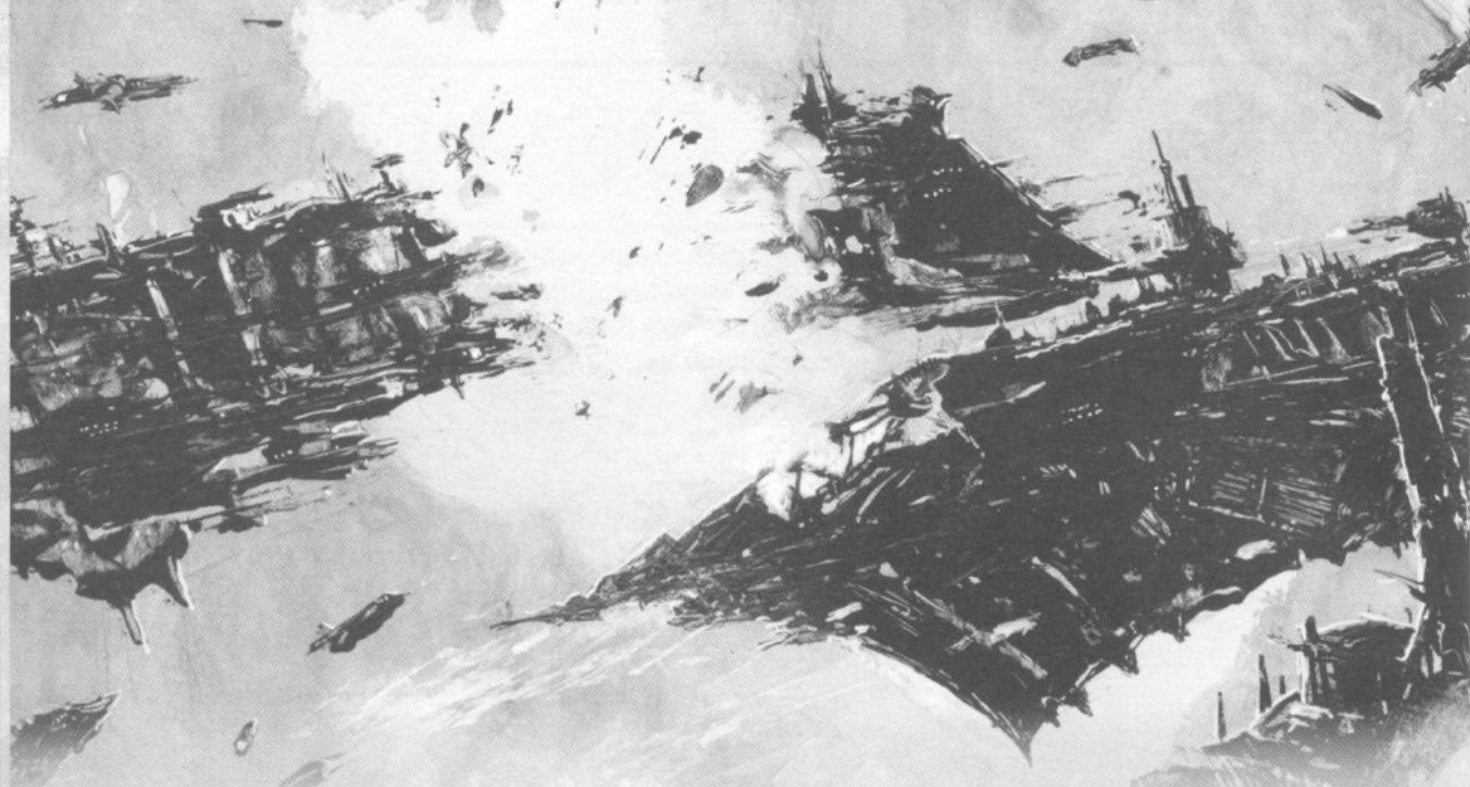
THE SLOW REPRISAL

As Abaddon's Thirteenth Black Crusade swept throughout the sectors bordering the Eye of Terror, the immense warfleet which he had amassed proved unstoppable. In comparison to Abaddon's Grand Fleet and the Plaguefleet of Typhus, The Imperium's defences were thinly spread, even around the Cadian Gate where the so called Bastion fleets stand as the largest permanent Imperial Navy element outside of the Solar system.

Thus, in the early stages of the war Abaddon's fleet held orbital supremacy across most of the sectors within the warzone allowing him to bombard worlds, enslave their populace and deploy Chaos forces to the surface at will. All the while, however, the ponderous machine of the Imperial Navy readied itself slowly but surely against him.

The Imperial Navy is, ultimately, an inevitability. Stretched out across the thousands of light years of Imperial Space, dispersed across a hundred warzones, patrol routes and shipping lanes it is far





from being the most reactive force in the Emperor's service. Nonetheless, the Imperial Navy is a giant, an unstoppable behemoth which sooner or later will, inevitably, arrive to unleash its vengeance, no matter how powerful the foe.

Where the Imperial Navy had been forced to divide its assets across hundreds of worlds at the outset of the war, it was gifted a valuable opportunity to combine its numbers and concentrate its forces once Abaddon's plans became clear and the Chaos fleets were committed to important worlds such as Cadia, Agripinaa and Thracian Primaris. Where Imperial defences had been overstretched at the outset of the war, they soon stood reinforced by dozens of neighbouring battlefleets. Tiny patrols, at first hopelessly outnumbered and overwhelmed by Abaddon's invasion, mustered together into battlefleets numbering hundreds of vessels.

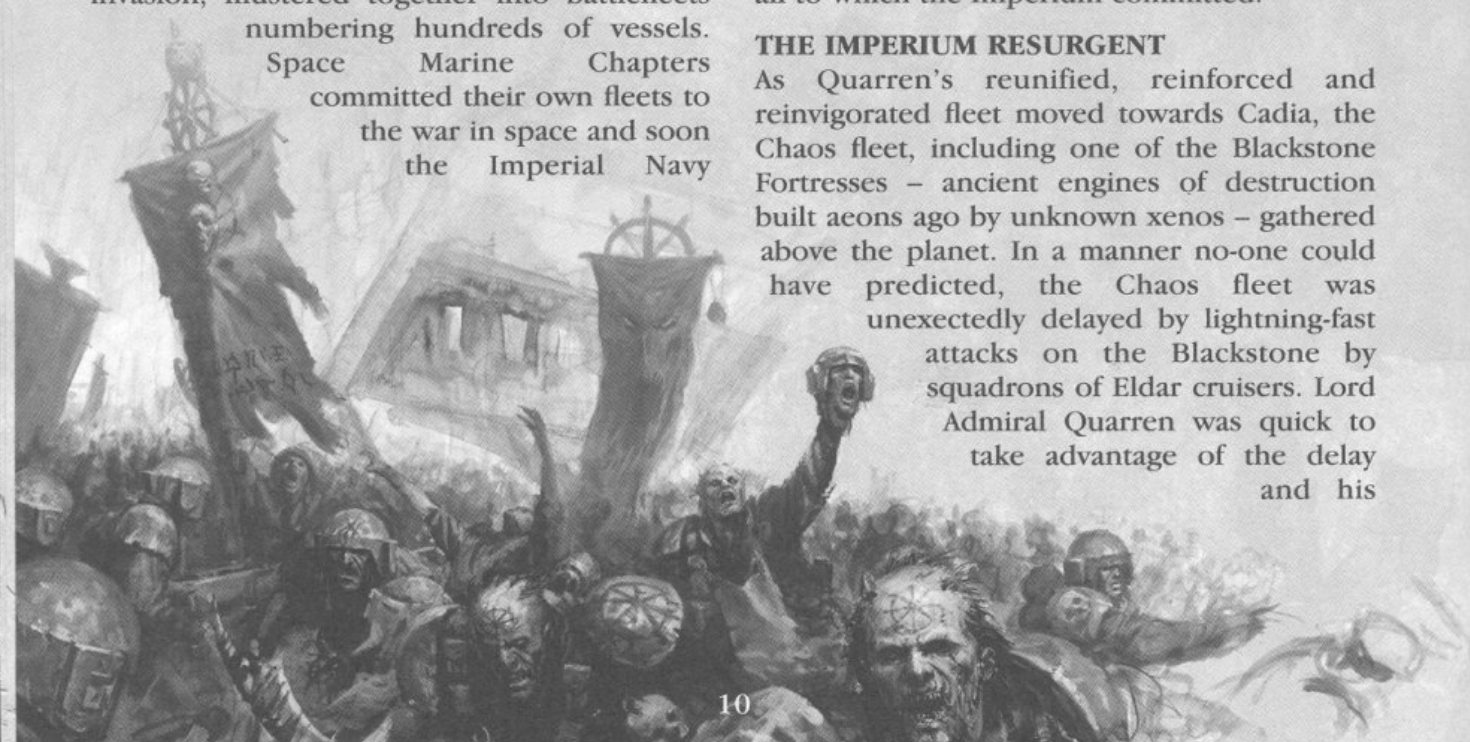
Space Marine Chapters committed their own fleets to the war in space and soon the Imperial Navy

stood as an unbreakable circle of iron around Abaddon's forces. From this strong regrouping, Admiral Quarren was more than ready to launch his counter-attacks against Abaddon's chosen targets.

