



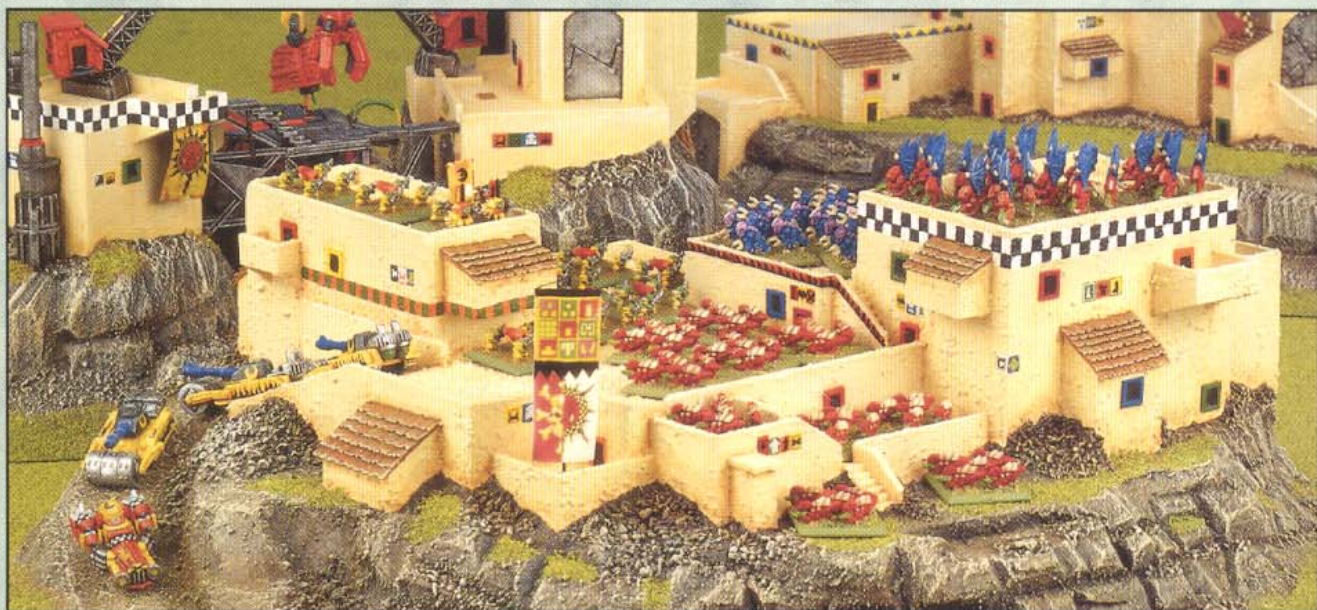
SMIRSH

EPIC

TM

HIVE WAR





TYRANIDS OVERRUNNING A REMOTE ORK SETTLEMENT



A POWERFUL TRYGON ASSAULTS A SQUAT CYCLOPS



AN IMPERATOR TITAN LEADS A DESPERATE DEFENCE AGAINST A TYRANID SWARM



HIVE WAR

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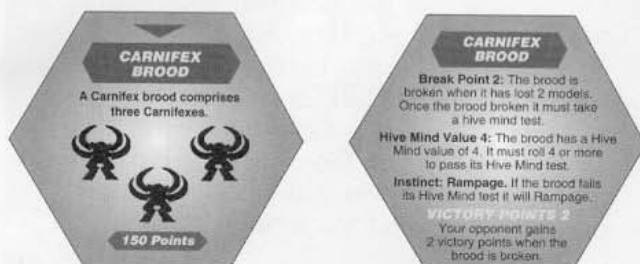
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COMPONENTS

This box contains the following components:

- 1 Rulebook
- 82 Swarm cards
- 24 Mycetic Spore chits
- 24 Hive Mind cards
- 45 Instinct counters
- 22 Wound markers
- 12 Spore Mine markers
- 50 Spore markers
- 1 Energy Pulse template
- 6 Trygon Bio-shock templates
- 1 Pyro-Acid Spray template

Swarm cards



Wound markers



Mycetic Spore chits



Instinct counters



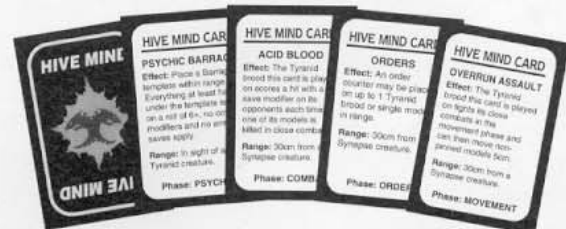
Spore Mine markers



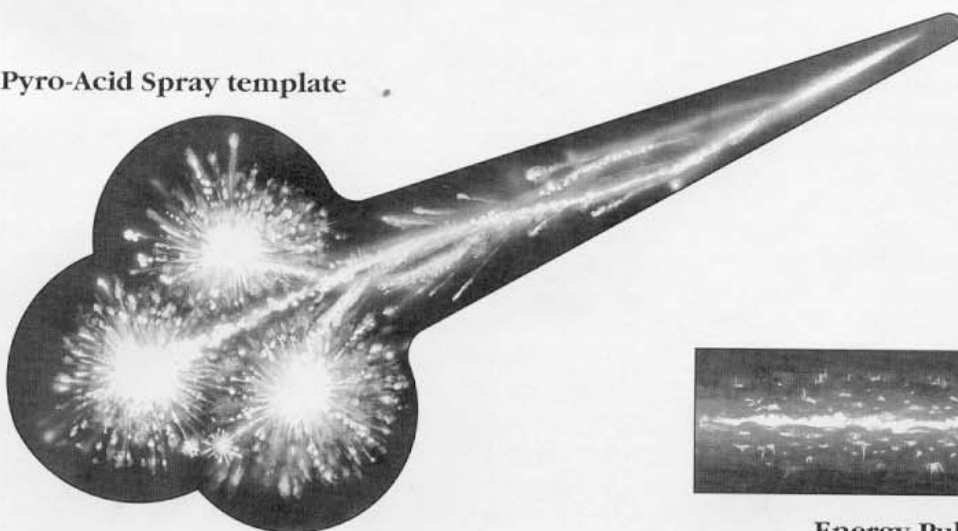
Spore markers



Hive Mind cards



Pyro-Acid Spray template



Bio-shock template



Energy Pulse template

INTRODUCTION



Hive War is the long awaited Epic game supplement detailing the fighting forces of the Tyranids, an extra-galactic alien race so inimical to life that it is set to fight a war against the whole galaxy. The rules and army cards for the Tyranid swarms provide all you need to field complete armies of slaving bio-engineered alien killing machines against the weak and fleshy inhabitants of our galaxy.

I recommend you keep the Tyranid Epic army cards (or swarm cards, to give them their proper name) to hand as you read through these rules as it is useful to be able to refer to vital statistics like points values, formation sizes, break points and victory points in conjunction with the game rules. I've tried to include information about all the Tyranid models in the pipeline at the time of going to press. As new models are released rules and army cards for them will appear in *White Dwarf* magazine.

The rules and army cards for Tyranids are entirely new and I have also taken the opportunity to introduce a different kind of formation structure for this most alien of alien races. These differences help to reflect the hive-like organisation of Tyranid swarms and the influence of the hive mind on battlefield tactics. The Tyranid forces include a diverse range of creatures extending from the broods of Termagants, Genestealers, Tyranid Warriors and similar troops that fulfil the role of

infantry, up to the tank-sized war beasts such as Haruspex and Malefactors and the giant Tyranid bio-Titans.

Because the Tyranids are a new force a whole new set of tactics will have to be developed by Tyranid players and their opponents. I had intended to write a section on tactics to go in this rulebook but it's probably more fun to leave cooking up the plans and discovering the strengths and weaknesses of the Tyranid swarm to you, the players.

The command, organisation and morale rules for the Tyranids are markedly different from those of other races so we have provided summary sheets for rules and statistics on the back pages of this rulebook. You can cut these pages carefully from this rulebook to provide a useful playsheet. Alternatively, you can photocopy them or write them out and stick them on card to form more durable ready reference cards.

I would like to thank all of the Epic players who have written to me about the Tyranids suggesting new rules and ideas based on the information in *Warhammer 40,000*. Some players will be wondering why I have not included Genestealer cults in *Hive War*. My apologies, but I felt that in terms of the Epic scale game it seemed far more appropriate to concentrate on the Tyranid hive fleets and their massed forces, leaving the nefarious activities of the 'stealers within the auspices of the *Warhammer 40,000* and *Space Hulk* games.

We're always very pleased to receive your queries, criticisms and suggestions regarding the Epic game but please remember that any questions must be phrased so they can be answered with a simple 'yes', 'no' or an appropriate number. Also, because we receive so many letters, you must, must, *must* include a stamped self-addressed envelope with your letter if you want a reply. If you're writing from overseas please include the appropriate international reply coupons. We do our best to reply to letters within a few days if they meet these criteria, but weighty manuscripts that don't include an address, let alone a self addressed envelope, are liable to be sacrificed to the great god Expediency.

One question I'm frequently asked about Epic is whether the number of cards in the Epic games and their supplements is supposed to impose a limit on the number of units of a particular type a player can deploy. The answer is no, except in a very few cases which are strictly defined. We try to supply you with as many cards as we can but there are always ambitious players who want to field bigger and bigger armies! However, because the Tyranid organisation requires you to have chains of army cards laid out, for particularly large games you will either need to use several sets of cards or make a note of the swarm structures you are using.



THE FIRST TYRANNIC WAR



Item: Extinction of Life Forms on Valos/23/1

Dated: 15.35/737.M41

File: Ad.Mech X12/06.85/ Xenocide

User: Magos Biologis Avarnus Vex

Research team from Tyran has made planetfall in the Valos system and begun preliminary investigation into probe reports indicating extinction of native life forms on Valos/23/1. Orbital auguries have failed to uncover any additional information. It is hoped that detailed studies of trace atmospheric and strata samples will yield more informative data.

: Knowledge is Power

Item: Extinction of Life Forms on Valos/23/1

Dated: 16.01/737.M41

File: Ad.Mech X12/06.86/ Xenocide

User: Magos Biologis Avarnus Vex

Primary investigation confirms Valos/23/1 has been denuded of all life forms, nutrients and atmosphere. Bore scans indicate molecular disruption of bedrock by unidentified force (cross ref. file X84/26.71). Tertiary investigations ongoing into possible source. Primary nova or super nova can be ruled out. Absence of new asteroid or cometary impact sites also eliminates these as viable extinction pulses.

: Inexactitude breeds heresy

So began the reports of a dozen worlds mysteriously stripped bare along the remote south-eastern rim of the galaxy. They were all worlds known to harbour native life. In some cases the planets had supported little more than a primordial soup of simple organisms in the earliest stages of evolution, but in other cases entire advanced ecologies had been erased. Over three hundred thousand life forms were consigned to the extinction files of the Adeptus Mechanicus in one year alone.

The Explorators could uncover no common link amidst the reams of data they amassed on these barren worlds. Solar activity and orbital shifts were ruled out, as were impacts by smaller stellar bodies. There seemed no viable explanation for the ravaged worlds.

An initial report was filed with the Explorator General of the Administratum but no further action was taken. In a galaxy of a billion worlds mysteries and inexplicable phenomena were more common than the Administratum cared to admit. The planets being investigated were thousands of light years from the nearest human-colonised worlds. No sentient species had been destroyed and no Imperial interests were threatened. So the reports were filed away within the hundreds of miles of databanks on Earth. Often the one gem of information forewarning the observer of catastrophe is buried beneath strata of bureaucracy.



Further reports of obliterated worlds were filed with the Explorator's office and eventually a large enough body of data built up to attract the attentions of the Inquisition. Inquisitor Kryptman, the man who had so assiduously expounded upon the misguided principles of the Macharian Heresy, observed the growing body of evidence with concern. Like all Inquisitors it was Kryptman's first reaction to ask further probing questions and root out additional information on the phenomena. The harassed Adepts of the Explorator's office could supply little additional information.

Kryptman plotted the obliterated worlds and coded them by date of discovery. Very soon he concluded that the extinct worlds formed a pattern. By time and location he could tell that worlds in an area within the

south-eastern fringes of the galaxy were being snuffed out sequentially. The scattered nature of the reports made it hard to establish a direction or speed for the phenomena but it appeared to be advancing deeper into the galaxy and would eventually impinge on sectors containing Imperial worlds, if it had not already done so.

Inquisitor Kryptman informed the Council of the Inquisition of his findings and was granted dispensation to commandeer a ship for immediate travel to the eastern fringes to gather more information. Though Kryptman had established that the mysterious extinction of worlds was linked by location and timing he still had no clue as to its cause. But even as the Inquisitor's ship churned through the warp events took a giant leap forward.

FIRST CONTACT

The planet Tyran was an unremarkable world in most respects. The world's ocean covered over 80% of its surface and the few scattered islands that broke the surface were no more than the peaks of mountains rearing up from the sea floor miles below. The great ocean teemed with primitive and voracious life of all kinds – coral beds thousands of leagues in length, a myriad forms of crustaceans and giant squid-like organisms plus elementary forms of fish and simpler creatures.

A large Explorator outpost was sited on Tyran to act as a way-station for expeditions to the eastern fringe of the galaxy and to study the wealth of marine life evolving in the planet's oceans. The Tyran Primus base held just over four hundred personnel, mostly Explorators, Adeptus Administratum scribes and Adeptus Mechanicus Genetors, Engineers and Lexmechanics with their entourage of servitors and a single Astropath for communication with the Earth, over 60,000 light years away.

The first indication that something was amiss was the detection of a cloud composed of a large number of unidentified objects entering the fringes of the Tyran system. Scanning and telemetry revealed little about the mysterious cloud but showed it emitted no energy signatures or signals of its own. The objects themselves were non-metallic and irregular in shape, which ruled out a fleet of starships or pieces of a space hulk cast up by the warp.

The possibilities were debated endlessly by the Tech-Priests on the outpost. Amid talk of planetary debris, Oort clouds, meteor streams and other natural phenomena a lone voice prophesied doom. The station Astropath had spoken of a disturbance in the warp which had been growing in strength for weeks before the arrival of the cloud. He had suffered nightmares, suffocating dreams of a brooding presence at the edge of perception and a sibilant whispering in the shadows. Now a dark blot encroached ever more greatly into his mind, waking and sleeping.



Tygon

The station commander, Magos Varnak, was sceptical about the Astropath's wild ravings. However, his mandate was to investigate all phenomena so he personally supervised the outfitting of one of the station's system ships as a research vessel. Once preparations had been completed Magos Varnak piloted the ship towards the cloud, which now lay inside the orbit of the outermost planet.

As the tiny system ship closed the range Varnak was amazed by how regular in size the objects in the cloud were. Groups of smaller objects hung close to the largest ones in almost perfectly spherical halos. As the commander closed with the nearest large object his sensors showed him that it did possess a rough kind of symmetry after all. Its surface was covered in fantastic ribs and whorls. The texture and surface composition of the object was similar to an asteroid that had been worked or fashioned somehow and then left to drift in space. Closer still the sensors picked up vanes of opaque matter which spread from the object and angled towards the sun like sails.

A sudden warning from his crew alerted Varnak: the smaller objects now surrounded the research ship and were closing the range, apparently under their own propulsion. Magos Varnak brought the ship around and started to move away from the large object. He attempted to broadcast messages in a variety of media,

using not just radio waves but light, colour, radiation and others. No change or response was visible or detectable. If anything, the smaller objects were now approaching more quickly. In desperation Varnak fired the boosters to drive the ship free of the closing web of objects.

As the ship passed close to the nearest object it detonated with shocking force. The shock wave inflicted crippling damage on the ship, Magos Varnak was injured and several members of the crew were killed. Worse still, the ship continued to suffer further damage as it pulled away. Several more compartments blew out without warning and power lines failed minutes after the explosion. Fortunately, the ship's engines held and it limped away at best speed to Tyran.

By heroic efforts Magos Varnak piloted the ship back to Tyran Primus and crash-landed it in the ocean nearby. Investigation of the ship and its record tapes showed that the vessel had been struck by a variety of complex acids and viruses which had eaten away over 20% of its hull. By now the cloud was approaching at greater speed than before, and the Imperial scientists estimated that its current rate of progress would move it into Tyran's orbit within less than a week. The biological origins of the acids and viruses indicated that they originated from a living host. Genetors postulated that the cloud was composed, in part or in whole, of a swarm of vacuum-dwelling life forms previously unencountered by Man.

The question now remained: what would the cloud do when it reached Tyran? If it were an entirely vacuum-dwelling species then it would not descend to the surface. Even if the creatures came down to the planet

they were not necessarily inimical to life; the attack on Magos Varnak's ship may have been accidental or an automatic response. Against this was weighed the mysterious fate of those other stripped worlds in the quadrant: had they too been victims of the space-going swarm now approaching? Varnak was not willing to take chances. He had the base fortified, the remaining system ships fully armed, and brought the outpost's defence lasers on line. A week later the first attacks began.

The cloud approached and enveloped the planet with sinister deliberation. The defence lasers carefully watched their sensor scopes until several of the largest sensor contacts, those equivalent in size to Imperial Navy cruisers, approached into near orbit. Three incandescent bolts slashed into one of the larger objects and it turned away, spewing out a dense cloud of vapour. A smaller invader was blasted apart by three further salvos from Laser Silo 3. Within half an hour Silo 3 had scored hits on another two attackers and they had also withdrawn out of range.

Silo 2 was engaged in a furious duel with three of the smaller contacts. High velocity projectiles from the invaders disabled the silo's communication system and damaged the laser chamber but the Tech-Priests managed to keep the weapon firing and scored hits on two of its attackers. Simultaneously, every sensor contact in the cloud immediately surrounding Tyran drew back out of range.

The three surviving system ships, which Varnak had held in reserve for such a moment, pursued the attackers beyond the edge of defence laser range. They shattered one of the objects, inflicted surface damage on two more and split the surface of another so that it leaked blobs of liquid into the void. The system ships, however, were wrecked by return fire from dozens of objects in the cloud. Only two of the ships managed to make it back to Tyran and these were both effectively destroyed by the same acids and viruses that had consumed Varnak's ship.

Further analysis of the records from the wrecked system ships showed that the objects were undisputably organic, protected by a dense carapace of stone-like material which could only be compared to silicon-based bone or insect chitin. The creatures appeared to have softer internal components, and contained fluids. Micro-examination of the tapes from Silo 3 showed hordes of tiny shapes tumbling from the creature it had destroyed. Because of the distance little could be defined on the pictures, save that the shapes comprised a triple segmented central section and six mobile protuberances which had bilateral symmetry.

Magos Varnak summoned the Astropath to the control centre. He had to be supported into Varnak's presence by a servitor. The wild look in the young Astropath's face had been replaced by hollow-eyed weariness and a sense of overwhelming despair. Suddenly attentive, Varnak questioned the Astropath carefully about what he had perceived in the battle. The Astropath spoke in



a harsh whisper and told Varnak he had sensed the oneness of the foe surrounding Tyran. When one creature had been struck by the defence lasers, all of the creatures responded to the blow with a terrifying ripple of alien emotion. Just as the skies above Tyran glittered with the reflected lights of the swarm like a thousand new stars, a million minds also glowed up there with terrible and indefatigable purpose.

As if to underline the Astropath's words the cloud began closing in again. This time the creatures clustered ever more closely around Tyran, and it was clear that the defence lasers could not make any impression against such numbers a second time. Magos Varnak had all the information gathered about the invaders downloaded onto a data codex. This was sealed with a transponder and deposited into a deep bore shaft which dropped over 3,000 metres into the planet's crust beneath Tyran Primus base.

The data codex was retrieved by Inquisitor Kryptman over a year later from a dry, dead planet which at first could not be identified as Tyran at all. The Imperium's last message from the base had been a short and garbled communication from the station's Astropath, a dire prophesy of doom and a mental image of the skies over Tyran turned black with swarming monsters. From the world of Tyran the unseen invaders acquired a name at last – Tyranids.

BEHEMOTH

By the time Inquisitor Kryptman reached the eastern fringes of the Imperium the final message from Tyran was already months old. At the time there was nothing to directly connect the attack on Tyran with the barren worlds previously discovered. However, Inquisitor Kryptman considered the old adage of Inquisitor Typhon "Coincidence exists only in the minds of fools" and formulated Tyran into his previous course plotting. Because the attack on Tyran was known to have occurred more recently than any of the others Kryptman's calculations now gave him an idea of the course the Tyranids were following, assuming that no other unknown worlds outside the Imperium had been attacked.

According to his predictions, the cloud or swarm seen in the Tyran system was heading from the galactic south east to north west. Armed with this knowledge Kryptman took ship once more in an effort to track down the Tyranids, or failing that, to visit the Tyran system and discover the fate of Tyran Primus base.

Kryptman's vessel crossed and recrossed the calculated course of the cloud but over the next few months there were no additional reports of contact with the Tyranids. Kryptman eventually backtracked to Tyran to investigate what had happened to the station and indeed to the planet itself.

On arrival in the Tyran system sensor auguries could pick up no trace of the ocean-bound world that had been home to the Tyran Primus base. A planet certainly occupied the correct orbit but it was considerably



Zoanthrope

smaller than Tyran, in fact little more than a barren and airless planetoid.

On closer approach the ship picked up a weak signal from an Imperial transponder buried far below the surface. Inquisitor Kryptman led a landing party down to the surface and found it to be centred on a dust sea containing a high concentration of metallic particles. Echo location revealed the dust sea to be a thousand metres deep, the transponder signalling from another thousand metres below that. Because there was no tunnelling equipment aboard the ship, Kryptman had one of its heavy laser cannon dismounted and brought down to the surface. By using the laser to vitrify the dust so they could bore through it, the ship's crew began the long, slow process of tunnelling down to the transponder.

The men worked sixteen-hour shifts in hot, stuffy environment suits and the whole operation was fraught with difficulties, but Inquisitor Kryptman was adamant that they should uncover what lay below. Driven by the unquenchable zeal of the Inquisitor, who worked alongside them daily, the crew completed the excavation in under two months. At last Inquisitor Kryptman descended into the shaft and retrieved the data codex hidden by Magos Varnak a year earlier.

Given the information in the codex and the evidence that Tyran had indeed been stripped completely bare

Kryptman was stunned at the magnitude of the invasion. The power and numbers of the invaders hinted at a greater threat to the planets of the Imperium than even he had considered possible. Apart from the data codex, the only evidence of the original Tyran was the dust sea it had lain beneath. The metallic particles in the dust were all that remained of the Tyran Primus base: the very bedrock of the planet had been lain bare by a power barely imaginable.

As the Inquisitor's ship prepared to enter the warp at the edge of the Tyran system its sensors detected another vessel exiting the warp. Fear gripped the crew at the prospect of encountering the creatures responsible for the death of Tyran, but the contact was identified as the Explorator vessel *Investigation* which had been scheduled to return to Tyran Primus several months before. The *Investigation* was without power and drifting. Her ice-rimed hull showed great scars and craters along its length, and portions of the superstructure were melted away where the ship's plasma reactors had suffered meltdown. Filled with foreboding, Kryptman led a boarding party to search the hulk.

The *Investigation* proved to be dark and empty: no living thing was left in the floating detritus and scrap of her riddled hull, nor could be found any sign of the fate of the missing crewmen. Several bulkheads and doors had been rent apart, suggesting it had been boarded after it was crippled, but by who or what? All of the ship's memory banks and crystal libraries had been destroyed by the damage inflicted on it. The only clue to the *Investigation*'s attackers was the scarring on its hull. It had not been melted by the fierce energies of lasers or plasma but eaten away by acids like the system ships of Tyran Primus mentioned in Magos Varnak's codex.

Kryptman instructed his personal Astropath to send a priority alpha message to the Council of the Inquisition on Earth warning them of the threat the Tyranids posed both to planets and to ships. The Astropath reported a disturbance in the warp was blocking his powers, something akin to the backwash produced by a fleet of ships moving through the Immaterium but a thousand times stronger.

Though he strove for hours the Astropath couldn't break through the psychic interference. Even communication with the nearest Telepathica booster matrix at Thandros proved impossible. Finally Kryptman ordered the Navigator to set a course for Thandros in the hopes that communications could be reestablished there.

Kryptman's ship raced back to the Imperium as fast as its warp engines could drive it, the half-formed entities of the warp clustering in its wake like a hungry shoal. The Navigator reported three instances of drifting debris or hulks being carried past by the whirling maelstrom of the warp, in an area where it would be extraordinary to encounter even one. Kryptman was tempted to investigate the space hulks but the delay and the risk would be too great. So the ship rushed on towards Thandros.

The Astrotelepathy communications matrix at Thandros was an orbiting station which circled the innermost planet of the system, Thandros I. Home to just under a hundred Telepathica Adepts, the matrix boosted astropathic communications from the Imperium's south-eastern sectors back towards Earth. Though the marbled sphere of Thandros I had no inhabitants the ruddy, ore-rich worlds of Thandros II and III both boasted small mining operations and refining plants.

As Inquisitor Kryptman's ship breached the borders of real-space at the edge of the system communications were immediately beamed to the matrix. The long delay for the signals to reach their destination and return ticked by as the ship powered insystem. No reply. Sensor divinations showed Thandros II and III to be dead and empty. Magnascope srying of their surface revealed nothing to signify they had ever been inhabited. Both worlds had been stripped of their thin methane atmospheres and drained dry.

A week later Kryptman stepped aboard the Thandros Telepathica matrix. The station's gravitic field was still operational but debris lay strewn everywhere, as if the whole station had been gripped by a giant hand and shaken violently. Huge gashes had been ripped along the flanks of the transceiver and the accommodation block. Internal bulkheads and doors had been ripped open like those onboard the *Investigation*. The doomed Astropaths had apparently made their last stand in the station's chapel to the Emperor Deified. The doors still showed signs of laser scoring, but again there were no bodies. The whole station was eerily silent and empty.

While the crew worked at bringing the matrix back on line Inquisitor Kryptman stalked through the station, a foreboding figure in black robes erratically lit by the flickering light of cutting torches. When the accommodation block was repressurised he silently examined the scattering of personal effects within. Turning to the foam-sealed gashes in the wall Kryptman found what he was looking for at last. Sheets of translucent skin or membrane clung to ragged metal edges and colourless ooze dripped from the walls and ceiling. Analysis of the fragments showed them to be of alien origin, from life forms that didn't match anything in the ship's databanks.

Through herculean efforts the matrix was made operational again and Kryptman's Astropath successfully pierced the roiling currents of warp space to contact Earth. It took days of communication to send the information from Varnak's final codex and additional data on Thandros and the *Investigation* to the Inquisition headquarters.

