WARHAMMER 40,000



BOOK 1: RISING TIDE

WAR ZONE OCTARIUS

△ INQ.REF 20155498



'They call me shameless gambler. They call me reckless menace. They call me murderer.

Do they not understand what is at stake?

What is the loss of a billion souls against extinction? What is the loss of a trillion, a quadrillion more yet? When doom is the alternative, we must be willing to pay any price. It is a simple question of logic, one that my former peers refuse to acknowledge. They do not realise that it is the Inquisitor's sacrifice to lose their Humanity in order to save the species. There is no room in this galaxy for thoughts of compassion, mercy or kindness. Not for those of us with knowledge - that gift and curse both. Instead, there is nought but duty.

Humánity will only survive by the actions of those with hearts of ice and stone, and minds of sharpened steel.

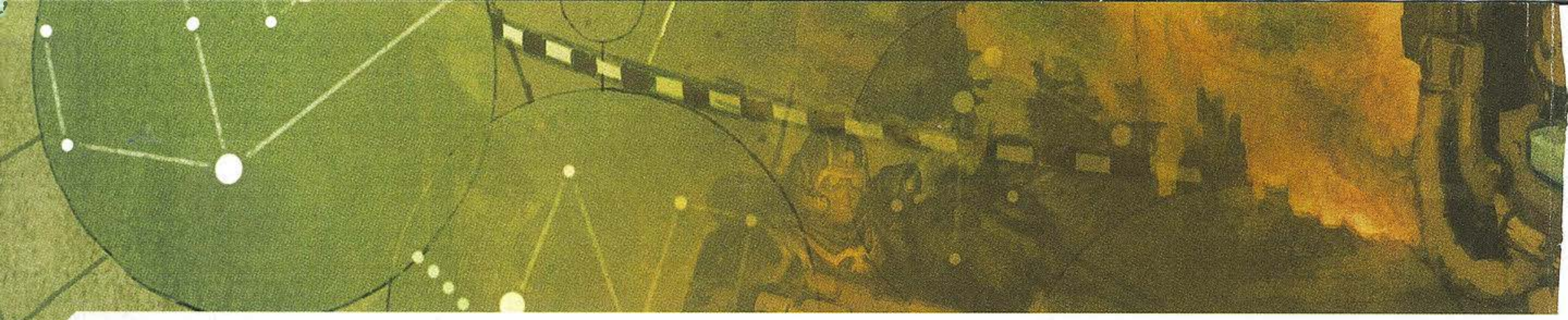
I am no gambler, menace or murderer. I am an assessor of the facts and a taker of action. Those who scorn me will see that I am right before all this is done.'

– *Former Inquisitor Fidus Kryptman of the Ordo Xenos*

WAR ZONE OCTARIUS

BOOK 1: RISING TIDE





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INTRODUCTION

War Zone Octarius is a vortex of whirling and anarchic conflict. For years, the Orks of the Octarian Empire and the Tyranids of Hive Fleet Leviathan have slaughtered each other in droves. As the Orks grow stronger on a diet of carnage and war, so the Tyranids match their increasing might by consuming ever more biomass. Should the xenos war spread, or either side emerge victorious, neighbouring systems will face a terrible threat.

This war was not a spontaneous event, driven by the bestial and primal instincts of alien species, but was manipulated into being. Bringing these two forces into conflict was the design of Inquisitor Fidus Kryptman of the Ordo Xenos.

Inquisitor Kryptman was an expert on the Tyranid threat, having already played a role in the wars against Hive Fleets Behemoth and Kraken. When Hive Fleet Leviathan attacked the galaxy, once again Kryptman fought against them. After many battles, Kryptman conceived a plan to slow the advance of one of the Hive Fleet's tendrils. This involved carrying out Exterminatus – the act of wiping out all life – on worlds in the tendril's path, as well as those already being invaded. Kryptman's goal was to deny the Tyranids biomass as well as inflict significant losses upon them. While successful, this strategy cost hundreds of billions of Imperial citizens their lives. For his actions, Kryptman was stripped of his title and forced into exile, but his determination to halt and defeat Hive Fleet Leviathan ran deep. Soon, he had forged another, more daring plan to achieve this.

In the past, Kryptman had observed Orks and Tyranids fighting each other, and he had marvelled at how costly the conflict between the two races had been for both. Knowing the Orks of the Octarian Empire were winning their war with the Imperium, Kryptman wanted to bring Hive Fleet Leviathan into conflict with them. Enlisting the aid of his few remaining allies in the Deathwatch, he captured a brood of Genestealers and sent them into the Octarian Empire aboard a space hulk. The plan was a success; within a short time, dozens of Ork worlds had Genestealer infestations. A tendril of Hive Fleet Leviathan speared deep into greenskin space to the rich feeding ground it offered, and for their part the Orks were jubilant. Many grew huge on the diet of constant warfare, and the greatest fight of their lives was on their doorstep. Imperial worlds on the border of the Octarian Empire were granted a reprieve from attack as the greenskins sought bigger and better fights against Hive Fleet Leviathan's swarms. On the other side, the Tyranids consumed colossal quantities of Orks to produce ever more – and ever more diverse – bioforms. Both sides were growing stronger, rather than weaker. In the eyes of many observers, Kryptman had at best delayed the inevitable. At worst, he had created a monster that the Imperium could not hope to defeat.

OCTARIUS

'Lords, ladies, generals, admirals, colleagues.

I speak to you, this day, of the Octarian debacle. Some of you may know it as Kryptman's folly. To my mind, we are now at the edge of the abyss, and have no choice but to fight our way free from it. That is the subject of which I now speak.

It is inevitable that the xenos war will spread. It is inevitable that it will reach our worlds... His worlds. We must be ready.'

- Inquisitor Nashir Sahansun

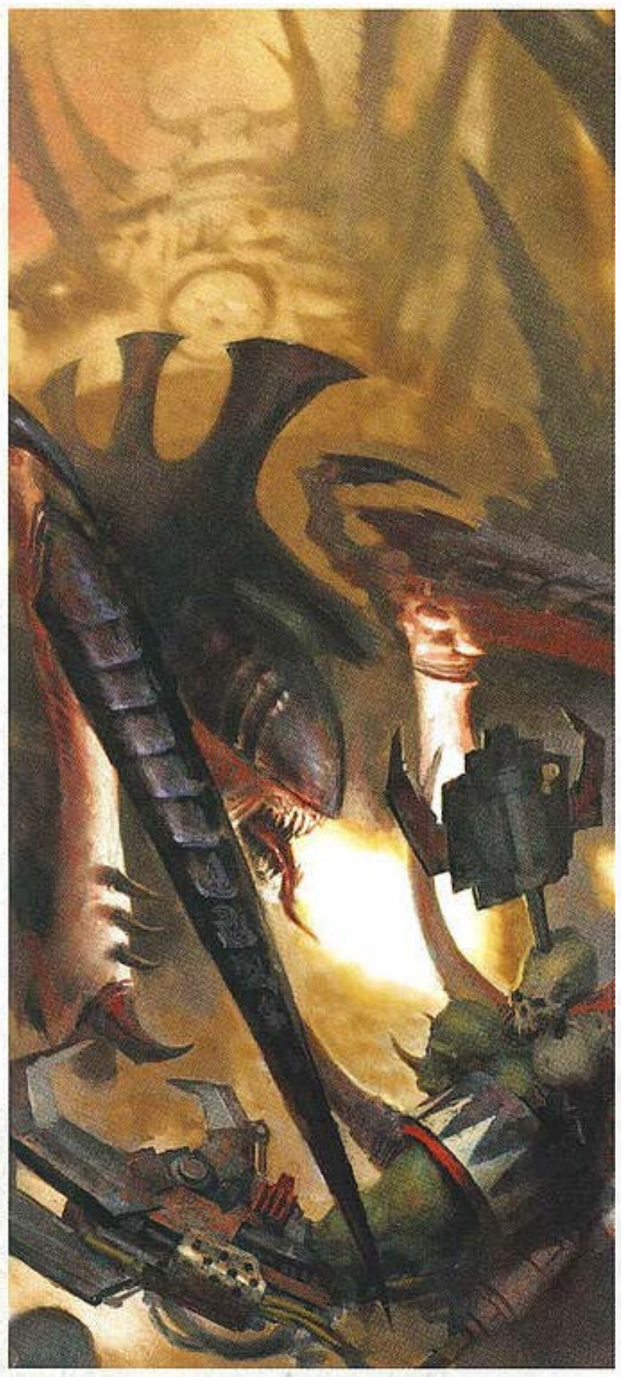


THE CORDON IMPENETRA

Kryptman's actions brought fierce criticism from military commanders, planetary governors and Inquisitors alike. To them he had ignited an inferno that would inevitably consume all around it. It was a problem that had to be resolved, and though many ideas were advanced in various corners of Imperial strategic thought, one achieved dominance over the rest.