A thousand small battles were already lost for the Imperium – worlds engulfed by cults and treacherous defenders, worlds decimated by the Plague of Unbelief and other forgotten battlefields were already far past the point at which they might be saved. Indeed, fighting the war across a front scattered like a thousand broken shards had undoubtedly stymied the Imperium in the early days of the invasion, forced to spread its already hard pressed assets, uncertain of where the hardest blow might land. To win the greater war now, the wise (and not least amongst them, Admiral Quarren) realised that a handful of crucial fronts must be all to which the Imperium committed.

THE IMPERIUM RESURGENT

As Quarren's reunified, reinforced and reinvigorated fleet moved towards Cadia, the Chaos fleet, including one of the Blackstone Fortresses – ancient engines of destruction built aeons ago by unknown xenos – gathered above the planet. In a manner no-one could have predicted, the Chaos fleet was unexpectedly delayed by lightning-fast attacks on the Blackstone by squadrons of Eldar cruisers. Lord Admiral Quarren was quick to take advantage of the delay and his





"Come about, Disciple, come to a new heading on my starboard side."

The comm-link remained deathly silent as Admiral Corran awaited a reply to his order.

"Disciple, come about. Disciple?"

Just as silent as before.

"Disciple, come in, Disciple."

Again, Corran waited in silence for a few seconds. He drew in a breath, lips pursed to again issue his order, before exhaling in relief as the comm-link suddenly burst into life at last. What Corran was about to hear, was not nearly such a relief.

"Target identified, Admiral, preparing to fire."

Corran stood back in surprise, turning his gaze onto the helmsmen and ensigns around him. Each looked back at him with an equal expression of bafflement.

"We see no target, Disciple, identify."

"Target identified, Admiral, preparing to fire," was the only reply that came.

"We see no target, Disciple, come about to my starboard side, now," Corran's voice finally buckled and rose into a shout as his anger, frustration and confusion grew. The silence took over again and the comm-link fell menacingly silent. At long last, the comm-link crackled back to life and that same feeling of relief which had accompanied its earlier transmission flooded over, Corran.

"Coming about," came the brief communication from the Disciple. Corran sighed with relief before being cut short by a most unexpected post-script.

"Target locked at new heading, preparing to fire."

All of Corran's cool was gone, he leapt forwards, bent over the comm-link and bawled.

"What?! Disciple, what are you doing?"

"Firing —" came the singular reply. The look of astonishment on Corran's face was instantaneous, though it took longer for his thoughts to register, leaving Corran barely a second to ponder the mysterious communication before he felt the floor fall away from him as a dozen searing plasma projectiles tore through the hull of his vessel.

One final transmission crackled over the comm-link before all fell silent.

"Target... crippled," boomed the voice of the Disciple's treacherous captain...

counter-strike (composed of vessels arriving from out of system) flowed from Cadia to Xersia and finally Demios Binary.

In his first action, Quarren chose to strike directly at the vessels in orbit around Cadia itself. The vast majority of Abaddon's forces had already been committed to the planet, so Quarren could do little to aid the struggle there, but his fleet did now have a massive opportunity to retake control of the space around Cadia and prevent Chaos reinforcements.

Quarren attacked the Chaos fleet side-on, trapping the traitor vessels between his own fleet and the planet Cadia where their superior speed would provide them little benefit. Even with the enemy trapped, the Chaos fleet still presented a fearsome amount of firepower

By dint of this cunning stunt Quarren succeeded, first in dividing the main fleet, and then, in pursuing the defeated elements to final extinction. Only those squadrons that stayed close to the Blackstone Fortress



remained a threat but the Chaos fleet was now concerned with survival. Most significantly, the Imperial Flagship, Galathamor crippled the Merciless Death, driving it to Warp from whence it took no further part in the war.

As an act of vengeance, Abaddon despatched the Planet Killer to Macharia. A desperate boarding action by Space Marine Honour Guard companies failed to prevent the Planet Killer firing, but damaged its shields. As a consequence, debris from the shattered world struck the Planet Killer, which was last seen tumbling away into wilderness space critically damaged.

When worlds in the Cadia system fell prey to the Dark Eldar, the Relictors Space Marines stood ready and swiftly repelled the raiders, driving them back to their fleet. The Dark Eldar could not have expected Admiral Quarren would have set his fleet in motion so swiftly after fighting the Chaos fleet though. His vanguard smashed into the Dark Eldar fleet and inflicting terrible damage and driving them out of the war in the Cadian sector.

Upon the fortress world of Kasr Patrox, the Traitor Legions of the Chaos Space Marines scored an immeasurable victory, though would themselves be slain by a most unexpected foe. High above them oblivion beckoned in the monstrous form of a corrupted Blackstone Fortress.

The Blackstone Fortresses's weaponry beat down on Kasr Partox, remorselessly slaughtering the warriors of both sides. Faced with the certain destruction of Cadia's last defenders, Admiral Quarren had no choice but to muster his battered fleet for yet another battle. One by one the screening Chaos vessels were peeled away from the Blackstone until

THE NATURE OF CHANGE

When vessels of a certain class are already known traitors, Imperial Admirals must think long and hard about employing the services of remaining vessels. Individual captains and their ships may turn traitor regardless of class, but when substantial numbers of vessels of the same design fall to the Ruinous Powers, some fallibility must be suspected. By accident, or perhaps by design of some already corrupted Techmagos, the ship may lack proper protection from the influences of the Warp, or its architecture may contain certain geometries, proportions or combinations of material which act as conduits for the dark energies of Chaos, making all such vessels vulnerable to the worst of taints, no matter how loyal, brave and honourable their captain and crew may be.

Not all crew aboard a treacherous vessel are necessarily willing participants. A corrupted

captain may have turned little more than a handful of officers and quartermasters, whom he will conspire with to effectively enslave the ship's remaining crew, turning them into unwilling serfs to Chaos. Under such conditions, most inevitably succumb and turn to Chaos themselves, or else are broken and perish in their servitude. Sometimes, however, the brave fight goes on. The traitor vessel, Desmeria, for example, was destroyed when intercepting forces from Battlefleet Artemis managed to teleport a supply of melta-bombs to surviving loyalist sailors, holding out deep in the bowels of the Desmeria. In a series of guerilla raids the valiant loyalists used the melta bombs to blast their way through to the ship's anterior plasma coil before finally sacrificing themselves in the Emperor's name, overloading the plasma drive itself and committing their treacherous comrades to the oblivion their actions so deserved.

eventually it was forced to cease its attack and concentrate upon its own defence. With the end of the Blackstone's attack an uneasy lull settled on Cadia during which Lord Castellan Ursarkar Creed evacuated Kasr Partox while he still could.

The battle in space, however, raged on.

Quarren had succeeded in forcing a slight retreat from the Blackstone, but the exceptional range and power of the fortress' weaponry made closing with it difficult in the extreme. Faster escort squadrons ploughed on ahead, hoping to inflict critical damage on the Blackstone, but most were vapourised instantly by its booming warp cannons. With the Blackstone still a threat, Quarren unleashed salvo after salvo of torpedoes which streaked towards the Blackstone. With the fortress' weapons far too cumbersome to target the incoming torpedoes, the lack of turrets proved telling and the torpedoes found their mark good and true. Unable to defend against these salvos, Abaddon was at last forced to disengage the Blackstone entirely.

The departure of the Fortress of Vaul allowed the Imperial fleet to move into Cadia's orbit, circling the planet and rapidly dispersing the Chaos fleet. Repelled from the planet, Abaddon could no longer deploy reinforcements to Cadia. The Chaos forces already gathered there remained substantial however, and even without further arrivals it is far from certain that the Imperium can maintain its tenuous grip on that most crucial bastion.

With this crucial victory secured, Quarren's main priority was to stem the tide of Chaos forces streaming through the Cadian gate. Battlefleets rushed to all the key jump points surrounding the Gate, finding many worlds already overrun by the Chaos advance, but here too the forces of Chaos had become thinly spread in their eagerness to conquer ever more worlds, and the amassed Imperial Navy swept many of their opponents aside with ease. Belis Corona and Agripinaa both became the site of major engagements, with Chaos fleets being caught ill-prepared as they hung in orbit over a dozen worlds, disgorging the hordes within.

Planetside, Chaos domination of many of these worlds was almost complete, but such dominance could not be maintained in space, where time and time again the resurgent Navy smashed aside their treacherous foes. Soon, the Imperial Navy held almost all the most reliable jump points under their control, stemming the tide of Chaos which had for so many weeks poured forth from the Eye of Terror. Abaddon's conquest of the worlds outlying the Eye of Terror may be almost complete, but by the grace of the Imperial Navy few reinforcements were able to bolster his forces towards the end of the campaign. Some have said that it is for this reason alone that Cadia still belongs in the material realm.

What the future holds for these worlds is uncertain, though. The Cadian Gate may not be open to Abaddon, but more of his followers are over the wall than ever before. Abaddon's fleets suffered many crushing defeats, but not before they had borne the hordes of Chaos to dozens of crucial worlds. These same worlds still canker with the decay which Typhus, Abaddon and the other ambitious Warlords of Chaos have brought to them and, though there may be few reinforcements on the horizon for the forces of Chaos, those traitors and rebels already gathered may very well be enough to lay the Imperium low in the coming days...



