

THE HARVEST FLEETS:

NECRON VESSELS

"WHAT LIES WITHIN, FEAR WE TO ASK..."

NECRONS IN BATTLEFLEET GOTHIC

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and Mankind's evolution lay millions of years in the future.

Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorator Archaeos.

Until now.

Now, suddenly and unexpectedly, a chance encounter has brought the Necrontyr to the attention of the powerful and great. Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.

THE HARVESTER FLEETS

Until very recently almost all contact with the Necron's had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained of the Imperial craft which encountered these strange ships was the scattered wreckage of its remains, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructiveness. Whenever such incidents were investigated nothing could be found of the perpetrators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Eastern Fringes. Although sparsely inhabited, the system included an Imperial Naval depot. At the time of the attack the depot was being used by small Imperial squadron consisting of the Dauntless class light cruiser *Farsight* and half a dozen escort craft. Squadron *Farsight* was undertaking a long range patrol, and was visiting Yuctan to refuel and re-arm, when it received distress messages from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial battlecraft and a Necron fleet. Only one of the Imperial craft survived to tell the tale (the Cobra class destroyer *ON37452*). The Necrons suffered no losses. By the time a full Imperial fleet could be despatched to the Yuctan system the Necrons had disappeared. And of the human colonists in the system there was not a single trace...

Since then there have been a further 27 recorded encounters between Imperial Navy ship and Necron raiding fleets. There are also anecdotal accounts of space battles between the Necrons and Eldar, Ork and even Chaos space fleets. All evidence points to the Necrons being old beyond the memory of anything living and their technology, although idiosyncratic, is superior to that of any other race, including the Eldar. In every encounter so far the Necrons have only been defeated by superior numbers of enemy ships, and wherever the numbers have been even the Necrons have prevailed. Fortunately for the Imperium all of the Necron fleets encountered so far have been small in size, and what should happen if the Necrons should ever attack in force remains to be seen.

Even more worryingly, the encounters that have taken place with the Necrons have occurred all over the galaxy, without any discernible pattern as to when or where the Necrons will strike next. What is more, the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is known for sure is that the objective of these raids appears to be the seizure of Imperial citizens – but for to what hideous use the captured men, women and children are put remains terrifyingly unknown. They simply disappear and are never seen again.

“As we dug its shape became apparent. It was a ship, no doubt it was a ship, yet buried by hundreds of feet of rock. It must have lain there for millions of years, but even after all this time it appeared neither destroyed nor abandoned. It appeared intact, and functional too, and many runes, seams and panels hinted that there might be space within for something else to survive. But what lies within, fear we to ask.”

NECRON SPECIAL RULES

NECRON WEAPONS

Necron vessels employ many unique weapon systems, unknown to other fleets. These follow the rules outlined below.

Sepulchre

Only utilised by the largest Necron vessel in a fleet, a ship carrying a Sepulchre automatically gains a Leadership of 10. The Sepulchre is used to attack one enemy ship that is within 20cm range. When the Sepulchre is used make a Leadership test for the enemy vessel being attacked, as a wave of palpable psychic force is generated from the Necron ship. The crew are paralysed by visions of horror, and if discipline is lost then the crazed crew are likely to do damage to their own ship as they rampage uncontrollably.

A ship attacked by the Sepulchre should take a Leadership test. If they pass, the captain cracks some heads and restores order. If it is failed, then the ship's Leadership is permanently reduced by 1, representing the loss of morale and trust. Also the ship may not use any special orders until after the end of their next turn. This includes Brace for Impact. Any ordnance within 20cm of the Sepulchre (except for non-boarding torpedoes) are destroyed on a 4+. A Necron ship may only unleash its Sepulchre when the ship is **not** on any special orders or crippled.

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets probing for weaknesses. Lightning arcs function as weapon batteries with two differences. Firstly, they don't suffer the normal column shift to the right when attacking vessels who have holofields or shadowfields (the bolts do not need to see) and all targets are treated as closing.

Lightning arcs with multiple fire arcs can divide their total Firepower. A lightning arc can be split between its fire arcs in any way the player desires. So for a tombship, it's Strength 20 lightning arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.