The Cordon Impenetra was the brainchild of Inquisitor Nashir Sahansun of the Ordo Xenos, a dogged and vocal critic of Kryptman. Never convinced that the Octarian Orks or Tyranids of Hive Fleet Leviathan would wipe each other out, he spent every waking moment working with generals, admirals, planetary governors, Space Marine Chapter Masters and Deathwatch Watch Masters to bring them over to his cause. Sahansun argued that every world near the Octarian War Zone had to be prepared for what he saw as the inevitable victory and full-scale breakout of one of the warring xenos races.

Sahansun drew a sphere around the outer borders of the Octarian Empire – every sub-sector that bordered the outside of this sphere was part of the Cordon Impenetra. It was a merciless idea. All the systems outside the line were to be protected and reinforced. All those within would be abandoned to their fate. The area enclosed within the sphere was approximately the size of an average Imperial sector. Sahansun received much criticisin for the idea, with many calling it no less ruthless than anything Kryptman had done. In return, Sahansun argued that most of the systems to be abandoned were either in the process of falling to the Orks and Tyranids anyway, or were expected to within a short time frame – based on projections calculated by his agents. These worlds would receive no more resupply or reinforcement. Instead, efforts were only made to evacuate key military forces, essential personnel and sacred artefacts. Many of these missions were done in secret so as not to warn planetary leaderships, either in the dead of night or under the guise of 'emergency reassignment', but some individuals refused to leave – their sense of honour holding them where they were. Corruption was rife. For every two vital people successfully brought to safety, a vacuous politician or self-important bishop bribed their way to an escape from inevitable doom. Some of those successfully evacuated never reached their designated safe-world, lost in the warp or destroyed by pursuing xenos.



Only one system within Sahansun's 'lost' space was retained as a part of the Cordon Impenetra – Sigma-Ulstari. Such was the forge system's output, it was deemed essential to continuing Imperial war efforts. It also provided a vital link in communicating with Imperial worlds within the space contained by the Cordon

This... Cordon Impenetra. It is a remarkable work. It is an effort of incredible ambition. I can only pray that it works.

INQUISITOR NASHIR SAHANSUN

By the time he devised the Cordon Impenetra, Nashir Sahansun was very old, preserved only by extensive rejuvenat treatments and bionics. In his younger years he had been an aggressive Inquisitor. Some of his colleaguesreferred to him in those days as the 'Scrapper' or the 'Brawler', given his propensity to lead his agents on violent missions from the very front to fight tooth and nail with xenos and xenos-sympathisers alike. Sahansun's methods were highly effective, and he soon won respect from not only his peers, but Astra Militarum generals, Navis Imperialis admirals and even Space Marine Captains. In time, this goodwill proved to be of great use as Sahansun worked ceaselessly to build the Cordon Impenetra.

In later life, Inquisitor Sahansun was hideously wounded fighting the Hrud infestation of Cinchare. Such were his injuries that it took several years for him to fully recover, and he was left no longer able to fight. With a heavy heart, he turned his life to being a student of war and strategy. Though many of those he petitioned about the Cordon Impenetra considered him to be a relic of the past, many more still had his masterworks in their libraria: How we Broke the Vyle Ginyedd; The Ways by Which we Cleanse the Stars; Bring them Death: The Recapture of Entokoles' Heel. All of these texts remained great treatises of war, and for that Sahansun had the respect and the ear of many commanders.



Impenetra. The inhabitants – though abandoned – were largely unaware of that fact, and their desperate calls for aid provided vital intelligence on xenos activity while their worlds still stood.

Those planets that bordered the territory Sahansun declared lost, and who agreed to be part of the Cordon Impenetra, were named Warden planets. They were to fortify themselves against incursions, search for xenos movements and report them to other Cordon worlds. They were also expected to launch attacks into the abandoned space. It was vital to the Imperium that the Orks and Tyranids were kept in a state of stalemate for as long as possible, so Imperial forces launched raids to ensure that neither xenos race gained clear advantage in any given area. Officially speaking, Imperial policy was one of aggressive containment, though some governors and military officers emphasised aggression over containment.

Space Marine Chapters and Deathwatch watch fortresses also made pacts with Sahansun. They pledged to conduct strikes of their own and maintain force readiness in order to deal with any Ork or Tyranid breakouts. Chapters such as the Celestial Guard, White Panthers and Silver Templars recognised the importance of containing the xenos threat. So too did the Deathwatch of the Eye of Octos, Furor Shield and other watch fortresses.

Attempting communication in and around the Cordon Impenetra was particularly arduous. The Great Rift caused immense difficulty and – due to the large concentration of Tyranids in the region – the Shadow in the Warp was particularly strong. The Waaagh! energy created by the vast hordes of Orks also distorted communications, with Astropaths seeing vast fields of green in their dreams. It was all but impossible for transmissions to go through the area of space Sahansun declared lost. Instead, for a world to contact another on the far side of the sphere, transmissions had to go around it. Should a link in the communication chain fail, information could only be relayed by rerouting it. Sahansun knew this was a significant vulnerability and endeavoured to bring additional Astropaths to the Cordon.

He failed. Demand for Astropaths was enormous throughout the Imperium since the opening of the Great Rift.

Sahansun had his detractors. Some generals and admirals believed that the rate at which the Octarian xenos grew stronger was faster than the Imperium's ability to build up its resources in the Cordon Impenetra. It was the belief of many that the Imperium needed to make a decisive strike sooner rather than later, to shatter the xenos before they turned on Mankind's defences. Sahansun was well aware of his opponents and their views, and feared greatly that all would be lost if Segmentum Command did not have unity of purpose. He was concerned that desperately needed troops could be wasted in large assaults they could never win, or that the actions of some foolhardy officers could even unintentionally provoke a large-scale xenos attack.

To Sahansun, progress was not remotely fast enough. Even after years of build up, the Cordon's defensive capability had barely reached fifty percent of the level he believed was the minimum necessary to withstand a sustained xenos attack. Then, without warning, came the Pankallis Breakout, and his fears proved true.

CORDON IMPENETRA

Sigma-Ulstari
Salient (System)

OCTARIUS BELT DEAD ZONE
(CAUSED BY AELDARI DOOMSDAY WEAPONS)

GREYGAR
SUB-SECTOR

Veloria

CORDON IMPENETRA

Octarius
system

Da Maw

PANKALLIS
SUB-SECTOR

Hive Fleet
Leviathan

HEINGAARD
SUB-SECTOR

CORDON IMPENETRA

BIO-PURGE DEAD ZONE
(CAUSED BY AELDARI DOOMSDAY WEAPONS)

CORDON IMPENETRA



My lord Kryptman,

My cartosavants and datastack-harvesters have put many months of effort into producing the image you see before you, demonstrating the Octarius Sector and key locations within and without it. Onto the map we have laid out the boundaries of the Cordon Impenetra, the astropathic relay network between Imperial territories around it, the highly approximate space controlled by the Orks (marked in green) and the current/predicted movements of Hive Fleet Leviathan.