Type	Warzone	Wins	Faction	Result
Sector	Medusa	184	Disorder	
Sector	Medusa	198	Order	Order Slight Victory
Sector	Scarus	204	Disorder	
Sector	Scarus	204	Order	Draw
Sector	Scelus	138	Disorder	
Sector	Scelus	279	Order	Order Major Victory
Sector	Sentinel Worlds	176	Disorder	
Sector	Sentinel Worlds	172	Order	Disorder Slight Victory
Sector	Chinchare	108	Disorder	
Sector	Chinchare	175	Order	Order Major Victory
Sector	Belial Iv	93	Disorder	
Sector	Belial Iv	166	Order	Order Major Victory
Sector	Cadian	1166	Disorder	
Sector	Cadian	913	Order	Disorder Slight Victory
Sector	Nemesis Tessera	240	Disorder	
Sector	Nemesis Tessera	234	Order	Disorder Slight Victory
Sector	Belis Corona	343	Disorder	
Sector	Belis Corona	252	Order	Disorder Slight Victory
Sector	Agrapinaa	270	Disorder	
Sector	Agrapinaa	398	Order	Order Major Victory
Sector	Eidolon	67	Disorder	
Sector	Eidolon	170	Order	Order Major Victory
Sector	Caliban	161	Disorder	
Sector	Caliban	350	Order	Order Major Victory
System	Gudrun	15	Disorder	
System	Gudrun	46	Order	Order Major Victory
System	Mordax Prime	197	Disorder	
System	Mordax Prime	94	Order	Disorder Slight Victory
System	Ibrium	60	Disorder	
System	Ibrium	37	Order	Disorder Slight Victory
System	Lethe Eleven	99	Disorder	
System	Lethe Eleven	39	Order	Disorder Major Victory
System	Ulant	51	Disorder	
System	Ulant	48	Order	Disorder Slight Victory
System	Nysa Stromlo	38	Disorder	
System	Nysa Stromlo	38	Order	Draw
System	Kantrael	165	Disorder	
System	Kantrael	74	Order	Disorder Slight Victory
System	Xersia	28	Disorder	
System	Xersia	21	Order	Disorder Slight Victory
System	Belisar	89	Disorder	
System	Belisar	107	Order	Order Slight Victory
System	Demios Binary	78	Disorder	
System	Demios Binary	53	Order	Disorder Slight Victory
System	Nemesis Tessera	168	Disorder	
System	Nemesis Tessera	253	Order	Order Major Victory
System	Subiaco Diablo	242	Disorder	
System	Subiaco Diablo	140	Order	Disorder Slight Victory
System	Belis Corona	480	Disorder	
System	Belis Corona	322	Order	Disorder Major Victory
System	Yayor	184	Disorder	
System	Yayor	307	Order	Order Major Victory

Type	Warzone	Wins	Faction	Result
System	Bar-El	56	Disorder	
System	Bar-El	39	Order	Disorder Slight Victory
System	Finreht	131	Disorder	
System	Finreht	23	Order	Disorder Major Victory
System	Lelithar	61	Disorder	
System	Lelithar	76	Order	Order Slight Victory
System	Ulthor	247	Disorder	
System	Ulthor	80	Order	Disorder Major Victory
System	Albitern	133	Disorder	
System	Albitern	41	Order	Disorder Major Victory
System	Tabor	78	Disorder	
System	Tabor	41	Order	Disorder Slight Victory
System	Malin's Reach	124	Disorder	
System	Malin's Reach	113	Order	Disorder Slight Victory
System	Dentor	104	Disorder	
System	Dentor	94	Order	Disorder Slight Victory
System	Amistel	93	Disorder	
System	Amistel	84	Order	Disorder Slight Victory
Planet	Thracian Primaris	45	Disorder	
Planet	Thracian Primaris	80	Order	Order Slight Victory
Planet	Elnaur Delta	17	Disorder	
Planet	Elnaur Delta	9	Order	Disorder Slight Victory
Planet	Kasr Sonnen	95	Disorder	
Planet	Kasr Sonnen	175	Order	Order Major Victory
Planet	Cadia	285	Disorder	
Planet	Cadia	392	Order	Order Major Victory
Planet	Kasr Holn	67	Disorder	
Planet	Kasr Holn	125	Order	Order Major Victory
Planet	Macharia	103	Disorder	
Planet	Macharia	181	Order	Order Major Victory
Planet	Vigilatum	467	Disorder	
Planet	Vigilatu	559	Order	Order Major Victory
Planet	Kasr Partox	274	Disorder	
Planet	Kasr Partox	152	Order	Disorder Major Victory
Planet	St. Josmane's Hope	173	Disorder	
Planet	St. Josmane's Hope	223	Order	Order Major Victory
Planet	Solar Mariatus	451	Disorder	
Planet	Solar Mariatus	462	Order	Order Slight Victory
Planet	Morten's Quay	52	Disorder	
Planet	Morten's Quay	21	Order	Disorder Slight Victory
Planet	Agrapinaa	57	Disorder	
Planet	Agrapinaa	116	Order	Order Major Victory
Planet	Aurent	154	Disorder	
Planet	Aurent	46	Order	Disorder Major Victory
Planet	Narsine	32	Disorder	
Planet	Narsine	38	Order	Order Slight Victory

THE HIVE FLEETS

TYRANIDS IN BATTLEFLEET GOTHIC

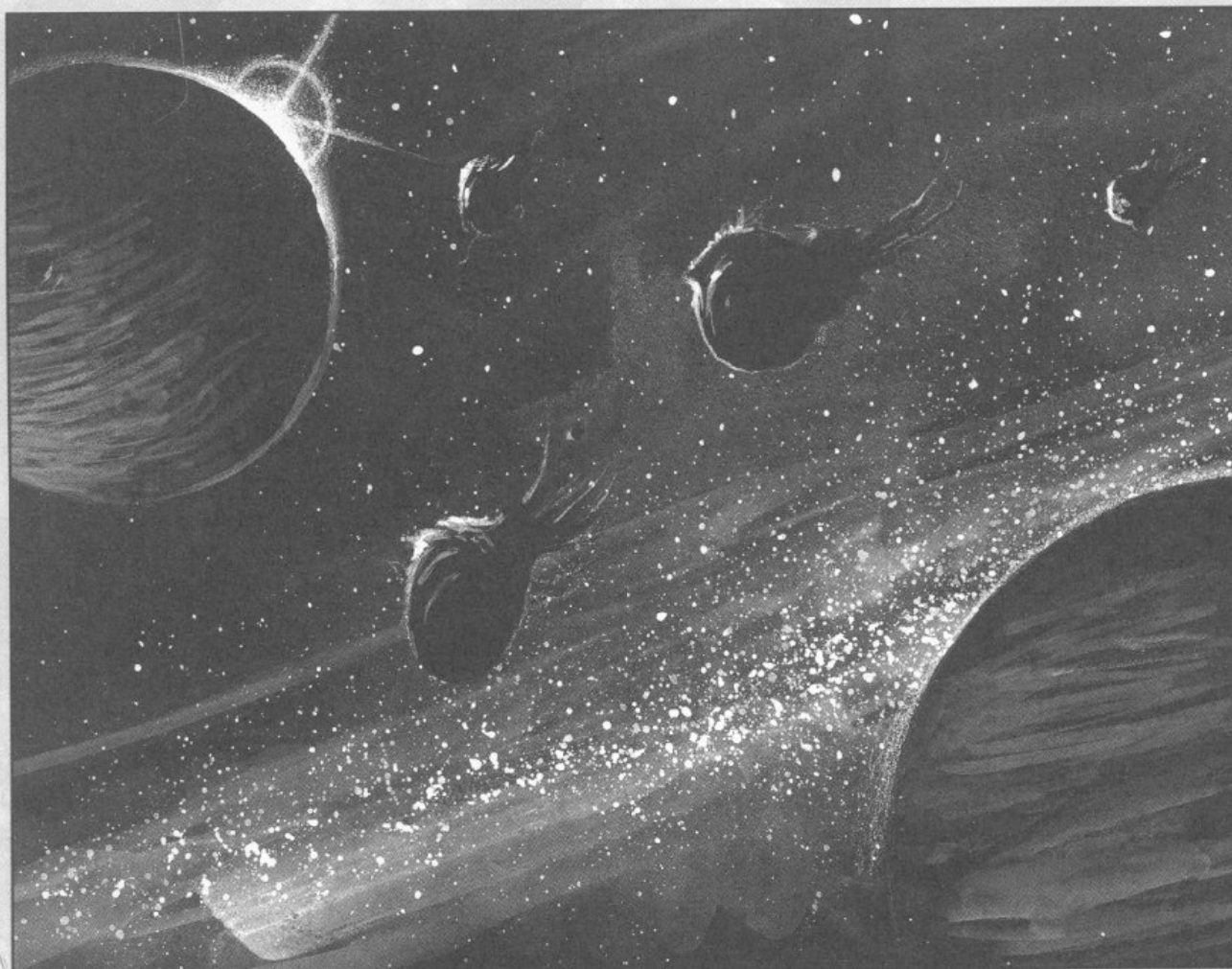
The race known to Man as the Tyranids have been the bane of all organic life for eons, devourers of worlds and the agents of the fall of more races and civilisations than even Mankind can ever aspire to. As the menace of the Tyranid Hive fleets Kraken, Behemoth and Leviathan stretch across the southern and eastern arms of the galaxy, great swathes of space and even entire sectors have disappeared from the Emperor's light beneath the vast shadow of the Hive Mind.