Star Pulse Generator

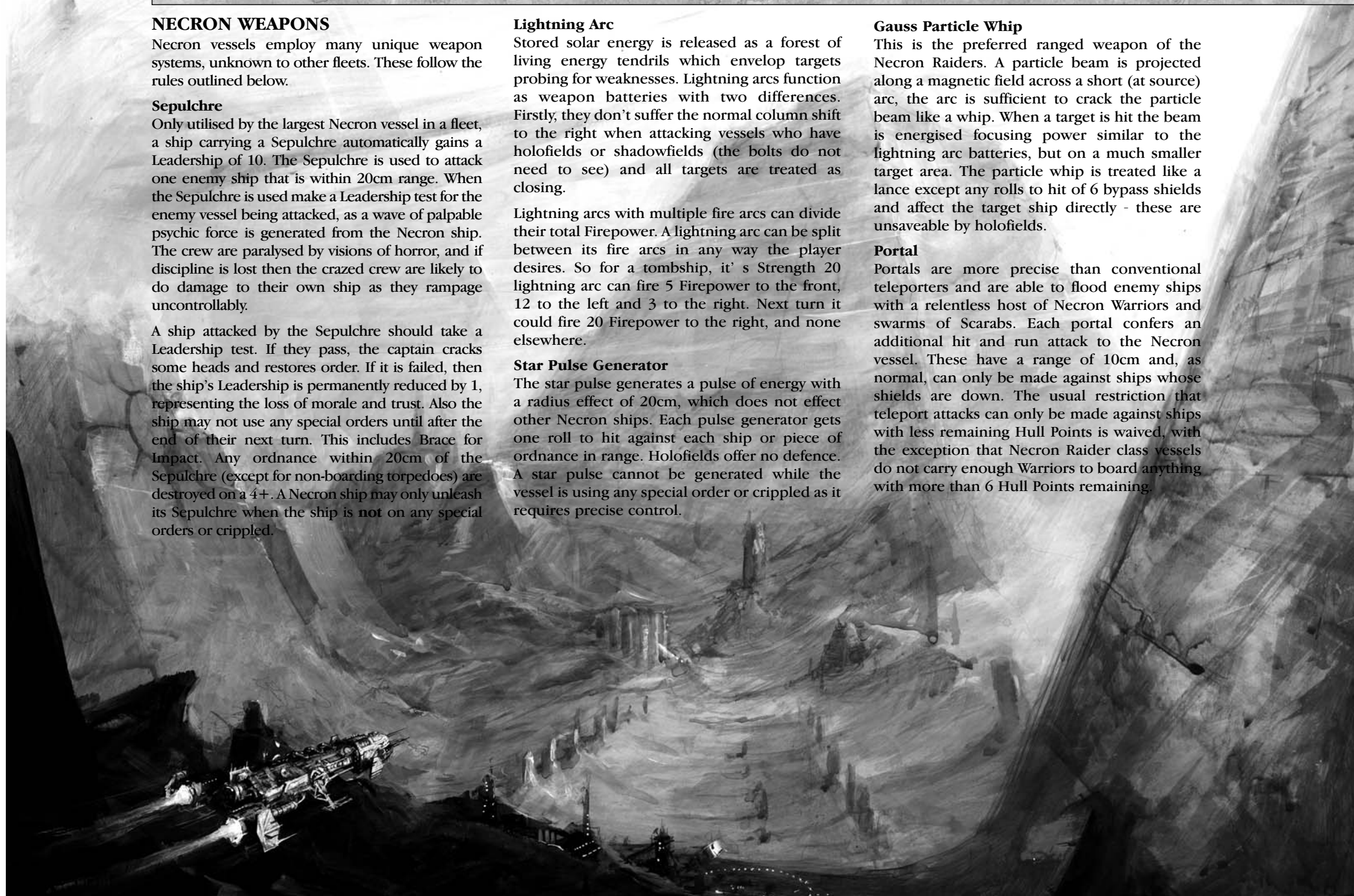
The star pulse generates a pulse of energy with a radius effect of 20cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range. Holofields offer no defence. A star pulse cannot be generated while the vessel is using any special order or crippled as it requires precise control.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle beam like a whip. When a target is hit the beam is energised focusing power similar to the lightning arc batteries, but on a much smaller target area. The particle whip is treated like a lance except any rolls to hit of 6 bypass shields and affect the target ship directly - these are unsavable by holofields.

Portal

Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors and swarms of Scarabs. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of 10cm and, as normal, can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining Hull Points is waived, with the exception that Necron Raider class vessels do not carry enough Warriors to board anything with more than 6 Hull Points remaining.



NECRON CRITICAL HITS TABLE

2D6	Extra	
Roll	Damage	Result
2	+0	Power Flow Disrupted. May not fire lightning arc or particle whip in port arc.
3	+0	Power Flow Disrupted. May not fire lightning arc or particle whip in starboard arc.
4	+0	Power Flow Disrupted. May not fire lightning arc in any arc.
5	+0	Power Flow Disrupted. May not fire lightning arc or particle whip in any arc.
6	+0	Drive Damaged. May not change facing until repaired. Permanently reduce the ship's Leadership by -1.
7	+0	Drive Damaged. Reduce movement by -5cm until repaired. Permanently reduce the ship's Leadership by -1.
8	+0	Inertialess Drive Damaged. May not use <i>All Ahead Full</i> special orders until repaired. Permanently reduce the ship's Leadership by -1.
9	+0	Sepulchre Damaged (if present, otherwise roll again). The ship loses the ability to use its Sepulchre until repaired. Permanently reduce the ship's Leadership by -2.
10	+0	Command Core Damaged. Permanently reduce the ship's Leadership by -3.
11	+D3	Power Surge. Permanently reduce the ship's Leadership by -2.
12	+D6	Ruptured Power Core. Permanently reduce the ship's Leadership by -2.

NECRON CRITICAL HITS

The unique nature of Necron vessels, combined with their incredibly advanced methods of manufacture, mean that they react to damage rather differently than other vessels. For this reason, Necrons use a special critical hits table, as presented above.

“Closing on unidentified spatial anomaly EXK99-0002. Distance 10,000... 9,000... 8,000... Wait... that's odd... augers are starting to detect energy fluctuations... -subject gasps- by the Emperor... that's impossible, these readings are off the scale! ABORT, get us out of here n...”

- Final message, research craft God's Eye

REACTIVE HULLS

Necron ships are made of a unique sentient metal. To represent these factors all Necron ships with a reactive hull are immune to Damage, Leadership and Movement modifiers from solar flares, radiation, gas clouds and blast markers. All Necron ships are Armour 6, representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hull's adaptive qualities. The save is 6+ for Raiders, 5+ for harvesters and Scythes and 4+ for tombships. If the Necron vessel uses Brace for Impact then the save is modified to 2+ but its stealth properties are instantly compromised. A Necron ship on Brace for Impact orders is reduced to Armour 4. Last, but by no means least, all Necron Critical repairs are made on 4 or more as the sentient metal attempts to self repair.