Finally, the exhausted Astropath received instructions for Inquisitor Kryptman. He was to proceed to the planet Macragge, in Ultramar, the empire of the Ultramarines Chapter of Space Marines. There he would co-ordinate with the master of the Chapter and assist him in locating and eliminating the Tyranid fleet. As dictated by Imperial tradition the alien hive fleet of the Tyranids had been codified with an ancient and forbidding name from legend: *Behemoth*.

MACRAGGE

The Navigator of Kryptman's ship strained to follow the guiding light of the Astronomican through the swirling energies of warp space as the ship pushed through the shoals and reefs of that most capricious medium. At times the undertow left by Hive Fleet Behemoth threatened to drown the ship in the warp forever but the Navigator avoided every whirlpool and riptide with consummate skill, the elongated teardrop formed by the warp drives of the Inquisition ship slipping through the Immaterium like oil through water.

In the Macragge system a dozen ships already hung in orbit and each day more arrived from the warp. Lumbering Space Marine battle barges hung over Macragge like gigantic azure monoliths etched with the gaping maws of weapon bays, launch tubes and heavy bombardment turrets. These leviathans dwarfed even the sleek strike cruisers arriving from the Ultramarines' furthest outposts. Orbital fortresses and ponderous systems defence monitors surrounded Macragge with a ring of firepower.

Inquisitor Kryptman met with Marneus Calgar, Master of the Ultramarines, beneath the portico of his palace of brilliant white marble perched high in rugged mountains above the glittering seas of Hera. Calgar stood as a giant even among the genetically altered Space Marines. Nothing escaped his piercing blue eyes and even Kryptman's terrible discoveries did not disturb his noble demeanour.

Calgar explained that Kryptman's discoveries had been extensively studied not only by the conclave of the Inquisition but by the Magos Biologis of the Cult Mechanicus. Important new evidence had arisen while Kryptman had been travelling to Macragge. Several more ships had been found drifting through space, their crews dead or missing altogether and with massive holes bored through their armoured hulls.

From these wrecks it was possible to trace the progress of hive fleet Behemoth. No further inhabited systems had been attacked but the course of the Tyranids was constant and would bring them to Ultramar soon and eventually to Old Earth itself. Even now flotillas of tiny scout ships were entering the warp to search for signs of the Tyranids' progress.

Amazingly a surviving eye witness had been recovered from the wrecked stellar liner, *Galactis Luxor*. He had been found drifting in a life pod close to the Macragge system at the edge of Ultramar. The witness, a junior officer in the Luxor's crew, had reported that his ship was forced to exit the warp when it encountered unexpected turbulence. It emerged into real space at the edge of what they thought was an uncharted asteroid field.

Several of the "asteroids" had moved with surprising speed towards the Luxor. Before the resulting confusion was resolved the Luxor had been hit and damaged three or four times by some kind of kinetic weaponry launched from the Tyranid ships. Where the hits struck,



Termagant

the hull began to melt away like wax. Soon the whole ship was depressurizing fast and the officer was caught without a pressure suit. To avoid asphyxiating he clambered into one of the undamaged life pods and was boosted away from the ship. As he drifted away, apparently unnoticed by the Tyranids, he saw one of their ships fasten itself onto the Luxor and wrap pulsating tendrils around it.

The Tyranid ship described by the officer looked like a living creature, very different from the dark and forbidding objects shown in Varnak's data codex. The bio-ship had a sweeping prow of pallid bone linked to a spiralling carapace of overlapping plates which pulsed with vitality and vivid colours. Its diamond-scaled flesh was taut across ridges of bone and muscle. Dark pits along its flanks hinted at sinister weaponry and as it hung in space with the Luxor in its grip it looked to be feeding on the stricken liner. The sight of the creature had almost driven the officer mad and he had to be kept unaware that the crew and passengers aboard the *Galactis Luxor* had completely disappeared.

The final piece of new evidence was found in another derelict spaceship. A complete Tyranid organism had been recovered from the freighter *Hammer of Foes* and was currently being investigated at the Inquisition fortress on Talasa Prime. Adeptus Mechanicus Genetors had concluded that two separate Tyranid forces had assaulted Tyran and Thandros. Their conclusions were drawn from examining the genetic imprints of material from the two locations. The forces were related but subtly different, genetic cousins certainly, but not the same creatures.

The implications of this were horrifying. The Tyranid fleets were sweeping across a broad arc of the south-eastern spiral arm of the galaxy. Hive Fleet Behemoth

comprised at least two separate fleets which leapfrogged over each other alternately. As one fleet halted to strip a star system the other moved ahead to begin stripping the next. The dedicated work of Inquisitor Kryptman and others had revealed that what had at first been perceived as a mysterious but isolated threat was the greatest peril the Imperium had faced in ten thousand years.

The Ultramarines were readying themselves for all-out war. The Emperor had despatched a Segmentum Tempestus battlefleet from the orbital docks at Bakka. Calgar felt that the Macragge system was the one most immediately threatened by Hive Fleet Behemoth. Macragge was being heavily fortified and would be held tenaciously by Ultramarines and planetary defence auxilia until the combined Ultramar and Imperial fleet arrived to destroy the hive fleet.

A tense month dragged slowly by with no word of contact until Astropaths in the Macragge system began to report disturbed sleep and nightmares. Astro-telepathic communication beyond the confines of the Macragge system became more and more difficult before being blocked altogether. A picket of scout ships was strung around the peripheries of the system and within a few days they detected a large number of objects exiting the warp far beyond the orbit of Circe, the outermost planet. The scouts darted towards the area and found a cloud or swarm made up of over a thousand individual objects.



Hormagaunt

The scout ships observed the Tyranid bio-ships slowly open orifices and expand opaque vanes to catch the radiation from the sun before accelerating towards the inner planets. These vessels shared the dark and forbidding aspects of those observed at Tyran rather than those described by the lone survivor of the *Galactis Luxor*. Within minutes five Ultramarines strike cruisers jetted toward the flanks of the hive fleet on tails of plasma fire, slashing at it with lasers and torpedoes before pulling away to regroup and attack again. In their wake two of the larger Tyranid vessels listed drunkenly away from their fellows, great holes and burns in their stony carapaces spewing fluids into the vacuum of space.

In perfect synchronicity the hive fleet deployed hundreds of organisms to keep the strike cruisers at bay. These creatures drifted along passively before exploding with great force when a ship passed close by them. On the next firing pass three cruisers were hit by these organic mines and further damage was inflicted by the bio-ships firing high velocity projectiles, charged particle beams and plasma discharges. The strike cruiser *Cassius* had its drives crippled by corrosive viruses and as it drifted helplessly was overwhelmed by a swarm of small Tyranid drone ships. Whether by accident or design the *Cassius* was not to be captured: its plasma drive went critical and the cruiser and a dozen of the Tyranid vessels were incinerated in an expanding halo of brilliant white light.

The strike cruisers were clearly unable to face the firepower of the hive fleet alone; so far their attacks had not even slowed its progress. They circled the hive fleet warily and closed in on the two straggling bio-ships crippled in the first pass. No other Tyranid vessels dropped back to protect the cripples and the cruiser squadron swiftly blasted them apart. Meanwhile, the hive fleet relentlessly bore down on the inhabited planets of Macragge. The cruisers shadowed the fleet while they conducted repairs and sought further opportunities to inflict their pin-prick attacks on the hive fleet.

Over the next week the cruisers attacked the hive fleet four more times, each time crippling one large enemy ship and then finishing it off as it drifted away from the protection of its fellows. In the course of their attacks two more cruisers were lost and another damaged so badly that it had to withdraw to Macragge for repairs.

While this was happening Marneus Calgar had taken the rest of the Ultramar fleet outsystem from Macragge. The Imperial fleet was still not expected for up to month so Calgar planned to use the fifty ships of the Ultramar fleet as a hammer against the planetary defences of Macragge. Timing would be critical: the hive fleet was already spreading out to encircle the planet and the englobement would be all but complete by the time the Ultramar fleet was in range to attack. None-the-less, Calgar relished the opportunity to engage the hive fleet while it was dispersed around the planet and hampered by the lasers and missile stations of Macragge's defence citadels.

Blessings were made and prayers were said as the crew of the Ultramar fleet readied their weapons of war. Each hour Marneus Calgar watched the hologlobe as the web of fiery red dots representing the hive fleet stretched across the blue and white ball of Macragge. At times the web would tighten as the Tyranids moved closer to the planet to test the range and response of its defences; each time the white flicker of defence lasers and missiles drove the fiery dots back out of range.

If the Tyranids were aware of the approach of the Ultramar fleet they did not react to it. The shining blue knives of Calgar's fleet sliced into the hive fleet in a blinding flare of criss-crossed laser fire. The three battle barges *Caesar*, *Octavius* and *Severian* spearheaded the attack, at one point vaporising a whole Tyranid ship at close range with devastating combined salvos from their bombardment cannon as they cut their way into the swarm. Simultaneously, squadrons of Thunderbolt fighters rose from Macragge and attacked the Tyranid ships between Calgar and the planet. All seventy two craft of the leading fighter group peeled off to hit a gigantic bio-ship in their path, crippling it with torpedoes and fusion bombs for the loss of only twenty three fighters.

As the monstrous vessel twisted helplessly in the tightening grip of Macragge's gravity well it came within range of the northern polar defence fortress, one of two giant defence citadels buried in thousands of metres of rock and ice at the planet's poles. The polar fortresses were keystones in the planetary defences of Macragge and as such their auxilia garrisons were reinforced with Ultramarines of the veteran First Company, many equipped with Terminator armour, and with Titans of the Legio Praetor. Ravening bolts from the citadel's defence lasers punched along the stricken bio-ship from stem to stern. Tumbling out of control and trailing fluids, the vessel hit the upper atmosphere and began to burn.

Up to this point Calgar had been steadily suffering damage and loss to his fleet as it pushed deep into the heart of the enemy, a half dozen ships crippled or destroyed already by the intensifying enemy fire. Over thirty enemy vessels had been destroyed but Macragge's orbit still swarmed with fiery red dots except in the immediate vicinity of his own handful of blue flecks. Each passing second brought more Tyranid ships within range as they closed in on the Ultramar fleet. A lesser man might have quailed and turned aside at the alien horror of the Tyranid fleet surrounding him but Calgar knew their only hope was to fight through to safety under the heavy weaponry of Macragge.

As Macragge's north polar citadel riddled the huge Tyranid ship with fire the smooth advance of the hive fleet began to break up. Some Tyranid ships continued to close on Calgar, others moved towards the fighters and others still went directly towards the planet. In spite of the huge advantage the hive fleet had in numbers their unco-ordinated attacks led them to disaster. The Tyranid ships that came within range of the planet were blasted to fragments by the waiting defences. On



Lictor

Calgar's orders the fighters withdrew inside the range of Macragge's weaponry and the Tyranid ships pursuing them were all but annihilated by the combined attacks of fighter groups and orbital-based lasers.

The Ultramar fleet forged on through scattered Tyranid attacks, finally reaching Macragge orbit having lost a total of fourteen vessels, mostly small destroyers and escorts, though the *Octavius* and three cruisers were so badly damaged they could not expect to survive another fight. The hive fleet had lost perhaps three hundred from its number, over a quarter of its strength.

Disturbing reports from the planet below indicated that the Tyranid ships had not sacrificed themselves in vain. As they charged into fiery oblivion above the glittering skies of Macragge the bio-ships had released thousands of spore-like objects horribly reminiscent of drop pods into the atmosphere above the polar fortresses. Furthermore, the charred carcass of the giant bio-ship had crashed into the ice cap within a hundred miles of the northern fortress which had been its nemesis. Unbelievably, hordes of Tyranid creatures were being disgorged from the blackened hulk and were closing in on the fortress.

The Macragge defences strove to destroy as many of the falling spores as possible but it was an impossible task: there were too many targets moving too fast. From each spore that landed a Tyranid creature emerged, tearing free of the shock-absorbing gel inside the spore and shattering its smoking shell to step or crawl onto the



world of Macragge with ululating howls of triumph before turning north and south. Soon their columns could be seen from space, flowing across the ice and snow like black rivers of marching ants.

In space the mad attacks of the Tyranids ceased as suddenly as they had begun. As one the remaining ships of the hive fleet turned and accelerated out-system to the stark disbelief of Calgar and the resounding cheers of the defenders of Macragge. But Calgar knew that he had a stark choice: remain over Macragge and ensure the safety of the polar fortresses and hence of the whole planet or pursue the hive fleet and try to prevent it destroying further worlds by damaging the Tyranids further.

Calgar spent a long, tortured minute gazing down at the shining seas and clouds of Macragge before giving the orders to rearm his vessels for pursuit. Before they had even docked tiny system ships bearing munitions were flying out to them. While the fleet rearmed, the *Octavius* and the three crippled cruisers took up geo-stationary orbits over the polar fortresses and rained fire on the Tyranid swarms below. Shortly afterward the skies over Macragge were lit by the flare of plasma drives as the surviving vessels of the Ultramar fleet roared off in pursuit of the Tyranids, seeking to engage them before they made the safe distance from Macragge to enter warp space.

Hours passed with the Ultramar fleet steadily closing in on the Tyranid swarm. As the fleets approached the

orbit of the outermost planet Astropaths aboard the command ship informed Calgar that they could sense a great turbulence in the warp. It could be the Imperial fleet approaching from Bakka or it could signal the imminent arrival of another hive fleet. Minutes crawled past with the range closing all the time.

The Tyranid swarms on Macragge were hurling themselves at the polar fortresses. Hormagaunts bounded forward across snowy plains scored by lasers, their numbers blurring individuals into a shifting mass of slicing claws and piercing talons. Gargoyles wheeled through the skies on leathery wings and spat their liquid fire on the defenders below.

The veteran Space Marines of the First Company led the lightly armed defence auxilia in a tenacious defence of the fortresses, holding every wall and trench until the last possible moment before withdrawing deeper into the fortress. The Titans of Legio Praetor stalked the ice fields and drove smoking furrows through the onrushing Tyranid hordes with shells and plasma. The crippled Ultramarine ships still in orbit above hurled down bolts of ruby flame and megatons of explosive death at the Tyranids, but still they came on.

The ferocity of the swarms was unbelievable. At the northern fortress they overran the walls using the steaming piles of their own dead for cover. Titans were dragged down and ripped apart by sheer weight of numbers, like lions being swarmed over by soldier ants. Weapon barrels glowed red hot and jammed in spite of the arctic cold, ammunition began to run low though the fortress contained stockpiles for months of siege. The snows around the fortress were stained purple with Tyranid ichor.

As the fighting became close and deadly, lumbering Carnifexes tore into the defenders' ranks like living battering rams, smashing their way through flesh and rockcrete walls with equal fury. A brood of Lictors penetrated deep into labyrinthine corridors beneath the southern fortress and murdered dozens of troopers from ambush before they were hunted down and eliminated by Terminator squads. The Ultramarines were forced back, step by step, by the tide of alien horrors.

In space Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the warp before parting like a curtain to reveal the familiar shapes of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships and including a gold eagle representing the huge Emperor class capital ship *Dominus Astra*. The sense of relief was a palpable force aboard the ships of Ultramar, now the Tyranids were trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

The hive fleet started to decelerate and turn back insystem, seeking to destroy the lesser Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet, and exchanged plans. The Ultramar fleet clumped into a

tight wedge to keep the Tyranids at bay with their massed batteries while the Tempestus vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.

The battle was short and brutal as the Tyranids were caught in the cross-fire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranids' piecemeal counter-attacks were beaten off by the awesome firepower of the heavily armoured and shielded Imperial ships. Their lances of fusion fire transfixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying, almost unstoppable opponents at close quarters.

With the fate of the beleaguered polar garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back insystem, Lord Admiral Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge Calgar was determined to return in time to save his men.



Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard with their smaller companions staying to the sides and rear.

Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe. As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would be suicidal.



Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the *Dominus Astra*.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the *Dominus Astra* ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the *Dominus Astra* kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the *Dominus*



Malefactor

Astra as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the *Astra*'s displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

The *Dominus Astra* disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

The last stand of the Tempestus fleet was visible on magnascope, the light from Circe's orbit taking seconds to catch up with the Ultramar fleet. Calgar could only helplessly watch the Imperial vessels wreathed in the flame of their weapon fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of lights as laser salvos vaporised rings of dust. As the *Dominus Astra* dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships while their larger companions turned back and left the Macragge system. The Ultramar fleet fled before the remaining foe, drawing them towards Macragge.

In the polar fortresses the remnants of the Ultramar garrisons had been forced back deep underground, fighting amongst the coolant stores and capacitors of the giant defence laser silos. All contact had been lost with the northern fortress after the Tyranids overran the surface; in the south small pockets of Ultramar

resistance still held out in bunkers above ground. Calgar sent the 3rd and 7th Ultramarines companies ahead in their strike cruisers to recapture the polar fortresses while the remainder of his ships attempted to fight off the hive fleet from within the range of the orbital defence monitors and equatorial fortresses ringing Macragge.

As the battle opened above, the Space Marines of the 3rd and 7th companies dropped onto the poles with their supporting units. Scenes of unbelievable carnage awaited them below. Piles of mangled Tyranid corpses and shattered wargear lay strewn across the ice. Vast steaming craters pocked the snows where Titan plasma reactors had melted down and the stench of death lay everywhere. The 7th company, dropping on the southern fortress, quickly linked up with the survivors of the garrison and pushed on to clear the subterranean passages which had been overrun. The handful of remaining Tyranids fought back with maniacal ferocity but attacked without strategy or co-ordination and were killed as they emerged from cover.

In the north the 3rd company came under attack as soon as it landed. Hundreds of creatures emerged from dark tunnel mouths and shattered bunkers to assail the Space Marines, threatening to overrun their dropzone with their numbers. Only the staunch defensive fire laid down by the company's Devastators kept the swarm at bay until Thunderhawk gunships arrived to blast the Tyranids back below ground. With further reinforcements of Space Marine Dreadnoughts the company fought its way down into the fortress.

The dark, dank corridors below were already subtly altered, mucous dripped from the walls and a pervasive musky stench overlaid everything. Warily the Space Marines pushed onward. Lone Tyranid creatures sprang from ambush and tried to flank the Space Marines' advance, they were fought off and killed for the loss of many Ultramarine battle-brothers.



The company cleared its way forward with flamers and finally reached the lower penitentiary where the 1st company had made their last stand. Tyranid bodies were piled six deep around the doors and inside the chamber a circle of Terminators lay where they had fought back to back. They were still and lifeless, every one having given his life against the Tyranid hordes. The Ultramarines' 1st company had been wiped out to the last man, a grievous blow from which the Chapter has still to fully recover.

In space the survivors of the Ultramar fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defences, each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth had been defeated.



TYRANID BROODS

Tyrannid creatures are incredibly variable in their overall appearance and colouration. However, swarms often have similar markings and colouration with their genetic brothers, even though the evolutionary purpose of such solidarity has long since been rendered obsolete by the unifying influence of the hive mind. The colours exhibited by Tyrannid creatures tend towards the red portion of the spectrum, possibly indicating they were first spawned beneath an older, redder star than Sol and that their visual perception remains mostly in the infrared band.



A CARNIFEX BROOD



A ZOANTHROPE BROOD



A HARUSPEX BROOD



A DACTYLIS BROOD



A GARGOYLE BROOD

Lictors are among the most sinister Tyranid troops, often referred to as Spooks or Mantis Stalkers by the Imperial Guard. They are masters of concealment and stealth, stalking their enemy unseen until they pounce upon their prey and tear them apart.



A LICTOR BROOD



A HORMAGAUNT BROOD



TYRANID BROODS BATTLE WITH CHAOS ARMIES FOR POSSESSION OF IMPERIAL RUINS



IMPERIAL FORCES ARE AMBUSHED BY TYRANIDS AS THEY LEAVE AN IMPERIAL CITY



IMPERIAL GUARD SWAMPED BY A SWARM OF TERMAGANTS AND LICTORS



TYRANIDS BATTLE AGAINST ELДАР TEMPESTS AND NIGHTWINGS IN A DENSE FOREST





TYRANID HIVE TYRANT

The Trygon is a solitary, snake-like organism the size and weight of a super heavy tank. This predatory creature has been genetically engineered to turn it into a living weapon which generates a powerful electrical field. During battles this electrical field is launched forward as a rolling blast of high voltage power.



TRYGON

Hive Tyrants are terrifying alien warrior-lords of the Tyranid swarms. In addition to their formidable size and fighting prowess Hive Tyrants form vital synapse links in the structure of the Tyranid hive mind. In battles the presence of Hive Tyrants motivates the lesser creatures of the swarm and extends the influence of the hive mind across the teeming hordes.



AN EXOCRINE BROOD



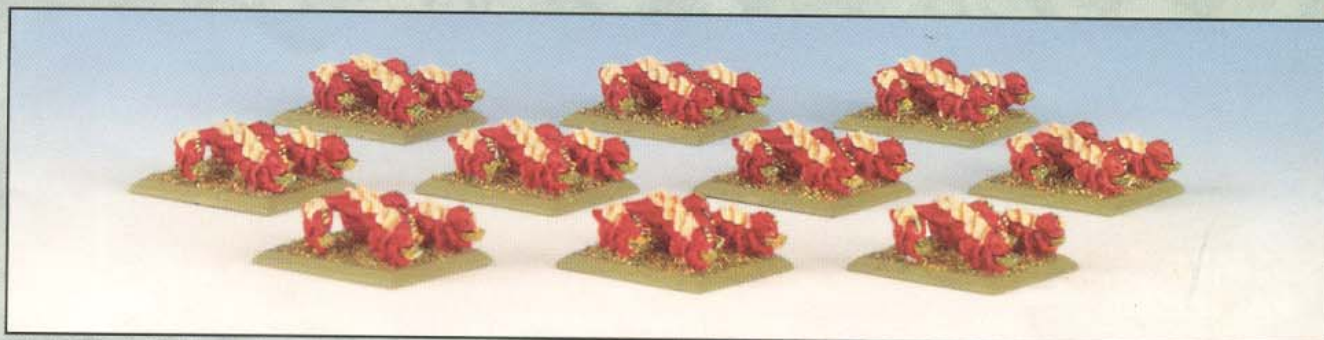
A MALEFACTOR BROOD



AN EXOCRINE BROOD OVERRUNS A MOB OF ORK BRAINCRUSHAS



A BLOOD ANGELS PATROL FALLS VICTIM TO A TYRANID AMBUSH



A TERMAGANT BROOD



A TYRANID WARRIOR BROOD



A GENESTEALER BROOD

Genestealer incursions formed the Imperium's first contact with the Tyranid race, though this was not realised until much later. Genestealers are used to scout ahead of the hive fleets and seek the best feeding grounds. In battle Genestealers fight as lightning fast and deadly shock troops.

HIVE WAR™

TYRANID INVASIONS OF THE IMPERIUM

**SEGMENTUM
OBSCURUS**

THE EYE OF TERROR

**SEGMENTUM
PACIFICUS**

MAELSTROM



EARTH

**SEGMENTUM
SOLAR**



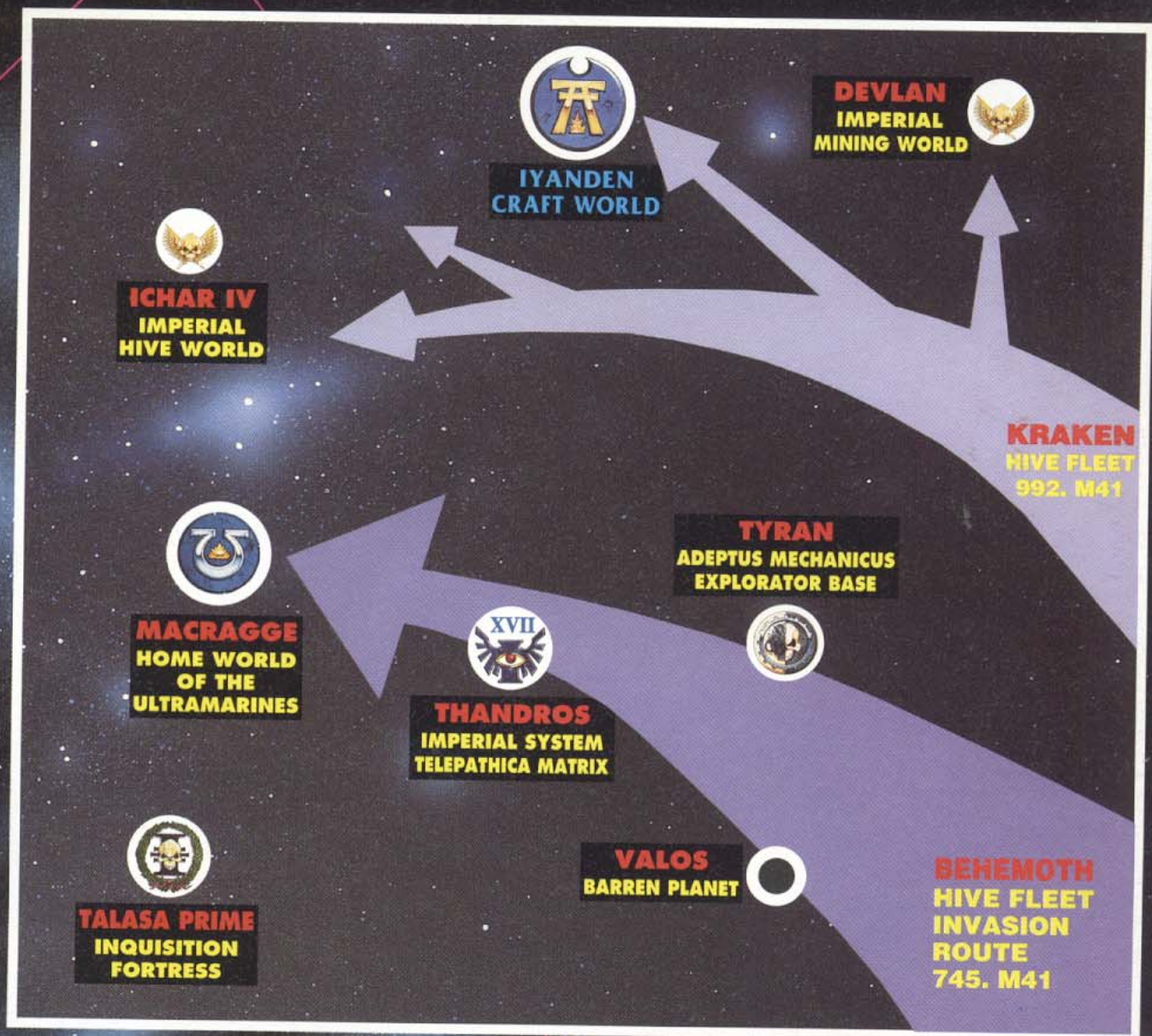
The incursions of the Tyranid hive fleets have been confined to the Tempestus and Ultima

Segmentums to date. With the approach of the hive fleets the shining beacon of the Astronomican has been obscured and distorted in the embattled sectors, making warp navigation dangerous and difficult.