To create this overall picture my staff have sourced and analysed multiple cartographs of varying provenance, some of which are remarkably only seven decades old - the oldest dating back several centuries. The outcome you see before you combines information from all sources we requisitioned and uncovered.

Ever your most faithful servant,

J.B.Z

KEY

- SUB-SECTOR
- ORK CONTROLLED SPACE
- HIVE FLEET LEVIATHAN
- ASTROPATHIC RELAY CHANNELS
- DEAD ZONE



THE PANKALLIS BREAKOUT

The event so many feared came to pass. Orks and Tyranids in Octarian space surged against the Imperium, attacking the Pankallis Sub-sector with little to no warning. No planet, no organisation, was ready.

There had been no reported build up of xenos near the Pankallis Sub-sector. Neither the Orks nor the Tyranids were deemed dominant enough to turn against Imperial worlds in strength. The staff of Imperial commanders could only offer hypotheses. Multiple accounts of deadly warp phenomena implied the involvement of the forces of the Archenemy, but it was impossible to say if the xenos attacks were some by-product of this, or a calculated component. Some strategos suggested the xenos were running from warp forces deeper in Octarian space, or had been spat out by warp fluctuations at random.

The attacks came against the Pankallis Sub-sector, with many systems embroiled in conflict simultaneously. While a large proportion were Warden planets, most had yet to significantly build up their defences. With so many worlds facing attacks at any one time, few were free to reinforce others. Some worlds had to contend with internal threats also, as mountainous Darkmont, holy Ahelmil and mineral-rich Saint's Blessing all faced Genestealer Cult uprisings. One of the very few advantages the Imperium had was that its enemies were as eager to fight each other as Imperial forces.

The Orks of Stugbrog da Facegrinda smashed into the Semythis System, overwhelming the feral world of Tylam and the death world of Nazkah. The fortress world of Kaist held on for longer, but it too was broken. Imperial resistance continued after this, but the system was effectively conquered. Bored now the fighting was done, Stugbrog moved much of his forces to attack the Kernak System. Warboss Nabrot Stubfingers of the Deathskulls was also at large in that system. He had fought against the Tech-magi of Kernak III in the past and wanted to conquer their world for good, stealing everything he could put his acquisitive claws on in the process. Kusolst was the final system to be attacked by greenskins, led by the Goff Kagrit the Redtoof.

Leviathan swarms descended upon the systems of Anelanni, Bianzeer's Hollow and Gydisk. In the Gydisk System, the Tyranids consumed their way through the ancient ironbeech forests of Gydisk Tertius, the great sauropod migrations of Gydisk Alpha, the megafunghi caves of Gydisk Quartas and the steam-powered kingdom-flotillas of Gydisk Betaris. Though elements of Imperial resistance remained, the system was declared lost.

On a number of worlds, the defenders faced off against the forces of the Archenemy. Some remote tribes of Gydisk Tertius revealed themselves to be followers of the Dark Gods, as did mining clans of Teifali in the Suvardosha System. In the Anelanni System, the mausoleum world of Kherusk even found itself in the grips of a full daemonic invasion.

Among the first Imperial responders to these incursions were the Deathwatch of Doombreak, Furor Shield and Eye of Octos watch fortresses. They swiftly called for reinforcements before plunging into battle. Responding to their aid were numerous Space Marine Chapters, including the Dark Krakens, Atlantian Spears and Obsidian Jaguars. Others to respond were the Tech-magi of Ryza and the forge system of Estaban, each dispatching thousands of macroclades and bringing Knight and Titan allies.

> The xenos have broken out. Repeat, the xenos have broken out.
>
> This is Watch Master Akrep Xie of the watch fortress Eye of Octos. The Pankallis Sub-sector is under Ork, Tyranid and Archenemy assault. Multiple systems are under simultaneous invasion. Semythis and Gydisk are reportedly facing total collapse. My forces, alongside those of Doombreak and Furor Shield, are committed in full.
>
> We demand immediate reinforcement from all bodies agreed to the Cordon Impenetra, and any others with the capacity to fight. If you are hearing this, you know what is at stake.
>
> For the Emperor, for his realm, for his Mankind. It is for these moments we make our oaths, let him not see you fail when he must see you do your duty.

+++ Classified Document 509211-X +++
Dark Krakens Space Marine Chapter

My lord Kryptman, please find here a brief account on the Dark Krakens Chapter, including details of their involvement in the Pankallis Sub-sector fighting. The full report continues in file 9PFDRK-φδ. All information is sourced from Agent Omicron-3-9-Delta, who serves among the crew of the Dark Krakens' flagship.

- Ever your most faithful servant, J.B.Z.

The Dark Krakens are a Salamanders Successor Chapter of the Ultima Founding. They hail from the world of Naktis, categorised as both a night and ocean world. Almost all of Naktis' marine fauna possess bioluminescent properties. The native population - stretched out over island chains or ship-borne nomadic ocean convoys - are all able hunters with a strong culture of trophy-taking. Through the procurement of teeth, bones, claws, fins, scales and other body parts, local people and the Space Marines have developed the skills to extract the cells and fluids that give the various creatures their multi-coloured bioluminescence.

The Dark Krakens daub the exterior and interior of their armour, vehicles and ships with the various colours they collect. What a symbol represents will differ depending on its colour and that colour's hue. Though our agent has been unable to decipher much of it, they believe that the symbols and colours can refer to rank, level of experience, number of kills, celebration of victories, mourning of lost battle-brothers, marks of censure for failings and/or even simply aesthetic preference. Another use of bioluminescent extracts that our agent has observed is to mark routes through the Dark Krakens' ships - which have otherwise been kept unlit by the Space Marines - for the benefit of their serfs, who crew and navigate the vessels.

The bioluminescent images worn by the Dark Krakens are only visible in complete darkness. As a result, in battle they often seek to turn out the lights - for example by shutting down power in an embattled area - so that their bioluminescent imagery can be seen by the enemy. Many of the Space Marines daub particularly horrifying images on their helmets to inspire terror in their foes, which has proven an effective tactic.

The Dark Krakens brought considerable strength to the Pankallis Sub-sector, led by their Chapter Master, Mezonyki Reio. It seems all of their operations took place in the Bianzeer's Hollow System. Besides duty, the opportunity to claim the trophies of monstrous Tyranids doubtless played a role in their desire to fight there. On Saint's Blessing, Dark Krakens battle-brothers stalked Tyranid Lictors that haunted the deep mining shafts. The Space Marines made extensive use of the underground river systems that local miners also used for navigating the area. We believe that on Holy Toil, where great swarms of Tyranids flooded the world's vast plains and quarries, the Dark Krakens established a number of mobile firebases. They used these to harry the xenos hordes, and were resupplied on the move by Thunderhawks and other dropships. Examining their actions, it appears that the Dark Krakens were particularly careful to draw the Tyranids away from major settlements.

On the frozen death world of Death of Bianzeer, it seems that the Tyranids were as interested in hunting the local ursun-wolves as they were in consuming the relatively small Human population. While ursun-wolves are both intelligent and ferocious pack hunters, these alpha-predators are also extremely well adapted to hazardous winter conditions. These traits would be valuable genetic material for the Tyranids to absorb, so the Dark Krakens saw to it that, as often as possible, the xenos were hindered in their efforts. It marks one of the few recorded instances we possess of Space Marines fighting to protect a species of xenofauna.