INERTIALESS DRIVE

Necron drives are capable of interstellar travel without the need to enter the Warp. The drive is fired whenever All Ahead Full orders are issued; instead of obeying the normal rules for this order the ship gains D6 x 10cm additional movement and can make a turn for every 20cm it travels.

DISENGAGING

Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops out of normal space. At the end of its Movement phase any Necron ship may perform a fade out disengage automatically.

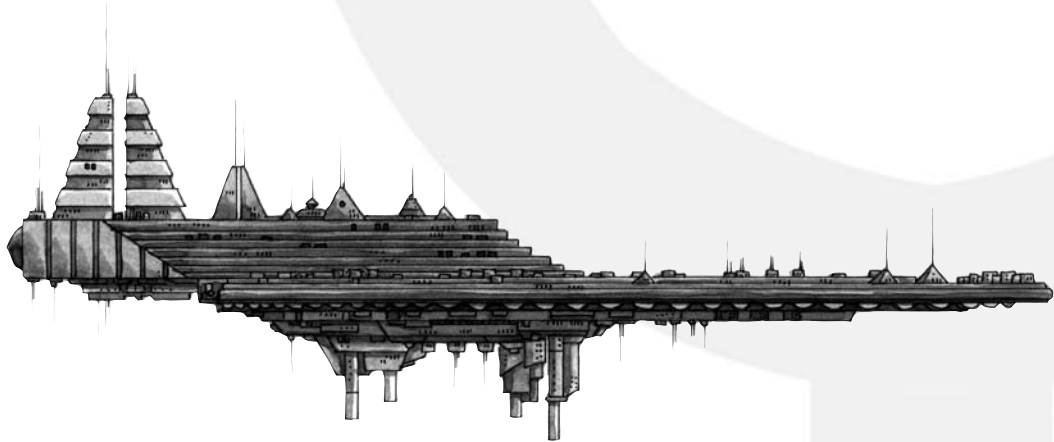
At the end of a game, including normal Victory points, count up the Necron losses using the following modifiers:

- Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.
- Any capital ship that disengages with any damage at all or any raider that disengages counts as 25% destroyed.
- Any capital ship that is crippled counts as 50% destroyed.
- Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.
- Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

NECRON REPAIR POINTS

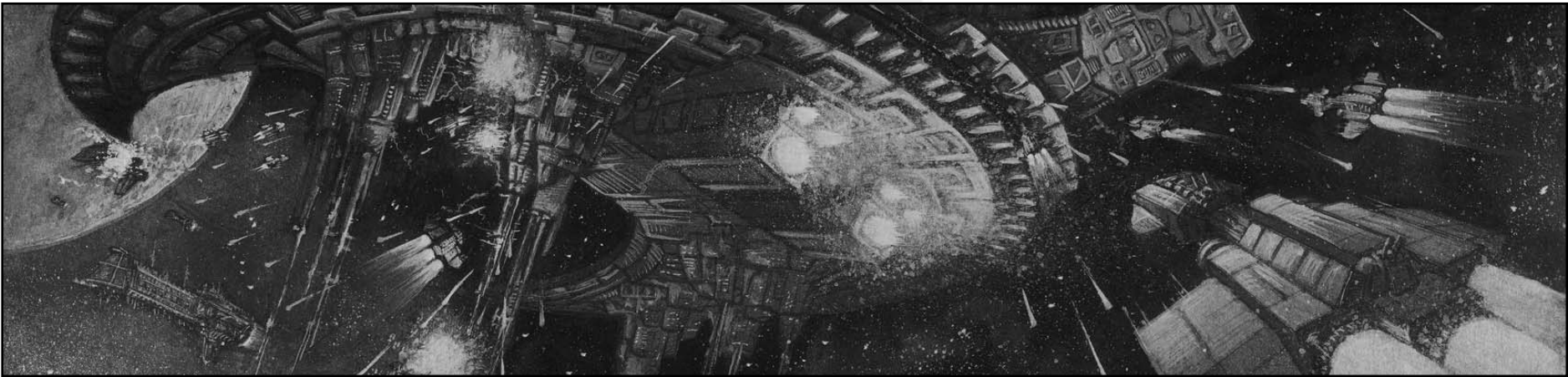
Due to advanced nature of Necron technology all Necron ships must expend double the normal amount of repair points to repair hits and buy new ships when playing in a campaign.