**SEGMENTUM
TEMPESTUS**



**BAKKA
IMPERIAL
NAVY BASE**



**ULTIMA
SEGMENTUM**

**EASTERN
FRINGE**

TYRANID INVASIONS

Tyranid invasions are devastating events that occur without warning. The hive fleets are almost impossible to detect before they appear because of their low energy signature. The turmoil created in the warp by the arrival of a hive fleet inhibits communication and warp travel out of the system under attack.





KNIGHT LANCERS SUPPORTED BY LEMAN RUSS BATTLE TANKS ROUT A TYRANID ATTACK



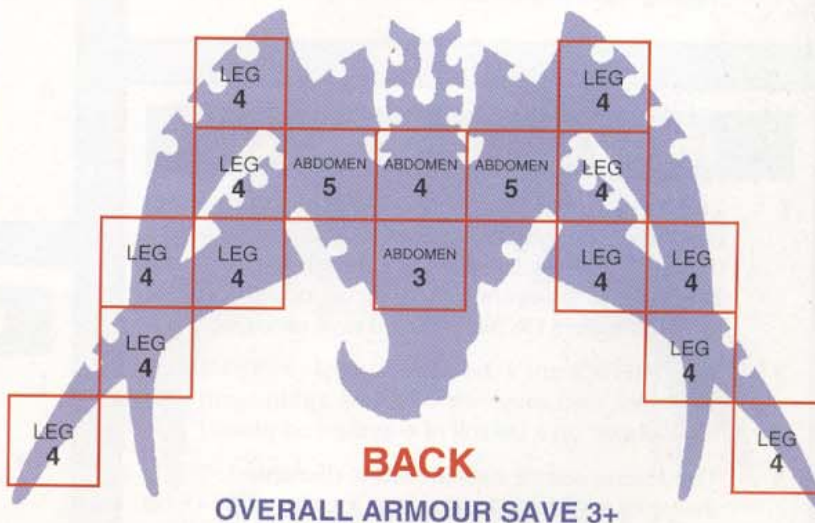
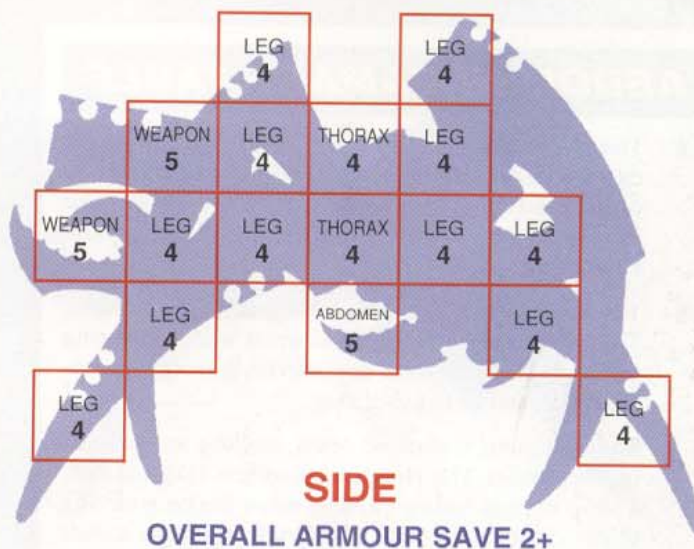
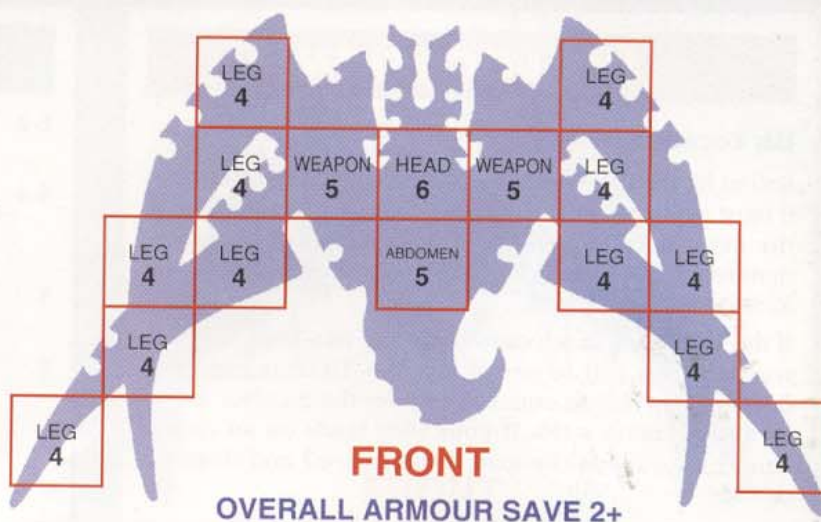
HIEROPHANT BIO-TITAN

CAF	+14
MOVE	25cm
PSYCHIC SAVE	3+
WOUNDS	8
REGENERATE	Yes
TRANSPORT	5 Infantry Stands
WEAPON MOUNTS	x3, Head, Right and Left Arm



PERMITTED WEAPONS

Cluster Spines	Spore Pods
Bile Launcher	Pyro-acid spray
Razor Claws	Stinger Salvo
Bio-Cannon	Frag Spines
Ripper Tentacles	



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES

HIEROPHANT DAMAGE TABLES

HIT LOCATION

Hit Location/Shooting

Roll to hit the Bio-Titan as normal. If you hit the Bio-Titan it must make its overall armour save as shown overleaf. If the save is failed refer to the hit location template, nominate a target location, roll the **aim dice** and move the location hit as indicated.

If the shot lands in a location area the Bio-Titan suffers 1 wound, plus roll to see if the Bio-Titan is critically damaged by rolling equal to or over the number in the location box on a D6. If your shot lands on an empty square or outside the grid it has missed and does no damage.

ABDOMEN DAMAGE TABLE

- 1-3 The abdomen is gashed open by the hit, inflicting 1 extra wound. Any troop stands being carried are unharmed but they are reflexively disgorged immediately, place them within 5cm of the Hierophant.
- 4-5 The abdomen is impaled, inflicting 1 extra wound. Troop stands being carried must make a saving throw or be destroyed, any surviving troops stands are disgorged as in 1-3 above.
- 6 The abdomen is slashed open, spilling its contents to the ground. The Hierophant suffers 1D3 wounds. Troop stands being carried must make a saving throw or be destroyed, any surviving troops stands are disgorged as in 1-3 above.

HEAD DAMAGE TABLE

- 1 The Hierophant staggers D6+4cm in a random direction. Any models it moves onto take a hit with a 0 save modifier on a roll of 4+ on a D6. If the Hierophant staggers into difficult or impassable terrain it suffers D6 hits with a 0 save modifier.
- 2 The Hierophant's head-mounted weaponry is damaged and may not be fired again until it is regenerated on a D6 roll of 6 in the end phase.
- 3 The Hierophant's nerve core is disrupted. While damaged its CAF is halved and it must roll a 4+ on 1D6 before it can move or shoot (roll the D6 just before you move or shoot). This damage may be regenerated on a D6 roll of 6 in the end phase.
- 4-5 The Hierophant's head is punctured, inflicting an extra 1D6 wounds.
- 6 The Hierophant's head is half blown off, inflicting an extra 2D6 wounds.

THORAX DAMAGE TABLE

- 1-2 The Hierophant's thorax is pierced and leaks colourless slime, inflicting 1 extra wound.
- 3-4 The Hierophant's thorax is split, causing blood and ichor to spray out. The Hierophant suffers an extra 1D3 wounds.
- 5 The Hierophant's thorax is ripped open with a spray of viscous jelly, inflicting 1D6 wounds.
- 6 The thorax is deeply punctured and starts to pour out body fluids inflicting 1D6 wounds now and another 1D6 wounds in each orders phase. This damage may be regenerated on a D6 roll of 4+ in the end phase.

LEG DAMAGE TABLE

- 1-2 The leg is damaged, forcing the Hierophant to walk with a pronounced limp. The Hierophant's movement rate is reduced by 5cm and it may not enter difficult terrain. This damage may be regenerated on a D6 roll of 4+ in the end phase.
- 3-4 The Hierophant's leg is crippled. The Hierophant's movement rate is reduced by 10cm and it may not enter difficult terrain. This damage may be regenerated on a D6 roll of 4+ in the end phase.
- 5 The Hierophant's leg is severed, inflicting 1 extra wound and permanently impairing its movement as noted in 3-4 above. If two of the Hierophant's legs are severed it will collapse on the spot, unable to move again, even to turn in place. If this occurs the Hierophant's CAF is halved but otherwise it may fight and shoot as normal.
- 6 The Hierophant's leg is ripped away with a great gout of ichor, inflicting an extra 1D3 wounds on the creature. Loss of the leg affects the Hierophant as noted in 5 above.

WEAPON DAMAGE TABLE

- 1 The Hierophant's weapon is knocked aside by the hit and may not fire this turn.
- 2-4 The Hierophant's weapon is smashed by the hit, inflicting 1 extra wound on the Hierophant in the process. The weapon may not fire again until it is regenerated on a D6 roll of 5+ in the end phase.
- 5-6 The Hierophant's weapon is blown clean off and will land 2D6cm away in a random direction, causing a hit with a 0 save modifier on anything underneath where it lands. Ichor boils up out of the stump and the hit inflicts an extra 1D3 wounds on the Hierophant.

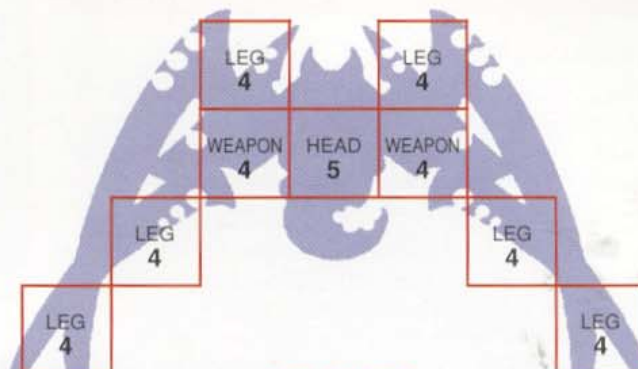
HIERODULE BIO-TITAN

CAF	+10
MOVE	25cm
PSYCHIC SAVE	4+
WOUNDS	6
REGENERATE	Yes
TRANSPORT	No
WEAPON MOUNTS	x2 Right and Left Arm



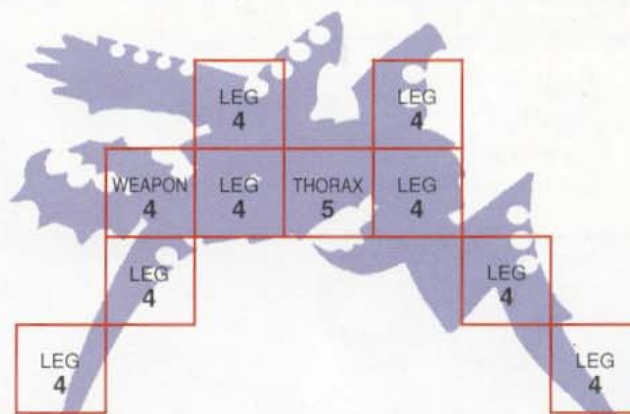
PERMITTED WEAPONS

Cluster Spines	Spore Pods
Bile Launcher	Pyro-acid spray
Razor Claws	Stinger Salvo
Bio-Cannon	Frag Spines
Ripper Tentacles	



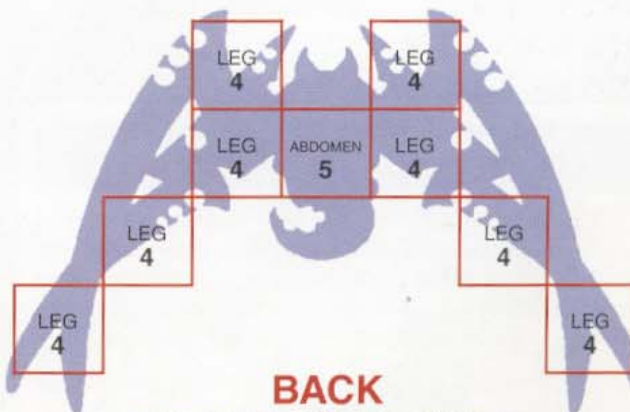
FRONT

OVERALL ARMOUR SAVE 2+



SIDE

OVERALL ARMOUR SAVE 3+



BACK

OVERALL ARMOUR SAVE 4+

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES

HIERODULE DAMAGE TABLES

HIT LOCATION

Hit Location/Shooting

Roll to hit the Bio-Titan as normal. If you hit the Bio-Titan it must make its overall armour save as shown overleaf. If the save is failed refer to the hit location template, nominate a target location, roll the **aim dice** and move the location hit as indicated.

If the shot lands in a location area the Bio-Titan suffers one wound, plus roll to see if the Bio-Titan is critically damaged by rolling equal to or over the number in the location box on a D6. If your shot lands on an empty square or outside the grid it has missed and does no damage.

ABDOMEN DAMAGE TABLE

- 1-3 The abdomen is gashed open by the hit, inflicting 1D3 extra wounds.
- 4-6 The abdomen is slashed open and body fluids gush out. The Hierodule suffers 1D6 extra wounds.



HEAD DAMAGE TABLE

- 1 The Hierodule staggers D6+4cm in a random direction. Any models it moves onto take a hit with a 0 save modifier on a roll of 4+ on a D6. If the Hierodule staggers into difficult or impassable terrain it suffers D6 hits with a 0 save modifier.
- 2-3 The Hierodule's nerve core is disrupted. While damaged its CAF is halved and it must roll a 4+ on 1D6 before it can move or shoot (roll the D6 just before you move or shoot). This damage may be regenerated on a D6 roll of 6 in the end phase.
- 4-5 The Hierodule's head is punctured, inflicting an extra 1D6 wounds.
- 6 The Hierodule's head is half blown off, inflicting an extra 2D6 wounds.

THORAX DAMAGE TABLE

- 1-2 The Hierodule's thorax is pierced and leaks colourless slime, inflicting 1 extra wound.
- 3-4 The Hierodule's thorax is split, causing blood and ichor to spray out. The Hierodule suffers an extra 1D3 wounds.
- 5 The Hierodule's thorax is ripped open with a spray of viscous jelly, inflicting 1D6 wounds.
- 6 The thorax is deeply punctured and starts to pour out body fluids inflicting 1D6 wounds now and another 1D6 wounds in each orders phase. This damage may be regenerated on a roll of 4+ in the end phase.

LEG DAMAGE TABLE

- 1-2 The leg is damaged, forcing the Hierodule to walk with a pronounced limp. The Hierodule's movement rate is reduced by 5cm and it may not enter difficult terrain. This damage may be regenerated on a D6 roll of 4+ in the end phase.
- 3-4 The Hierodule's leg is crippled. The Hierodule's movement rate is reduced by 10cm and it may not enter difficult terrain. This damage may be regenerated on a D6 roll of 4+ in the end phase.
- 5 The Hierodule's leg is severed, inflicting 1 extra wound and permanently impairing its movement as noted in 3-4 above. If two of the Hierodule's legs are severed it will collapse on the spot, unable to move again, even to turn in place. If this occurs the Hierodule's CAF is halved but otherwise it may fight and shoot as normal.
- 6 The Hierodule's leg is ripped away with a great gout of ichor, inflicting an extra 1D3 wounds on the creature. Loss of the leg affects the Hierodule as noted in 5 above.

WEAPON DAMAGE TABLE

- 1 The Hierodule's weapon is knocked aside by the hit and may not fire this turn.
- 2-4 The Hierodule's weapon is smashed by the hit, inflicting 1 extra wound on the Hierodule in the process. The weapon may not fire again until it is regenerated on a D6 roll of 5+ in the end phase.
- 5-6 The Hierodule's weapon is blown clean off and will land 2D6cm away in a random direction, causing a hit with a 0 sv mod. on anything underneath where it lands. Ichor boils up out of the stump and the hit inflicts an extra 1D3 wounds on the Hierodule.





THE SECOND TYRANNIC WAR

In the aftermath of the first Tyrannic war there was little the Imperium could do to strike back at its foe. Behemoth had arrived from a virtually unexplored quarter and had disappeared completely after the Battle of Macragge. Numerous Techno Magi spent many years studying the bodies and artefacts of the Tyranids left on Macragge but could divine little from the evidence.

The obvious facts were that, like the Eldar, the Tyranids used a form of bio-technology to organically form weaponry (though Tyranid weapons were limited to short-ranged projectiles and close combat weaponry) and that the Tyranids themselves formed an incredibly diverse race, more so than even the Orks, Gretchin and Snotlings that infest the galaxy.

The only discovery of great note was that the Tyranids employed Genestealers as shock troops. These creatures had previously been considered autochthonous denizens of the moons of Ymgarl that had spread through space onboard cargo barges. Their presence amongst the Tyranid hordes was testament that this theory was erroneous. Genetic samples indicated they were Tyranid creatures, so why were they already established far to the galactic north-west? The Salamanders Chapter of Space Marines conducted a xenocide campaign to purge the moons of Ymgarl and Inquisitors intensified their scrutiny for Genestealer infestations but nothing more could be done.

The second Tyrannic war was triggered two hundred and fifty years later by the attacks of a new Tyranid hive fleet along the south-eastern arm of the galaxy. This new foe was named Hive Fleet Kraken.

As its name indicates, Hive Fleet Kraken has proven to be a far more dangerous and insidious foe than Behemoth. Its very approach was shrouded in confusion and enigma. Its attacks were presaged by unrest and disorder spread throughout the sectors of Segmentum Tempestus and Ultima; terrorism, riots, sabotage and outright rebellion broke out on Devlan, Ichar IV and a dozen other different worlds at once.

Inquisitor Agmar led the investigations on numerous rebellious worlds, working both covertly and overtly as circumstances dictated. As Imperial forces rooted out and destroyed the rebellious elements on a succession of planets it became clear that all of the unrest had been instigated by Genestealer cults hidden among the populace. Even as the Imperium became aware of this new threat the first survivors of Tyranid attacks along the outer fringes escaped to bring warning of a new hive fleet.



The tactics of Hive Fleet Kraken have proved considerably different from those of Hive Fleet Behemoth. Instead of attacking as two great waves of ships, Hive Fleet Kraken appears to comprise numerous smaller fleets, each of which consists of hundreds of individual craft which move to attack worlds across an entire sector simultaneously. The alarming disruption in the warp brought about by the hive fleet's passage blocks out astropathic communication beyond the besieged systems and makes warp travel in their vicinity dangerously unpredictable. As the hive fleet advances whole sub-sectors of the Imperium are swallowed up with almost no clues as to what has happened.

When they attack, the Tyranid ships approach in successive waves, each assault building in intensity until resistance is eliminated on the target world or the Tyranids are destroyed. To date, only the Eldar craftworld of Iyanden has fended off the hive fleets successfully, but at a cost almost too terrible to bear.

New and even more deadly Tyranid weapons and creatures are being reported all the time: long-ranged acidic projectiles that melt through steel like wax, creatures which attack with bolts of psychic energy or electrostatic blasts, and gigantic beasts as tall as Titans. The regularity of Tyranid attacks is increasing and no adequate defence has yet been discovered.

Several hundred large inhabited worlds have fallen to the Tyranids. Two entire Space Marine Chapters based on the Eastern Fringe, the Scythes of the Emperor and the Lamenters, have been all but destroyed with little more than a company of Space Marines surviving the Tyranid onslaught.

The fight has not been entirely in vain. In a number of systems Space Marines have boarded Tyranid ships while they were still dormant after exiting the warp. These boarding parties entered the pulsing vitals of the immense alien craft, gathering information about the Tyranids and destroying thousands of aliens while they lay in frozen hibernation. The information gathered by these brave Space Marines has proved vital to the Imperium's search for a way to defeat the Tyranid menace.



The Techno Magi have concluded that the Tyranids originate from outside the galaxy. Their voracious genetic structure and biological existence are different from even the most alien creatures of our own galaxy. Whereas human and other galactic organisms naturally diversify into distinct species over the course of millions of years, Tyranids evolve rapidly and constantly to meet the conscious needs of the entire race.

The Tyranids are not one creature but a bewildering array of monstrosities created to perform specific functions. Hence Tyranids vary in size from the huge organic spacecraft of the hive fleets to tiny functionary creatures such as the beetle-sized scataphagoids that cleanse and recycle organic waste in the respiratory vents of the bio-ships.

The conscious mutability of the Tyranids means they have never needed to develop more conventional technologies like those used by Man. For example, much of the Tyranids' weaponry is created from symbiote creatures that have been adapted and combined to fire voracious living shells or generate deadly energies. These artefacts have probably not even been consciously designed by the Tyranids, rather they design themselves in response to the requirements of the hive mind, genetically adapting to their tasks

from the moment of inception. As time passes, generations of the weapon symbiotes constantly change and evolve to become lighter, more efficient and deadly against the Tyranids' foes.

The hive mind appears to require a constant influx of fresh genetic material and DNA to create new creatures and adapt to different environments. The Adeptus Mechanicus postulate that the Tyranids exhausted their own galaxy and, perhaps, others of all life before crossing the interstellar void to seek fresh feeding grounds. With its billions of humans and countless other creatures the Imperium offers the Tyranids an inexhaustible stock of organic matter and genetic codes to invigorate the hive mind and enable it to manifest new forms.

The war against the Tyranid race has barely begun: only the future will reveal whether the primitive and unevolved life forms which inhabit our galaxy can resist the Tyranid super-organism. Only time will tell.

IYANDEN

Thousands of years ago the Eldar civilisation was all but destroyed in a catastrophe, the only survivors fleeing from their planets in giant space vessels known as Craftworlds. Iyanden was the largest of all of the Eldar Craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races. Then, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden became the scene of the Eldar's first encounter with that race.

The first warning the Eldar of Iyanden had of their fate was brought by the Craftworld's far-ranging Scouts, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their Craftworld. The news that the Scouts brought was dire: a Tyranid hive fleet of immense proportions was heading towards Iyanden Craftworld.

Already over a dozen Imperial planets had been consumed in the Tyranids' advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial task-force could be mobilised to counter the threat. By then Iyanden would have been overrun.

Farseer Kelmon, leader and spiritual head of the Craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar Craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the Craftworld. At times of crisis the Eldar meet there, so all may know of the peril that faces their Craftworld, and so any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated and a consensus of opinion reached will the Craftworld's Farseers decide on the course of action to be taken. The debate on the action to take against the Tyranid hive fleet was heated and prolonged.

The more conservative elements of the Craftworld argued for a policy of isolation, shielding the Craftworld behind a powerful psychic barrier in an attempt to avoid all contact with the Tyranids, while the more aggressive elements wanted to attack the enemy immediately, dispatching the fleet to destroy the Tyranids before they reached the Craftworld.

Both courses of action were badly flawed, however, because they took no account of the sheer size of the Tyranid swarm. It took a powerful speech from the Eldar Scout Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden Craftworld to have any chance against the Tyranids, and even then they might not succeed in defeating the alien menace.

A hush fell on the hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead. Farseer Kelmon rose and began to issue the decrees to prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic Craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship.

Help must be requested from the other Eldar Craftworlds. The Avatar, the embodied spirit of the Craftworld's war god, must be awakened to take part in the battle. And, most terrible of all, all the Craftworld's ancient spirit stones must be plucked from their resting

places and implanted in metal fighting bodies to battle as Wraithguard.

When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their Craftworld to preserve the dead Eldar's consciousness. Thus each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the Craftworld's spirit stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Wraithguard could make the difference between victory and defeat in the struggle that was coming.

* * * * *

The first Tyranid hive swarms attacked Iyanden just 20 days later. By then the Craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar Craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own. None the less, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapons than their opponents.

In battle after battle the Eldar spacecraft destroyed the lumbering Tyranid hive ships while only suffering minimal casualties themselves. For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave after wave of Tyranid hive swarms was wiped out. But Farseer Kelmon was still worried. Already the ability of the Craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition, a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the Craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the Craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranids' main assault force.

Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the Craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed as if the Eldar had weathered the storm.

Iyanden was then hit by two huge waves in succession. The pitiful remnants of the Eldar fleet opposed the hive swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as



horde after horde of Tyranid Warriors, Genestealers, Termagants and Carnifexes were disgorged from the bio-ships onto the Craftworld.

Huge battles erupted all over Iyanden, the fighting bitter and close-ranged with enemy forces often only separated by the width of a wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence all fell to the Tyranid hordes. The Eldar counter-attacked, the raging figure of the Avatar leading the Craftworld's Aspect Warriors and Wraithguard in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their Craftworld.

Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing their attackers back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed.

* * * * *

Over 50 years before the Tyranid assault, High Admiral Yriel had led Iyanden fleet. Although he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the fleet on a preemptive attack on the Chaos fleet's flagship, leaving the Craftworld unprotected. He only just returned in time to stop a suicide attack by a small flotilla of Chaos Raider ships, who none the less managed to damage the Craftworld.



Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving Kelmon no choice but to elect a new High Admiral in his place. Almost apoplectic with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the Craftworld and formed an Eldar Raider company that became the single most powerful Eldar pirate force operating in the galaxy.

When he heard of the Tyranids' assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old Craftworld. But proud though he

was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people. He arrived just in time.