THE HIVE MIND

Imperial scientists believe that Hive ships and their attendant Droneships have a deep connection to the Hive Mind – the over-arching gestalt consciousness of the Tyrannic race. This pervasive psychic contact permeates the area around the Hive fleet to such an extent that Warp space is distorted for light years around the fleet's position. Travel through the Warp becomes increasingly uncertain near the Tyrannic fleets and astrotelepathy exceptionally unreliable or completely useless.

Many Astropaths have lost their minds in battle with the Tyranids, and entire squadrons have been crippled by dangerous warp eddies. Thus as the Hive fleets advance confusion and terror precede them beneath the suffocating shadow they cast over the doomed worlds in their path.

The most recent Tyranid assaults have taken place in the last two centuries, as the warship bio-constructs have emerged to wreak death and destruction upon the galaxy, more and more has been discerned of the true nature of these creatures. With this growing knowledge, mankind has retrenched itself in redoubts throughout the galaxy to research new methods of achieving victory. It was first believed that the endless variety of forms encountered by forces arrayed before this menace essentially fell into two main categories. However, more recently, diligent research by the Biologis division of the Adeptus Mechanicus and agents of the Inquisition have discerned that these malevolent space-faring creatures are manifested in three main classes:



HIVE SHIPS

These void-swimming behemoths act as primary nodes for the Hive Mind and direct the activity of the entire swarm. Hive ships function as living mother ships, bio-factory vessels breeding and hatching endless swarms of Tyranids to pursue prey across void and planet alike. Though most swarms will typically contain more than one hive ship, in some circles it is believed that there is still a single ship that maintains central control of the entire collective and acts to coordinate the assault, though this cannot be confirmed. There are also unsubstantiated reports that there are a very small number of hive ships in every swarm that are much more massive than the rest. Dwarfing even great battleships, these immeasurably vast creatures arrive very late in the process of planetary assimilation and are believed to be those responsible for the method by which even the atmosphere and oceans are consumed from orbit, as the final stage of the world's consumption by the hive fleet. Though such a gargantuan organism would explain how once lush and fertile worlds are left barren, airless and sterile, there are as of yet no recorded sightings of such a monstrous creature.

KRAKEN, CRUISERS AND DRONESHIPS

These bio-ships range in size from comparable to the escorts of other races to massive ships nearly the equal in size of the hive ships they accompany. Ever evolving, some of these creatures of the void are called Kraken, named after the Hive fleet in which they first appeared, identified as specialized biological entities which accompany hive ships in a swarm and defeat each new foe they encounter. Hive ships are known to respond to new threats by birthing more of these Kraken to overwhelm the defences of any sentient race or hapless world they encounter.

Though the Imperium has come to learn much about these creatures of the galactic ether, the distinction between the so called classes of ship remain unclear. It has only recently, for instance, been ascertained (through careful observation of the subdual and consumption of Bonnis II in the Coronet Sector) that many of the escorts and cruisers found in typical Tyranid swarms are immature hive ships in various stages of development. It is believed that the hive mind nodes in these space-dwelling organisms remain dormant until they are mature enough to project their will across vast reaches of space, though when this takes place in a creature's life cycle has yet to be determined.

Many of these beasts are developed with very specialized abilities that were probably evolved over the Tyranids' long experience against various races throughout the galaxy. Found in a wide variety of forms, these creatures exhibit bizarre forms that can be quite unlike one another. Unlike the far larger Hive ships that have shown a basic pattern of growth despite their great variety, these beasts have shown a diversity of forms and functions so numerous as to defy conventional classification.

First described in detail by forces opposing Hive Fleet Kraken, these creatures demonstrate characteristics that are obviously evolved to counter specific threats, and they usually appear in the forefront of a swarm as it approaches in-system to break up enemy formations. It is believed that because some of these ships are evolved to fill such a specialized role, their size varies greatly dependant upon need. Many within the Imperium fear that if such mutability can exist within the lower orders of the Tyranid race, that Hive ships and their gargantuan kin could also evolve rapidly and effectively pose an even more direct threat to the forces that oppose them.

VANGUARD DRONESHIPS

These fast scouts are the only type of Tyranid bio-ship that have ever been observed operating independently of a Hive fleet. These creatures quickly develop their psychic connection to the Hive Mind, allowing them to be sent far ahead of the hiveship and other synapse vessels, but this comes at a price. They mature quickly and remain slight, flimsy creatures in comparison to their much slower growing (and longer lived) brethren. Vanguard droneships possess great speed and agility, but are only lightly armed. They appear primarily to act as scouts and travel light years ahead of a swarm to locate and seed suitable prospective planets for assimilation. They may well also act to illuminate enemy vessels for attack by later contingents of the invading swarm.

Agents of Mankind have struggled against death itself to gather information about the hive mind ever since humans first encountered them in the Tyran system. And, at a huge cost to themselves, they have ascertained more detailed information about the operating activities and tactics of Tyranid swarms. It is such sacrifice that will allow the Imperium to bolster its defences against the burgeoning Tyranid threat.

TYRANID SPECIAL RULES

SYNAPTIC CONTROL

Only Hive ships have a Ld value, which is purchased at a fixed value from the Hive fleet list. During the Movement phase, each Hive ship can make a Command check to change or ignore Instinctive behaviour for themselves or another ship/squadron within 45cm. If the test is successful the Tyranid player has control of the ship/squadron and may place it on special orders if desired without the need for a second command check.

Attempts to use synaptic control count as a Command check so a Hive ship can keep testing until a Command check is failed. However, if one Hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override Instinctive behaviour.

Tyranid ordnance (fighters, assault boats, torpedoes) is not subject to synaptic control or instinctive behaviour – just move them like normal ordnance.

Movement & Special Orders

All Tyranid vessels follow Instinctive Orders unless the Hive Mind (i.e. you, the player!) tells a ship or squadron to do something different via the psychic conduit of the hive ships.

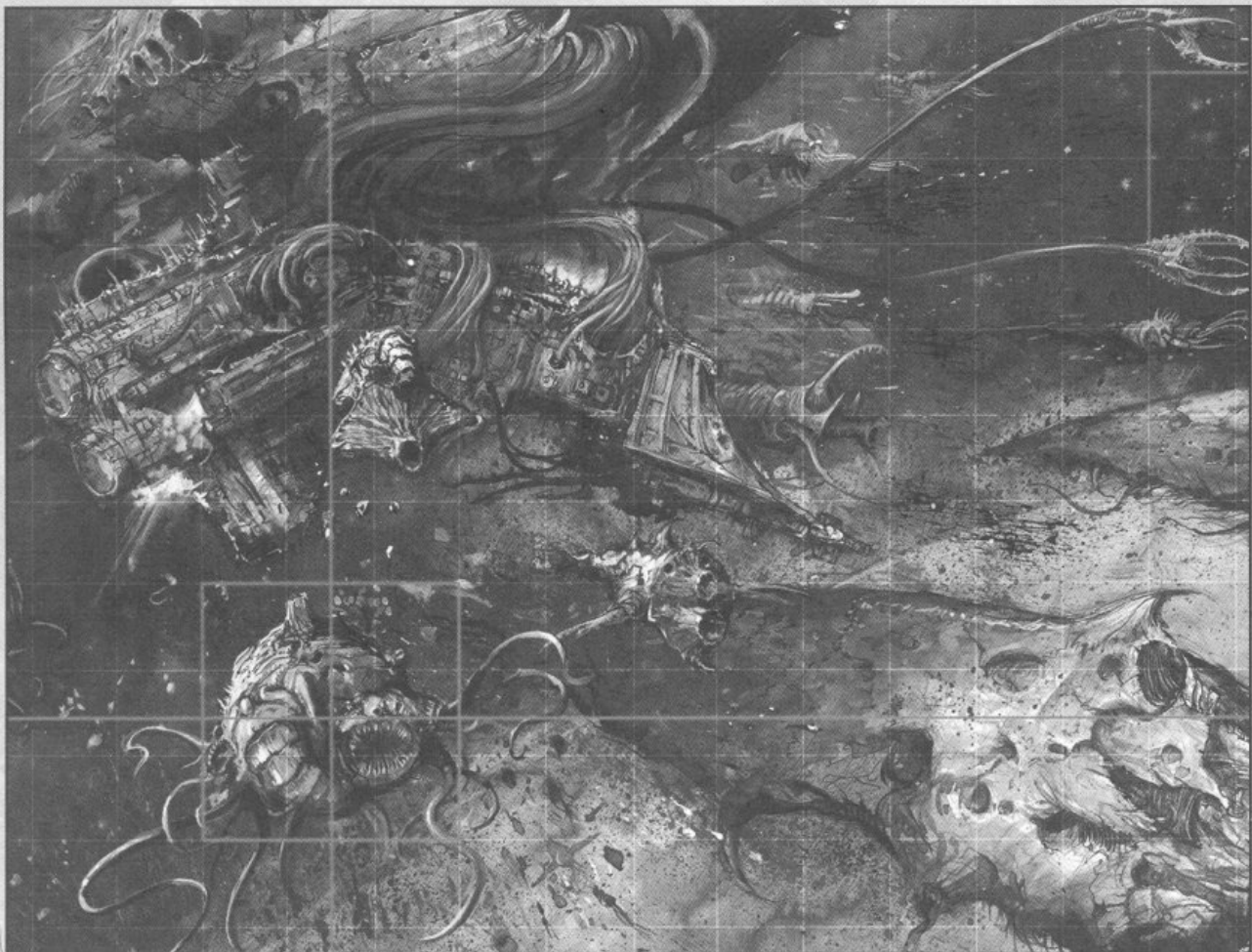
For ships or squadrons using Instinctive behaviour, read down the table opposite and give the ship/squadron the first appropriate action or special order you come to. No Command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its Hive ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The Cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.