NECRON CAIRN CLASS TOMBSHIP 500 pts

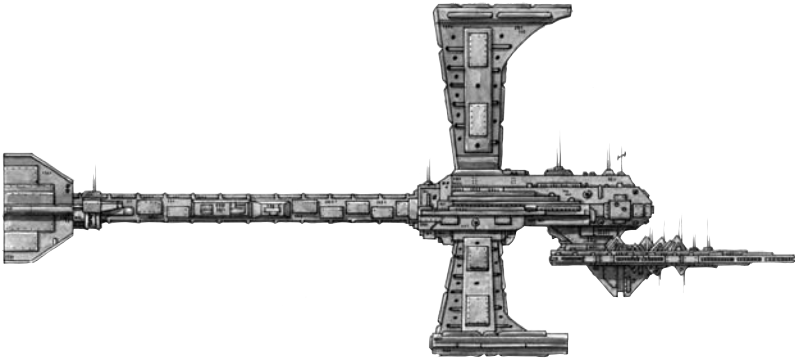


Tombships are the largest Necron ships yet encountered by the Imperium. Tombships are large and terrifyingly well-armed craft, perfectly capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons' enemies, Tombships are by no means always present in a Necron raiding fleet, and so far have only been met on seven occasions. In each case the tombship was part of a large force, and so far no tombship has been met that was not escorted by at least three of the Scythe class harvest ships described later. All of the Tombships so far encountered have been of the same general pattern, at least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of tombship so far remains a mystery, though one account of an engagement between an Ork fleet and the Necrons mentions a ship so big that it dwarfed an Ork space hulk. Wheter this is true or simply typical Orkish exaggeration remains to be seen.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	(4+ save)	6+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning arc		30cm	20		Left/front/right
Star pulse generator		20cm	(1 per enemy)		All around
Gauss particle whip		45cm	6		Left/front/right
Portal		10cm	3		All around



NECRON SCYTHE CLASS HARVEST SHIP 275 pts



TYPE/HITS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	(5+ save)	6+	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Lightning arc	30cm	8		Left/right	
Gauss particle whip	45cm	4		Left/front/right	
Star pulse generator	20cm	(1 per enemy)		All around	
Portal	10cm	2		Left/front/right	

Harvest ships appear far more common than the tombships, and have been part of every Necron fleet so far encountered. So far all of the harvest ships encountered appear to belong to the same class, the only difference being the inclusion of a sepulchre-like chamber on some of the ships (though this does not change their outward appearance, nor does it appear to function in the same manner as those observed on tombships). Whether this is universally true is unknown, though it may well be the case considering the uniform appearance and design of the Necron warriors that have been encountered so far. Although the harvest ships appear lightly built compared to the solid designs used by the Imperium, these looks are highly deceptive, and they have proved to be incredibly resilient and difficult to destroy. So far there are only three cases of Imperial ships being able to disable a harvest ship, and in all three cases it required the firepower of several capital ships to achieve the feat. The harvest ship's resilient design combined with the sophisticated and devastatingly effective Necron weaponry they use makes them a match for all but the largest Imperial craft.

KNOWN ENCOUNTERS

- 666.M41 *Yuctan: Squadron Farsight destroyed, harvest ships implicated*
- 962.M41 *Bora Culpa Incident: Sighted around Bora Culpa, population found to be vanished after recon by Space Wolves Space Marines.*

The Farsight banked steeply away from the enemy, all her port weapons batteries blazing. Squadron Omni turned in her wake, also pouring fire as the remaining battleline crossed the enemy prow.

Such well versed tactics proved ineffective. Stauffen could see no evidence of damage to the enemy mothership.

Two more enemy vessels appeared, each a flat crescent shaped disk, glowing with a strange light against the blackness of space. They were closing so fast he hardly had time to react.

Again the Destroyers fire seemed ineffective, the energy just seemed to dissipate upon impact.

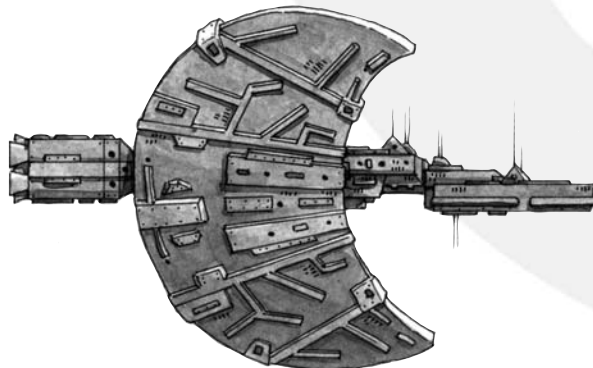
As the destroyers continued to turn an arc of lightning from the speeding craft disabled the rearmost vessel in the line. All communications with the stricken escorts bridge were down.

"Too late to save her" thought Stauffen, if any where to escape from this disaster then they would have to run. He ordered the destroyers back to Yuctan station, and brought the Farsight round to interpose it between the destroyers and the mothership, which was accelerating after them.

The Destroyers completed their turn and fled away from the ambush, they scattered to best avoid pursuit. Meanwhile the Farsight sat awaiting the mothership's attack, all gun decks at the ready.

The mothership closed with unreal speed. A whip of lightning crackled from the prow, spiralling around the Farsight's hull and holding it tight in its grasp. Stauffen's bridge crew wrestle for control in vain, as systems began to fail. Control panels exploded sending bodies flying across the bridge. All targeting systems had failed. The Farsight was a sitting duck. Stauffen commended his crews souls to Emperor as he ordered the plasma reactors to be overloaded.

NECRON SHROUD CLASS LIGHT CRUISER 155 pts



The Shroud class was first recorded in 992.M41 during an engagement with *Battlefleet Pacificus*. In the six years immediately after, vessels of this configuration were observed on three occasions and each time disengaged before Imperial vessels could bring them under fire. It was believed that either the class or the crew was being tested in some way. Any preparation ended in 998.M41 when five Shrouds launched a suicidal assault on the Adeptus Mechanicus' Mars installation.