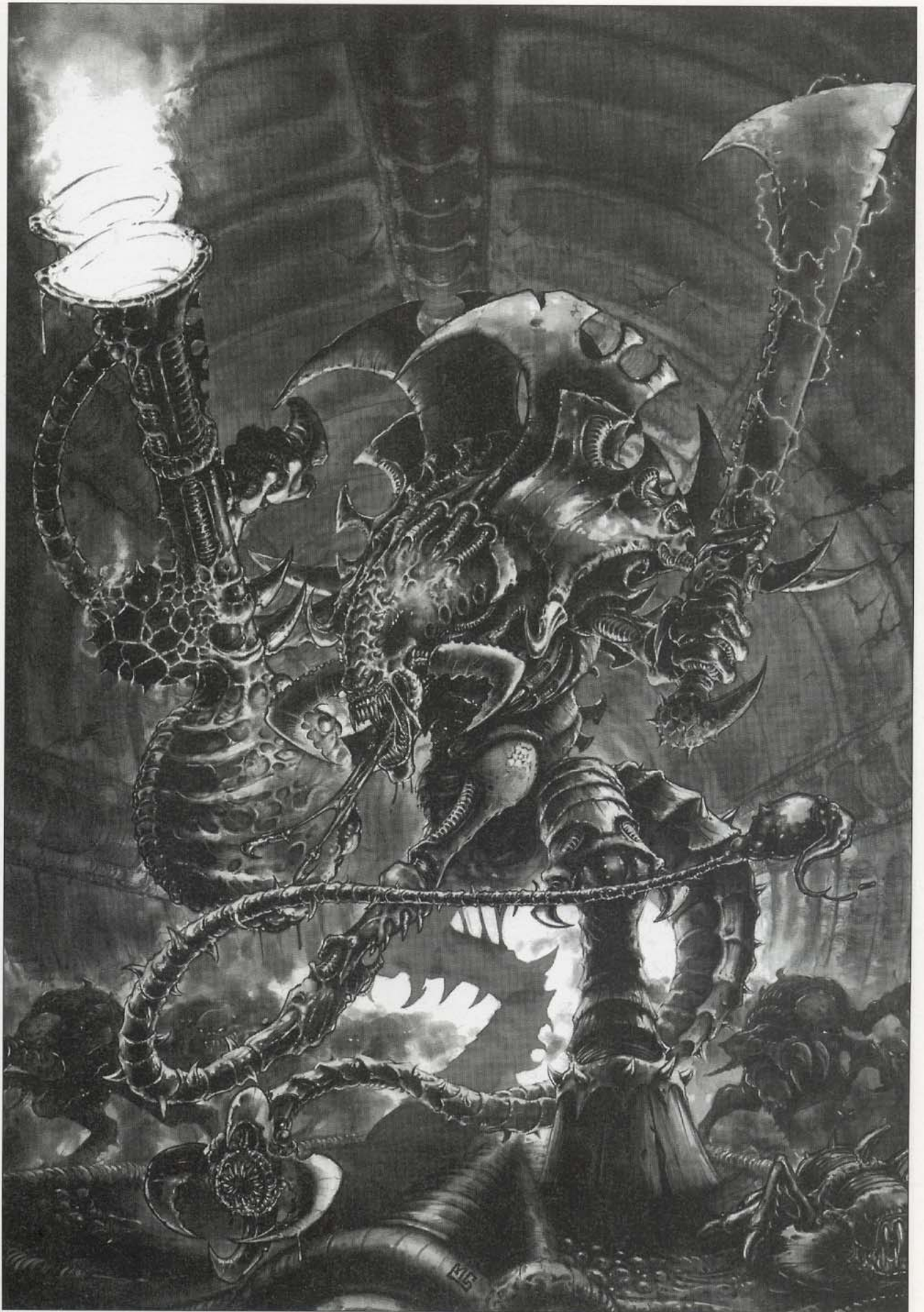
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Like a thunderbolt from the blue Yriel and his Raider fleet smashed into the Tyranid hive swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and together the combined Eldar space fleets tore the Tyranid swarms apart. Two more waves of Tyranid hive swarms attacked the Craftworld, only to meet the same fate. Not a single Tyranid ship reached the Craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the Craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid swarms were coming – the assault was over. The hive fleet had been destroyed!

On Iyanden Craftworld the battle continued. The Tyranid hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the hive fleet now turned and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the Craftworld.

Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by a Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Wraithguard, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.

The victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was bitter. Their once proud Craftworld stood in ruins, and four-fifths of the inhabitants lay dead or dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self, the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. All this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost for ever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Wraithguard of Iyanden had dealt the Craftworld a blow from which its culture could never fully recover.



You know what you must do, Borshak?" Inquisitor Kryptman asked sternly. The psyker nodded shakily.

"I-I must read this alien artefact and t-tell you what I find." Kryptman nodded. He misunderstood Borshak – like all empaths, the psyker was highly strung but there was more to it than that. There was a weakness about the skinny youth that made Kryptman suspect that Borshak might be receptive to malign influences. He resolved to watch him closely.

They made their way down the cold stone corridor of the Talasa Prime base. The two black-robed security novices saluted Kryptman at the door. He answered their salute by punching his fist against his chest.

"Password?" asked one of the novices. Ordinarily Kryptman would have been unfazed by the need to give the code words. Even here in one of the most heavily-guarded citadels of the Inquisition he could understand the need for vigilance. However, he was nervous about the alien artefact and the circumstances it had been discovered in. Coupled with the savage inroads of the Tyranids and the fighting around Macragge, even his steely nerves were over-stretched. If this organism surrendered some clues about the origins of the foe the Warriors of Mankind might be able to take the fight to them.

"Opus Dei," he said testily. The cold-eyed novices stepped aside. Kryptman raised his ring and pointed at the doorseal.

"No barrier stands in the way of the truly faithful," he said. The red jewel set on his ring pulsed. The runes on the door flared to life and the door dissolved. Kryptman gestured for Borshak to proceed then followed him into the secure area. He knew then that they were safe in isolation. The secret of the dissolving doors was one of the Inquisitors' most carefully guarded secrets and he was one of the few men privy to it.

The artefact sat on a plinth in the centre of the room, the eerie blue aura of a stasis field glowing about it. They moved across to the dais and looked down at it.

"I-it l-looks alive," muttered Borshak. He clawed at his shaven scalp with a nail-bitten hand. "I-I d-don't like it."

"It doesn't matter whether you like it," said Kryptman. He understood Borshak's unease. The fleshy, pulpy appearance of the thing set his stomach turning. During his own novitiate he had studied torture techniques. The appearance of the thing reminded him far too much of an arm from which the flesh had been flayed to reveal muscle. "Just read it."

"Y-you say that this was taken from the wreckage of the freighter H-hammer of F-foes?" Borshak asked.

"Yes, it was stored in stasis." This was more like it. The psyker had begun to collect information in order to facilitate his reading.

"And there were n-no crewmen on board."

"No living crewmen. Many of the escape pods were fired. They have yet to be found. About three of the crew have still to be accounted for. We found the bodies of the others. They had been killed with something that appeared to be organic material. Eaten right through as if by a combination of acid and giant worms. The ship had been decompressed. We found the body of its astropath floating near the stasis chamber. He had died of oxygen starvation. The artefact was in the chamber."

Borshak took a deep breath. His lined face looked even more worried and careworn than usual. He peeled off his gloves resignedly. "I-I'm ready," he said.

Kryptman intoned the litany. The stasis field deactivated. For a long, tense moment they waited. At first nothing seemed to happen and they relaxed slightly. Kryptman checked the readings on the brass-rimmed screen of the wall monitor. The Techpriests had been correct, no biological contamination. So far, so good.

He became aware that Borshak was looking at him. He nodded. The psyker proceeded; a grimace of distaste passed over his face as he touched the mucus-coated thing. He pulled his hand back. A thin film of slime glistened on his skin. "Urgh," he said.

"Get on with it."

With a slight shudder the psyker grasped the thing once more. He closed his eyes and took a deep breath, settling down into the trance state needed for psychic receptivity. A faint nimbus of light played around the eye symbol tattooed on his forehead. When he spoke his voice seemed deeper and more confident.

"It is alive," he said calmly.

"Sentient?" asked Kryptman.

"Barely. I'm receiving conflicting impressions of the thing. I can barely make contact. I-it's so alien. It's like trying to read the mind of a s-spider."

"Try for a deeper reading." Borshak nodded. His breathing slowed. If Kryptman had not known better he would have said Borshak was asleep. He noticed a small tic had appeared far back in the psyker's jaw.

"I-it's alive and part of it h-hates. I-it's so fierce. N-no – one of them is so fierce. It lives to bite and chew and spit, it chews up the other part, the little part and

makes it into sh-shrapnel. Th-there's three of them. One bites, one guides and o-one dies."

"One dies?"

"Y-yes, one lives to die. The small one is many. It lives to die. It is chewed up and turned into projectiles and it i-infects the target."

"Speak sense, man." Borshak had started to sweat. The strain of contact with the alien thing was starting to tell.

"I-it's a weapon a-and i-it's alive. The bullets are alive. The firing mechanism is alive and the gun's alive. I-it's a kind of symbiotic organism i-like the Martian tree-crab. I-it's alive and we - it - hates you - us."

Kryptman's mind reeled. A living weapon? A living rifle? How could such a creature evolve?

It was madness - weapons were designed not born.

"Try psychometry - find out what happened on the Hammer."

"We are picked up by the sensitive one, the one who speaks at a distance. He senses our hate and he responds. At first he is curious then he grows to know and love us. He is united with us. He senses our bloodlove and we hunt - we hunt the meat-things, the enemies of our makers. He knows our need to plant our seed within them. He knows we hunger to spurt forth the little hungry ones who eat the meat. He carries us and we seek our prey through the red dark of the long-long corridors."

Kryptman noticed how agitated Borshak had become. The gun had started to throb in his hand. The fleshy muscular sacs were pulsing like the valves of a great exposed heart. He sensed that something was wrong.

"Put the thing down, man. It's doing something to your mind."

"We h-hunted the meat-things, to lay the young eggs within their flesh. Again and again we send them forth, pleasure bursting through us mixed with the pain as we send the little eaters on their way. Fire them out to bore through the meat."

Borshak swivelled the huge gun to bear on him. Kryptman threw himself to one side. The thing in Borshak's hand spasmed. There was a terrible tearing grinding sound. Kryptman remembered what Borshak had said about the grubs being chewed up and spat out. There was a sound like a man vomiting. A burst of mucus sprayed out. Something hard cracked on the wall behind him. A stink, as of excrement mixed with bile, filled the air.

"Yes-yes, we hunt the meat things - but they flee into the great dark and they trap the ship. Soon it is

hard to breathe but the meat thing, our carrier, our partner, places us in stasis so we might live. Now we have new partner. Groupmind complete."

Kryptman rolled behind the dais, drawing his pistol. The grinding sound continued. A burst of shrapnel tore into the dais. Steam rose from the stone where the acidic mucus eroded rock.

Kryptman leapt up and blasted. The bolt flew straight and true into Borshak's chest. His rib cage exploded. What was revealed within reminded Kryptman oddly of the weapon falling from the psyker's dead hands. He fought to control the urge to pump bolter shells into it.

It lay there dormant. Borshak's mouth continued to open and shut like a fish out of water. The Inquisitor understood now what had happened on the Hammer. The ship's astropath had melded with the weapon and hunted the unarmed crew. They had fled in the escape pods, after decompressing the ship. Rather than let the weapon die, the astropath had put it in stasis and suffocated himself. That question answered, Kryptman could hand the artefact over to the Techpriests for dissection.

There were still other questions that needed answers though: where had the astropath found the gun? Why had he taken it? If the Tyranids could breed weapons like this what other weapons/creatures were in their arsenal? And how long before they evolved into forms even deadlier to mankind?

Kryptman had a premonition that he and the whole Imperium would soon need to know the answers.



HIVE MIND RULES

The extragalactic origin of the Tyranid hive fleets means that they are utterly alien to humanoid perspectives. This overwhelming sense of difference extends not only to the basic organisation of the ground forces they deploy for planetary assaults but also to their command structure and objectives.

To represent their unique characteristics, Tyranid forces in the Epic game use a number of different rules from other races.

Firstly, Tyranids choose their troops differently from Orks, Eldar and Imperial armies, using Tyranid swarm cards organised into a special swarm structure.

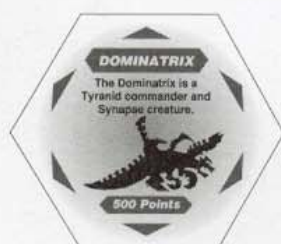
Secondly, because many of the Tyranid creatures are driven only by their basic instincts, they must be given their orders by the hive mind if they are to fight at their most efficient.

Thirdly, in a battle, Tyranids score victory points differently from other races. This is because the hive mind has no interest in seizing tactically important areas, it is only concerned with annihilating enemy troops.

ORGANISATION

Swarm Cards

As mentioned above, the Tyranid force is picked with the special hexagonal (six-sided) Tyranid army cards called *swarm cards*. Individual swarm cards represent either a brood of Tyranid creatures (the equivalent of a squadron or detachment in other forces) or a single very powerful Tyranid creature such as a bio-Titan or a Hive Tyrant.



Front



Back



Front



Back

The swarm cards include most of the information you normally find on Epic army cards: points value, break point (if the card is a brood) and victory points.

There are only two pieces of different information on swarm cards. Instead of a Morale value Tyranids have a *Hive Mind value* which is used to determine if they lose contact with the hive mind after taking casualties. Some swarm cards (the ones coloured red, blue and green) represent *instinctive creatures*. The kind of instinctive behaviour these creatures are prone to is described on the back of the card.



Building Swarms

The hexagonal Tyranid swarm cards are used to form *swarms*. These are broadly analogous to Ork clans or companies of troops in other armies. A Tyranid force may comprise several swarms or one large one, depending on the points value of the game and your own personal preferences. A single large swarm is more powerful but several smaller swarms are less vulnerable to being disrupted by battle damage.

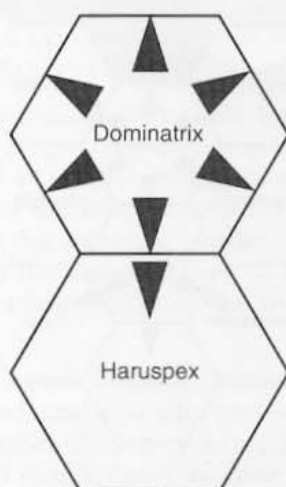
Each swarm must include one Dominatrix as its core and the Dominatrix card is always placed first. A Tyranid force may only have one Dominatrix card per 3,000 points or part thereof. This is summarised on the table below for convenience.

Force Points Value	Max. Number of Dominatrices
Up to 3,000 points	1
3,001 to 6,000 points	2
6,001 to 9,000 points	3
9,001 to 12,000 points	4
Etc	Etc

This rule represents the fact that Dominatrix are only ever seen as the central nexus of a swarm. The rest of the swarm is made up of broods, individual creatures and commanders (such as Hive Tyrants) that extend the Dominatrix's sphere of control.

The individual swarm cards are marked with one or more arrows along their edges. There are two kinds of arrow: incoming arrows and outgoing arrows. Incoming arrows point towards the centre of the card, outgoing arrows point towards the edge.

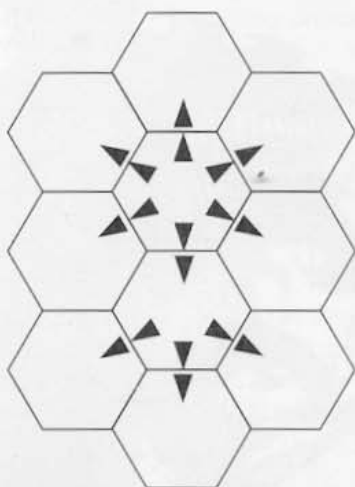
Extra cards are added to a swarm by placing them so that one of the incoming arrows on the new card matches up with an outgoing arrow on one of the cards already placed in the swarm structure.



Every Tyranid swarm has a Dominatrix as its core, and the Dominatrix card is always placed first. The Dominatrix card has six outgoing arrows, so six swarm cards can be placed adjacent to it, matching incoming arrows to outgoing arrows.



Cards may only be linked to the swarm if they are abutting a hex edge with a free outgoing arrow. When no outgoing arrows remain free no more cards may be added to the swarm.



All the outgoing arrows are covered, so no more cards can be added to this swarm.

A swarm doesn't have to use up all of its outgoing arrows to work – in fact you may find it difficult not to leave a few outgoing arrows unused. You will need to leave your swarm organisation laid out to one side during the battle so you can keep track of which swarm cards have been broken or destroyed.

HIVE MIND CARDS

The Tyranid hive mind is the single co-ordinating will that directs its trillions of constituent members. Each Tyranid invasion force is made up of untold millions of individual consciousnesses in telepathic contact with one another. Some of these minds are capable of independent thought, while others are little more than animals or automata and require the motivating force of the hive mind to give them purpose and direction.

The more Tyranid forces are present in a battle the more attention and instruction they will receive from the gestalt consciousness of the hive mind. Certain creatures like the Dominatrix act as vital synapses and help impose the hive mind's mandates on the mass of animal-like beasts that makes up the bulk of the swarms. As forces are destroyed the hive mind will become increasingly out of touch with the battle and many of the creatures that make up the Tyranid bio-war machine will become disorganised and confused.

Hive Mind cards are used to represent the power of the Tyranid collective consciousness in action. They can be used to motivate broods of creatures and to stimulate the generation of acids, enzymes or other body-altering chemicals.

A swarm generates a certain number of Hive Mind cards to use during each turn, based on the number of swarm cards it comprises. The number of cards in a swarm will be reduced as broods are broken and individual creatures are destroyed, and in turn this will reduce the number of Hive Mind cards the swarm can generate.

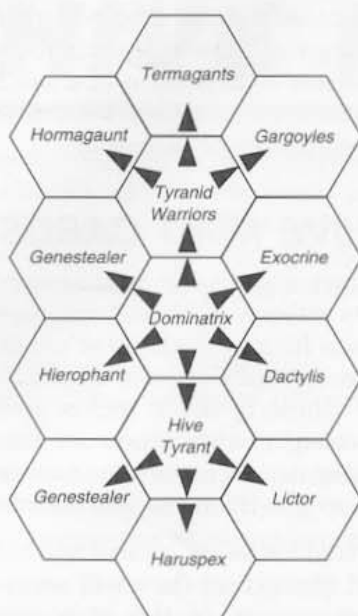
To work out how many Hive Mind cards a swarm generates count up the number of cards in the swarm structure. Look up the number on the Hive Mind Chart to find out how many Hive Mind cards you get from the swarm each turn.

The Hive Mind Chart

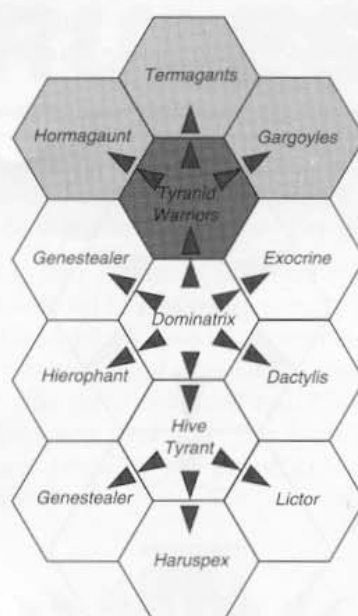
No. of connected Swarm cards	0	1-5	6-10	11-15	16-20	21+
No. of Hive Mind cards	1	3	4	5	6	7

Swarm Casualties and the Hive Mind

As broods are broken by taking casualties and individual creatures are destroyed, the lattice of the hive mind is disrupted and the number of Hive Mind cards a swarm generates is reduced. Broken broods and destroyed creatures are deducted from the total number of cards in the swarm for the purposes of calculating how many Hive Mind cards it generates.



This example shows a fairly typical 3,000 point swarm and contains 13 cards, so the swarm would generate five Hive Mind cards.



If the Tyrannid Warriors brood is broken, the Dominatrix also loses contact with the Hormagaunt, the Termagants and the Gargoyles.

Because the swarm structure is a chain, breaking links in that chain will also cause the broods further down the chain to be disrupted. Unless a swarm card is connected to the Dominatrix via a chain of unbroken swarm cards it does not count towards generating Hive Mind cards.

If the Tyrannid Warriors brood in our sample swarm above were broken, the number of broods connected to the Dominatrix would be reduced by four (including the Warriors), reducing the number of Hive Mind cards the swarm generated to four.

Obviously, the loss of the Dominatrix constitutes a disastrous loss of hive control over her swarm. Should the Dominatrix of a swarm be killed, none of the swarm's cards will count towards generating Hive Mind cards.

Multiple Swarms

If you are playing a game with more than one swarm in your army just add together the total number of swarm cards in your force and work out the number of Hive Mind cards you get for them. The Hive Mind cards you get can be played on models from any of your swarms as you see fit.

For example, if you had two swarms, one of nine swarm cards and the other of seven swarm cards, you would start the game with 16 connected swarm cards and have a hand of six Hive Mind cards.

Swarms in Battle

Each brood or individual creature represented on a swarm card is a discrete unit in a game, like a vehicle squadron or a troop detachment in an Imperial or Eldar force. This means that the way you deploy swarms to fight in a battle and how you move them during the

game is not dictated by the locations of broods and individual creatures in their swarm structure. It is, of course, advisable to ensure that synapse creatures are in range of most of your creatures so that you can use Hive Mind cards to control them. The main point, however, is that the deployment and movement of Tyrannid forces on the tabletop is not dictated by their swarm structure.

Dealing Hive Mind Cards

At the start of a battle you should deal your full hand of Hive Mind cards for the swarm(s) you have in your force. Any number of Hive Mind cards can be played at once, up to your entire hand, though it is a good idea to keep a few in reserve at all times.



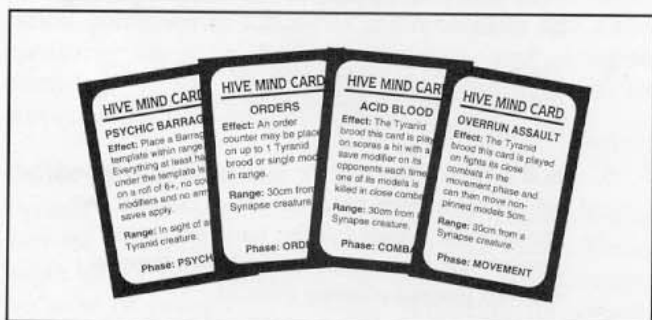
At the start of the psychic phase of each turn you can discard any Hive Mind cards you don't want and then draw extra Hive Mind cards to replenish your hand to the correct size for the number of swarm cards in your force. So, for example, if you had swarms comprising 21 or more cards you would have a hand size of seven Hive Mind cards. If you played or discarded five cards, you would pick up five more cards to replenish your hand back up to seven cards in the psychic phase.

Because you replenish your hand during the psychic phase it means that on the first turn of the game you will be able to play all of your cards with relative impunity. This represents the preparations the hive mind has undertaken for this particular conflict. However, as the battle goes on the ebb and flow of the combat will become increasingly difficult for the hive mind to control.

Of course, as broods become broken your hand size will be reduced, and you may end up in a situation where the number of cards you are holding exceeds your new hand size. If this is the case you will have to discard Hive Mind cards in the psychic phase to bring your hand down to the right size.

Playing Hive Mind Cards

Each Hive Mind card has three pieces of information on it: its range, the effect it produces and the phase it can be played in. Some examples of Hive Mind cards are reproduced below.



Effect: The 'Effect' section of the card gives a brief summary of what the card lets you do and whether the effect will stay in play. Nearly all Hive Mind cards are instantaneous and so are resolved immediately. The card is then discarded and has no further effect on the game. The different Hive Mind cards are discussed more thoroughly in the Hive Mind Card Commentary later. If there is any confusion about the cards refer to the Commentary for more information. If this doesn't resolve the problem roll a D6 to see who's right!

Range: If you look at the ranges on the cards you can see most Hive Mind cards have to be played through a synapse creature such as a Hive Tyrant or a Dominatrix, but still have a limited range. Other cards are directed from the bio-ships in orbit and do not require any special creatures to use. In all cases the cards can only be played as specified, so if you have cards that say their range is measured from a synapse creature but all your synapse creatures are dead, you can't play them!

Phase: This section of the card tells you which phase of the turn you can play it in – Orders, Psychic, Combat, End or Any (as in any of the above). If a card can be played in the combat phase it can be used during any of the segments of that phase. A Hive Mind card can be played at any point in a permitted phase, even interrupting the opposing player's actions unless dice have already been rolled.

ORDERS

Unlike ordinary troops, most Tyranid broods are not automatically given an order counter in the orders phase. Their activities will be limited and instinctive unless they are given direct commands by the hive mind. Hence for the purposes of orders Tyranid creatures are split into three categories: Instinctive creatures, Independent creatures and Commanders.

1. Instinctive Creatures

Instinctive creatures have rudimentary intelligence but will normally react to situations by reflex or natural impulse. Such creatures will act without co-ordination with the hive mind unless they are being directly controlled by it. Termagants and Carnifexes are examples of instinctive Tyranid creatures. The swarm cards for Instinctive creatures are coloured green, red or blue to make them easy to pick out in the swarm structure.

Instinctive Tyranid creatures can only be given orders by playing Hive Mind cards. Some units that act as nodes for the hive mind (such as Tyranid Warriors) are also able to control instinctive creatures which are close to them. Instinctive broods must take a Hive Mind test when they are broken and will revert to their instinctive behaviour if they fail it.

An instinctive brood that is already broken must take a Hive Mind test every time it is given an order counter. If it fails the test, the brood will disregard the order counter and follow its natural instincts instead.

If instinctive creatures do not have an order counter with them for any reason they revert to their instinctive behavioural responses. A creature's responses are noted in its individual description and on its army card. See the next page for a description of the three different instinctive behaviour patterns. Place one of the special Instinct counters with the brood to show which form of behaviour it is exhibiting.

2. Independent Creatures

These are self-aware creatures with drive, purpose and self-motivation. These creatures will undertake action alone and will not be disrupted by separation from the swarm. Tyranid Warriors and Genestealers are both examples of independent creatures.

Independent Tyranid creatures are treated just like ordinary troops in the Epic game. They may be given either a First Fire, Advance or Charge order counter in the orders phase.

3. Commanders

These are highly intelligent, self-determining and often powerfully psychic creatures who dictate the will of the hive mind in the immediate area of their responsibility (such as on a particular battlefield, for example). Dominatrix and Hive Tyrants are commanders and are normally the most powerful individuals seen outside the bio-ships of the hive fleet.

Tyranid commanders obey all the standard Epic rules for command units. They do not need to be given orders themselves: they always move as if on Charge orders and shoot as if on First Fire orders. Like command units, Tyranid commanders may only be shot at if they are the closest target of their type (eg, super heavy vehicles in the case of a Dominatrix).

Instinctive Behaviour

Tyranid creatures exhibit three types of instinctive behaviour: Rampage, Hunt and Nest. The instincts a creature exhibits are specified on its army card and in its description in the rules. Behaviour patterns are dictated by the creature's normal activities, its original bioform and its genetic programming.

The three instincts Rampage, Hunt and Nest equate to the standard Epic orders of Charge, Advance and First Fire. However, these instinctive activities are likely to be frustratingly unco-ordinated and ineffective most of the time – that's why Tyranids have a hive mind to control them!