Brace for Impact

During either players' turn, Tyranid ships/squadrons can go onto Brace for Impact orders by testing against the Leadership of the nearest Hive ship within 45cm. If no Hive ships are within range then bio-ships use a default Ld 7 for the test instead.

As normal this order is only removed at the end of the Tyranids' next turn. Ships on Brace For Impact orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders.



Does the ship meet this condition?

If yes, take action...

1

Normal movement will take ship(s) into a gas/dust cloud, asteroid field, planetary rings, minefield, warp rift or other dangerous celestial phenomena?

YES

Burn Retros. A turn must be made away from the celestial phenomena.



NO

2

Nearest enemy is in front fire arc and less than 15cm away?

You can opt to skip this condition if the ship is armed with bio-plasma.

YES

No special order. Must move into contact and initiate a boarding action if possible.

NO

3

Nearest enemy is in front fire arc and more than 90cm away?

YES

All Ahead Full (+2D6cm instead of +4D6cm).



NO

4

Nearest enemy is within rear fire arc?

This condition only applies to escort ships.

YES

Come to new heading.



NO

5

Enemy in front fire arc and within range/fire arc of operational bio-weapons?

YES

Lock-on.



NO

6

Ordnance needs reloading?

YES

Reload ordnance.



NO

7

None of the above conditions apply?

YES

No special order. If there is a planet on the table, the ship/squadron must end its movement closer to it if possible. Otherwise move at half speed straight ahead.

NAVIGATION

All Tyranid ships are naturally adapted void-swimming organisms and make all Leadership checks to navigate celestial phenomena on a default Ld of 10.

Designer's Note: Tyranid movement has been tightened up slightly and their reload ordnance rules changed in line with the new Ordnance rules described later. Leadership values have been appended for Tyranid ships navigating and bracing against impacts when outside Hive mind influence.

SHOOTING

Tyranid ships always target the nearest enemy ship unless a special Vanguard dronship 'highlights' another enemy within range. No Ld test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired on at all.

Vanguard dronships highlight all enemies (including ordnance) within 15cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range, without requiring a Ld test to ignore closer vessel.

BOARDING

Tyranids are a horror in Boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship.

Tyranids always count double their boarding value, plus they roll two D6 and use the highest result in boarding actions.

HIT-AND-RUN ATTACKS

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Even finding a target amongst the organs, nerve centres and arteries is difficult, and in the face of a horde of enraged Tyranid bio-constructs it often becomes fatal.

Because of this Hit and Run attacks against Tyranid ships roll two D6 and take the lowest result. Tyranid ships can make hit & run teleporting attacks just like other ships in the End phase. The Tyranid player adds +1 to the result when making hit & run raids.

ALL IS LOST

No crew would ever surrender their vessel to the Tyranids, or let themselves be consumed by the horrors one by one, trapped in their metal tombs. Many times desperate vessels have destroyed themselves rather than succumb to that fate. To represent this, capital ships can attempt to self destruct when boarded by Tyranids by passing a leadership test in the End phase. If the test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1-3 the ship suffers catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warp drive implosion result instead.

Designer's note: I've deliberately opted to trade off Tyranid ships becoming less offensive when crippled but remaining difficult to finish off. This is to encourage a greater reliance on escorts to protect the larger vessels and to encourage hive ships and cruisers to attempt disengagement, boarding actions or ramming when crippled.



TYRANID WEAPONS

BIO-PLASMA

Bio-plasma is treated like a lance shot – roll one dice per point of strength, and it hits on a 4+ regardless of armour. Because it is a relatively slow moving attack, like that of a bomber squadron, bio-plasma ignores shields. Unfortunately, this factor also limits the range of bio-plasma to 15cm. Bio-plasma is affected by special orders and crippling just like ordinary lance batteries.

FEEDER TENTACLES

Many Tyranid ships have huge tentacles which they use to 'feed' on planetary atmospheres, and which can also be used to punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy. When the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6. On a score of 1, 2 or 3 it makes this many hit-and-run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel. On a score of 4, 5 or 6, enough bio-engineered nasties are delivered to score one point of damage on the ship and a hit-and-run raid (the damage can cause critical damage as normal too).

The Tyranid ship can continue moving after making the feeder tentacle attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. Feeder tentacles are unaffected by special orders of any kind. If a bioship becomes crippled, its feeder tentacles may no longer attack.

For example: A Tyranid ship equipped with Feeder Tentacles is in contact with an Imperial ship. It rolls a D6 and scores a 4, inflicting a point of damage and a Hit & Run raid on the target ship. In addition the Tyranid vessel may continue moving and still fire its weapons in the Shooting phase.

MASSIVE CLAWS

Tyranid vessels are terrifying in combat at close quarters. Not only are they packed full of bio-engineered killing machines, often the ships themselves have specially evolved claws designed to rip through the armour of its target, or crushing mandibles that latch onto the ship's prey and then slowly but inevitably

tear through decks and gantries. When the Tyranid ship moves into base contact with an enemy, roll two D6, each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields.

If the claws hit only once or not at all, the Tyranid ship can continue moving after making the attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. If any two attacks hit then the vessel has grabbed the target in its fearsome grip and will not let go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller (ie, capital ship to capital ship), a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If both attacks hit when a vessel is already grappled then it takes a third additional hit. Either ship may conduct boarding actions as normal. Massive claw attacks can cause critical hits as normal.

Massive claws are unaffected by special orders of any kind. If a bio-ship becomes crippled its massive claws may no longer attack.

PYRO-ACIDIC BATTERIES

These Tyranid weapons work by launching compact organic shells containing virulent toxins and pyro-acids. These can cause considerable damage on impact, but it is the release of their ravaging payloads into the confines of a ship that can prove the most deadly. Pyro-acidic battery fire is worked out in the same way as an ordinary ship's weapon battery. Any ship which is hit by pyro-acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents. Ships which suffer a critical hit from a pyro-acid weapon automatically receive an additional fire critical as well (it's not actually a fire, but the long-term effect is comparable). Pyro-acid batteries are affected by special orders and crippling just like ordinary weapon batteries.

SPORES

Tyranid ships do not have turrets or shields in the normal sense, and instead rely on emitting a constantly replenished physical barrier of spore clouds. Every spore is a Pandora's box of viral compounds, acids and even nucleonic mutagens capable of eating through hull armour with alarming speed. The combined effect of the millions of spores produces an ablative armour effect as they absorb weapons fire and ordnance directed at the bio-ship they surround.

Teeth, claws, tentacles, spines – give me guns, oh Emperor give me guns! I know how to fight an enemy who attacks me with guns!"

– Captain Endolus
at the Battle of Macragge

Battle is grim enough as it is. Seeing the blackness illuminated by a million charges, salvoes and blasts; never quite sure whether they will strike you or simply streak off into the void beyond. You never really feel like you are aware of it all, like an unseen volley could career into your hull at any second and send the ship rocking from stern to bow. But the Tyranids, they are something else. To see a soft, probing tongue pressed against the portholes, seeming so harmless, so ineffectual, lulling you into a feeling of safety before beaks, teeth and claws shatter the illusion and your ship's hull alike. Hearing the explosions and commotion as another raft of assault boats slam into you is one thing, but then hearing the assault boats scream and howl as they dismantle your ship from within, feasting on whatever fool defenders they find in their way is something entirely indescribable. I have experienced it once, and I haven't enough limbs spare to survive it a second time."

Tyranid vessels at the beginning of their turn have a number of spore clouds equal to their number of spore cysts, which are specified in the bio-ship's characteristics. Spores are automatically regenerated at the beginning of a player's turn in the same manner as shields. Spore clouds are not cumulative and never exceed the spore cyst strength of a given vessel, they are also unaffected by the ship's special orders. If a Tyranid ship is crippled, its spore cyst strength is not affected as the vessel's self-defence organisms go into over-time to try to protect their host creature.

Spores as Shields

A spore cloud will absorb any hit generated by weapons fire except from those that specifically ignore shields, such as Warp Cannon or Particle Whip rolls of 6. Special weapons designed to affect shields will affect spore clouds in an identical manner. Spore clouds are affected by Blast markers just like shields on an ordinary ship, place a marker in base contact for each cloud that absorbs a hit. Spores will also protect a bio-ship against shooting and potential damage from celestial phenomena in the same manner as shields. If an enemy ship gets in base contact with a Tyranid vessel it will suffer spore impacts, a blast marker is placed in contact with the two ships' bases before any other effects are calculated (effectively knocking down one spore shield on the Tyranid ship.) Unshielded vessels (including those only protected by holofields) suffer an automatic hit instead, ie, don't roll a dice, the spore automatically causes one hit (with the normal chance of critical damage).