Since the Mars gambit, Shrouds have been identified on six occasions acting as the long-range eyes and ears of the Necron fleet. They excel at their job because no Imperial ship with any chance of catching a Shroud could possibly defeat one if they actually caught it. They pose a grave threat to Imperial Navy installations. If they can penetrate the defences of Mars with such ease then there is no base which can be considered safe.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30cm	45°	(5+ save)	6+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Lightning arc	30cm	10	Front/left/right		

KNOWN ENCOUNTERS

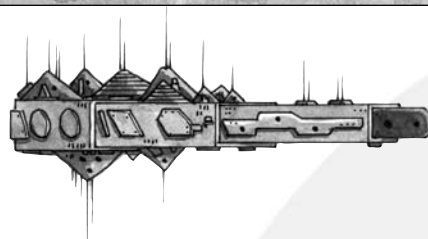
992.M41 Various: Multiple contacts with *Pacificus Patrol Fleets*

996.M41 Bora Culpa Incident: Non-combative observation only

998.M41 Mars: Targets destroyed but bulks unrecovered

Special Rules: The Shroud is an especially stealthy vessel. Its hull is a further refinement of the normal Necron design, which is even harder to detect. As long as it is not crippled a Shroud will never activate orbital mines or grant the enemy bonuses to their Command checks if it is on special orders. The Shroud's superior sensors are capable of relaying information gleaned to the rest of the fleet. If a Necron fleet has any uncrippled Shrouds on the battlefield the whole fleet will get an extra +1 to their Command checks when any enemy vessel is on special orders.

NECRON JACKAL CLASS RAIDER 50 pts



Necron fleets have so far always included numbers of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the tombships or harvest ships in the fleet. The Jackal is the slightly larger of the two types of escort so far encountered, and has been present in every Necron fleet so far engaged by Imperial forces.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	(6+ save)	6+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Lightning arc	30cm	4	Front		
Portal	10cm	1	All around		

KNOWN ENCOUNTERS

796.M41 Adinbur Prime: Ambush on Patrol Group Tiryns, *Battlefleet Artemis* reinforced successfully.

998.M41 Mars: Vessels provided diversionary targets at edge of Sol system – substantial attack ensued.

NECRON DIRGE CLASS RAIDER 40 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50cm	90°	(6+ save)	6+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning arc		30cm	3		Front

The Dirge class raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown.

Dirge class raiders, although never formally identified at the time, are now believed to account for many of the vessels occasionally sighted by Imperial Explorators even before the Yuctan incident and the first known Necron harvest. In 692.M41 an impenetrable layer of unidentified metal was found several hundred metres beneath the surface of Angelis, later to be revealed as some form of alien spacecraft when the vessel rose entirely out of the sand and departed without trace. In the light of later events, it would seem probable that the ‘Angelis Boat’ was in fact a Dirge class raider.

NECRON HARVEST FLEET LIST

MIND OF THE MACHINE

Necron fleets, just like their armies, are composed of a horrifying array of unthinking machines intent only on fulfilling their C’tan master’s ancient plans of conquest. Because of this, Necron fleets have no Fleet Commander in the conventional sense, which affects their fleet in the following ways:

Leadership

Leadership is determined normally for Necron fleets, except a ship carrying a Sepulchre (see below) automatically receives a Leadership of 10.

Re-rolls

A Necron fleet may purchase re-rolls, but they are purchased by the fleet as a whole, rather than being considered Fleet Commander re-rolls. The fleet gets one re-roll and can purchase extra re-rolls at the cost shown.

- One extra re-roll 25 pts
- Two extra re-rolls 75 pts

CAPITAL SHIPS

Tombships

Your fleet may include up to one tombship for every Scythe class harvest ship it contains.

Cairn class tombship 500 pts

0-1 Sepulchre

A single tombship may be upgraded to carry a Sepulchre. Note that there is no requirement for a Necron fleet to include a Sepulchre and it is actually quite normal for them to consist of Scythes supported by Jackals.

Sepulchre 50 pts

Cruisers

Your fleet may include up to six Scythe class harvest ships and up to three Shroud class light cruisers.

- 0-6 Scythe class harvest ship 275 pts
- 0-3 Shroud class light cruiser 155 pts

ESCORTS

Raiders

Your fleet may include up to twelve Jackal class raiders, and up to twelve Dirge class raiders.

- 0-12 Jackal class raiders 50 pts
- 0-12 Dirge class raiders 40 pts

“The boy had been lucky, or so we had thought. He had escaped the aliens’ holding pens where many of the colonists had proven less fortunate and been taken aboard the alien vessels to a fate unknown. He could tell us little, he was silent and broken from what he had seen and fell quickly into unconsciousness. The Apothecaries nursed him as they could, but only when he died and autopsy was begun did the nature of his malady become apparent. Fully thirty of the boy’s needed glands had been cut from his still living body with a precision we could not have thought possible for such alien monstrosities.”



THE HIVE FLEETS:

TYRANID VESSELS

"NO LIVING THING COULD SURVIVE OUT THERE, IN THE BLACKNESS, COULD IT?"