Rampage: Creatures that Rampage have blue swarm cards. Rampaging creatures must move double their normal movement rate towards the nearest enemy models that are not already engaged in close combat. If a rampaging

model moves into contact with any enemy models it will stop moving and fight them in close combat during the combat phase. Rampaging creatures will not make ranged attacks of any kind (they're too busy rampaging).

Roll a D6 for any rampaging model that enters impassable terrain: on a 1-3 it brains itself/drowns/falls off and is destroyed, and on a 4-6 it somehow manages to move into the terrain and keep going (wading through the river, smashing through the building, climbing up the cliff or whatever). Roll again each turn that a rampaging model is in impassable terrain.



Hunt: Creatures that Hunt have green swarm cards. Hunting creatures will move at their normal rate towards the nearest enemy model which is not already engaged in close combat.

Hunting creatures will move into close combat if possible and they will move around impassable terrain. If a hunting creature is not in close combat during the combat phase it will shoot at the nearest enemy model in the advance fire segment. Hunting creatures may even end up shooting at things they can't damage because they don't know any better.



Nest: Creatures that Nest have red swarm cards. Nesting creatures will not move but will shoot at the nearest enemy model in the first fire segment of the combat phase.

Note that because instinctive creatures react to the nearest enemy they will often be distracted by inconsequential enemy units and fail to co-ordinate their attacks. Do not make the mistake of assuming that Nest is exactly the same as First Fire orders – on First Fire orders you can choose your targets freely; on Nest you must fire at the closest enemy.

Placing Order Counters

Because the Tyranid player places order counters somewhat differently from other races, the orders are best placed in the following sequence to avoid confusion:

ORDERS PHASE

1. Place order counters face down for independent broods and broods 'sharing' order counters with Tyranid Warriors and the like.
2. Play any Hive Mind cards that enable you to place order counters face down for instinctive broods within range of synapse creatures.
3. Wait until your opponent has finished placing his orders.
4. Place Instinct counters face-up next to any instinctive broods that do not have an order counter.
5. Roll a Hive Mind test for any instinctive broods which have been given an order counter but are broken. If they fail the Hive Mind test remove the order counter and give them a face-up Instinct counter instead.
6. Roll for initiative.
7. Reveal order counters.

Brood Coherency

Creatures and troop stands that appear on the swarm cards as broods are subject to the normal Epic scale formation rules. This means that no model in the brood may be separated by more than 6cm from at least one other model in the chain. See the Formation rule in the Epic rule book for more information.

Moving Instinctive Creatures

All moving by creatures following instinctive behaviour should take place before the Tyranid player's other moves. Instinctive creatures move towards the nearest enemy, ignoring enemy models that are already engaged in close combat. If a brood of instinctive creatures is an equal distance away from two enemy units roll randomly to see which unit it moves towards.

BREAK POINTS AND MORALE

Tyranid broods have a break point just like Imperial Guard, Space Marines or Eldar. When the brood is broken flip over the swarm card and award the appropriate number of victory points to the enemy in the end phase.

When a Tyranid brood breaks it will not try to fall back from combat, the ferocious purpose of the hive mind is too strong. However, the brood's link with the hive mind is weakened through suffering casualties and instinctive broods are liable to revert to their instinctive behaviour under continued pressure.

When a Tyranid brood reaches its break point it has to take an immediate Hive Mind test. Roll a D6 and compare it to the Hive Mind value shown on the brood's swarm card. Independent broods and commanders always automatically pass their Hive Mind test.

If the brood rolls equal to or more than its Hive Mind value it has passed the check and may carry on normally. If the brood rolls less than its Hive Mind value it has failed the test and changes its orders for the appropriate Instinct counter immediately. This may affect the phase in which the brood can fire, or prevent it firing at all, depending on the brood's instinctive responses.

Once a brood is broken it must pass a Hive Mind test every time it has an order counter played on it. If the check is failed the order counter is discarded and the brood continues to follow its instincts. Note that some creatures such as Tyranid Warriors and synapse creatures allow models that are within range to automatically pass their Hive Mind checks.

Other Morale Checks

Tyranid creatures automatically pass any morale checks they are called on to make, whatever their cause. These might be for fighting against daemons in close combat, because of psychic attacks etc. Whatever the cause, morale checks never affect Tyranids, and they never use Fall Back orders.



VICTORY POINTS

Other races battling against the Tyranid hordes score victory points for holding objective markers and achieving Titan missions in the same way as normal. Victory points are also scored for breaking Tyranid broods just like other troops. The victory points awarded for each brood are shown on the back of the swarm card along with its break point.

The Tyranids themselves score victory points differently from other races. When the hive mind unleashes its swarms against the enemy it is not motivated by the capture of abstract areas of territory (such as objectives). The hive mind's sole interest is in bringing enemy forces to battle and then crushing them utterly, eliminating all resistance to further expansion and exploitation.



To represent this, Tyranid armies score no victory points for holding objective counters. Instead, they score victory points for enemy units once when they are broken and a second time when they are wiped out or are forced to leave the tabletop because of Fall Back orders. Units that cannot be broken, like Titans or Eldar Warlocks, are worth double victory points when they are destroyed.

For example: A Tyranid force fighting Eldar breaks a Defender Warhost by inflicting nine casualties on it. The Tyranids score 5 victory points in the end phase. The following turn the Tyranids inflict another nine casualties on the Warhost, completely wiping it out. Any other race would score no victory points but the Tyranids score another 5 victory points in the end phase.

Note that although a Tyranid player cannot score victory points for holding objective counters he can deny the victory points for an objective to an opposing player. Tyranid models will control an objective counter if they are closest to it, even though they don't score any victory points for doing so.

Victory Points in the Assault Scenario

If you have access to the Space Marine Battles book and play games using the Assault Scenario rules, some special rules apply to Tyranids. Firstly, the Tyranids never act as the defending force in an assault scenario though they obviously make highly appropriate attackers. Secondly, in the context of an assault scenario it is suitable for Tyranids to gain victory points by seizing Objective markers to represent them overrunning heavily fortified nests of resistance. Hence Tyranids score victory points just like ordinary attackers in an assault scenario, ie 10 VP's per objective and the normal amount of VP's for breaking defending units.

TYRANID SPECIAL RULES

All Tyranids are hard to kill but some Tyranid creatures exhibit an almost supernatural ability to survive damage. Reports abound of creatures climbing out of steaming craters after direct hits from artillery, charging on after suffering crippling damage or even being crushed by falling buildings and digging their way out again minutes later.

This unearthly vitality is characteristic of all Tyranids but is particularly prevalent in certain creatures. Some creatures are impervious to pain or certain kinds of energy, others have incredibly tough internal organs reinforced with thick bone plates and sinews like wire. Some are able to regrow lost body parts and heal their wounds by tapping the hive mind's vast reservoir of psychic power. Particularly dangerous Tyranid creatures can exhibit all of these characteristics.

Two special rules are used to represent this capacity in Tyranid creatures. If either one or both of them apply to a specific creature this will be noted in its description.

MULTIPLE WOUNDS

Creatures with 'multiple wounds' are so tough that they don't die the first time they are hit and fail their armour saving throw. If a creature has more than 1 wound (which is unusual), its profile will indicate how many wounds it has. Place a Wound marker next to the model each time it fails its armour save. When it has accumulated as many markers as it has Wounds it is killed and removed as a casualty.

A creature with multiple wounds is liable to suffer a lot more damage in the vicious carnage of close combat than it will from shooting attacks. To represent this, a creature with multiple wounds that loses in close combat will suffer 1 wound for each point it lost the combat by.

For example: A Hive Tyrant (close assault factor +10) is in close combat with a Reaver Battle Titan (close assault factor +12). The Hive Tyrant rolls 2D6 and gets 6, the Reaver rolls 2D6 and gets 7. The totals including the two protagonists' CAF are 16 for the Hive Tyrant and 19 for the Reaver. Hence the Hive Tyrant loses and suffers 3 wounds (19-16=3).

REGENERATE

Regenerating creatures can recover from damage they have suffered. When a regenerating creature fails its armour saving throw do not remove the model, place it on its side instead. The model does not count as destroyed for victory points. In the end phase roll a D6

for each regenerating model on its side. On a roll of 1-3 the model is actually dead and is removed as a casualty. If the roll is 4-6 the model recovers from its damage and is placed back on its feet.

REGENERATING AND MULTIPLE WOUNDS

Some creatures can survive multiple wounds and regenerate as well. A creature with multiple wounds will collapse when it has accumulated a number of markers equal to its wounds. However, because it can regenerate the model is placed on its side and will get an opportunity to regenerate in the end phase.



The creature can still be fired at or hit in close combat while it is on its side, representing the enemy pouring extra fire into the creature to ensure that it's really dead. If the creature suffers any more hits while it is on its side make saving throws as normal and place an extra Wound marker with the creature for each failed save.

In the end phase, to regenerate each Wound marker the creature has suffered (including wounds taken in previous turns), roll a D6 for each marker. On a roll of 4-6 the Wound marker is removed; on a roll of 1-3 the marker remains.

If, after rolling to regenerate, the number of Wound markers the creature is left with is equal to or greater than its number of wounds, the creature dies. If there are fewer Wound markers than the creature has wounds it clambers back to its feet/hoooves/claws with a triumphant shriek and is able to act normally in the next turn.

For example: A Hive Tyrant is fired at by a detachment of Space Marine Devastators. It suffers 4 hits and fails to save against three of them so three Wound markers are placed by the Hive Tyrant and, because it only has two wounds, it keels over. Later in the combat phase a Land Raider hits the prone Hive Tyrant again (just to make sure) and inflicts another wound. In the end phase the Tyranid player rolls four D6 to regenerate all four Wound markers and gets 6, 4, 4 and 2. So, three of the Wound markers are removed and the model is put back on its feet but it keeps the one Wound marker that it failed to regenerate. If the rolls had been different: 6, 4, 3 and 2 for example, the Hive Tyrant would have failed to regenerate 2 wounds and would have been killed.

TYRANID FORCES

BIOVORE

In space combat the Tyranid hive fleets make extensive use of thousands of huge, floating pod-like spores to protect the mother ships of the swarm or seed planetary systems before their approach. These drifting pods are deadly mines which move in an apparently random fashion until their detonation, triggered by the proximity of a non-Tyranid object. Their explosive power is extraordinary, prompting speculation that they utilise a thermonuclear reaction, and they inflict considerable damage not only from the resultant shockwave but also from the impact of shell fragments hundreds of feet across. These "spore mines" also discharge an accompanying shower of virulent viruses, acids, algae and infectious parasites when they detonate, causing extensive secondary damage to their target.

Tyranid forces fighting on planetary surfaces utilise a smaller version of the space-going spore mine. These are vomited from the maw of an adapted war-beast referred to by the Magos Biologis as the Biovore.

The Biovore nurtures a clutch of spore mines inside its body until they are required, at which point they are launched by muscle spasm from a dorsal aperture. The spore mines are flung high through the air before they float down towards ground level, eventually hanging at a height of around five metres and starting to drift.

The Biovore may only fire spore mines if it is on First Fire or Nest orders. Unlike other units that fire barrages, each Biovore fires only a single Spore Mine marker when it shoots. Biovores can fire at targets that are out of sight if other Tyranid creatures can observe the targets. Place a Spore Mine marker over the desired target and roll for scatter. The Biovore rolls for scatter twice because the spore mines often drift far off their targets. Roll the scatter dice, and if the result is an arrow reposition the marker 2D6cm in the direction shown. Then roll the scatter dice a

second time and reposition the marker again if the result is an arrow.

If a Spore Mine marker ends up touching an enemy model it will explode: place a barrage template over the marker to see whether any other models are caught in the blast. Any models at least half under the template, including the model that triggered it, are affected in the same way as being hit by a barrage with 6 barrage points (a basic to hit roll of 4, 5 or 6) and a -3 saving throw modifier.

A spore mine blast will affect buildings if they are hit, forcing them to pass a saving throw with a -3 modifier or collapse into virus-eaten rubble. Note that Tyranid models may be hit by the explosion as well, though they ignore the -3 saving throw modifier because they are immune to the genetically engineered horrors carried by a spore mine.

If the Spore Mine marker does not end up touching any enemy models it should be left in position on the tabletop. When the Tyranids move in the next movement phase all the Spore Mine markers are moved too. Note that each marker is marked 1 to 6 around its edge with lines connecting the numbers. Roll a D6 for each marker to determine which direction it will move in and roll 2D6 to see how far it will travel in centimetres. If a Spore Mine marker contacts an enemy model at any point, either because the marker drifts into it or because the model moves into contact with the marker, it will explode as noted above.



Spore Mine markers will drift over terrain without detonating, unless of course they drift into an enemy model. If you roll a double for the distance a marker moves it will travel that distance and then explode if it has not been previously triggered while moving. Markers that leave the table have no chance of coming back.

Biovores are simplistic creatures with a limited intelligence barely sufficient for them to be able to move and launch spore mines. Because of this, Biovores are subject to instinctive behaviour with their natural instincts making them Nest, so they will remain stationary and launch spore mines at the nearest enemy in the first fire segment of the combat phase.

Tyranids are the oldest spacefaring race encountered by mankind. Those that have travelled here have endured frozen millennia in intergalactic space to reach our galaxy. They have come to free us from the shackles of our weak and fleshy forms – welcome them as your liberators!

The Heretic Barnassus

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Biovore	10cm	4+	+1	Spore Mines	100cm	Special Marker/ 6 BP		-3
Notes: Vehicle, Instinct: Nest, Special rules.								

CARNIFEX



The Carnifex is known as the Screamer Killer by warriors of Imperium because of the high-pitched scream it makes as it rushes forward, scything its razor-edged killing arms open and shut. Its massive, rounded body is extremely tough having a chitinous hide which protects it from damage and a shape that allows it to withstand tremendous pressures. A Carnifex is a living engine of destruction evolved for use in shock assaults, spaceship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks or a fortified position. The assault of these creatures is terrifying to behold, a primeval and irresistible force which smashes men and vehicles aside like children's toys.

Carnifexes are armed with four great sickle-shaped claws of diamond-hard chitin, bone and cartilage. The combined assault of these mighty scythes is powerful enough to rip through even armourplasm and ceramite with ease. Carnifexes also have the capacity to energise a form of bio-plasma in their gut via rasping plates in their oesophagus, the source of their high-pitched scream. An electrical field around the claws holds the incandescent plasma ball until it is launched at its target.

The psychological impact of these hulking monsters is such that a unit in close combat with them must take a Morale test at the start of the combat phase. Robots or other models that do not take Morale tests are obviously immune. Enemy which fail their Morale test change their orders to Fall Back orders immediately. They will not be able to fire and will suffer a -2 penalty to their close assault factor in the close combat for being on Fall Back orders. See the Epic game rules for details of the Fall Back rule.

Note that if a Carnifex brood enters close combat with a unit which is already broken that unit will have to take two Break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a Carnifex brood.

Carnifexes are protected by a heavy, reinforced exoskeleton. Combined with their massive bulk and supernatural vitality this gives them an ability to resist the blasts of even the most massive weaponry. Because of this the Carnifex is able to effectively regenerate, recovering from a kill on a roll of 4-6 on a D6 in the end phase.

Carnifexes are aggressive and single-minded in battle, and without the influence of the hive mind their slender reasoning quickly gives way to mindless slaughter. Because of this, Carnifexes are subject to the rules for instinctive behaviour. Carnifexes using instinctive behaviour will Rampage, making a double distance move towards the enemy and fighting the first enemy they come to in close combat.



Carnifexes are brutal, powerful creatures that are far more mobile than machines of equivalent size. Because of this they count as Knights for combat, though they are classified as infantry for the purposes of movement.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Carnifex	10cm	4+	+7	Bio Plasma	50cm	1	4+	-2

Notes: Knight/Infantry, Enemy test morale in close combat, Instinct: Rampage, Regenerates.

DACTYLIS

Dactylis are highly specialised bio-war creatures that have been created to deal death at long range. As the Tyranid swarms close the distance to overwhelm the enemy in frontal assault the Dactylis sow destruction in the enemy's ranks with machine-like precision.

The forelimbs of the Dactylis rise from its bony prow and curve back in a state of tension. The limbs themselves are long and multiple-jointed, covered in thick ropes of tendon and muscle which make a distinctive cracking sound when released. A Dactylis can grasp an object with these limbs and whip it forward with eye-blurring speed to release it with startling velocity and accuracy towards a target.

The Dactylis's ammunition is a parasitic pod-like creature that feeds off glands at the rear of the Dactylis's cranium. These creatures have a hard shell and are almost entirely

made up of a central sac containing highly corrosive bile. Using its forelimbs, the Dactylis detaches these creatures and hurls them at its target. On impact the bile pods shatter into chitinous shrapnel, spraying the corrosive bile across a wide area. The bile is deadly and able to permeate and destroy armour at a ferocious rate.

Bile pods are a barrage weapon so they may be fired indirect and will damage buildings if they hit them. For close-in defence Dactylis grow a number of symbiotic spore cysts like those found on the Malefactor.

Dactylis are relatively unintelligent and unless controlled by the hive mind they are prone to instinctive behaviour. This seldom impedes their function however, as the Dactylis's natural instinct is to Nest, remaining stationary and hurling its bile pods at the nearest enemy in the first fire segment of the combat phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Dactylis	15cm	2+	+4	Bile pods	75cm	3 barrage pts		-2
				Spore cysts	15cm	2	6+	0
Notes: Vehicle, Instinct: Nest								

DOMINATRIX

The Dominatrix is a gargantuan composite-creature of nightmarish dimensions. Those unfortunate enough to have seen a Dominatrix report an overwhelming sense of horror and revulsion at the sight, brought about by the blasphemous implications of its form. The bulk of the Dominatrix is a gigantic and bestial creature equipped with ripping claws and fangs, symbiote weaponry and poison spines in dizzying and deadly profusion.

Straddling the beast's back and sunk partway into its flesh by hooks and spines, snaking loops of intestine and pulsing arteries is a second creature. This rider is a form of Tyranid as far advanced beyond ordinary Tyranid Warriors as Tyranid Warriors are beyond the genetically-constructed sphincter portals of the bio-ships. Neither creature in itself is the Dominatrix; both are combined to give the bestial strength of the most savage Tyranid creatures hybridized with awesome psychic powers and a direct conduit to the hive mind.

Divination and intensive investigation have revealed that the Dominatrix is the brood-mother of the swarm she leads. The Dominatrix absorbs genetic material and changes its DNA strands within herself in a manner not fully understood. After a period of gestation she lays eggs that quickly hatch out into more of the monsters that make up her swarm.

As the swarm grows in size the power the hive mind manifests in the Dominatrix becomes greater. Hence the oldest Dominatrix, those with the greatest swarms, are the

most powerful elements of the hive mind identified thus far. Debate has raged through the inner circles of the Techno Magi regarding the relations between individual Dominatrix and whether there is a hierarchical structure amongst them.

Dominatrix are so huge they can survive multiple wounds (4 in total) and can regenerate damage. A Dominatrix will only be destroyed if it fails four or more armour saves and then is left with four or more Wound markers after it has attempted to regenerate in the end phase.

A Dominatrix is a command unit so it does not need to be given an order counter in the orders phase; it always moves as if on Charge orders and fires as if on First Fire orders. Dominatrix act as a synapse for the hive mind so Hive Mind cards can be played on them to control nearby creatures or trigger other reactions. Any Tyranid broods with at least one model within 20cm of a Dominatrix will pass Hive Mind tests automatically.

The Dominatrix is armed with a heavy bio-cannon that juts forward from its spine. This deadly weapon spits chitin spines or shells at fantastic velocity, but does not use the lethal slime-fungus common to Exocrine bio-cannon.

Dominatrix are terrifying opponents in close combat. The alien impact of their presence is such that a unit in close combat with a Dominatrix must take a Morale test at the start of the combat phase. Robots or other models that do not take Morale tests are obviously immune. Enemy that

fail their Morale test change their orders to Fall Back orders immediately: they will not be able to fire and will suffer a -2 penalty to their close assault factor in the close combat segment. See the Epic game rules for details of the Fall Back rule.

Note that if a Dominatrix enters close combat with a unit which is already broken that unit will have to take two Break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a Dominatrix.

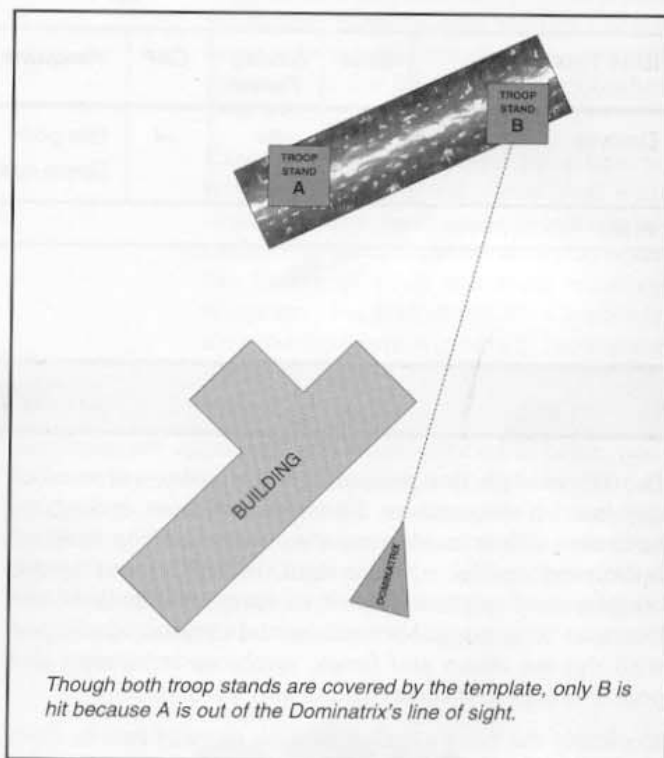
Dominatrix are protected by a heavy, stony carapace several feet thick, and they employ their massive psychic powers to protect themselves from attacks and to heal damage. These combine to give them a saving throw of 1 or more on a D6. This means that basic tactical troops and similarly armed tanks with a save modifier of 0 will have to get around the flanks or rear of a Dominatrix to have any chance at all of penetrating its natural armour. Dominatrix are also extremely resilient to psychic attacks and have a psychic saving throw of 2 or more on a D6 against Weirdboy psychic bolts, Warlock mind blasts, Vortex missiles and the like.

The Dominatrix's immense psychic strength enables it to use one of the following powers per psychic phase.

Warp Field. This power projects an aura of warp energy around the Dominatrix which can fling the energy of incoming attacks into the warp. The warp field lasts until

the next psychic phase. Until the next psychic phase roll a D6 for any hits on the Dominatrix: on a roll of 3 or more they are nullified by the warp field and have no effect. Save modifiers are ignored when rolling warp field saves. Saving throws can also be made against hits suffered in close combat. Attacks which require a psychic saving throw to stop, as mentioned above, are not affected by the warp field.

Energy Pulse. The Dominatrix can use this power to unleash an ultra-powerful pulse of warp energy at the foe. The energy pulse is a white-hot blast of light and deadly harmonics more direct and focussed than a laser beam. Its duration is less than a second but in that time it can burn through buildings, Titans and troops to leave great ragged scars across the landscape. Place the Energy Pulse template in line of sight of the Dominatrix up to 100cm away. The template can be turned to point in any direction but only models within the Dominatrix's line of sight are vulnerable to being hit.



Any vulnerable models more than half under the template will be struck by the pulse on a roll of 4, 5 or 6 on a D6. This roll is modified by hit modifiers like an ordinary shooting attack. Models that are hit suffer D6 hits with a -4 saving throw modifier. The raw energy of the pulse adds +1 to damage rolls against Titans and other targets that use a hit location template. Buildings must make a saving throw at -4 if they are hit by the pulse and will collapse into rubble if they fail.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Dominatrix	10cm	2+	+10	Bio-cannon	75cm	6	5+	-3
				Spore cysts	15cm	12	6+	0

Notes: Super Heavy, Command Unit, Psychic save 2+, Psychic powers, Enemy test morale in close combat, Synapse, Wounds:4, Regenerate.

EXOCRINE

The Exocrine is undoubtedly the most specialised of all the Tyranid bio-war machines. Like the Dactylis, it has been bred for the express purpose of striking at the foe from long range while more conventional Tyranid constructs close in to attack with tooth and claw. The highly developed forelimbs of other Tyranid creatures appear to be absent from the Exocrine body form, but the distinctive bony head frill and long tubular bio-cannon were originally the creature's forelimbs. These have fused together and expanded considerably to achieve their new purpose.

The Exocrine fires high velocity chitin shells, which with the aid of their silicon-based penetrator core can punch through even Titan armour with shocking ease. The tremendous velocity of these projectiles is achieved by a surge of isometric muscle contractions which starts in ropes of muscle tissue that cover the head frill as it is raised and is unleashed when the frill depresses again.

Metallic residue found in the chitin shells suggests an electromagnetic impetus gives the shot its final burst of acceleration, probably achieved with adapted nerve bundles lining the bio-cannon. The shells are simple but deadly, the velocity of their arrival at the target shattering them into a cloud of lethal shrapnel as they strike. The shells also contain an acidic slime-fungus which replicates rapidly and causes severe damage to complex systems. Because of this, Exocrine bio-cannon hits add +1 to damage rolls against Titans and other targets that use a hit location template.

Exocrine are driven by instinct and are liable to become confused and unco-ordinated unless they are controlled by the hive mind. The Exocrine's natural instincts have been genetically altered to make it Nest, remaining stationary and hurling its chitin shells at the nearest enemy in the first fire segment of the combat phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Exocrine	15cm	2+	+3	Bio-cannon Spore cysts	75cm	2	5+	-3
					15cm	2	6+	0

Notes: Vehicle, Instinct: Nest, +1 on damage rolls.

MALEFACTOR

Malefactors are lumbering bio-engineered organisms the size of a large vehicle. They are commonly called Line-Breakers by Imperial troops in reference to their terrifying sledgehammer attacks on defensive lines. Their clawed forelimbs are exaggerated and powerful and are used for dragging the Malefactor forward over difficult ground. However, the forelimbs are primarily used for lashing out in close combat and mount a variety of deadly symbiote bio-weapons.

The Malefactor has a number of adapted spines implanted into its forelimbs and carapace. These spines are fired by a muscular contraction and use explosive cellular expansion to detonate on impact and spray razor sharp chitin plates over the target area. More short-ranged destruction is supplied by outgrowths of virulent spores on the creature's carapace. An autonomic nerve function fires off these spores with the speed and hitting power of bolters in the presence of non-Tyranid bio-forms.