Spores as Turrets

If attacked by ordnance a bio-ship treats its spore cysts as the number of turrets it can bring to bear. Each Blast marker in contact with the ship will reduce one spore cloud to hitting on a 6+ instead of 4+. Unlike normal turret fire, both torpedoes and attack craft can be targeted by the spores in the same turn.

Bio-ships can mass their spore cysts in close formation against ordnance as described for other ships, but they do not gain any shielding benefits by doing so. Tyranid spore clouds will NOT intercept Tyranid ordnance.

ORDNANCE

Some Tyranid ships may have launch bays or torpedo batteries. Tyranids may only launch boarding torpedoes, fighters and assault boats, or rather their biological equivalents in the form of giant hull-boring worms, ether-swimming brood carriers, protazoid enzymes, ravening limpet mines and the like. It is also possible for the Tyranid fleet to contain ordnance independently of launch bay equipped vessels. For reference, the ordnance speeds are as follows:

Fighters	20cm
Assaults Boats	15cm
Boarding Torpedoes	15cm

Ordnance Limits

Tyranid bio-ships are virtual living factories, spawning their ordnance as needed. Furthermore their broods are virtually autonomous and do not require maintenance or refuelling and rearming in the same way as conventional craft. As such bio-ships have no restrictions on the number of ordnance they can launch during a game and do not run out of ordnance. However, if a bio-ship becomes crippled its generative capacities will be turned completely to self preservation and it may no longer launch ordnance (note that spore clouds will still be produced as noted above).

CRIPPLED

To summarise, Tyranid ships suffer the following penalties when crippled

Speed: -5cm.

Spore cysts: Unchanged.

Bio-plasma: Half strength.

Pyro-acid batteries: Half strength.

Feeder Tentacles: May not be used.

Massive claws: May not be used.

Torpedoes & Attack Craft: None may be launched.

TYRANID CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Spore Cysts injured. The ship's spore cysts are badly damaged by the hit. The ship's spore cysts may not be used until they have been repaired.
3	+0	Starboard armament wounded. The starboard armament is severely injured by the hit. The ship's starboard armament may not be used again until it has been repaired.
4	+0	Port armament wounded. Heavy damage wounds the port side weaponry. The ship's port armament may not be used until it has been repaired.
5	+0	Prow armament wounded. The bio ship's prow is ripped open. Its prow armament may not be used until it has been repaired.
6	+1	Thorax Armament wounded. A large tear in the vessel's thorax prevents its weapons discharging. The ship may not use its thorax weapons until the damage is repaired.
7	+0	Heavy wound! Internal organs are ruptured and massive bleeding weakens the vessel. Roll to repair the heavy wound in the End Phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	Discharge vents wounded. One of the huge biological valves that manoeuvre the ship through the ether are crippled. The bio ship may not turn until the damage is repaired.
9	+0	Synapse severed. The nerve bundles which connect the ship to the hive mind are badly damaged. The bio ship cannot have its instinctual orders overridden by the hive mind until the damage is repaired.
10	+0	Spore cysts ruptured. The ship's spore cysts suffer larvae failure and seal up. The bio ship may no longer use its spore cysts. This damage cannot be repaired.
11	+D3	Severe wound. A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	Massive haemorrhage. The armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other target within 2D6cm. Holofields do not protect against this damage.

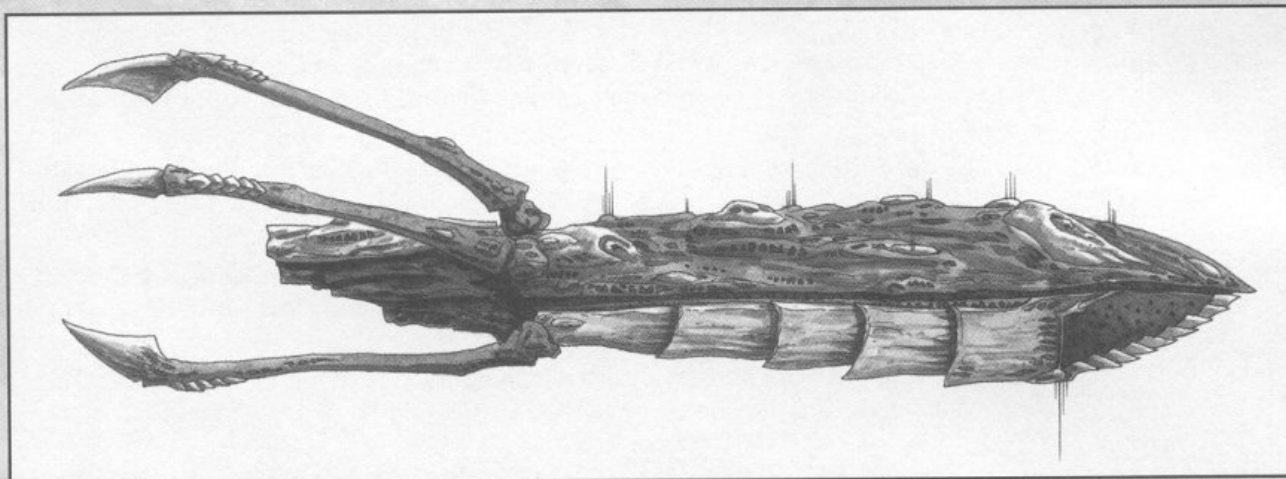
TYRANID CATASTROPHIC DAMAGE TABLE

2D6 Roll	Extra Blast Markers	Result
2-7	+1	Drifting Carcass. The limp remains of the bio-ship drift through the void, pushed forward by sporadic death spasms. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	+1	Death Throes. The ship is wracked by violent muscle contractions, and ichor seeps from dozens of horrendous wounds. The wreck moves 4D6cm forward in each of its subsequent Movement phases. Place a Blast marker in contact with the corpse's base and roll on the Catastrophic Damage table again after its move.
10-11	Half Damage	Biological eruption. The ship spectacularly explodes, hurling gobbets of viral slime and acid over a wide area. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro-acid attack against every target within 3D6cm, with a firepower equal to the ship's starting damage.
12	Starting Damage	Bio-plasma detonation. With a blinding flash the ship's main arteries explode with bio-plasma engulfing the creature and spraying dangerously in all directions. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every target within 3D6cm, with a Strength equal to half the exploding vessel's starting damage. Shields and holofields are not effective against the detonation.

TYRANID HIVE SHIP pts: varies

Tyranid hive ships are monstrous, void swimming leviathans that are found at the very heart of the hive fleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hive ships are living creatures incorporating millions of bio-engineered

organisms. Each is a biological factory capable of creating millions of Tyranid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyranid warriors are carried aboard hive ships, the cocooned officers of nightmare hordes yet to be born.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Battleship/10	15cm	45°	-	5+	4

ONE PROW WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	45cm	8	Front
Feeder Tentacles & Massive Claws	Contact	Special	Front
Bio-Plasma Spines	15cm	4	Front/Left/Right

ONE THORAX WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	45cm	8	Front
Launch Bay	Assault Boats 15cm Fighters 20cm	2	-
Bio-Plasma Discharge	15cm	4	Front/Left/Right

Up to THREE PORT/STARBOARD WEAPONS

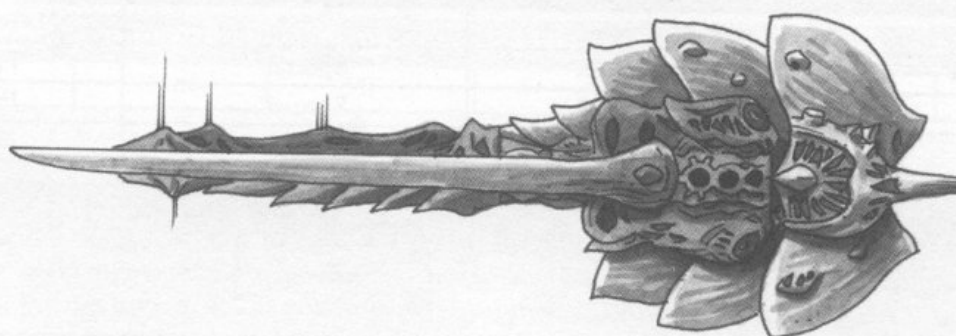
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	30cm	4	Front
Launch Bay	Assault Boats 15cm Fighters 20cm	1	Left/Right*
Bio-Plasma Discharge	15cm	2	Front/Left/Right

**Note: This is just a reminder that one launch bay is placed one each side, the attack craft launched do not have to be launched within a specific fire arc. Hiveships are vast ponderous creatures, and so cannot use come to new heading special orders.*

TYRANID CRUISER pts: varies

Tyrannid cruiser class vessels represent a mixture of immature hive ships and overgrown escort drones. They are aggressive in their attacks, storming out from the hive fleet in response to any threat to the massive hive ships, often using claws and tentacles to make direct attacks on ships in an effort to physically smash them to pieces. Cruiser sized Tyrannid bio-ships are seldom found far from the hive ship however, and it has been theorised that they receive their nourishment from them in some manner.