THE 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 drone ships 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-sized 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

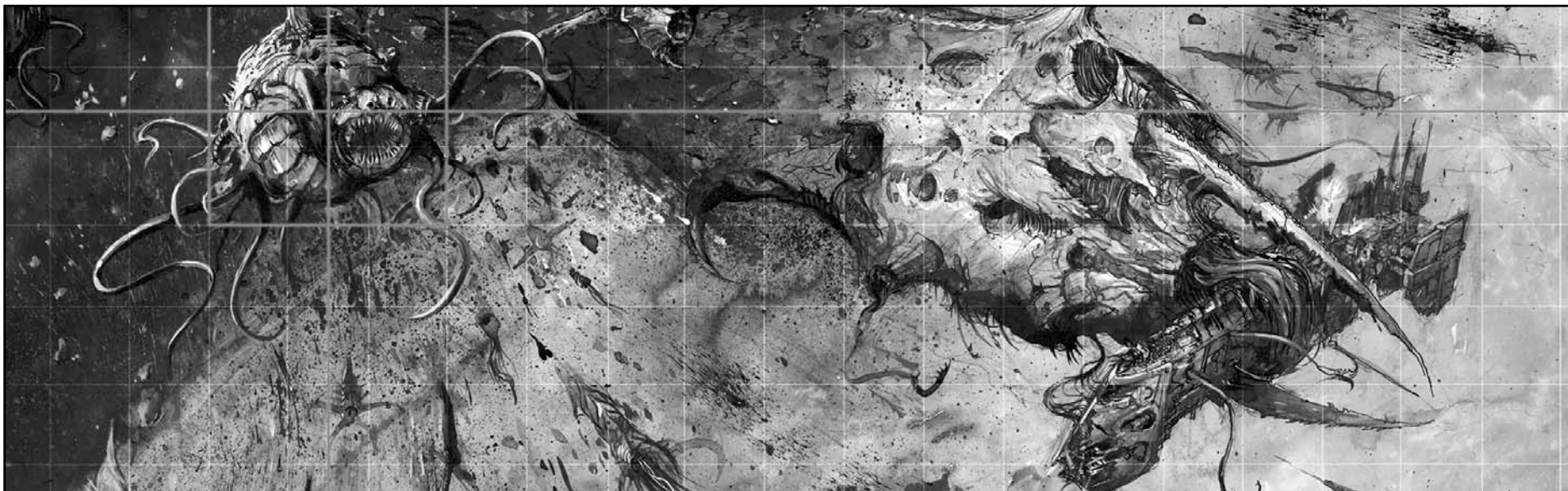
These void-swimming behemoths act as primary nodes for the Hive Mind and direct the activity of the entire swarm. Hive ships function as living mother ships, bio-factory vessels breeding and hatching endless swarms of Tyranids to pursue prey across void and planet alike. Though most swarms will typically 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 specialised 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 specialised 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 hive ship 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 drone ships 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 leadership 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 requiring 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 (ie, 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 leadership 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 leadership of 10.

SHOOTING

Tyranid ships always target the nearest enemy ship unless a special Vanguard drone ship 'highlights' another enemy within range. No leadership 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 drone ships 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 separate command check to ignore closer vessels.

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 2D6 and use the highest result in boarding actions. Tyranids ignore blast marker effects when boarding enemy vessels.

Hit-&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-&-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 the 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-&-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 bio-ship 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-and-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 both 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 any two 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.

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

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* result 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.

Tyranid Ship Types

Tyranid ships are much more flexible than the ships of other races, as new designs are constantly being evolved and encountered by the Imperium. To represent this, rather than picking a fleet from a selection of pre-set ship classes, a Tyranid player can design certain elements of their ships themselves. The ships are broken down into several categories, based upon their size and role. This gives the ship its basic statistics. It may also be given some 'fixed' weapons (including the number of spores it can launch). The rest of the entry details the various weapon options available, which can be purchased at the appropriate points cost as shown in the fleet list.

Each ship is limited as to how many weapon choices it may have on a given location, but where more than one weapon is permitted you may select multiples of the same weapon (eg, a Tyranid hive ship which can have up to three port/starboard weapons could pick three sets of launch bays if you wish).

“I do not care what you can see on the starboard side, just get out there and repair that plasma leak. You are this ship’s engineer and it is incumbent on you to keep here working. I am her captain and it is incumbent on me to lead her to victory in the Emperor’s name, and judging by the way things are going it is incumbent on us both to die in the process.”

– Captain Anakis at the Battle of Macragge

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.

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.

“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.”

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.

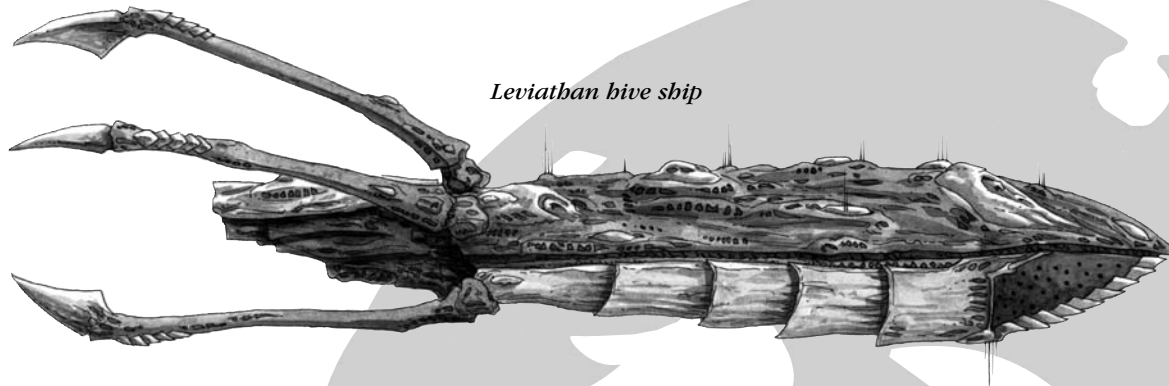
TYRANID CATASTROPHIC DAMAGE TABLE

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 CRITICAL HITS & CATASTROPHIC DAMAGE

Tyranids do not use the normal critical hit and catastrophic damage tables. Instead they use the tables presented here. If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.