The primary use of Malefactors is to carry broods of Tyranid creatures under the protection of their chitinous

carapaces, nestling between the bony plates of the creatures' flanks. As they get to within close range of their foe the Malefactors unleash their progeny and use their symbiote armament to blast a gap in the enemy line for them to exploit. If Genestealers or similar shock troops are being unleashed the enemy position is quickly doomed.

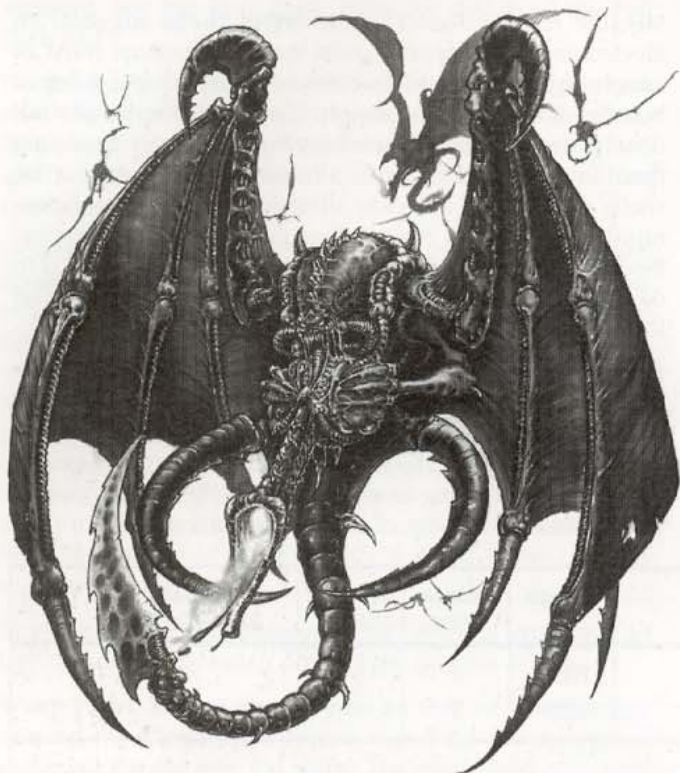
When a brood of Malefactors is carrying troop stands you will need to place two order or Instinct counters, one for the Malefactors and one for the brood they are carrying. Remember that broods being transported can't make ranged attacks while inside and they will need Advance or Charge orders to get out.

Malefactors are single-minded in battle. Closing with the foe is the reason for their existence and without the influence of the hive mind their perception is almost non-existent. Because of this, Malefactors are subject to the rules for instinctive behaviour. Malefactors using instinctive behaviour will Rampage, making a double distance move towards the nearest enemy and fighting the first opposing model they come to in close combat.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Malefactor	20cm	2+	+5	Frag Spines Spore cysts	25cm	4 barrage pts		0
					15cm	3	6+	0

Notes: Vehicle, Instinct: Rampage, Carries 2 infantry stands.

GARGOYLES



Gargoyles are vicious winged monsters that are often the first parts of the Tyranid swarms seen in battle. They range ahead of the swarm, either flying in broods or clinging to the bellies of the great Harridan brood mothers as they flap through the skies. Their prime purpose seems to be seeking out the enemy and sowing terror and confusion amongst them. Thus fire and the flap of the Gargoyles' membranous wings precede the Tyranid hordes, driving the enemy out into the open to be absorbed by the swarm.

Gargoyles physically resemble Termagants in many aspects such as body mass, cranial capacity and the configuration of their medial armour plates. This makes it likely that either both are evolved from a single creature or the Gargoyles were derived from the Termagant's DNA template. Gargoyles have wide leathery wings, raking claws and barbed tails. Though they have six limbs the lower pair has atrophied to little more than stumps. Their jaws have been adapted by a symbiotic creature so that they can squirt flaming bile at a considerable distance. This flame spurt is used to set fires and burn the enemy out of defensive positions.

It is not known whether Gargoyles fulfil a specific role on the hive ships, perhaps they destroy cancerous growths in the ship with burning fluid and patch wounds with their broad pinions. It is more likely that they flock together in lofty chambers deep in the bowels of the ship and

hibernate like Tyranid Warriors. Gargoyles seem so well adapted to bringing terror and death it is hard to imagine them doing anything else.

Because they can swoop and glide long distances Gargoyles count as skimmers. Woods and buildings offer little defence against their fiery spittle so to hit modifiers for cover do not affect the Gargoyles' to hit roll. Like Termagants, Gargoyles have limited decision-making faculties and are subject to the rules for instinctive behaviour. Gargoyle broods subject to instinct will Hunt, so a brood will move towards the nearest enemy at their normal rate and shoot at the nearest enemy in the advance fire phase.

To represent their ability to range ahead of the swarm the Tyranid player is allowed to reposition Gargoyles once both armies have been deployed. Before the game begins the Tyranid player can move any of his Gargoyles once at up to charge rate (ie, double their normal move distance). This move may not bring them within 5cm of the enemy. If both sides have units able to reposition like this roll a dice or flip a coin to see who moves first.

Gargoyle stands comprise five Gargoyle models mounted on a standard plastic epic base.

"It is a grave conceit to consider the Tyranids as a scientific phenomenon – a menace that can be overcome by purely physical means. You are mistaken! All around me I see weakness, men who are brave of heart yet weak in spirit. Where once I saw souls that flashed like diamonds, now I barely see their dim light flicker. Men have brought this curse upon themselves. The Tyranids are a symptom of the weakness of faith that gnaws at the heart of the Imperium. The Emperor sees all, knows all, and forgives nothing. His steely gaze has searched your souls and He has judged them wanting. The Tyranids are His punishment, a just retribution, the shadow of man's failure made real. When you look into the monster's eyes you see your own corruption and your own despair. To fight with weapons alone is not, can never be, enough. We must fight with the blazing light of our souls and the courage of our faith. Believe in the Emperor – He is our only salvation!"

Excerpt from Chaplain Rankin's three hour-long address to the Emperor's troops, prior to the final engagement of the Moloch campaign. The Imperial troops fought bravely, and held up the alien hordes for five days before their last and greatest fortress was overrun.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Gargoyles	20cm	-	+1	Flamespurt	25cm	1	5+	0

Notes: Infantry, Skimmer, Ignore cover, Instinct: Hunt, Move 40cm forward after set-up.

GENESTEALERS

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. At the time it was assumed that the Ymgarl Genestealers were an indigenous life form and no connection was made with the Tyranids. Now it has become clear that the Genestealers are their vanguard.

Genestealers possess the six-limbed body form of all Tyranid creatures with powerful ripping claws and taloned hands. They are incredibly fast and dangerous opponents in hand-to-hand combat but never use ranged weaponry or other devices, despite their obvious intelligence. Genestealers can operate independently of the hive mind, having a gestalt brood intelligence of their own.

Genestealers are an important part of the fighting forces of the hive fleets, where their speed and power make them devastating shock troops. More insidiously, they are implanted aboard drifting space hulks encountered by the hive fleet in the warp. By this means they are allowed to spread ahead of the Tyranid hive fleet and prepare the way for planetary invasion. It seems unlikely that such monsters could conceal themselves from humans for long but by lurking aboard space hulks the Genestealers are able to ensnare and infect explorers who come aboard by implanting them with their genetic material.



We can of course only speculate as to how the Graia system came to be infiltrated by the 'Stealers. Being such a busy factory world, ships of all kinds would have been constantly docking there, unloading ore and mycoprotein, and loading processed metals for shipment to the hive worlds. Hundreds of ships passed through those spaceports every week. Most of them would be Imperial-controlled freighters, but who knows what manner of smaller, inter-system, craft slipped through the security net? Any one of these could have come into contact with a space hulk, and despite Imperial decree, tried to board it. Desperate, greedy men looking for forbidden booty. All it takes is for one wounded man to fight his way back to his ship and flee back down to the planet surface, and a whole world is doomed. I use this tragedy to reemphasise my recommendations that all non-authorized craft should automatically be refused permission to land and be immediately vapourised by port defences.

Once infected a victim can be controlled by the psychic brood intelligence of the Genestealers, and becomes completely dedicated to their cause. The implanted germ cell grows inside its host until it is ready to emerge. The Genestealer's genetic attributes are passed on in part to the offspring, creating monstrous hybrids whose own spawn will either be purestrain Genestealers or more human-seeming hybrids. As the hybrid brood grows in strength it generates a psychic signal that the hive fleets can follow, drawing the Tyranids on to rich feeding grounds.

Genestealers of the same brood are connected telepathically and capable of operating beyond the range of the hive mind. Hence in battle a Genestealer brood may be given order counters in the orders phase just like ordinary troops.

Genestealer stands comprise five Genestealer models mounted on a standard plastic epic base.

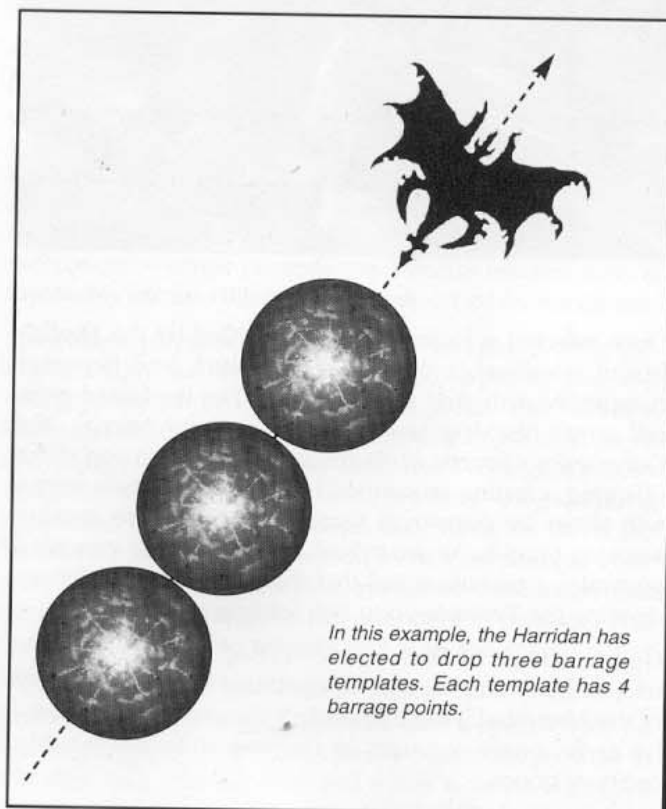
Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Genestealers	15cm	-	+6	Claws	-	-	-	-	Infantry, Independent

HARRIDAN

The Harridan acts as a monstrous brood mother to the wheeling flocks of Gargoyles that scour the land ahead of Tyranid swarms. The Harridan flaps through the skies on great leathery wings with clusters of Gargoyles clinging to its belly. As its black shadow sweeps overhead the Gargoyles spiral down to unleash fire and destruction on the enemy below.

The Harridan itself carries a fearsome armament of bio-cannon and poison spores. The bio-cannon are melded into the Harridan's wings and utilise the tremendous musculature of its great pinions to hurl chitin missiles like those fired by the deadly Exocrine. However, the chitin shells launched by Harridans do not use the corrosive slime-fungus which makes Exocrine hits so devastating against Titans and other great war machines.

The poison spores are released in noxious clouds by the Harridan as it passes over enemy troops or settlements. To represent this, a Harridan on Advance orders may drop one, two or three barrage templates in its wake while moving, providing it doesn't end its move at high level. This is because the Harridan must remain low to release the spores or they disperse too much to be effective. The templates must be placed in a straight line so that they are each touching at least one other.



The templates are left in place until the close combat segment of the combat phase. This is so units on First Fire orders get a chance to shoot at the Harridan as it passes over them. If the Harridan is killed by first firing or snap-firing models the templates are removed – the Harridan was shot down as it attempted to release its spores. If the Harridan survives the spores take effect in the close combat segment. The Harridan has a total of 12 barrage points and these are split amongst the barrage templates used, as summarised below.

No of Templates	BP per Template
1	12
2	6
3	4

The spores do not destroy buildings but they ignore to hit modifiers for cover. Any models affected suffer a hit with a 0 save modifier.

The Harridan's hide is exceptionally tough and its vital organs are heavily protected by thick chitinous armour plates. These give the Harridan an armour saving throw of 2 or more on a D6. This is not reduced by side and rear shots as the Harridan is equally well armoured from all quarters. This heavy protection and great bulk combine to allow the Harridan to take 3 wounds before it dies. Harridans do not regenerate wounds.

Like Tyranid Warriors, Harridans act as psychic resonators. They intensify the psychic bond of the hive mind with lesser creatures and amplify its power. Because of this Harridans are independent and may be given an order counter in the orders phase like normal troops. Also, a single brood of Tyranid creatures (or single organism) which is subject to instinctive behaviour may be given the same orders as the Harridan if they have at least one model within 10cm of a Harridan in the orders phase. Instinctive broods or creatures also pass their Hive Mind tests automatically if they are within 10cm of a Harridan.

A Harridan can carry up to five troop stands clinging beneath its belly and flanks. Because of the precariousness of these positions only Gargoyle troop stands may be carried in this way.

To represent the Harridan sweeping forward ahead of the swarm the Tyranid player is allowed to reposition any Harridans in his force once both armies have been deployed. Before the game begins the Tyranid player can move any of his Harridans once at up to charge rate (ie, double their normal move distance). This move may not bring them closer than 5cm to the enemy. If both sides have units able to reposition like this roll a dice or flip a coin to see who moves first.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Harridan	25cm	2+ all round	+5	Spore Cloud Bio-cannon	See below 50cm	12 barrage pts 4	5+	0 -3

Notes: Super Heavy Vehicle, Flyer, Independent, 3 Wounds, Carries 5 Gargoyle stands, Place barrages when moving, Move 50cm after set-up.

HARUSPEX

The Haruspex is a specially bred bio-war creature used by the Tyranids to close assault enemy forces and rip them apart. Haruspex are well protected by a thick carapace and have a simple nervous system which makes them notoriously hard to kill. The creature advances at a startling speed with rippling contractions of its body, seeking to close with the enemy as quickly as possible.

The Haruspex's symbiote weaponry is short ranged but deadly, comprising conical muscular organs attached to each upper arm. These simple creatures secrete and store molecular acid which they can squirt over short distances, melting through even armourplasm and ceramite with little difficulty. In addition to its acid sprays the Haruspex carries frag spines (similar to those implanted on the Malefactor) to shred lightly armoured foes that are out of reach.

The Haruspex's primary attack mode utilises its massive frontal mandibles and piercing upper limbs to attack foes in close assault. Up close it is quite capable of overturning or crushing super heavy vehicles and obliterating infantry squads with negligent ease. Anything which proves resistant is seized by the upper claws and weakened with acid before being broken apart by the clashing mandibles.

Haruspex are highly aggressive by nature, and without the influence of the hive mind their instinct for slaughter becomes uncontrollable. Because of this Haruspex are subject to the rules for instinctive behaviour. Haruspex using instinctive behaviour will Rampage, making a double distance move towards the enemy and fighting the first enemy they come to in close combat.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Haruspex	15cm	2+	+7	Acid jets Frag spines	25cm 25cm	2 2 barrage pts	5+ 	-2 0
Notes: Vehicle, Instinct: Rampage.								

HORMAGAUNTS

Great swarms of Hormagaunts are employed in wave attacks against the enemy in battle, often being used to exhaust the defenders before the main attack is launched. The Hormagaunt is extraordinarily single-minded in its purpose of closing with its foe and eviscerating it with its scythe-like claws, bounding forward regardless of pain or injury. They are very fast and seemingly indefatigable, constantly moving in restless swarms which appear to be made of nothing but rippling claws and ridged plates.

Hormagaunts appear to be another genetic manipulation of the Termagant genus. This bio-form is more upright with the two sets of upper limbs equipped with well-developed claws for ripping and piercing. The lower legs are long and powerful, tucking up beneath the body when the creature is at rest but flicking out to drive it forward in a series of bounding leaps as it attacks. The Hormagaunt has a simple digestive tract and sustains itself by draining body fluids from its victims. However, the Hormagaunt's highly active metabolism constrains it to constantly seek out and attack fresh prey.

Hormagaunts have been reported being dropped down to the planet surface in mycetic spores, similar to the way that Space Marines use drop pods. Once they have landed the Hormagaunts act as instinctive terrorists, constantly searching for and attacking native life forms. Hormagaunts are also unusual because they appear to reproduce independently of the Dominatrix. They lay hundreds of eggs just below the surface of a planet before their short lifespan is over, making Hormagaunt infestation a serious problem on planets raided by the Tyranids.

Because of their specialised springing legs Hormagaunts move at triple speed when they are on Charge orders rather than double speed like normal troops. Like their distant relations Termagants and Gargoyles, Hormagaunts are driven by the constant urge to seek out prey, so they are subject to the rules for instinctive behaviour. Naturally Hormagaunts have a strong instinct to Hunt so a brood will move towards the nearest enemy at their normal rate and fight them in close combat.

Hormagaunt stands comprise five Hormagaunt models mounted on a standard plastic epic base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Hormagaunt	10cm	-	+2	Claws	-	-	-	-
Notes: Infantry, Triple speed on charge, Instinct: Hunt.								

HIVE TYRANT



The Hive Tyrant is a large and massively powerful creature, rivalling even the hulking Carnifexes in size and weight. Hive Tyrants strongly resemble Tyranid Warriors in many respects, although whether they are a divergent strain or are actual Warriors evolved to a higher level is unknown. Like all Tyranids, Hive Tyrants seem to mutate rapidly and several different physical characteristics have been reported.

Hive Tyrants are highly psychic and their relationship to the hive mind is even closer than that of the Tyranid Warriors. Hive Tyrants form vital synapses which allow the Dominatrix to extend her influence over the teeming hordes of the hive swarm. Hive Tyrants are highly intelligent and are sometimes despatched alone to command small Tyranid swarms on raid/infection missions. Hive Tyrants also manifest potent psychic powers in battle, venting tiny portions of the massive psychic potential of the hive mind to impel the broods forward or terrify and crush the enemy.

Hive Tyrants are command units so they do not need to be given an order counter in the orders phase. They always move as if on Charge orders and fire as if on First Fire orders. Hive Tyrants also act as a hive mind synapse so certain Hive Mind cards can be played on them to control nearby creatures; see the Hive Mind rules for more details on the role of synapse creatures. Any Tyranid broods with

at least one model within 10cm of a Hive Tyrant will pass their Hive Mind tests automatically.

Hive Tyrants are terrifying opponents in close combat. The alien impact of their presence is such that a unit in close combat with a Hive Tyrant must take a Morale test at the start of the combat phase. Robots or other models which do not take Morale tests are obviously immune. Enemy that fail their Morale test change their orders to Fall Back orders immediately and will suffer a -2 penalty to their close assault factor in the close combat segment for being on Fall Back orders. See the Epic game rules for details of the Fall Back rule.

Note that if a Hive Tyrant enters close combat with a unit which is already broken that unit will have to take two Break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a Hive Tyrant.

Hive Tyrants are protected by a thick chitinous carapace covered in polymer bonded silicon and carbon platelets, additionally they employ their own considerable psychic powers to defend themselves. This means Hive Tyrants can survive multiple wounds (2 in total) and can regenerate damage. A Hive Tyrant will only be destroyed if it fails two or more armour saves and then is left with two or more Wound markers after it has attempted to regenerate in the end phase.

Hive Tyrants are also extremely resilient to psychic attacks and have a psychic saving throw of 4 or more on a D6 against Weirdboy psychic bolts, Warlock mind blasts, Vortex missiles and the like.

The Hive Tyrant's psychic strength enables it to use one of the following psychic powers once per psychic phase.

The Horror. This power forces all non-Tyranid units within 20cm of the Hive Tyrant to take a Morale test immediately. Robots or other models that do not take Morale tests are obviously immune. Enemy which fail their Morale test change their orders to Fall Back orders immediately and will suffer a -2 penalty to their close assault factor in the close combat segment for being on Fall Back orders.

Psychic Scream. The Hive Tyrant can use this power to affect any non-Tyranid creatures that have psychic powers within 40cm. Roll a D6 for each psyker within range. On a roll of 4, 5 or 6 the psyker is temporarily stunned and may not use any psychic powers during this psychic phase.

Hive Tyrants are powerful and agile creatures that are far more mobile than machines of equivalent size. Because of this they count as Knights for combat, but are classified as infantry for the purposes of movement.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Hive Tyrant	10cm	2+	+10	Venom cannon	50cm	2	5+	-2

Notes: Knight/infantry, Command unit, Psychic save 4+, Psychic powers, Synapse creature, Enemy test morale in close combat, Wounds:2, Regenerates.

LICTORS

Lictors rove ahead of Tyranid ground swarms seeking out pockets of enemy resistance and native life forms to be absorbed. Lictors are often referred to by Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioural patterns and combat techniques. They are intelligent and possess highly developed sensory organs so they can see, smell, hear, and taste their prey long before it becomes aware of their presence.

Lictors appear to be a specialist mutation of Tyranid Warriors and are highly adapted to survival in hostile environments and a stalker/predator role. Stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake; a larger concentration of prey stimulates a stronger pheromone response and brings a larger group of trailing Tyranids.

Lictors are well equipped for dealing death with a whole arsenal of bio-weaponry which includes mantis-like upper claws, venomous talons, feeder tentacles and barbed flesh hooks. The Lictor's feeder tentacles are tipped with sharpened bony plates and are used to lobotomize victims so the Lictor can absorb their genetic data. The powerful upper claws are edged with fractal chitin and the lower talons have venom channels containing a deadly haematotoxin.

The flesh hooks are the most unusual of the Lictor's weapons. They are formed out of carbon-based chitin with a monomolecular edge and are attached to lengths of exceptionally tough muscle fibre situated between the ribs. The hooks are fired by a sharp intercostal muscle spasm and allow Lictors to snare their victims from a distance. The flesh hooks are also sometimes used as grapnels, which allows Lictors to scale vertical surfaces at great speed.



Lictors are protected by a thick, chitinous exoskeleton. Combined with their size and tough constitution this gives them a saving throw of 6 on a D6, though most infantry stands have no save at all. Furthermore, because their save in part represents their ability to dodge out of the way the Lictor's saving throw is not subject to any saving throw modifiers. This means Lictors will always save on a 6 even if they are hit by a powerful weapon like a Plasma Annihilator.



Lictors are also covered with tiny chameleod scales which shift their colour and texture to match the creature's surroundings. These make Lictors exceedingly difficult to spot except at very close range. To represent their ability to stalk forward unseen, the Tyranid player is allowed to reposition Lictors once both armies have been deployed. Before the game begins the Tyranid player can move any of his Lictors once at up to charge rate (ie, double their normal move distance). This move may not bring them closer to the enemy than 5cm. If both sides have units able to reposition like this roll a dice or flip a coin to see who moves first.

Because Lictors are almost impossible to see at long range no enemy may shoot or target indirect barrages at them unless they are within 25cm or, in the case of indirect barrages, they have a spotter within 25cm. Lictors are intelligent and retain the self-awareness of Tyranid Warriors so they are independent creatures and order counters are placed for them like ordinary troops.

Lictor stands comprise a single Lictor model mounted on a standard plastic epic base.

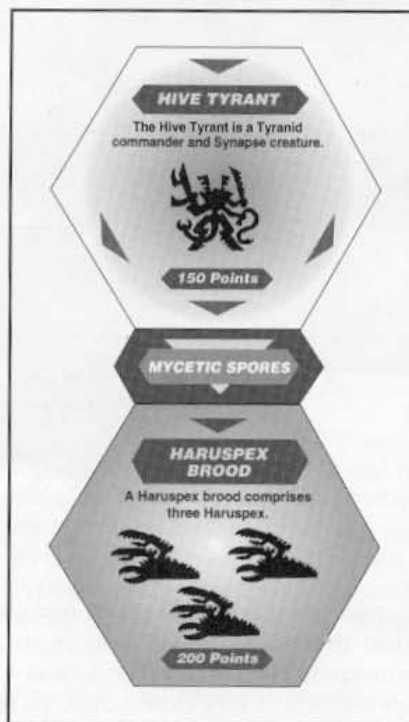
Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Lictor	15cm	6+ fixed	+4	Flesh Hooks	25cm	2	5+	0

Notes: Infantry, Move 30cm forward after set-up. Independent, Cannot be targeted from over 25cm away.

MYCETIC SPORES

During planetary invasions Tyranids tend to only commit the bulk of their forces from the bio-ships once they have located opposition which needs to be eliminated. To facilitate this they make use of bio-constructed ablative spores disgorged from bio-ships in orbit. These carry shock troops such as Genestealers, Hormagaunts and other creatures straight into battle in a similar fashion to Space Marine drop pods. These spores are often inaccurately reported as meteor showers by civilian observers but experienced troops soon learn to spot the telltale fiery streaks of the spores dropping through the upper atmosphere.

When you are creating a swarm you can opt to buy mycetic spores to deliver broods directly into battle. There are a number of Mycetic Spore chits which cost additional points and are placed in the swarm structure to indicate which broods are being dropped into combat. A chit is placed between swarm cards, between the outgoing arrow of the preceding card and the incoming arrow of the brood which is going to be dropped by the spores.



Spore chits for dropping three, five or ten models are available. Obviously the chit bought for a brood must be able to carry all of the models in that brood. Astute players will notice that the points cost is the same for dropping broods of three models as it is for broods of five models – this is because broods of three models invariably contain larger creatures which in turn require larger spores. Each spore carries one stand of infantry, or one model (which can be a vehicle or super heavy vehicle-sized model, but not a bio-Titan).

Before the game starts allot a number to each spore and note down which numbers correspond to which broods. Then decide in which turn the spores are going to arrive. For each brood you must note down whether you want it to arrive with the first wave (first turn), the second wave

(second turn), the third wave (third turn) and so on. All the models in a single brood must drop in the same wave but other than this you can spread out dropping broods through the game as you like.

Spores land on the table during the orders phase after all orders have been placed but before they are revealed. Determine where the spores land using the special Spore markers. Sort out enough markers for the spores you are dropping, with numbers marked on them corresponding to the numbers noted down for the broods.

Place all the markers for spores landing that turn on a burst template and hold it 30-40cm above any part of the table. Invert the template sharply so that the markers fall on the table. A spore is destroyed if it lands off the table, in terrain which is impassable to vehicles, or on a Titan/Gargant. Anything a spore lands on (with the exception of other spores) suffers a hit with a -1 saving throw modifier.