Tyrannid cruisers are arguably the greatest threat within the Tyrannid fleet, since they are themselves massive and well armed, whilst not being relied upon as a synapse creature. This allows cruisers to attack far more aggressively than hiveships, since their loss will not greatly endanger associated elements of the fleet. As with most Tyrannids vessels, however, their threat is only really effective at close range.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	45°	-	5+	2

ONE PROW WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-Acid Battery	30cm	8	Front/Left/Right
Feeder Tentacles	Contact	Special	Front
Massive Claws	Contact	Special	Front
Torpedoes	15cm	4	Front

ONE THORAX WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Feeder Tentacles	Contact	Special	Front
Massive Claws	Contact	Special	Front
Torpedoes	15cm	4	Front

Up to TWO PORT/STARBOARD WEAPONS

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	30	4	Left/Right
Bio-plasma Discharge	15cm	2	Left/Right

Note: Prow and thorax torpedoes cannot be combined into a single salvo, they must be launched separately.

TYRANID KRAKEN pts: varies

Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry from the beaked prow of the so-called 'Ramsmiter Kraken' to the huge

acidic projectile launcher of the Deathburner. Although they represent no direct threat to planets, being entirely space borne, the Kraken have been known to render entire systems indefensible due to their voracious appetite for transports, space stations, sealed environments and other outposts.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	-	6+	Special

UP TO ONE WEAPON

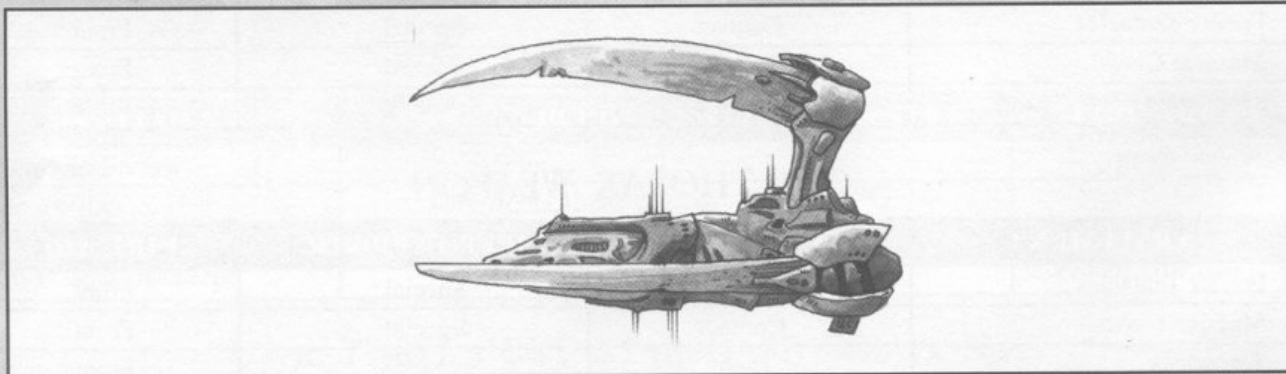
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	30cm	6	Front
Feeder Tentacles	Contact	Special	Front
Massive Claws	Contact	Special	Front
Torpedoes	15cm	2	Front

Special Rules: Kraken have no spore cysts but are amazingly durable and capable of regenerating damage. As such Kraken count as always being on Brace For Impact special orders when they take damage, receiving a 4+ save against each hit sustained (whether from shooting, blast markers or anything). This ability in no way affects the Kraken and they may use other special orders as normal.

TYRANID VANGUARD DRONESHIP pts: varies

Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry from the beaked prow of the so-called 'Ramsmiter Kraken' to the huge

acidic projectile launcher of the Deathburner. Although they represent no direct threat to planets, being entirely space borne, the Kraken have been known to render entire systems indefensible due to their voracious appetite for transports, space stations, sealed environments and other outposts.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	-	5+	Special

UP TO ONE WEAPON

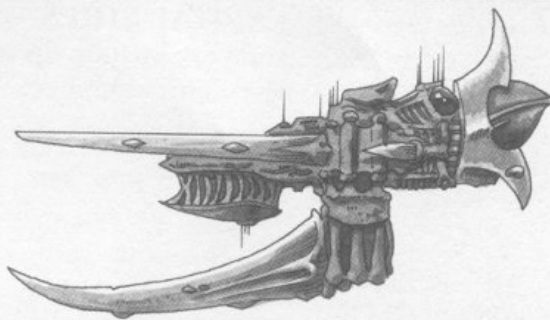
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	30cm	6	Front
Feeder Tentacles	Contact	Special	Front

Special Rules: Enemy within 15cm of a Vanguard droneship can always be targeted by other Tyranid vessels.

TYRANID ESCORT DRONE pts: varies

Slow and heavy in comparison to the other Tyranid escort class vessels, escort drones are heavily armed for their size and usually come

mob-handed. They are often the hive ships' last line of defence and cluster in dense shoals about the behemoth's flanks.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	-	5+	Special

UP TO ONE WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid Battery	30cm	6	Front
Feeder Tentacles	Contact	Special	Front
Bio-Plasma Discharge	15cm	2	Front

Special Rules: Escort Drones subject to instinctive behaviour case 7 ('must move towards a planet') may instead move towards the nearest hive ship.

TYRANID VANGUARD FLEET LIST

Tyranid vanguard fleets represent elements of the Hive fleet snaking out ahead of the main fleet. Vanguard fleets lack Hive ships, but do allow their vessels to have some degree of autonomy. Vanguard fleets offer an alternative to the full Hive fleet list, and make an ideal raiding force, or a force for smaller games in campaigns.

VANGUARD DRONESHIPS

Your fleet may include any number of Vanguard droneships

Vanguard Droneship.....20 pts

Weapons. A Vanguard droneship must be armed with one weapon chosen from the following list:

Pyro-acid Battery.....+5 pts
Feeder Tentacles.....+5 pts

KRAKEN

Your fleet may include any number of Kraken.

Kraken.....25 pts

Weapons. A Kraken must be armed with one weapon chosen from the following list:

Pyro-acid Battery.....+15 pts
Feeder Tentacles.....+5 pts

Massive Claws.....+10 pts
Torpedoes.....+15 pts

SQUADRONS

Tyranids do not follow the normal squadron rules when forming up the fleet. Vanguard droneships and Kraken may be deployed in squadrons of 6 to 12 models. You may combine the two types in a single squadron if you wish.

LEADERSHIP

Vanguard fleets contain no Hive ships and instead are acting on a heightened form of instinct, moving ahead of the main fleet in order to scout out new worlds ripe for conquest. Escort squadrons in a Tyranid vanguard fleet each have a leadership value equal to the number of vessels remaining in the squadron (up to a maximum of 10).

INSTINCTIVE BEHAVIOUR

Escort squadrons in a Tyranid vanguard fleet may take a leadership test at the start of each turn in order to override their instinctive behaviour, just as if they were in range of a hive ship. Each squadron uses their own leadership for the test (you can't use that of a nearby ship or squadron) and if failed, uses instinctive behaviour as normal.

TYRANID HIVE FLEET LIST

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the hive mind in lieu of having a fleet commander. These take the form of Hive Mind Influence re-rolls and Hive Mind Imperatives. Hive Mind Influence re-rolls work in the same way as normal fleet commander re-rolls. Hive Mind Imperatives cause a command check or Leadership test to be passed automatically. The decision to use a Hivemind Imperative must be taken before the dice are rolled.

Hive mind Influence Re-roll..... 30 pts each

A maximum of one Hivemind Influence Re-roll can be purchased per Hiveship in the fleet.

Hive mind Imperative40 pts each

A maximum of one Hive mind Imperative can be purchased per two hive ships in the fleet. (though any fleet with a hive ship may purchase a single Hive Mind imperative)

HIVE SHIPS

Each hive ship allows the Tyranid player to purchase 6-12 escort ships and 0-2 capital ships.

Hive ship (Ld 8)200 pts

Increase to Ld 9+40 pts

Weapons. A Hive ship must be armed with weapons chosen from the following list:

One Prow Weapon:

Pyro-acid Battery.....+30 pts

Feeder Tentacle & Massive Claws..... +15 pts

Bio-plasma Spines.....+20 pts

Torpedoes+25 pts

One Thorax Weapon:

Pyro-acid Battery.....+30 pts

Bio-plasma Discharge+20 pts

Launch Bay:+20 pts

Up to Three Three Port/Starboard Weapons:

Pyro-acid Battery.....+15 pts

Bio-plasma Discharge+20 pts

Launch Bay:+20 pts

CAPITAL SHIPS

You may include up to 2 capital ships for each hive ship in the fleet

Tyranid Cruiser 80 pts

Weapons. A Tyranid cruiser must be armed with weapons chosen from the following list:

One Prow Weapon:

Feeder Tentacle +10 pts

Massive Claws +5 pts

Torpedoes+10 pts

One Thorax Weapon:

Feeder Tentacle +10 pts

Massive Claws +5 pts

Torpedoes+10 pts

Up to Three Three Port/Starboard Weapons:

Pyro-acid Battery.....+15 pts

Bio-plasma Discharge+20 pts

ESCORTS

You may include between 6 and 12 escort class ships for each hive ship. If no hive ships are chosen, only Kraken and Vanguard Droneships may be included in the fleet.