TYRANID HIVE SHIP pts: varies



Leviathan hive ship

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
Bio-plasma discharge	15cm	4	Front/left/right
Launch Bay	Assault Boats 15cm Fighters 20cm	2	-

Up to THREE PORT/STARBOARD WEAPONS

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	4	Front
Bio-plasma discharge	15cm	2	Front/left/right
Launch bay	Assault boats: 15cm Fighters: 20cm	1	Left/right*

**Note: Hiveships are large and cumbersome, and hence may not use Come to New Heading special orders.*

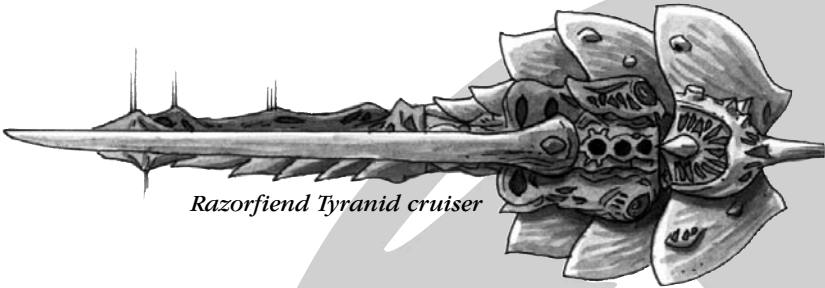
Tyrannid hive ships are monstrous, void swimming leviathans that are found at the very heart of the hive fleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hive ships are living creatures incorporating millions of bio-engineered organisms. Each is a biological factory capable of creating millions of Tyrannid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyrannid warriors are carried aboard hive ships, the cocooned officers of nightmare hordes yet to be born.

“A fatal error, 'twas, listening to that damned old fool. We were carrying virus bombs for the planet below, but Hergol told us since we were in a jam, we might launch a few at the things in space, only it didn't do a thing to 'em.

Well, so we thought until the damned things rammed us a week later and got hold of the ship. They spat this acid, this burning spittle everywhere, and within an hour, those that didn't die from the burns were sick as hell with the same virus we'd hurled at the beast to begin with.”

**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.*

TYRANID CRUISER pts: varies



Razorfiend Tyranid cruiser

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 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 its 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.

Tyranid 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 Tyranid 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.

Tyranid cruisers are arguably the greatest threat within the Tyranid 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 hive-ships, since their loss will not greatly endanger associated elements of the fleet. As with most Tyranids vessels, however, their threat is only really effective at close range.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	SPORES
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	30cm	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

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
Massive claws	Contact	Special	Front
Feeder tentacles	Contact	Special	Front
Torpedoes	15cm	2	Front

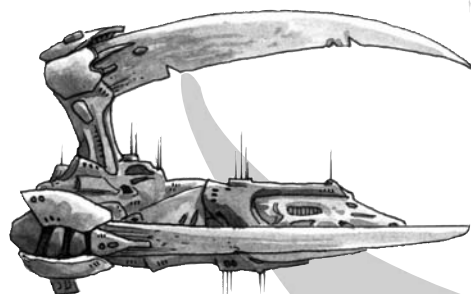
Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry from the beaked prow of the so-called '*Ramsmiter Kraken*' to the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

RECORDED SPECIES

Ramsmiter Kraken *Deathburner* *Smeltfeaster*

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, including those sustained when rolling a 6 for moving through blast markers. This ability in no way affects the Kraken and they may use other special orders as normal.*

TYRANID VANGUARD DRONE SHIP pts: varies



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

UP TO ONE WEAPON

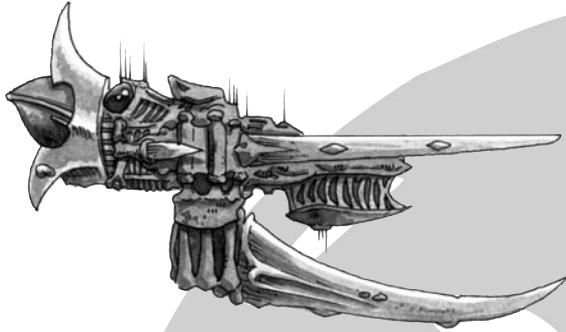
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	2	Front
Feeder tentacles	Contact	Special	Front

Vanguard drone ships range far ahead of the main fleets at times, seeking suitable worlds for the hive ships to feast upon. They carry specific Tyranid infiltration organisms, such as Genestealers, Lictors, Hormagaunts and Leapers which they seed onto likely worlds with spores from low orbit. Vanguard drone ships in close proximity to the hive fleets are those which have either recently returned with such scouting information, or are about to depart with their cargo of woe for more worlds. The threat posed by these organisms to countless planets is such that they are often priority targets in raids against the hive fleets.

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

“Take care how you slay them, and where they fall. We gunned a dozen of them down once, over Rilenor, only to find the things had survived and spawned a thousand more monstrosities in the hidden places of poor Rilenor.”

TYRANID ESCORT DRONE pts: varies



Special Rules: Escort drones subject to Instinctive Behaviour case 7 ('must move towards a planet') may instead move towards the nearest hive ship.