Dark Krakens Chapter symbol variant, painted by Bianzeer's Hollow's citizens in veneration of the Space Marines.



PANKALLIS SUB-SECTOR

GYDISK SYSTEM

Gydisk Betaris
Gydisk Tertius
Gydisk Alpha
Gydisk Quartas

HOLY TOIL SYSTEM

Holy Toil
Saint's Blessing
Death of Bianzeer

BIANZEER'S HOLLOW SYSTEM

ANELANNI SYSTEM

OCTOS SYSTEM

Octos

XESSOR SYSTEM

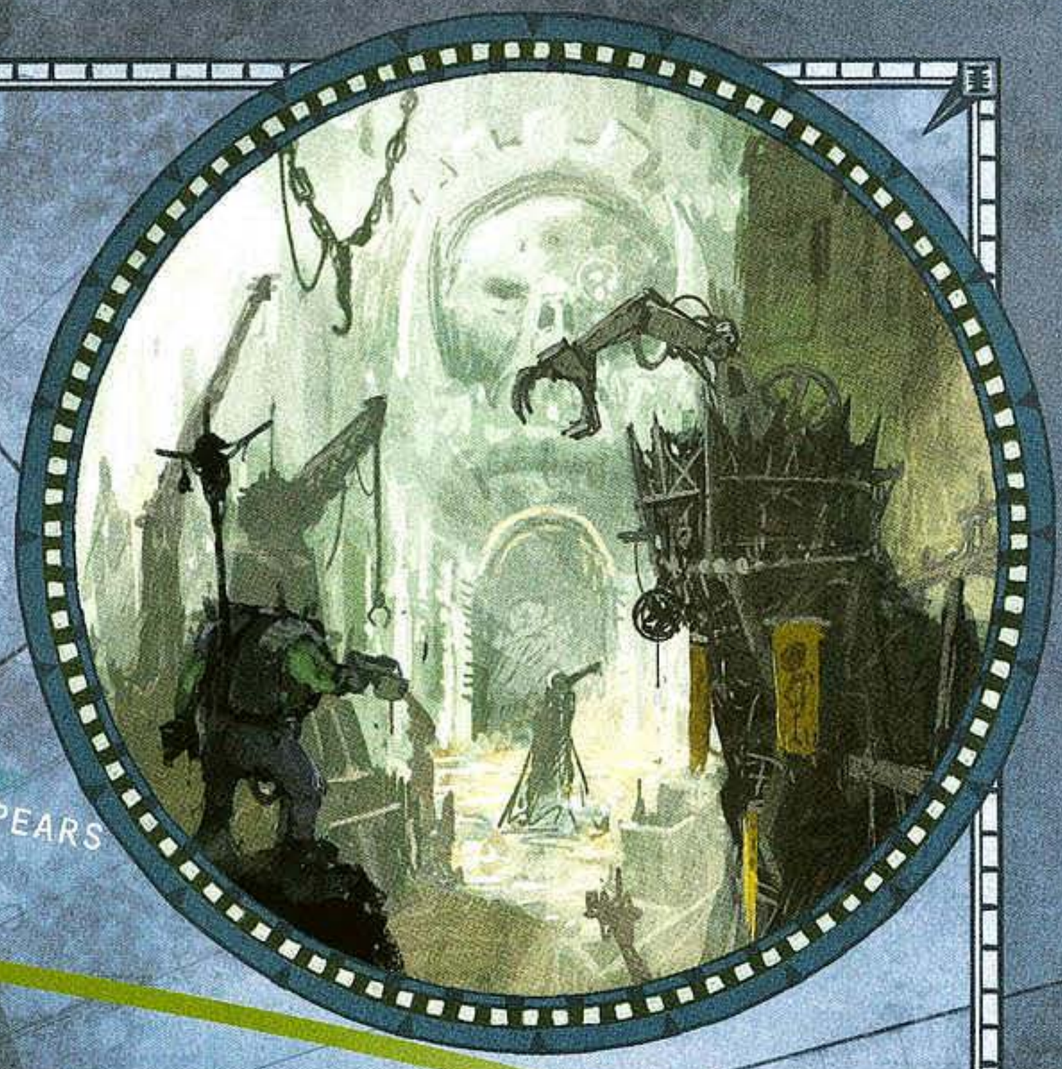
Celembai
Kabthan
Mucan
Nobaysha
Dactaalis

AHELMIL SYSTEM

Ahelmil
Soebus
Phrankis
Vand
Kherusk

TYRANIDS
TYRANIDS
ATLANTIAN SPEARS
DOOMBREAK
DARK KRAKENS
EYE OF OCTOS

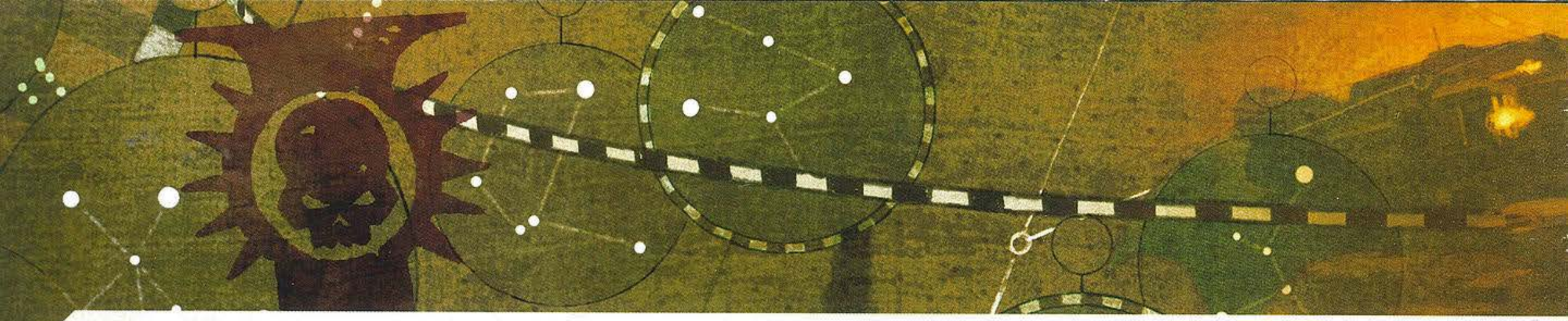




Kernak III
Kernak II
Kernak I
Kernak IV
Kernak V
KERNAK SYSTEM
ATLANTIAN SPEARS
ORKS
ORKS
ORKS
OBSIDIAN JAGUARS
TYRANIDS
KUSOLST SYSTEM
OBSIDIAN JAGUARS
RYZA
SEMYTHIS SYSTEM
Kaist
Nazkah
Amadio
Tylam
Obatalor
Hau
OBSIDIAN JAGUARS
Gratu
Darkmont
Irnwald
Kusolst Prime
Phundil
Teifali
Steorin
Visberg
Eunixi
FUROR SHIELD
SUVARDOSHA SYSTEM
FUROR SHIELD
ESTABAN

KEY

- INQUISITION
- DEATHWATCH
- ADEPTUS MECHANICUS
- ADEPTUS ASTARTES
- THE ARCHENEMY
- DRUKHARI
- GENESTEALER CULTS



UNTO THE BREACH

The Gydisk and Semythis Systems were declared lost, and many others in the Pankallis Sub-sector were under attack. Hive Fleet Leviathan fell upon the Anelanni and Bianzeer's Hollow Systems, greenskins thundered into the Kernak System and the Kusolst System felt the fury of both species. None, even Inquisitor Sahansun himself, had foreseen the first major action of the Cordon Impenetra to be over such a wide area.