Vanguard Droneship 20 pts

Weapons. A Vanguard droneship must be armed with one weapon chosen from the following list:

Pyro-acid Battery..... +5 pts

Feeder Tentacles +5 pts

Escort Drone..... 10 pts

Wyatt was first. The thing got hold of his legs the very same second it thundered through the portside airlock. It didn't have a proper hold on him, and it wrestled ed him around for a few moments, tossing and turning him, dragging him and thrashing him against the engines as it pulled him in. A second beast crashed through the plasma vent with such force that it fatally crushed it's mate below, though neither seemed to care at all. This one found its feet a little quicker and rushed at Borl, though having seen Wyatt go that way he hadn't the stomach for the struggle and simply tossed himself into the steampit below. Vandst, De Kopf and Jensen fell to this second monstrosity, and before long the frantic exodus of panicked engineers was halted by sailors forsaking their colleagues, bolting hatches, locking doors and condemning their unfortunate mates to the horror within, willing to wait no longer before putting hard steel between themselves and the boarders.

Even this was not enough, and row after row of bulkheads buckled and caved as the Tyranids rampaged through the bowels of the engine room. The beasts slaughtered all that stood in their way, though before long there were more sailors dying at their own hands than at that of the unwelcome intruders. Finally, a brave rating by the name of Lysander could bear to watch these dozens of sorry suicides no longer and in an instant cut-off the plasma overflows around the ship's port engine. A moment later and the confined plasma itself forced these overflows back open, but it was already too late, and the explosive force continued to build. A moment later, brave Lysander and three thousand other souls were no more as a catastrophic plasma drive overload tore apart the Ashes of Melchiott.



Weapons. A Tyranid escort drone must be armed with one weapon chosen from the following list:

Pyro-acid Battery.....	+10 pts
Feeder Tentacles	+5 pts
Bio-plasma Discharge	+5 pts
Kraken.....	25 pts

Weapons. A Kraken must be armed with one weapon chosen from the following list:

Pyro-acid Battery.....	+15 pts
Feeder Tentacles	+5 pts
Massive Claws	+10 pts
Torpedoes	+15 pts

SQUADRONS

Tyranids do not follow the normal squadron rules when forming up the fleet. Tyranid Escorts come as squadrons of 1 to 12 vessels, while all other types are individuals and may not deploy in squadrons.

ORDNANCE

Up to 10% of the fleet's points allowance may be spent on Ordnance markers as long as at least one hive ship is chosen.

Str 4 Boarding Torpedo markers ...	12 pts each
Assault boat markers	8 pts each
Fighter markers	7 pts each

Ordnance may be formed up into waves which are treated as squadrons for the purposes of deployment. In a campaign, ordnance does not form a permanent part of the fleet and is 'used up' in a battle.

WEAPONS

Most Tyranid vessels are permitted to choose their weapons from a number of choices by paying the additional points cost indicated. This should all be fairly self-explanatory, but one thing to remember is that when buying 'port/starboard weapons' the points cost indicated provides you with one port weapon and one starboard weapon (of the same type) for the points cost indicated. So, if you chose port/starboard launch bays for a Hive ship, you should remember to note down that the vessel has port launch bays and starboard launch bays. Each port/starboard weapon use the profile given (i.e. don't 'split' their firepower).

EVOLUTION OF THE HIVE MIND

As the hive fleet sails relentlessly on through space, it is continually evolving to meet the enemies that it faces. Individual organisms adapt and refine themselves with each new encounter, while the hive ships perpetually alter the morphology of the new organisms birthed by the fleet. As such, the hive fleet is a continually changing mass, both individually and collectively. This natural adaptation is represented in the Tyranid fleet list in the way that other races have special refits.

These refits can be incorporated by capital ships or individual escorts except where specifically noted otherwise for the cost indicated. During a campaign, no one ship can gain more than one different kind of special refit before each battle.

With the exception of reinforced carapace and extra spore cysts, no single bio-enhancement may be granted more than once. No hive ship may ever have more than three different special refits, no cruiser more than two and no escort more than one. These improvements represent the only means of evolving against increasingly capable foes, for Tyranids operate under instinctive behaviour or under direction of the hive mind, and thus they cannot take on crew skills.

Because the equivalent of Tyranid torpedoes are always boarding torpedoes, Tyranids cannot use the torpedo refits available to other races.

If a degree of randomness is desired the following refits can be rolled against 2D6 using the restrictions listed previously.

2 Solar Vanes +15 pts
The ship has bio-engineered solar wings that spread to absorb the smallest amount of ambient radiated energy from surrounding space. The ship gains +5cm speed.

3 Adrenaline Sacs +10 pts
The primary propulsion valves and constrictor muscles at the rear of the bio-ship have grown in size and strength. The ship gains +1D6 when on All Ahead Full special orders.

4 Psychic Scream +20 pts
The bio-ship's connection to the hive mind is so pervasive that an indelible psychic reverberation surrounds the ship, marring its visage to one even more ghastly and fearsome than normal and instilling visceral terror in any that approach. Any enemy vessels within 15cm suffer -2Ld. Intended solely for hive ships.

5 More Discharge Vents +15 pts
The number of discharge vents along the beast's length has increased dramatically. The

creature reduces the distance it needs to move before turning by 5cm. Not intended for escorts.

6 Extra Spore Cysts +10 pts each
The ship gains one spore cyst. No more than two spore cysts can be gained in this manner.

7 Reinforced Carapace +10 pts each
The creature has grown to an inordinate size with correspondingly reinforced internal endostructures and additional ablative carapace, increasing its total mass and capacity to sustain damage. The ship gains +1 hit. No more than four additional hits may be gained in this manner. If rolling randomly, a cruiser which attains 10 hits in this way matures into a hive ship! Not intended for escorts.

8 Mucous Membrane +20 pts
The bio ship is covered with a slimy coat of mucous making it difficult for relatively slower moving ordnance to attack or damage it effectively. Bombers and assault boats suffer a -1 modifier (in addition to any other modifiers) when rolling their attack roll, and all torpedoes must roll +1 to hit (maximum of 6+). Ranged weapon hits remain unaffected.

9 Accelerated Healing +10 pts
The bio-ship has enhanced its ability to heal critical wounds, enabling capital ships to roll two extra dice in the end phase when attempting to repair critical damage. Not intended for escorts.

10 Drone Link +20 pts
The creature maintains an unbroken link with the Vanguard dronships and hive ships of the swarm. When within 15cm of a Vanguard dronship, all pyro-acid batteries benefit from a left shift on the Gunnery table (before all other modifiers).

11 Tenacity +20 pts
The creature has evolved the capability of effectively bringing its weapons to bear on its enemies even when following the prerogative of the Hive Mind. When on All Ahead Full, Burn Retros or Come To New Heading special orders, its pyro-acid batteries and bio-plasma weapons are unaffected.

12 Mega-Spore Mines +20 pts
Ships equipped with assault boat launch bays can exchange all their launch bays for spore mine launchers. Each launch bay can launch one mega-spore mine. In the ordnance phase Mega-spore mines follow all movement and ordnance rules mines do on p.142 of the rulebook, but when rolling against armour to inflict hits, it inflicts that number of fire criticals instead. Not intended for escorts.

SCENARIO NOTES

Some commentary and notes on using the scenarios in the BFG rulebook with a hivefleet.

CRUISER CLASH

No modifications needed – ignore the fleet list restrictions on cruisers above. For the purposes of this scenario, Ld on 'Brace for Impact' orders is 7, and Ld when navigating celestial phenomenon is 10.

THE BAIT

No modifications needed – this will be typically a single hiveship plus its immediate escorts either being lured off or ambushing an enemy away from the main hivefleet. Also makes a good scenario with Vanguard Droneships and Kraken.

THE RAIDERS

No modifications needed, Tyranids work equally well as attackers or defenders.

SURPRISE ATTACK

A good scenario for either an attack on a Hivefleet stripping a planet or an unexpected Tyranid incursion. No modification

BLOCKADE RUN

Either an escape attempt from a doomed planet trying to get past the encroaching hivefleet or Tyranid forces trying to return to the main fleet after scouting a new world to consume. As such no modifications a re needed.

CONVOY

Tyranids don't have convoys, being a void-dwelling race. They make good attackers though.

PLANETARY ASSAULT

The classic Tyranid scenario - an attempt to invade and subdue a populated world. Tyranid hivefleets don't add extra transport ships but instead score 1 assault point for spore cyst on ships which get within 30cm of the planet's surface. Each strength point of torpedoes and each assault boats marker which reaches the surface also scores one assault point. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

ESCALATING ENGAGEMENT

Tyranid Hivefleets tend to remain concentrated yet their slow speed hive ships make them vulnerable in this scenario. To balance this the Tyranid player adds +1 to the roll for divisions to arrive on the tabletop.

EXTERMINATUS

Tyranids will never be the attacking forces in an exterminatus scenario – substitute planetary assault instead if randomly generated. Worlds infested by Tyranids are all too often the recipients of Exterminatus however so hivefleets make good defenders. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

FLEET ENGAGEMENT

Tyranid hivefleets operate with no modification in a fleet engagement.

Tyranids & Planets. Some of the above scenarios will require the use of a planet. For the Tyranid fleet, planets can affect some of their instinctive behaviour as noted on page 19. However, if the Tyranid player is defending a planet which they control, they may ignore any result which requires them to move towards it.





An Imperial Naval outpost comes under attack from Ork raiders



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