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 ship's last line of defence and cluster in dense shoals about the behemoth's flanks.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	-	5+	(Spores 1)

UP TO ONE WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	4	Front
Feeder tentacles	Contact	Special	Front
Bio-plasma discharge	15cm	2	Front

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 DRONE SHIPS

Your fleet may include any number of Vanguard drone ships

Vanguard drone ship 20 pts

Weapons. A Vanguard drone ship 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 drone ships 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 Hive Mind Imperative must be taken before the dice are rolled.

Hive Mind Influence re-roll 30 pts each
A maximum of one Hive Mind Influence re-roll can be purchased per hive ship in the fleet.

Hive Mind Imperative 40 pts each
A maximum of one Hive Mind Imperative can be purchased per two hive ships in the fleet, though a single hive mind imperative may be purchased as long as the fleet contains at least one hive ship.

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 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 Two 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 drone ships may be included in the fleet.

Vanguard drone ship 20 pts

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

Pyro-acid battery +5 pts
Feeder tentacles +5 pts

Escort Drone 10 pts

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 uses the profile given (ie, 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.

“We fought them the first day, and our guns tore through them with ease. We fought them the second day and saw our missiles bounce off a thickened skin they seemed now to bear, so we turned out lances on 'em. We fought them the third day, and no cursed thing worked!”

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 drone ships and hive ships of the swarm. When within 15cm of a Vanguard drone ship, 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 +10 pts per launch bay
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 hive ship plus its immediate escorts either being lured off or ambushing an enemy away from the main hive fleet. Also makes a good scenario with Vanguard drone ships 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 Hive fleet stripping a planet or an unexpected Tyranid incursion. No modification needed.

BLOCKADE RUN

Either an escape attempt from a doomed planet trying to get past the encroaching hive fleet or Tyranid forces trying to return to the main fleet after scouting a new world to consume. As such no modifications are 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 hive fleets 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 hive fleets 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 hive fleets make good defenders. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

FLEET ENGAGEMENT

Tyranid hive fleets operate with no modification in a fleet engagement.



TYRANID VESSELS

Three corrosive acid bolts struck Heroic Endeavour on the lower section of her engine compartment. In panic, her Adeptus Mechanicus engineers shut the engines down, venting her combustion chambers as they realised the acid was eating away at the plasma cells that powered the engines. Their quick thinking undoubtedly saved the ship and, to their immense relief, emergency procedures were able to halt the damage before the acids could breach the volatile fuel stores. Four hundred and thirty-seven men lost their lives in the attack, but her sister ship, Von Becken, was not so fortunate.

The full force of the Tyranid weapons struck Von Becken broadside on, just behind her swept prow. The sheer force of impact smashed the bolts through the first layered sections of armoured panels, before the bio-acids ate through the remainder and the full force of the Tyranid weapons engulfed the mid-level decks of the ship.

Hundreds died in the first moments of impact, smashed to pulp or sucked into space as explosive decompression blew out adjacent sections of the hull. The acids filled compartments with burning fluids that dissolved flesh and metal in a heartbeat, the fumes as lethal as any nerve agent devised by the Adeptus Mechanicus. Blast doors rumbled closed, sealing off the area of the impact, but the corrosive fluid liquefied the doors and spilled onwards, dissolving decks and pouring down onto the screaming men below.

The Von Becken's hull, already weakened by the acids and under stress from the violent manoeuvring screeched in protest, finally buckling as the venerable ship split in two.

Torpedoes launched from the Cobras of Hydra squadron streaked through space on blazing tail plumes, arcing for the nearest of the giant manta-like creatures. A cloud of spores drifted before the ship, and as the torpedoes closed the gap, a swarm of them surged forwards to intercept the missiles. Explosions rippled through the cloud of spores as the torpedoes smashed through them, some detonating prematurely, some broken apart by the acidic explosions of the spores.

Not all the torpedoes could be stopped and a handful slammed into the body of the mantis creature, the primary warheads vaporising a chunk of its hide, before the tail sections exploded, thrusting the powerful centre section of the weapons deep inside the creature to detonate.

The monster's belly heaved as the torpedoes exploded one after the other and it listed drunkenly as its lifeblood poured from its gaping wounds. But as grievously wounded as it was, the creature was by no means finished, and it could still fight back. A swelling of intercostal motion pulsed along the top of the creature and a flurry of jagged spines rippled from its flanks, thousands hurtling towards its attackers like enormous javelins. At such range, the odds of hitting a relatively fast moving target such as a destroyer were huge, but if you factored in the sheer number and density of the spine cloud the odds changed dramatically.

Two Cobras exploded as hundred metre spines hammered through their armour, smashing through the armaplas and ceramite hulls with horrifying ease. The lead vessel's bridge was destroyed upon first impact, penetrated from prow to stern by a dozen spines, while the second was reduced to a blazing hulk as three giant spines penetrated her engine core and started dozens of uncontrollable conflagrations.

The last vessel, shielded from instant annihilation by her sister ships, was nevertheless struck several glancing blows and suffered horrendous damage as several torpedoes being readied for launch exploded in her launch bays. Her crews fought to bring the damage under control, but her captain was forced to disengage from the battle. His ship's primary weapon systems were damaged beyond immediate repair and there was nothing more he or his ship could do to alter the outcome of the battle.

- From the novel 'Warriors of Ultramar' by Graham McNeill, courtesy of the Black Library