THE COLLAPSE OF KERNAK

Nabrot Stubfingers made straight for the forge world of Kernak III when he entered the Kernak System. It was not the first time he had waged war there, and had learned much of its defences. The Warboss was determined that now he would claim it, and all of its loot, for himself. He began his assault by utilising cruisers and frigates crewed by Orks of the Blood Axes clan, captured in previous wars against the Adeptus Mechanicus and the Imperium. Kernak III possessed a fearsome network of orbital defences, but Stubfingers hoped their operators would hesitate to fire upon potentially friendly targets until it was too late. He was right. The Blood Axes aboard the captured flotilla held Human crew at gunpoint, ordering them to speak with the Adeptus Mechanicus defence stations, enter security codes and request permission to board. All the while, the ships were set on collision courses with the orbital platforms. By the time the Kernak III magi realised what was happening, it was too late. The Blood Axes evacuated the vessels aboard rickety dropships, roaring with laughter as the captured vessels careened into Kernak III's defences. The platforms opened fire, successfully destroying some of Stubfingers' ships, but not nearly enough. Most of the defence stations were destroyed by the vessels' furious impact, and though a handful escaped total destruction, many of these were crippled to the point of uselessness. Hot on the heels of these disguised





fireships came Stubfingers' armada, every ship packed to the brim with Boyz ready to stomp all over Kernak III.

Stubfingers dispatched forces to attack Kernak IV at the same time. He had seen the Knights of House Xiphos turn the tide against the greenskins before when coming to Kernak III's aid, and would not allow that to happen again. Stubfingers decided to have the Xiphon – the Knights' immense fortress – destroyed, knowing it would be the end of the House. Ork ships stormed into Kernak IV's orbit, the greenskins dropping in herds of Squiggoths, airborne megafortresses and big mobs of Stompas, Morkanauts and Gorkanauts to completely crush House Xiphos. The Knights fought valiantly against this onslaught, claiming many greenskin war machines for each fallen noble, but it was not enough. The Orks eventually breached the walls of the Xiphon in multiple places. When this happened, defeat was only a matter of time.

The Orks who attacked Kernak V met stiff resistance. The penal world's governor, Abrahoma Bentaal, had spent years amassing an arsenal of weapons and building a large garrison after hearing about massed riots on other prison planets. She joined her world to the Cordon Impenetra without hesitation when Inquisitor Sahansun approached her. On Kernak V, Stubfingers' attacking Orks met division after division of Aeronautica Imperialis interceptors and huge flak storms. Networks of auguries and auspex systems detected where the greenskins landed, then Astra Militarum artillery regiments bombarded the Orks' positions and armoured regiments rushed them before Warbosses and Nobz could beat some order into their Boyz. Imperial forces were winning, meeting the greenskins at every turn with overwhelming force. It was at this point that the armada of Stugbrog da Facegrinda ploughed into Kernak V's orbit, fresh from the conquest of the Semythis System. To Stugbrog, it looked as though there was a good fight to be had. He threw his forces into the fray with tens of thousands of Battlewagons and battle fortresses. They destroyed fortifications, demolished prison complexes and slaughtered Human and Ork alike. In a matter of months, the Imperial garrison had been reduced to a fragment of its original strength, and what was left of Stubfingers' hordes were subsumed into Stugbrog's. The bored Warboss moved on quickly, wanting another scrap. This granted a reprieve to what was left of the Imperial forces, but the hordes of Orks Stugbrog had left behind were still far too numerous to be defeated. They wreaked havoc all over the planet and there was little Governor Bentaal could do. She saw to it that as many troops as possible were evacuated to Kernak II or the Suvardosha System, with the aim of one day returning, while the surviving prisoners were left to their fates.

Stugbrog, meanwhile, turned his eyes to Kernak III, where Stubfingers' Boyz were causing widespread carnage. Stugbrog's armada of space hulks and crude vessels arrived just as reinforcement ships from the forge world of Ryza were deploying their forces. He caught them off guard, and Ryzan transports were destroyed heading to the surface. Entire macroclades of Skitarii were wiped out, having barely assembled into marching formation. Had it not been for the efforts of Legio Crucius' God-Engines – and a number of Cadian infantry and anti-air regiments – the principle landing zone used by the Ryzan forces would have been completely overrun with hulking Skarboyz.

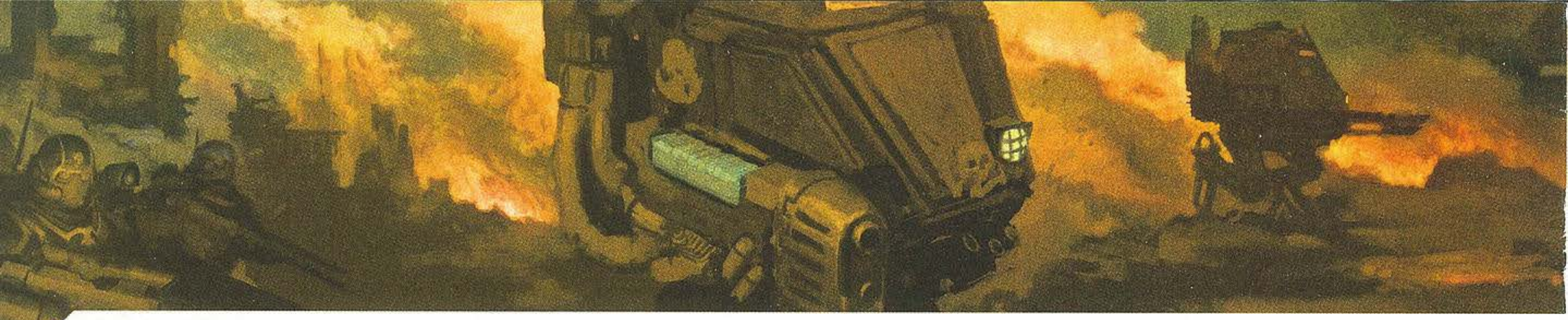
The fighting raged on Kernak III for many months. The Titans of Legio Crucius and Legio Kopides duelled Mega-Gargants over the ruins of the fane-shrine 21DF730, desperately fighting to keep them from the great forges supplying the Skitarii and Astra Militarum forces. Skitarii Rangers fought bitter wars attempting to stop pilfering Deathskull and Blood Axe warbands from ransacking tech-shrines and sanctus-silos. It was a testament to Fabricator General Ezmeralda Brynlokh's skill that she maintained an ordered defence for such a long time against two simultaneous Ork assaults, but there was only so much she could achieve. Brynlokh did her best to manipulate affairs so that the competing Ork hordes fought each other as often as her own forces. Airborne maniples performed hit and run attacks to draw Orks of different armies into contact with each other, while large Sicarian forces launched feints and raids to provoke the greenskins and draw them away from Mechanicus structures. It was not enough. The Orks numbered in the billions and many of the Imperial vehicles they destroyed and captured, they repaired and used. They were turning Human tanks and flyers against their former owners at such a rate it almost outpaced Kernak III's production capacity.

Greenskins rampaged everywhere with no sign of stopping, and Brynlokh realised defeat was inevitable. She made arrangements for a withdrawal, launching campaigns to buy just enough time for precious technologies to be evacuated to safety. Brynlokh also committed hundreds of macroclades to desperate rearguard actions, condemning millions of her troops to death in an attempt to allow space for the rest of Kernak III's remaining strength and knowledge to escape. Some of the Kernak III tech-magi and their enclaves made for the as yet unengaged Kernak II. Brynlokh went to the Kusolst System with as many troops and heavy weapons as she could. From there she could launch a counter-attack to reclaim her world once she had regrouped, and by aiding the defences in the Kusolst System, she would have the leverage to secure allies to help her do so.