Enemy models on First Fire orders may fire at dropping spores as they fall from the sky. This is an exception to the normal turn sequence because the firing is resolved at the end of the orders phase after orders have been revealed. Because the spores are plummeting through the air firers may ignore any intervening terrain that might block their line of sight. However, because the spores drop from a high angle at great speed, weapons that fire barrages cannot be brought to bear on them as they drop. Remove the order counters of troops that fire as a reminder that they cannot fire again during the turn.

Once any firing has been resolved the spores land. Spores sometimes land at too steep an angle and shatter on impact, smashing their occupants into jelly. Roll a D6 for each Spore marker. On a roll of 1 the spore and its contents are destroyed (though regenerating creatures may still be able to recover); on a roll of 2 or more the contents of the spore survive and can be placed on the tabletop. Models with multiple wounds suffer D6 wounds if they roll a 1 on impact.

Models emerging from spores can move normally in the movement phase and fight in the combat phase, though their orders for the turn will depend on their type.

Instinctive Broods: Instinctive broods will follow their instinctive behaviour on the turn they emerge, though they can be controlled by the hive mind as normal in subsequent turns.

Independent Broods: Independent broods will have Advance orders on the turn they are dropped.

Commanders: Commanders will be able to move at charge rate and still fire in the first fire phase.

Once the models carried by the spores have been placed on the table remove the Spore markers from play.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mycetic Spore	Special	4+	-	None					Vehicle, carries one model or stand

TERMAGANTS

Termagants are fast, agile and cunning creatures. They are commonly referred to as Hunter-Slayers by Imperial Guard troops. On board the bio-ships of the hive fleet their role is to protect the vessel by moving quickly through the narrow arterial passages of the ship to attack intruders. In planetary invasions packs of Termagants accompany Tyranid Warriors, hunting down enemy defenders and tearing them apart. Their minds are ferocious but simplistic and they are apt to become confused if they are separated from the influence of the hive mind.

Termagants are generally one to two metres tall and run on four legs clutching a symbiote weapon-creature (known as a fleshborer by Imperial troops) in their forelimbs. Though

they lack the size and strength of Tyranid Warriors or Genestealers, Termagants attack in large packs, relying on determination and strength in numbers to overwhelm the foes of the hive mind.

Because of their simplistic and aggressive mentality Termagants are subject to the rules for instinctive behaviour if they are not guided by the hive mind. The Termagant's instinctive behaviour is to Hunt, so a brood will move towards the nearest enemy at their normal rate and shoot at the nearest enemy in the advance fire phase.

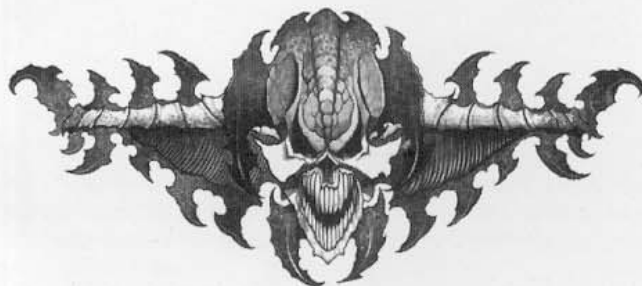
Termagant stands comprise five Termagant models mounted on a standard plastic epic base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Termagants	10cm	-	+1	Fleshborers	25cm	1	5+	0	Infantry, Instinct: Hunt

ZOANTHROPE

Zoanthropes are perhaps the strangest of the mutant strains of Tyranid Warrior seen amongst the swarms. Though they are considerable larger than Tyranid Warriors their bodies are fragile and have feeble, atrophied limbs, and their heads are so huge and bloated that they look too large for their frail bodies to support. Zoanthropes appear to have been engineered to exploit the maximum psychic potential of Tyranid Warriors and even seem to use psychic energy to motivate their wasted bodies.

Zoanthropes, for all their seeming physical weakness, are lethal creatures. They use their psychic powers both to defend themselves and to attack their opponents with ravening bolts of warp energy. Because of their psychic defences Zoanthropes have a psychic saving throw of 4+ against Librarian and Warlock psychic attacks, Vortexes etc.



A Zoanthrope's saving throw against ordinary hits from weapons is 5 or more on a D6, and because this is reinforced by the Zoanthrope's stores of psychic energy it is not affected by weapon saving throw modifiers. This means a Zoanthrope will always save on a 5 or a 6 even if it is hit by a powerful weapon like a Volcano cannon.

Zoanthropes do not have any shooting attacks but they can make a psychic attack in the psychic phase.

Warp Blast. This power unleashes a blast of warp energy against a model in sight of the Zoanthrope and within 50cm. The blast will hit on a D6 roll of 5 or 6 if the Zoanthrope is on Nest or First Fire orders, or a roll of 6 if it is on Advance orders. If a Zoanthrope is on Charge orders it may not use its Warp Blast power at all. A model struck by a warp blast suffers a hit with a -6 saving throw modifier, or loses a single shield if it is protected by void shields or power fields.

Though they are highly intelligent, Zoanthropes have become sedentary creatures through their mutation, so unless they are controlled by the hive mind they will halt to conserve their energy. Zoanthropes are subject to instinctive behaviour with their natural instincts making them Nest, so they will remain stationary and hurl warp blasts at the nearest enemy in the first fire segment of the combat phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Zoanthrope	10cm	5+ fixed	+1	Warp blast	50cm	1	5+/6+	-6

Notes: Dreadnought/walker, Instinct: Nest, Psychic save 4+, Psychic Powers.

TRYGON

The Trygon is a massive, snake-like organism the size and weight of a super heavy tank. Trygons are commonly referred to as Shockers or Rattlers by Imperial Guard troops because of their distinctive attacks using a bolt of flaring electrical energy. The Trygon is a living weapon that generates an electrical field from the thousands of scales which cover its body. As the Trygon moves the scales are agitated and each one generates a bio-static charge, thus creating the Trygon's sinister rattling. Energy from the scales is conducted along hardened nerve synapses to blade-shaped forelimbs on its upper body.

The Trygon builds up its charge as a crackling corona of lightning which wreathes its forelimbs until unleashed. At the point of release modified gill structures are used to spray an ionizing exhalation which conducts the shock discharge. The result is a rolling blast of high voltage power which can burn out electrical systems and electrocute troops with frightening efficiency.

The Trygon's electrical charge is represented by a special template on the tabletop. The template is positioned in front of the Trygon, and as the Trygon moves the template moves with it. If any models are touched by the template while the Trygon is moving they may be electrocuted. Models attempting to engage the Trygon in close combat may also be electrocuted if they touch the template as they move into contact, but note that the bio-shock affects friend and foes alike so friendly models may also be hit as the Trygon moves!



In either case, roll a D6 to see whether the model is hit: on a roll of 3 or more the model suffers a hit with a saving throw modifier equal to the number rolled on the dice. Normal to hit modifiers for cover apply to this roll, and to the saving throw modifier of the hit, because of the chances of the electrical discharge partially earthing itself into the terrain.

For example, a Trygon pushes its template so that it's touching a Land Raider in rubble. The roll to hit is 4, which is reduced to a 3 because of the -1 to hit for the rubble, so the Land Raider is hit and must make a saving throw with a -3 modifier. Models with shields will lose a single shield if they are hit by a Trygon template.

If it is on Advance, Hunt or First Fire orders a Trygon can fire its template a random distance forward in a straight line in the appropriate segment of the combat phase. The distance the template travels is equal to the roll of a D6 multiplied by 10cm, so a roll of 3 would mean the template



travelled 30cm, a 6 would move it 60cm and so on. Any models touched by the template as it moves may be hit. Resolve the effects of hits in the same way as when the Trygon itself is moving the template.

When the Trygon template is fired in this way it will stop if it moves into a building (ie, it will move into the building but not out of the other side) or hits a Titan, Gargant or other large machine which uses a hit location template. If the Trygon template is stopped calculate any hits and then remove it from play. The template will move through woods, ruins, craters, bunkers and over hills and trenches etc. without any problems, but it will be instantly discharged and removed from play if it touches a marsh, river, stream or other body of water.

Once a Trygon has discharged its template it needs time to build up a static charge again so the template is not replaced until after the following movement phase. This is easy to remember because at the end of the movement phase you place a template in front of every Trygon that hasn't already got one.

Trygons are simple but voracious entities driven by their predatory instincts. Because of this they are subject to the rules for instinctive behaviour if they are not guided by the hive mind. The Trygon's instinctive behaviour is to Hunt, so a Trygon will move towards the nearest enemy at its normal rate and shoot its template at the nearest enemy in the advance fire phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Trygon	20cm	1+	+8	Bio-Shock	D6x10cm	Template	3+	-D6
Notes: Super Heavy Vehicle, Instinct: Hunt, Uses special template.								

TYRANID WARRIORS

Tyrannid Warriors are the elite fighters of the hive mind. They have six limbs and stand over twice the height of a man. Their lower limbs end in sharp hooves and are used for locomotion, leaving the middle and upper pairs to use various deadly bio-weapons like Boneswords or Deathspitters. The ships of the hive fleet carry untold millions of Tyrannid Warriors in frozen hibernation. These act as the foot troops of invasion forces unleashed against the worlds in the path of the hive fleet.

Tyrannid Warriors are amongst the most important Tyranids. Not only are they genetically engineered organic killing machines in their own right but they also fulfil a pivotal role in the Tyrannid swarm. They act as psychic resonators, amplifying the psychic bond of the hive mind and transmitting its power to the less receptive organisms around them. When the Tyranids swarm out of the bio-ships to do battle the Tyrannid Warriors lead the lesser creatures into combat, giving their troops the ferocious resolve and unshakeable purpose so characteristic of the swarm.

Tyrannid Warriors are protected by a thick, bony carapace and scaly cartilage. Combined with their size and tough

constitution this gives them a saving throw of 6 on a D6, though most infantry stands have no save at all. Furthermore, because their save in part represents their ability to move quickly and absorb damage which would kill lesser creatures, the Tyrannid Warriors' saving throw is not subject to any saving throw modifiers. This means Tyrannid Warriors will always save on a 6 even if they are hit by a powerful weapon like a Plasma Annihilator.

Tyrannid Warriors are closely meshed into the hive mind so they always pass Hive Mind tests no matter what the cause. Any Tyrannid broods with at least one model within 10cm of a stand of Tyrannid Warriors will also pass Hive Mind tests automatically.

Tyrannid Warriors can plan and make decisions independently of the hive mind so they may be given an order counter in the orders phase, like normal troops. A brood of Tyrannid creatures following instinctive behaviour may be given the same orders as the Tyrannid Warriors if they have at least one model within 10cm of a stand of Tyrannid Warriors in the orders phase.

A stand of Tyrannid Warriors comprises three Tyrannid Warrior models mounted on a single base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tyrannid Warriors	10cm	6+ Fixed	+5	Deathspitters	50cm	2	5+	-1	Infantry, Independent

As you are aware, the regiment was deployed to the Moloch system to protect Forge World Triplex Phall from the western edge of the Tyrannid sweep. The entire regiment, reduced to three and a half thousand men, following the containment of the uprising on Graia IX, was committed. Despite heavy losses, the men were confident. Incidence of post-traumatic stress acceptable at 17%. We ported to Moloch on the transport *Kramer*, and the three-week trip gave the men a chance to recuperate, both physically and mentally.

Our regiment was assigned to help the local forces defend Moloch III. The situation was desperate. The other two planets in the system had been overrun, the automatic satellite defences destroyed. All remaining troops, equipment and civilians had been moved to the mountain fortress of Zharr. They called it the last and greatest, and I have never seen its like before. The chambers and tunnels of the fort stretched up to the mountain's peak, across its girth, and plunged for miles down into the bedrock of the planet itself. The thick rock walls were reinforced with an adamantium lattice, and all above ground access points protected by three sets of armoursteel shutters. In the final analysis I believe its very size made the place indefensible.

You have asked me to be exact. You have to understand that against such an enemy exactitude is impossible. I can count how many men we lost, but quantifying the manner of their falling is difficult. I estimate that in the first assault five hundred men died from missile fire as the Tyranids

approached the gates. Half an hour that seemed like half a day. The ground was covered by things that crawled, slithered and spat green fire. Overhead, flocks of nightmare creatures darkened the sky. We held the gate for two hours, during which time I watched a slaughter so terrible it will haunt my dreams for eternity. It was shortly before Tantum Gate fell that we lost contact with the fifth company, who had been sent to hold Far Gate, the south entrance. Gigantic Carnifexes chewed through the armoursteel shutters, and we were forced to retreat to core central.

At this time, communication almost completely broke down. It was impossible to know what was happening over such a large area. A garbled message reached us that the Space Marines had arrived – but who could know anything for certain? Men died, this is all I can be sure of. They died by the hundred, by the thousand. Blasted apart by green fire, sliced into pieces by claw and pincer, their heads bitten off or their flesh melted away. I saw men die with courage, with fear, and in madness. At times the tunnels were plugged with bodies, and blood and ichor ran in streams down the floor.

Approximately two and a half thousand Guardsmen were lost slowing the Tyrannid advance through the tunnels. A scant five hundred made it to core central, which we managed to hold for five days until the Space Marines fought their way in. During that time, many more men and civilians died from their terrible injuries. Commissar Bassilo being unconscious, I was myself forced to administer the Emperor's Grace to those who requested release from their suffering.

TYRANID BIO-TITANS

Tyranid bio-Titans are the most gigantic of all the monstrosities unleashed by the hive fleets during a planetary assault and are brought into action only against the most determined defences. Though they are identified as bio-Titans by Imperial forces, these creatures bear little resemblance to the humanoid-shaped fighting machines built by the Imperium and the Eldar, or even the idol-like Gargants of the Orks, except in terms of size and lethality.

Bio-Titans are giant multi-legged creatures more reminiscent of spiders or scorpions than anything else. In general they have four long legs for locomotion and two arms, specially adapted for carrying a range of giant symbiote weapons. Their heads or mouth parts are also substantially modified to carry further weapons such as acid spitters, spine firers, poison sprayers and the like.

As with all Tyranid beasts, rapid mutation and adaptability is common to bio-Titans. They appear to be a composite of several creatures so closely meshed together that they have become an indistinguishable whole. For example, the exoskeleton for the legs and much of the carapace is formed by a single creature, but the musculature to move the bio-Titan's vast body is supplied by a series of creatures rooted in cavities inside the exo-skeleton.

Bio-Titans are notoriously difficult to kill, even with the heaviest of weaponry. They are protected by ridged plates of chitin that are angled to deflect incoming shots. Even if their armour is penetrated their composite nature means that parts of the Titan will continue to function and fight long after critical injuries have been inflicted on other parts of the whole. In battle bio-Titans march forward on spiderlike legs to duel with the largest enemy units or sweep aside lesser troops in an orgy of bloodshed and horror.

BIO-TITAN RULES

ORDERS

All bio-Titans are independent creatures and as such may be given First Fire, Advance or Charge orders freely during the orders phase.

MOVEMENT PHASE

Unsurprisingly, bio-Titans move with exactly the same movement restrictions as ordinary Titans. They may turn up to 90° once during their move, be it at the beginning, in the middle or at the end. Terrain effects are the same for bio-Titans as for normal Titans.

PSYCHIC PHASE

Whatever serves the bio-Titan as a brain is undoubtedly psychic so bio-Titans normally have a psychic saving throw, as noted on their datacards. It is unusual, but not unknown, for bio-Titans to manifest psychic powers. If a bio-Titan does have psychic powers this will be noted on its datacard.

COMBAT PHASE

Fire Arc

Bio-Titans can fire their weaponry into their forward 180° arc as shown on the diagram below.

A bio-Titan may fire its weapons 180° to the front



Bio-Titan Armour Saves

Bio-Titans do not have shields like Imperial, Ork and Eldar machines, instead they have their natural armour and toughness to protect them. To represent this, bio-Titans receive an overall armour saving throw against any hits against them. The bio-Titan datacard includes the saving throws for the creature's front, side and rear facings.

This saving throw is modified by the attacking weapon's save modifier as normal (note that the save is not further modified for side and rear shots). If the bio-Titan makes its overall saving throw the hit has no effect – it is deflected by the bio-Titan's armour or hits but fails to penetrate far enough to cause any significant damage. If the bio-Titan fails its overall save there is a chance the hit will inflict a wound on the beast and possibly also cause critical damage.

Wounds

Bio-Titans have a number of wounds to represent how hard they are to kill. The number of wounds a bio-Titan has varies by type, and is noted on the creature's datacard.

Each time a bio-Titan fails its overall armour save go to the hit location template to work out exactly where the hit lands. This works in the same way as for normal

Titans or Gargants, so refer to the template and pick a location you want to aim at.

Take the pair of Aim dice and roll them to see whether the shot scatters. If it scatters and you hit an empty square, or a square that is behind cover, the shot has missed or been deflected at the last moment and does no damage. If the shot hits a location it will automatically inflict 1 wound, so place a Wound marker next to the model. A bio-Titan always suffers 1 wound each time it fails its overall armour save and one of its locations is hit.

When a bio-Titan has accumulated as many markers as it has wounds it collapses to the ground and may not fight until it has regenerated and removed some or all of the markers. Carefully put the model on its side until the end phase to show it can't fight. A bio-Titan that has collapsed in this way may still be targeted by the enemy, and most opponents will not be able to resist putting a few more shots into it "just to make sure". Just add another Wound marker each time it is hit, fails its overall armour save and is hit in a location.

Critical Damage

In addition to inflicting a wound, hits to locations can cause critical damage – haemorrhages, severed tendons, nerve damage and similar unpleasantness. To represent this, each location has a critical hit number which indicates how difficult it is to damage. The higher the number the harder that location is to hurt.

For example, the Hierophant bio-Titan has a critical hit number of 6 on its head because it is very heavily protected by bony plates. Conversely, its legs only have a critical hit number of 4 because they are more vulnerable to being smashed or severed.

In order to score critical damage on a location you must roll equal to or over its critical hit number on a D6. So, for example, you would need to roll a 6 to critically damage the Hierophant's head but only a 4, 5 or 6 to damage its leg.

If you score critical damage against a location, roll for its effect on the appropriate location damage table on the back of the datacard. Depending on the location critical damage can inflict extra wounds, destroy the bio-Titan's symbiote weapons, immobilise it, stun it temporarily and so on. Some weapons, like Volcano cannon for example, have a bonus on location damage rolls and this applies as normal against bio-Titans if they suffer critical damage from the hit.

Most critical damage can be regenerated in the end phase as the bio-Titan's nervous system compensates for the damage done by releasing coagulants into its wounds, growing new cells to replace destroyed ones, bypassing damaged organs and so on. The location damage table will state if a particular instance of critical damage can be regenerated.

Close Combat

Bio-Titans are horrific opponents in close combat, having the size and strength of Titans combined with



the voracious ferocity and agility of a living creature. Most bio-Titans are armed with claws, tentacles and clashing mandibles which they can use to tear opponents apart in a highly efficient manner. Opposing troops are often so terrorized by these monsters that they cannot stand against them in close combat, breaking and fleeing at the last moment or becoming frozen in place by their horror.

Opposing troops in close combat with a bio-Titan must take a Morale test at the start of the combat phase. Robots or other models that do not take Morale tests are obviously immune. Enemy which fail their Morale test change their orders to Fall Back orders immediately and will suffer a -2 penalty to their close assault factor in the close combat for being on Fall Back orders. See the Epic game rules for details of the Fall Back rule.

Note that if a bio-Titan enters close combat with a unit which is already broken that unit will have to take two break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a bio-Titan.

Bio-Titans fight in close combat just like ordinary Titans. They cannot be pinned by opponents that are not Titans. If an opposing model beats a bio-Titan in close combat the bio-Titan will suffer 1 wound for each point of difference between the two scores (for example if the bio-Titan rolled 21 and its enemy rolled 24 the bio-Titan would suffer 3 wounds, $24-21=3$). Like all close combat



damage no armour saving throw is possible against the wounds suffered. In addition, the bio-Titan will automatically suffer critical damage to one hit location chosen by its opponent. Simply make a roll on the appropriate location damage table for the critical damage. You don't need to roll the Aim dice as it's impossible to miss something as big as a bio-Titan at point blank range!

END PHASE

Regenerating Wounds

In the end phase you can roll to regenerate each Wound marker the bio-Titan has suffered (including wounds taken in previous turns). Roll a D6 for each Wound

marker: on a roll of 4-6 the marker is removed, on a roll of 1-3 the marker remains.

If, after rolling to regenerate, the number of Wound markers the bio-Titan is left with is equal to or greater than its number of wounds, the creature dies. If there are fewer Wound markers than the creature has wounds it stands upright again and is able to act normally in the next turn (subject to the effects of any critical damage of course). Remember to leave in play any Wound markers the bio-Titan failed to regenerate, as it makes the bio-Titan easier to knock down again if it still has some lingering Wound markers.

Regenerating Critical Damage

In the end phase you can also roll to regenerate critical damage (including damage taken in previous turns) as indicated on the location damage tables. Roll a D6 for each critical damage result the bio-Titan has taken. If the roll is equal to or greater than the number noted in the location damage tables it has been successfully regenerated and the critical damage has no further effect. Note, however, that extra wounds inflicted by critical damage will not be regenerated just because the critical damage is healed; the Wound markers must be regenerated separately.

BIO-TITAN WEAPONS

CLUSTER SPINES

Cluster spines are similar to the frag spines implanted onto Haruspex and Malefactors for close range anti-personnel work. They are fired by a muscular contraction and use explosive cellular expansion to detonate on impact and spray razor-sharp chitin plates over the target area. The cluster spines implanted onto bio-Titans are larger, more densely packed and fire in groups to achieve maximum saturation of the target.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Cluster Spines	50cm	8 barrage points		-1

PYRO-ACID SPRAY

The pyro-acid spray is undoubtedly one of the most fearsome symbiote weapons in the bio-Titan's arsenal. The spray fires a triple jet of highly corrosive acids which melt through plascrete and steel like wax. The interaction of the acids also produces a great release of heat, such that the jets ignite as they leave the nozzles of the spray and the target area is quickly covered in licking flames and explosions where the burning acid has swept over it.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Pyro-acid spray	Template	3+		-2

Special Rules

The pyro-acid spray uses the special template supplied. Place the template so that its narrow end touches the firing bio-Titan and the other end covers the target. Any model (friend or foe) that is at least half under the template is hit on a roll of 3 or more on a D6 and must make a saving throw with a -2 modifier to avoid destruction. To hit modifiers for cover are ignored when you roll for hits because the acid permeates any cover. Buildings hit by the pyro-acid spray must make a saving throw with a -2 modifier to avoid collapsing into burning rubble.

STINGER SALVO

Stinger salvos are used against troops and lightly armoured vehicles at close range. The stingers themselves are fans of long needle-like protuberances which contain a vein of lethal corrosive venom. The stings are segmented and when the bio-Titan directs a pulse of venom into them the tips are launched with tremendous velocity. This reveals the sharp tip of the next segment of the needle and makes it ready for firing. Salvos of the high velocity stingers are short ranged but devastating, riddling the targets with slivers of bone and corrosive poisons.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Stinger Salvo	25cm	6	4+	-1

BIO-CANNON

Bio-Titans commonly carry large triple-orificed symbiote weapons which appear to function in a similar manner to the bio-cannon mounted on an Exocrine. The heavy cords of muscle that ridge the barrels of the cannon accelerate its ammunition of chitin shells to a speed at which they punch through armour as if it were cardboard. A hardened penetrator core at the centre of the shell penetrates the target in a small explosion of shrapnel and carries the spores of a pernicious slime fungus into it. Large targets that sustain bio-cannon hit are often rotted from the inside out within minutes.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Bio-cannon	75cm	3	5+	-3

Special Rules

The slime fungus contained in bio-cannon shells adds +1 to the damage roll against targets that use a hit location template, like Titans.



BILE LAUNCHER

Bile launchers work by belching a jellied lump of cankerous slime which is corrosive enough to burn through flesh and bone in seconds. Armoured targets may last a little longer than others but even they will collapse into piles of pitted and rusted metal within a few minutes. Worse still, the bile launcher can have a considerable splatter radius if it strikes its target. These smaller droplets of acidic slime are unlikely to damage battle tanks but they can still kill foot troops who fail to take cover.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Bile Launcher (Hit)	100cm	1	3+	-3
(Splatter)	-	4 barrage points		0

Special Rules

If you roll a hit with the bile launcher place a barrage template directly over the target model. Any other models that are at least half under the barrage template may also be hit by it. This 'splatter' is treated as a barrage with 4 barrage points (5 or 6 on a D6 to hit) and no saving throw modifier. Buildings may be affected by the splatter like a normal barrage. Buildings may also be targeted by the bile launcher and must make a saving throw with a -3 modifier or collapse into rubble. In this case there is no splatter effect as the building absorbs most of it.

SPORE PODS

Many bio-Titans carry swollen pods of virulent spores implanted into their chitinous limbs. When they explode, the air around the bio-Titan is filled with deadly spores which will pierce the surface of anything warm that they touch and send burning threadlike growths shooting into it. Bio-Titans use nerve impulses to detonate the pods, either as an intensive cloud in a small area or as a broad bank of spores to sweep a larger area. Though each spore pod is emptied when it is used a single bio-Titan carries enough spore pods to last for the whole battle.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Spore Pods	25cm	12 barrage points		-1

Special Rules

The spore pods discharge a total of 12 barrage points in a single turn. These may be split amongst several barrage templates, this is summarised below for convenience.

No of Templates	BP per Template
1	12
2	6
3	4

Any models affected suffer a hit with a -1 save modifier.

RAZOR CLAW

Razor claws are deadly hand-to-hand combat weapons carried by Tyranid bio-Titans to enhance their already formidable fighting power. Razor claws resemble gigantic crab claws, but this basic evolutionary design has been made more lethal by bonding a mono-molecular edge to them so that they can slice through armourplasm and ceramite. Razor claws are also implanted with frag spines like those mounted on Haruspex and Malefactors, and these increase the bio-Titan's short range firepower against infantry and light vehicles.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Razor claw (Frag Spines)	25cm	8 barrage points		0

We have wrested worlds from the Tyranids' control before they have been fully scoured by the hivefleet but they are irrevocably altered. They become hellholes of uncontrolled evolution and mutation, with new and deadly life forms appearing almost overnight. Even the vegetation on such worlds grows back at an unnatural rate and with a sinister alien deliberation. In short they become like Catachan, Cthelle, Lost Hope and a dozen other other places already found in the galaxy. They become Deathworlds.