THE SIEGE OF ANELANNI

Hive Fleet Leviathan attacked all of the Anelanni System's worlds at the same time. Rich in biomass as they were, all made ripe targets for the Tyranids' ravening swarms. The cardinal world of Phrankis, the mausoleum world of Kherusk and the shrine world of Ahelmil were not especially well militarised. Many of their defence forces were overstretched – attempting to quash heretical cults and nests of xenos-worshipping fanatics. The insurrections they faced had been slowly bleeding the garrisons dry, even with reinforcements sent by House Feurus of Soebus and the governor of the fortress world of Vand. When the Shadow in the Warp fell upon the Anelanni System

Tyranids: greenskins; xenos-worshippers; heretical cults – They all assail us. Wherever we turn, our enemies advance. pity them. They have no idea their death is at hand.



and the Tyranids arrived, the uprisings increased greatly in their ferocity. The Genestealer Cultists knew their gods had arrived, and battled tirelessly to pave the way for them. Many of those who led the followers of the Dark Gods were driven to insanity by the Shadow in the Warp. Their acolytes were terrified their deities had abandoned them, and fought viciously in an attempt to regain their gods' favour.

Phrankis' skies were filled with flocks of monstrous airborne bioforms, millions in number. In-between their sweeping attacks on those below, they perched on the enormous spires of the world's macro-cathedra. The largest of the winged Tyranid beasts toppled immense towers, sending hundreds of tons of marble crashing to the ground where terrified Imperial citizens fled for their lives. Imperial defence efforts were rendered futile by the sheer scale of the Tyranid invasion. The quad autocannons of Hydra flak tanks were warped to breaking point through overuse, but to no avail – those that endured exhausted their ammunition supplies in a matter of days without causing any obvious impact to the Tyranids' power. Entire divisions of Aeronautica Imperialis aircraft were swarmed by the xenos and wiped out on their first sorties. Such was the Tyranids' dominance of the skies, the defenders retreated underground into Phrankis' crypts and service tunnels. There, they fought a war of an altogether different kind against Hive Fleet Leviathan's vanguard organisms.

In just one incident on Kherusk, a tunnel-boring Tyranid monster the size of a mag-train demolished the city-sized memorial to the family of Cardinal Theonidus Herakleus into an underground reservoir. Those not killed by falling statuary and masonry were drowned in the dark waters, or consumed by aquatic tyranid bioforms that had taken over the depths.

Soebus was subjected to a weeks-long spore mine bombardment. Biological explosives – many as large as combat walkers – destroyed fortifications and rendered movement outside the strongest bastions all but impossible. The constant, deafening noise of the barrage drove many to insanity. It was impossible to resupply those holdouts that lacked large reserves of food or ready access to a water source. When the bombardment ended, any sense of relief on the part of the population was soon wiped away as Tyranid spores filled the air and the xenos made planetfall. Even after this, the Tyranids' intense use of spore mines did not cease. Large Biovore and Exocrine broods played a significant role in later battles, as their accurate fire made it all but impossible for infantry forces to adequately support the Knights of House Feurus. This made the Knights vulnerable, and many were overwhelmed by the sheer weight of enemy numbers.



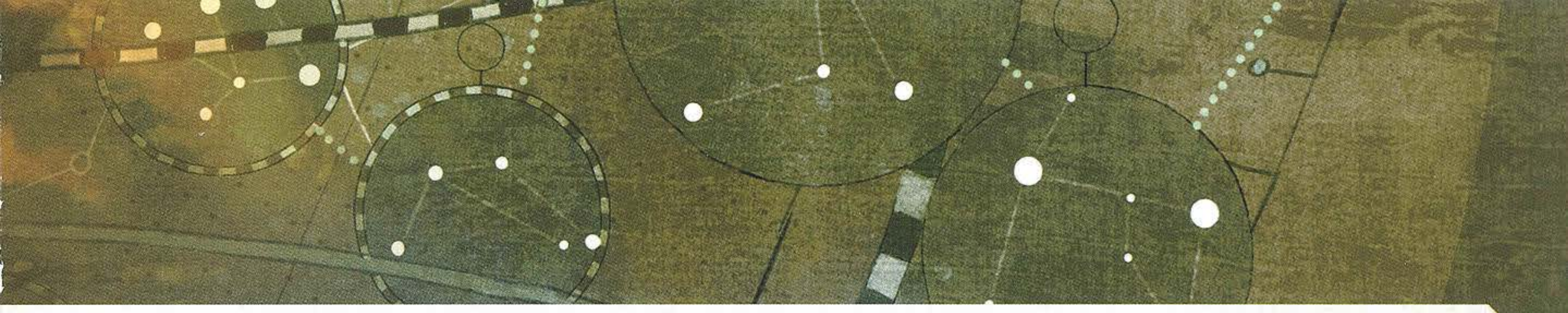
The fortress world of Vand was enormously strong. Its ruling family had been building citadels, stockpiling armaments and training soldiery long before Kryptman's Gambit. They had feared and prepared for Ork invasions from the Octarian Empire, and Vand's accumulated strength was just as valuable against Tyranid swarms. Enormous shield generators made spore mine bombardment fruitless. Well drilled anti-air gun crews shredded invasion drops. The ferrocrete foundations of walls and bastions were hundreds of metres deep – all but impenetrable to tunnellers. Strong transport networks combined with a large number of Chimera and Valkyrie transports ensured that troops could be deployed where and when they were needed. Dense walls and powerful defensive batteries made frontal assaults suicidal, even for bio-titans, but the Tyranids adapted. Landing in the inaccessible peaks of the Skypierce Mountains, they deployed large numbers of Zoanthropes, Neurothropes, Maleceptors and even larger psychic biomonstrosities. These masses attacked small defensive outposts using swarms of lesser Tyranid bioforms as living shields, alongside the protection of their own warp fields. Thanks to their psychic might, they caused void shields to fizzle out of existence and mighty walls to crack and crumble, while in their wake came fresh waves of beasts that finished off defences and consumed all within. Slowly but surely the largest citadels were completely isolated. Leviathan could land swarm after swarm, almost without challenge, and consume most of the planet. Then, it could turn upon the remaining defenders.

THE BIANZEER'S HOLLOW RESISTANCE

Bianzeer's Hollow was among the least populated systems in the Pankallis Sub-sector, but the system's inhabitants were hardy people – mountaineers, miners, hunters and frontiersmen all. They were highly suspicious of outsiders and devout in their faith. Given the harsh conditions many of them lived in, they held especially tightly to the comfort and strength their belief in the Emperor gave them. Though Bianzeer's Hollow had heretical cults festering in the depths of its mine shafts, quarries and the far reaches of its frozen tundras, these groups were violently rebuffed wherever they tried to gain a toehold.

Despite its low population, Bianzeer's Hollow became one of the most strategically vital battlezones in the sub-sector. It guarded Kusolst's flank as well as shielded the Octos System – where Inquisitor Nashir Sahansun maintained a significant base of operations. If the Tyranids consumed Bianzeer's Hollow, they could overwhelm Imperial defences

Rise! In the name of the Star Children, rise! Did we not prophesy that our time would be during one of great tumult? That our time would be one of suffering and hardship? Be grateful! Salvation awaits!



on Kusolst and cut through to the other side of the sub-sector. Sahansun feared that this would create an opening for Hive Fleet Leviathan to tear into the flanks of both neighbouring sub-sectors.

The defenders of Bianzeer's Hollow were resolved that the Tyranids would not defeat them, and used their deep knowledge of each world's terrain to their advantage. On Saint's Blessing, the miners had mapped their tunnels extensively, and in the wake of invasion they extended and adapted them. In the Horunt mining complex – which honeycombed its way beneath the Haishar mountain range – they baited areas with soiled clothing and parts of dead animals or people. When Raveners and Termagants followed the scent, they triggered booby traps made using demolition packs that collapsed entire tunnels, and drills set to churn down closed shafts and reduced any Tyranids within to pulp. In return, the defenders suffered heavily. As often as the traps worked, the Tyranids identified them, tunnelling around them and ambushing Imperial troops waiting to strike. The underground campaign wore on for months, many of the soldiers never once seeing daylight in all that time. They earned the name 'Tunnel Devils' for their actions, and were held in great renown by other Imperial troops.

On Holy Toil, the quarries' many demolition experts were organised into pioneer brigades. They laced strategic territory such as mountain passes with minefields, or rigged them with explosives. Using these tactics they killed many Tyranids in immense rockslides, or herded them into prepared kill zones defended with pre-zeroed artillery and mortar positions. On Death of Bianzeer, thousands of trackers – mounted on sleds pulled by ice-canids – lured swarms of Tyranids onto the Great Lakes of Peldathusa, which had frozen over. Though the lakes were frozen, at that time of year the ice was both precariously thin and snowed over. To an untrained eye, there was little way of telling the difference between frozen ground and frozen water. The trackers knew the safe routes through the landscape, the Tyranids did not, and hundreds of thousands fell into the freezing waters. As the trackers cheered their victory and offered their praise to the Emperor, a great tide of the xenos beasts surged out of the water unharmed. They tore into the sled teams, slaughtering all but a handful that managed to escape.

Four Deathwatch Watch Companies from the Eye of Octos fought in Bianzeer's Hollow, deploying on all of the system's worlds. Among their countless actions, one of the most vital was the defence of a facility on Saint's Blessing – a smelting, distribution and processing centre which also served as a spaceport. The site faced attacks from skyswarms, bio-titans, hordes of Hormagaunts and Termagants as well as subterranean swarms. The Deathwatch utilised Malleus tactics, striking down burrowing xenos and racing in battle tanks wherever the creatures reared their heads. After slaying the excavating xenos, Deathwatch kill teams rushed along Tyranid tunnels, collapsing them with melta bombs underneath the attacking hordes outside the facility. In response, the Tyranids launched hundreds of tunnel raids at the same time, slaughtering countless Guardsmen within the facility before eventually being driven away by more troops that had to be pulled off a major sallying effort. Leviathan bombarded the defenders with furious barrages of spore mines, which destroyed defensive positions and inflicted horrific casualties. Under this heavy fire, Deathwatch kill teams calculated targeting telemetry for Imperial counter-battery fire that silenced much of the xenos artillery-beasts. By helping to deal with these threats, other Imperial forces had the breathing space they needed to focus on throwing back the Tyranid frontal and aerial attacks. As the battle wore on and the defenders held, more and more Tyranids were drawn in, in such numbers that pressure on Imperial forces in other battlezones on the world – and even the system – was reduced. In no small part, without the Deathwatch's actions here, Bianzeer's Hollow would not have been a victory for the Emperor's realm.

The Imperium paid a heavy price in Bianzeer's Hollow, but the Tyranids were defeated and broken by a combination of strong tactics and sheer stubbornness. Though victory was declared, it would take months – perhaps years – before surviving xenos were purged from the system completely, and there was no telling if Hive Fleet Leviathan would return. What was clear, however, is that Bianzeer's Hollow desperately needed reinforcements – as things stood, the system could not possibly withstand another such attack.

THE KUSOLST ANVIL

The Kusolst System became the site of the most vicious fighting in the Pankallis Sub-sector. The factorums of the system's capital world, Kusolst Prime, produced vast quantities of arms, and the planetary governor, Helmghut Karst, drew huge armies from the world's near inexhaustible population. Karst wasted little time in joining his world to the Cordon Impenetra, and upped his munitions production and troop recruitment appropriately. The other worlds of the Kusolst System all supplied the capital with whatever it needed, and Karst increased quotas for every kind of resource. To enforce these, he deployed hundreds of regiments of his own troops to each world, using his own authority as planetary governor alongside Inquisitor Sahansun's blessing. In return, he ensured all of the system's planets were well provided with void shield generators, heavy weapons and battle tanks in the event of a xenos invasion. The Kusolst System was also home to the headquarters of the sub-sector's Navis Imperialis battle groups. With such assets, it was among the best defended systems in the sub-sector.

It was not an invasion, however, that was the first threat to the system. Karst's regime was oppressive in the extreme, and in the forgotten corners of Kusolst's worlds, the disaffected and the downtrodden gathered in increasing numbers. Heretical cults grew in strength and audacity and Genestealer Cults bred exponentially. These groups waged their own guerrilla wars, against each other as well as the Imperial authorities. In turn, Karst ordered crackdown after crackdown, in which many innocents found themselves caught up. Thanks to these heavy-handed tactics, for every uprising quashed two more rose in its place as citizens grew furious with their leadership.

It was during these times that the Tyranids and the Orks of Kagrit the Redtoof surged into the system, the greenskins arriving within weeks of Leviathan.

Karst brought all of Kusolst onto a war footing when the first Tyranids appeared in-system. The event his armies had been training for had occurred, and such were his resources that he believed he could win a war of attrition. He also relied on the knowledge that his myriad enemies were as likely to fight each other as his own troops. A standing order amongst his generals stated that they should only intervene in battles between the xenos if they had already caused significant damage to each other, or if the battle risked escalating to a point where it became so large it was uncontrollable. It was a strategy that worked to great effect.

On Darkmont, Genestealer Cultists of the Shadowrock Coil dominated a mountain range known as the Spine. Astra Militarum troops of the Tangar Woad Warriors, Darkmontan Mountaineers, Kusolst Prime Cannonors and others had been attempting to exterminate cultists in the area for months, but to no avail. When reconnaissance units observed approaching Orks, the Imperial troops quietly withdrew, letting the greenskins engage the Genestealer Cultists. The exhausted Imperial troops rested and were reinforced, establishing positions to deal with any xenos that spilled out of the engagement area. The war was tracked by spies inserted into the mountains and by reconnaissance aircraft. After the Orks carved huge effigies to Gork and Mork into the mountains' highest peaks, the Astra Militarum commanders surmised the greenskins had won. When the surviving Orks left the mountains in search of another fight, they came up against fresh and well-supplied Imperial forces, who surged onto the offensive. They caught the badly mauled greenskins before they could replenish their own numbers and crushed them decisively.

The Imperium still suffered great losses, however. Phundil's equatorial marshlands proved all but impossible to defend. The intense heat and dangerous local fauna accounted for as many casualties as the greenskins, and deployment there was swiftly viewed as – or became an actual – punishment. On Gratu, as much as Imperial forces were relieved by Tyranid forces consuming Genestealer Cultists and heretics, they were driven to near extinction by the