*On Alien Biosphere Alteration. Hojan Storall
Technomagos of the Adeptus Mechanicus*

Special Rules

If a bio-Titan armed with a razor claw wins a close combat it can make a grab attack instead of rolling for damage normally. The grab attack only affects Titans and buildings – other models are too small to grab. Against enemy Titans the bio-Titan can 'grab' any location shown on the hit location chart and try to tear it off. Both players roll a D6 and the bio-Titan adds +2. If the bio-Titan's score is higher than its opponent's the location is torn off and suffers the highest result on the appropriate damage table. If the scores are equal the opponent pulls partially free of the bio-Titan's grasp, roll for damage normally. If the opponent rolls higher than the bio-Titan he wriggles completely out of the bio-Titan's grasp and no damage is done.

If a bio-Titan is in contact with a building during the close combat phase it can make a free grab attack on the building if it wishes. A building hit by a grab attack suffers a hit with a -4 saving throw modifier, and if it fails to make its save it collapses into rubble.

In the combat phase the razor claw may be used either in close combat or to make a ranged attack with its frag spines. It may not be used to do both in the same turn.

RIPPER TENTACLES

Ripper tentacles are thick ropes of tendon and muscle tipped with diamond-hard talons that can slice through armour with frightening ease. The talons themselves are hollow and inject a highly corrosive fluid into their prey when they strike. Each tentacle is controlled by a separate nerve bundle so they writhe and strike as if they have a mind of their own. This makes a bio-Titan equipped with ripper tentacles incredibly hard to close assault with troops or tanks because the tentacles will lash out at individual squads and vehicles as they come within range.

Special Rules

If a bio-Titan is armed with ripper tentacles it prevents enemy troop stands and vehicles gaining the bonus dice for multiple attackers in close combat. Super heavy vehicles, Knights and equivalent sized models are too big for the tentacles to handle more than one at a time so they may gain the bonus dice for multiple attackers but only for other super heavies which are attacking in the same close combat phase.



If a bio-Titan with ripper tentacles is fighting against another Titan/Gargant it can wrap its tentacles around one of its opponent's close combat weapons to stop it being used during the close combat phase. Note that if the tentacles are engaged like this they cannot be used to fight off infantry and vehicles as well. If the bio-Titan wins the close combat, roll for damage against a single location chosen as normal and also against the trapped weapon with a +2 modifier on both damage dice rolls.

If a bio-Titan is in contact with a building during the close combat phase it can make a free attack on the building with its tentacles if desired. A building attacked by the tentacles suffers a hit with a 0 saving throw modifier. If the building fails to make its save it collapses into rubble.

BIO-TITAN WEAPON SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Cluster Spines	50cm	8 barrage points		-1	
Pyro-acid spray	Template	3+		-2	Special rules
Stinger Salvo	25cm	6	4+	-1	
Bio-Cannon	75cm	3	5+	-3	+1 damage vs. targets that use a hit location template
Bile Launcher (Hit) (Splatter)	100cm -	1 4 barrage points	3+	-3 0	Special rules
Spore Pods	25cm	12 barrage points		-1	Barrage points may be split. See special rules
Razor claw Frag Spines	25cm	8 barrage points		0	Grab attack See special rules
Ripper Tentacles	-	-	-	-	Special rules

HIVE MIND CARD COMMENTARY

The game effects of each Hive Mind card are described on the card itself and in most cases this should supply enough information to resolve playing the card with no problems. However, because there are so many different types of troops and vehicles in the Epic game, situations are bound to arise where there is room for confusion. Because of the limited area on the cards for explanations, I've tried to clarify the intentions behind the rules in this commentary.

The following points expand on the standard phrases used on all of the cards. These general interpretations should be used unless they are contradicted by the card itself or the commentary that follows.

Range

Ranges for Hive Mind cards come in three types.

1. "From a synapse creature": This is the most common range type and is used on nearly all the Hive Mind cards. The range is measured from a single, nominated synapse creature model (eg, a Dominatrix or Hive Tyrant). The card can be played on any eligible unit or model within the stated range. It is quite permissible to check that a model or unit is within range before actually playing the card.
2. "Anywhere on the battlefield": This means exactly what it says! The range of these Hive Mind cards is effectively unlimited, though they cannot be played on reinforcements such as drop pods, Thunderhawk gunships etc. which are being held off-board until later in the game.
3. "In sight of a Tyranid creature": Any Tyranid creature can be nominated as being the 'spotter' for this card as long as it is able to move and/or attack (not knocked over by wounds and waiting to regenerate, or incapacitated by a psychic attack, for example). Instinctive creatures that are using an Instinct counter this turn may not be nominated as spotters because they are not fully synchronised with the hive mind. Other than this the normal true line of sight rules apply and range for the effect of the card is effectively unlimited.

Effect

Hive Mind cards always allow you to affect a brood or a single model, the intention being that the effect extends to everything on a single swarm card. However, it's worth noting that bio-Titans always count as single models even if they are part of a bio-Titan brood. Also note that certain Hive Mind cards can only be used to affect Tyranid infantry broods, this being broods made up of troop stands like Termagants, Tyranid Warriors, Genestealers etc.

Duration

The effects of Hive Mind cards only last for the turn in which they are played. So, for example, if you played *Acid Blood* on a brood it would only damage opponents in close combat during that turn and wouldn't last into the following turn. Obviously, the results of Hive Mind cards will endure, so models destroyed by Hive Mind cards stay dead.

CARD COMMENTARIES

Regenerate

The hive mind pours psychic energy into the wounded creature so that it can remove all of its Wound markers without having to roll. Note that this Hive Mind card will only ever affect a single Tyranid model. Though it is assumed that this card will be used on a creature with multiple wounds that can also regenerate (like a Dominatrix) it will also work on a creature that can regenerate but which does not have multiple wounds, like a Carnifex.

Acid Blood

The hive mind stimulates the creatures of the brood to alter the chemical balance of their blood, turning it into a potent acid on contact with air. As noted above, the effects of acid blood only last one turn but during that turn any model from the brood which is killed in close combat will inflict a hit with a -2 save modifier against all of its opponents (even opponents that did not get to fight in a multiple combat because the Tyranid stand was killed). The acid splash is treated as a shooting hit against Titans and other models which use a hit location template. Pick a location and roll the Aim dice to see where the splash lands.



Bio-Assassin

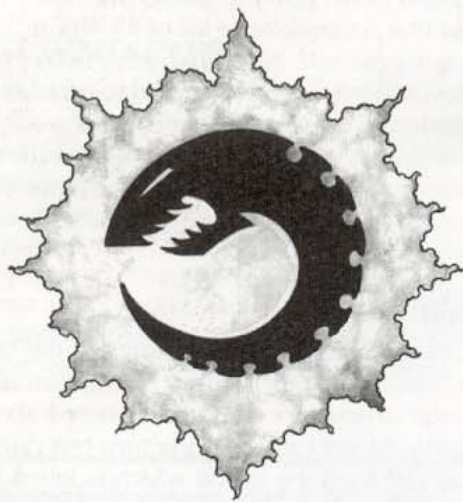
The Bio-assassin card represents an attack by a creature which has been genetically programmed to infiltrate the enemy battleline and destroy one of their leaders. Because the Bio-assassin card can be played at any time it can be used during the close combat segment in order to combine its attack with that of other Tyranid creatures in a close combat and create (or add to) a multiple combat situation.

Chameleon

This card represents a combination of a physical shift in surface colour or texture and psychic shielding to disguise a Tyranid infantry brood as part of its background. Because the brood is almost impossible to see at long range no enemy may shoot or target indirect barrages at it unless they are within 25cm or, in the case of indirect barrages, they have a spotter within 25cm. *Chameleon* can be played on a brood after the enemy has declared his intention to fire at it, but if this happens the enemy can retarget his firing unit against another visible target.

Psychic Barrage

Psychic Barrage cards represent powerful blasts of energy being directed against the planet's surface by orbiting bio-ships of the hive fleet. *Psychic Barrage* uses a normal barrage template as its area of effect and models must be at least half under the template to be affected. Because the attack is psychic no armour saving throws apply but psychic saving throws do.



A Titan or Gargant hit by a psychic barrage automatically suffers a damage roll to its head location, representing damage to its crew. In the case of Mega-Gargants and Emperor class Titans that fail their psychic saving throw, roll to hit every troop stand aboard but do not roll to hit the Titan/Gargant itself. Naturally robots and other models without living crews are immune to psychic barrage but daemons are vulnerable to it and Greater Daemons struck by a psychic barrage will be destroyed and may not expend Chaos cards to survive.

Pathogenic Slime

Pathogenic slime is a self-replicating corruptive agent that breaks down metal and flesh almost instantaneously. The Pathogenic Slime card represents the hive mind causing this substance to be excreted by Tyranid creatures or their symbiote weaponry. Pathogenic slime makes a single hit cause D6 hits instead. The slime will not affect power fields or void shields because it can't damage energy alone. If the slime is used against unshielded Titans or other models

which use a hit location template, each hit after the first must be aimed at either the same hit location or an adjacent location to represent the corrupting spread of the slime.

It is possible that the Aim dice will cause the slime hits to scatter away from the chosen hit location or off the location template entirely. If the first hit scatters off the template then no further damage is done, the slime-bearing projectile didn't hit in the first place so it does no further damage. If the second or subsequent hits scatter so that they are not hitting areas adjacent to the initial impact point they still cause damage – this represents random splatters of pathogenic slime flung out from the impact point.

Overrun Assault

The hive mind impels one of its broods into combat with a mental command which drives them into a screaming fury of bloodlust. This card allows the single model or brood it is played on to engage enemy models in close combat during the movement phase and then fight them in the same phase. It is important to note that these combats are fought after all movement has been completed so your opponent has an opportunity to move in reinforcements if he is moving second. First Fire orders are no defence against the overrun assault because only snap fire shots can be taken in the movement phase.

Because of the impetus of the Tyranids' assault, models that kill their opponents and are not still pinned in close combat by another model may move again up to 5cm. Models which made an overrun assault during the movement phase may also fight during the close combat segment of the combat phase.

Hallucinogens

The hive mind influences a synapse creature to release a cocktail of airborne neurotoxins and pheromones combined with subsonics and empathic interference to disorientate and confuse the enemy. The Hallucinogens card is very potent because it allows you to select the orders for an enemy unit. Note that this card only affects a squadron or detachment, not a whole company. Most importantly it can only be used to select First Fire, Advance or Charge orders for the enemy detachment; Fall Back orders may not be chosen.

Energy Immunity

Energy immunity represents Tyranid creatures temporarily reforming their bodies to dissipate or absorb the energy of attacks. Energy immunity only gives a saving throw against shooting attacks, not close combat hits or psychic attacks. The energy immunity saving throw is not subject to saving throw modifiers so it will always work on a 4 or more on a D6. If the energy immunity saving throw is failed the creature can still take its armour saving throw (if any). The creature's armour saving throw is subject to saving throw modifiers as normal.



EPIC[®]

GAME SYSTEM



Space Marine and Titan Legions are Games Workshop's games of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marine warriors, defenders of the human Imperium, struggle to hold off relentless attacks from rampaging Orks and the technologically superior Eldar. As the commander of a whole army, each player relies on tactical skill to defeat his opponent. Ultimate victory belongs to the best general and the finest of the galaxy's bravest warriors.



Titan Legions is a complete game containing everything you need to fight out the epic clash of gigantic war machines. This game contains hundreds of counters and dozens of models, including a massive Imperator Titan and two Ork Mega-Gargants. **Titan Legions** is an ideal introduction for or expansion to the Epic game system.



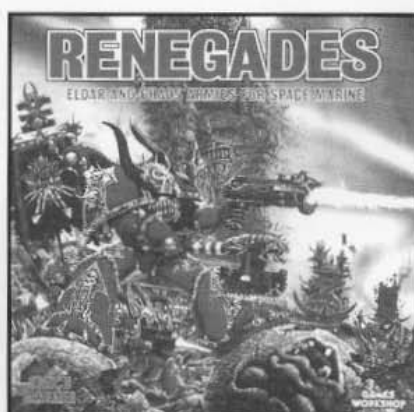
The **Space Marine** boxed game provides you with everything you need to fight huge Epic battles on the tabletop. Each player must use superior tactics and the galaxy's finest warriors to gain ultimate victory. The box contains plastic models and army cards for three enormous forces: Space Marines, Eldar and Orks, plus a gigantic Imperial Warlord Titan.



Armies of the Imperium describes the Space Marine and Imperial Guard armies that comprise the Imperium's fighting forces. This boxed set contains additional Epic game rules for a host of fighting machines, troop types, and special characters.

Rules for Space Marines cover the Ultramarines, Space Wolves, Dark Angels and Blood Angels Chapters in depth, while rules for Imperial Guard introduce the super-heavy tank formations and infantry companies of humanity's largest army.

Also included in the box are Epic army cards for all the new troops and formations described in the rulebook.



Renegades describes the Chaos and Eldar forces of the 41st Millennium, and contains rules for using these armies in your games of Epic battles. The Eldar section covers the mighty fighting machines, troops and special characters of the Eldar Craftworlds.

The Chaos section contains rules for the forces of Chaos and covers the four major Chaos powers – Khorne, Slaanesh, Nurgle and Tzeentch – and their attendant daemons and minions. Also included are the Chaos Space Marines of the Chaos Legions.

Renegades contains Epic army cards for all the new Chaos and Eldar troops and formations described in the rulebook.



Warlords describes Ork and Squat forces of the 41st Millennium and contains rules for including them in your games of Epic battles. The Ork section contains expanded details of the Ork clans, new weapons and vehicles and the mighty Ork Gargants.

The Squat rules cover troops and special characters of the fiercely independent Squat home worlds including the fearsome Colossus super-heavy war machine.

The **Warlords** boxed set also includes new card templates, Gargant datacards, Mekboy kustom repair cards and over a hundred Epic army cards for the vehicles and troops described in the rulebook.

EPIC® TYRANIDS®

HIVE TYRANT



HIVE TYRANT
76804/1

CARNIFEX



CARNIFEX
76805/1

TRYGON

A COMPLETE TRYGON
CONSISTS OF:
1 x TRYGON HEAD
1 x TRYGON CLAWS
1 x TRYGON BODY



EXAMPLE OF COMPLETE TRYGON



TRYGON HEAD
76506/3



TRYGON CLAWS
76506/2



TRYGON BODY
76506/1

ZOANTHROPE

A COMPLETE ZOANTHROPE
CONSISTS OF:
1 x ZOANTHROPE HEAD
1 x ZOANTHROPE BODY



ZOANTHROPE HEAD
76807/2



ZOANTHROPE BODY
76807/1



EXAMPLE OF COMPLETE ZOANTHROPE



EXOCRINE

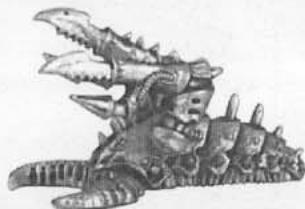


EXOCRINE
76808/1

EPIC TYRANIDS®

HARUSPEX

A COMPLETE HARUSPEX
CONSISTS OF:
1 x HARUSPEX BODY
1 x HARUSPEX RIGHT ARM
1 x HARUSPEX LEFT ARM
1 x HARUSPEX MANDIBLE



EXAMPLE OF A COMPLETE HARUSPEX

HARUSPEX RIGHT CLAW
76801/3



HARUSPEX BODY
76801/1



HARUSPEX LEFT CLAW
76801/2



HARUSPEX MANDIBLE
76801/4



MALEFACTOR

A COMPLETE MALEFACTOR
CONSISTS OF:
1 x MALEFACTOR BODY
1 x MALEFACTOR RIGHT CLAW
1 x MALEFACTOR LEFT CLAW



EXAMPLE OF COMPLETE MALEFACTOR

MALEFACTOR RIGHT CLAW
76802/3



MALEFACTOR BODY
76802/1



MALEFACTOR LEFT CLAW
76802/2



DACTYLIS

A COMPLETE DACTYLIS
CONSISTS OF:
1 x DACTYLIS BODY
1 x DACTYLIS RIGHT ARM
1 x DACTYLIS LEFT ARM



EXAMPLE OF COMPLETE DACTYLIS

DACTYLIS RIGHT ARM
76803/3



DACTYLIS BODY
76803/1



DACTYLIS LEFT ARM
76803/2



Designed by Dave Andrews



TYRANID DATA SHEET

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Biovore	10cm	4+	+1	Spore Mines	100cm	Special Marker/ 6 BP		-3	Vehicle, Instinct: Nest, Special rules.
Carnifex	10cm	4+	+7	Bio Plasma	50cm	1	4+	-2	Knight/Infantry, Enemy test morale in close combat, Instinct: Rampage, Regenerates.
Dactylis	15cm	2+	+4	Bile pods Spore cysts	75cm 15cm	3 barrage pts 2	6+	-2 0	Vehicle, Instinct: Nest
Dominatrix	10cm	2+	+10	Bio-cannon Spore cysts	75cm 15cm	6 12	5+ 6+	-3 0	Super heavy, Command Unit, Psychic save 2+, Psychic powers, enemy test morale in close combat, Synapse, Wounds:4, Regenerate.
Exocrine	15cm	2+	+3	Bio-cannon Spore cysts	75cm 15cm	2 2	5+ 6+	-3 0	Vehicle, Instinct: Nest, +1 on damage rolls
Gargoyles	20cm	-	+1	Flamespurt	25cm	1	5+	0	Infantry, Skimmer, Ignore cover, Instinct: Hunt, Move 40cm forward after set-up.
Genestealers	15cm	-	+6	Claws	-	-	-	-	Infantry, Independent
Harridan	25cm	2+ all round	+5	Spore Cloud Bio-cannon	See below 50cm	12 barrage pts 4	5+	0 -3	Super heavy vehicle, Flyer, Independent, 3 Wounds, carries 5 Gargoyle stands, place barrages when moving, move 50cm after set up.
Haruspex	15cm	2+	+7	Acid jets Frag spines	25cm 25cm	2 2 barrage pts	5+	-2 0	Vehicle, Instinct: Rampage
Hive Tyrant	10cm	2+	+10	Venom cannon	50cm	2	5+	-2	Knight/infantry, Command unit, Psychic save 4+, Psychic powers, Synapse creature, enemy test morale in close combat, Wounds:2, Regenerates.
Hormagaunt	10cm	-	+2	Claws	-	-	-	-	Infantry, Triple speed on charge, Instinct: Hunt
Lictor	15cm	6+ fixed	+4	Flesh Hooks	25cm	2	5+	0	Infantry, Move 30cm forward after set-up. Independent, Cannot be targeted from over 25cm away.
Malefactor	20cm	2+	+5	Frag Spines Spore cysts	25cm 15cm	4 barrage pts 3	6+	0 0	Vehicle, Instinct: Rampage, Carries 2 infantry stands.
Mycetic Spore	Special	4+	-	None					Vehicle, Carries one model or stand
Termagants	10cm	-	+1	Flesh Borers	25cm	1	5+	0	Infantry, Instinct: Hunt
Trygon	20cm	1+	+8	Bio-Shock	D6x10cm	Template	3+	-D6	Super Heavy Vehicle, Instinct: Hunt, Uses special template
Tyrannid Warriors	10cm	6+ Fixed	+5	Deathspitters	50cm	2	5+	-1	Infantry, Independent
Zoanthrope	10cm	5+ fixed	+1	Warp blast	50cm	1	5+/6+	-6	Dreadnought/ walker, Instinct: Nest, Psychic save 4+, Psychic Powers.

ORDERS

Tyranid broods cannot automatically be given an order counter like ordinary troops so their activities will be limited unless they are given direct commands by the hive mind. For the purposes of orders Tyranid creatures are split into three categories: Instinctive, Independent and Commanders.

Instinctive

Instinctive creatures will normally react to situations by reflex or natural impulse. Such creatures will act without co-ordination with the hive mind unless they are being directly controlled by it. The Swarm cards for Instinctive creatures are coloured red, blue or green to make them easy to pick out in the swarm structure.

Instinctive Tyranid creatures can only be given orders by playing Hive Mind cards. Some units act as nodes for the hive mind (such as Tyranid Warriors) and they are also able to control Instinctive creatures which are close to them. Instinctive broods must take a Hive Mind test when they are broken and revert to their instinctive behaviour if they fail. An instinctive brood which is already broken must take a Hive Mind test every time it is given an order counter and disregards the order counter if it fails the test. If instinctive creatures do not have an order counter with them for any reason they revert to their instinctive responses. The response a creature will make is noted in its description and on its swarm card. The instinctive behaviour patterns are shown overleaf. Place one of the special **Instinct counters** with the brood to show what behaviour it is exhibiting.

Independent

These are self-aware creatures with drive, purpose and motivation. Independent Tyranid creatures are treated just like ordinary troops in the Epic game. They may be given either a first fire, advance or charge order counter in the orders phase.

Commanders

These are highly intelligent creatures who dictate the path of the hive mind on the battlefield. Tyranid commanders obey all the standard Epic rules for command units. They do not need to be given orders themselves, they always move as if on charge orders and shoot as if on first fire orders. Like other command units, commanders may only be shot at if they are the closest target of their type.

REGENERATE

When a regenerating creature fails its armour saving throw do not remove the model, place it on its side instead. The model does not count as destroyed for victory points. In the end phase roll a D6 for each regenerating model. On a roll of 1-3 the model is actually dead and is removed. If the roll is 4-6 the model recovers from its damage and is placed back on its feet.

MULTIPLE WOUNDS

Creatures with multiple wounds don't die the first time they are hit and fail their armour saving throw. Place a Wound marker next to the model each time it fails its armour save; when it has accumulated as many markers as it has Wounds it is killed. In close combat a creature with multiple wounds which loses will suffer 1 wound for each point it lost the combat by.

Regenerating and Multiple Wounds

A regenerating creature with multiple wounds will collapse when it has accumulated a number of markers equal to its wounds. The model is placed on its side and tries to regenerate in the end phase.

The creature can still be attacked while it is on its side: make saving throws as normal and place an extra Wound marker with the creature for each failed save. In the end phase roll to regenerate each Wound marker (including wounds from previous turns). Roll a D6 for each Wound marker: on a roll of 4-6 the marker is removed, on a roll of 1-3 the marker remains.

If, after rolling to regenerate, the number of Wound markers the creature is left with is equal to or greater than its number of wounds the creature dies. If there are fewer Wound markers than the creature has wounds it clambers back to its feet and is able to act normally again.



SWARM CASUALTIES

As broods are broken by taking casualties and individual creatures are destroyed, the number of Hive Mind cards a swarm generates is reduced. Swarm cards for broken broods and destroyed single creatures are deducted from the total number of cards in the swarm when you calculate how many Hive Mind cards it generates.

Also, unless a Swarm card is connected to the Dominatrix via a chain of **unbroken** swarm cards it does not count towards generating Hive Mind cards. Should the Dominatrix of a swarm be killed, none of the swarm's cards will count towards generating Hive Mind cards.

Multiple Swarms

If there is more than one swarm in your army add together the **total** number of swarm cards and work out the number of Hive Mind cards you get for them. The Hive Mind cards you get can be played on models from any of your swarms.

HIVE MIND CHART

Number of connected Swarm Cards	0	1-5	6-10	11-15	16-20	21+
Number of Hive Mind Cards	1	3	4	5	6	7

TYRANID SEQUENCE OF PLAY

ORDERS PHASE

- 1 Place face down order counters for Independent broods and broods 'sharing' Tyranid Warriors' or Harridans' order counters.
- 2 Play Hive Mind cards to place order counters face down for Instinctive broods within range of Synapse creatures.
- 3 Wait until your opponent has finished placing his orders.
- 4 Place Instinct counters face-up next to any Instinctive broods that do not have an order counter.
- 5 Roll a Hive Mind test for any Instinctive broods that have been given an order counter but are broken. If they fail the Hive Mind test remove the order counter and give them a face-up Instinct counter instead.
- 6 Roll for initiative.
- 7 Resolve any Mycetic Spores dropping in this turn.
- 8 Reveal order counters.

MOVEMENT PHASE

Whether you are moving first or second

- 1 Move Instinctive, Hunting or Rampaging creatures.
- 2 Move remaining Tyranid broods.

PSYCHIC PHASE

- 1 Total up the number of unbroken swarm cards still attached to the Dominatrix in your swarms and look at the Hive Mind Chart to find the number of Hive Mind cards you can draw.
- 2 Discard unwanted Hive Mind cards.
- 3 Draw Hive Mind cards to bring your hand back to the correct size.
- 4 Alternate using models with psychic powers, starting with the player who won the initiative.

COMBAT PHASE

The combat phase is resolved as normal.

END PHASE

- 1 Roll to remove Wound markers from regenerating creatures. Roll a D6 for each Wound marker: on a roll of 4 or more the marker is removed. Bio-Titans suffering some types of critical damage can also roll to recover from it.
- 2 Total up victory points. Tyranids score victory points when they break opposing units and score victory points a second time when they wipe out opposing units. Units which cannot be broken are worth double victory points when destroyed.

INSTINCTIVE BEHAVIOUR

INSTINCT RAMPAGE

Creatures which Rampage have blue Swarm cards. Rampaging creatures must move at double rate towards the nearest enemy models that are not already engaged in close combat. If a rampaging model moves into contact with any enemy models it will stop and fight them in close combat during the combat phase. Rampaging creatures will not make ranged attacks of any kind. Roll a D6 for any rampaging model that enters impassable terrain: on a 1-3 it is destroyed, on a 4-6 it moves into the terrain and keeps going. Roll again each turn that a rampaging model is in impassable terrain.

INSTINCT HUNT

Creatures which Hunt have green Swarm cards. Hunting creatures move at their normal rate towards the nearest enemy model not already in close combat. Hunting creatures will move into close combat if possible and they will move around impassable terrain. If a hunting creature is not pinned in close combat during the combat phase it will shoot at the nearest enemy model in the advance fire segment.

INSTINCT NEST

Creatures which Nest have red Swarm cards. Nesting creatures will not move but will shoot at the nearest enemy model in the first fire segment of the combat phase.

Note that because Instinctive creatures react to the **nearest** enemy they will often be distracted by inconsequential enemy units and fail to co-ordinate their attacks. Do not make the mistake of assuming that Nest is just like First Fire orders. On First Fire orders you can choose your targets freely, on Nest you **must** fire at the closest enemy.

FORCE POINTS VALUE MAX NO. OF DOMINATRIX

Up to 3000 points	1
3001 to 6000 points	2
6001 to 9000 points	3
9001 to 12,000 points	4
Etc.	Etc.

VICTORY POINTS

ACTION	VICTORY POINTS GAINED
Breaking enemy formation	VPs stated on army card
Wiping out enemy formation	VPs stated on army card
Destroying enemy which cannot be broken	Double the VPs stated on the army card
Holding objective marker	No VPs