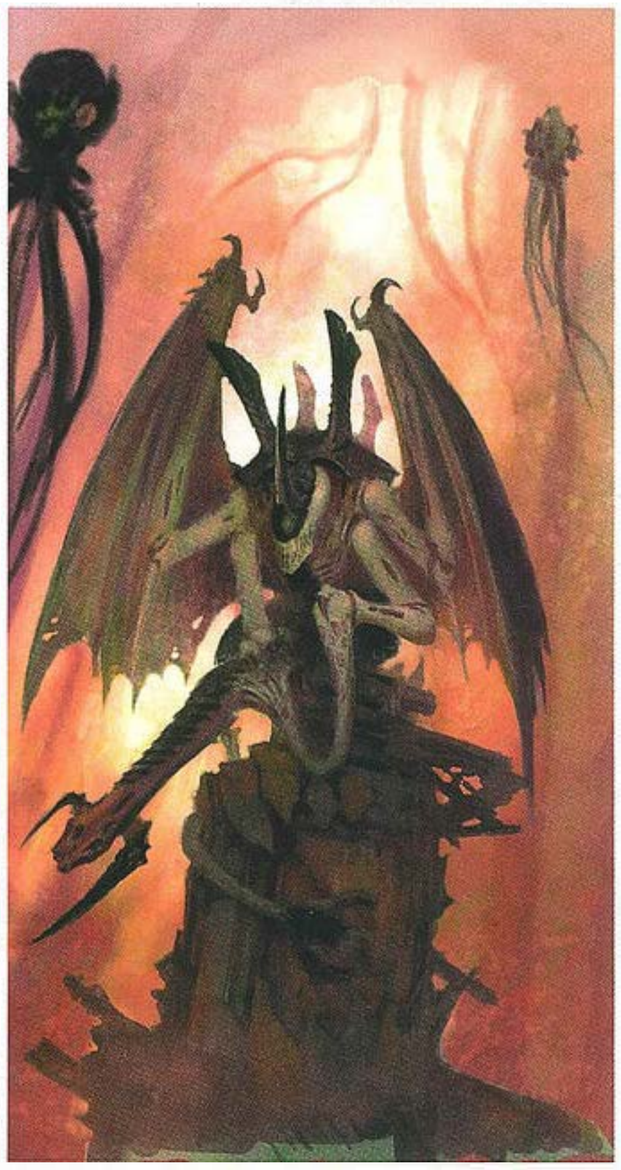




xenos' consumption of local livestock. Entire regiments were forced into months-long quarantines after their troops were found eating Tyranid corpses out of desperation, or even ordered on suicide missions. On Irnwald, a battle between the Tyranids and Orks bloomed and spread into the outer reaches of a city-sized factorum, which produced tracks for all manner of Astra Militarum vehicles. The factorum could not be allowed to fall, so as super-heavy tanks of the Ultramar Auxilia duelled with mobs of Stompas and bio-titan broods, Visberg Heavytracks and Cadian armoured regiments clashed with speed mobs and Battlewagons. The battle became a symbol of dogged Imperial resistance, and hundreds of thousands of troops were committed over many months to defend the factorum. Four million casualties later, ninety percent of the factorum was destroyed beyond repair, but the Imperium was victorious.

Had it not been for the constant harassment from various insurrections, victory might have been more easily achieved for the Imperium. Enforcers, Astra Militarum kill teams and Militarum Tempestus hunter-killer squads were all occupied with tracking down guerrillas when they could have been committed to battle against the invaders. The cults disrupted supply lines, corrupted loyalist forces, poisoned food and water stocks and ambushed patrols, but their power waned in the ongoing conflict. Sources of recruitment for many cults dried up when Imperial commanders conscripted entire cities into the defence militias wholesale. Others were wiped out by the warring parties.

The nature of the fighting on Kusolst Prime was one of long, drawn-out battles and desperate defences. It was a costly strategy to attempt to absorb the waves of xenos attackers, but it was successful. The Grand Citadel of Saint Aethelsten was destroyed when bio-titans formed a living ladder with their own bodies that swarms of bioforms used to storm over the battlements. The Lifegiver Reservoir on Phundil was polluted beyond recognition by the infighting greenskins that lived on its banks. Despite these losses and setbacks, Imperial forces held and were able to push back. Though surviving xenos still prowled on all the Kusolst System's worlds, the orbital and ground wars were won. Whether another invasion could be driven back, however, was a different question.



CONCLUSION

Such was the scale of the bloodshed on the Pankallis battlefront that it quickly became known by many as the Pankallis Cauldron. Though scattered Imperial resistance still remained in the Semythis, Kernak, Anelanni and Gydisk Systems, all had fallen completely from Imperial control. Kusolst and Bianzeer's Hollow, however, still held, despite the furious attacks they had both sustained, but it was deemed inevitable by sub-sector command that new xenos invasion forces would soon arrive. The defences of Kusolst and Bianzeer's Hollow had to swiftly be rebuilt, and their armies reinforced. With the Xessor and Suvardosha Systems readying themselves for invasions of their own, few reinforcements would be found from within the sub-sector for the most beleaguered of systems.

Xessor was the system next in the Tyranids' path after Anelanni's defeat, while the Orks were likely to target Suvardosha. If these worlds fell, the xenos races would break clean through the Cordon Impenetra, and from there would be free to reach any number of vulnerable neighbouring worlds. For Inquisitor Sahansun, this would pave the way for the two most terrifying prospects of all: the Tyranids tearing through the breach they had formed and looping around the Cordon Impenetra, surrounding it, and the Orks linking up with the huge Ork Empire of the Arch-arsonist of Charadon, creating an unbroken realm of Ork territory that would stretch from the Maelstrom to the far reaches of the Eastern Fringe.

Calls for aid had been flowing from the Pankallis Sub-sector since Orks and Tyranids had unexpectedly – for the sub-sector's inhabitants at least – flooded the region, and Nashir Sahansun was striving to find more troops from Imperial worlds immediately outside Cordon Impenetra space. Some planets he virtually stripped of all defenders, while others were in the grips of heretical uprisings or xenos invasions of their own. Sahansun travelled further and further afield for reinforcements, even intercepting troop-transport fleets en route to other war zones and committing them to the Pankallis Cauldron. How many worlds were at risk of collapse as a result of these actions not even Sahansun knew, but he did not care – he could not afford to. To him, holding the Pankallis Sub-sector was everything.

Sahansun also had to warn other regions of the imminent threats. The Greygar Sub-sector bordered Pankallis and Octarian space. With Gydisk and Anelanni largely conquered, nothing prevented the Tyranids from turning in Greygar's direction. The Heingaard Sub-sector bordered the Pankallis near Semythis and Kernak. If Suvardosha, the next most likely target in the greenskins' warpath, fell, it was only a matter of time before the Orks sought new battles and piled into Heingaard's flank. Sahansun despaired. In little less than a year, his great scheme was on the edge of total disaster.

+++ Classified Document 464744-L +++
Echoes of Octarius

My lord Kryptman, our emissarius network and augury stations continue to provide us with information about the ongoing state of affairs in the Octarian region. See here a select handful of communications and recordings I deem to be of particular interest. More can be found in file 6H7EOO-βς.

- Ever your most faithful servant, I.B.Z.

Recor-Capt - Time Stamp: 110YT1-XC5

Another raid out of the Timurxan asteroid cluster. Five more ships lost, carrying enough arms for two regiments. Unacceptable. The greenskins virtually have free rein. What are the Orks doing with all that ordnance? Admiral Yaharn, ready your wargroup.

Recor-Capt - Time Stamp: 997WF1-LJ8

We are now a Warden planet. Balantha, most beauteous of worlds in the orbit of Lumen Mirabilas, is to be fortified. I have ordered the mesas of Saint Kyudle, once a place of natural wonder and sanctuary, be turned into a quarry so that we may build battlements and walls. The great plains are to be made into industrial quarters for our arms. Our people, so talented in celebrating the Emperor through music and art, will be trained for war. As I write, hundreds of thousands are in training camps. Our wondrous gardens are turned over to crop growing to feed ourselves. We destroy our world to save it. Will it be enough?

Recor-Capt - Time Stamp: 975YT1-KM4

The entire city is empty, my lord. Searches for survivors continue, but we expect to find few more. We have perhaps three hundred out of some eight-hundred-thousand who lived here previously. Those lucid enough to talk tell us of 'pale-skinned raiders wearing armour with fitted blades' who 'laughed at cries for mercy and flew sailed air-barges'. We can find no trace of this enemy, nor is there any kind of trail to follow. Not one of the city militia remains. With the city empty, the Haskar Pass is now unguarded. Request reinforcement of the city before the Orks return.

Recor-Capt - Time Stamp: 661TG6-SU1

Nashir, it was bittersweet to hear from you. I will never tire of our discussions on the best practises of warfare, but I was very much alarmed by your news of the state of affairs in the Octarian Empire. I could not agree more with your conclusions, which were sage and pertinent. Please consider the entire Verghul System a part of your Cordon Impenetra. I have ordered the immediate raising of an additional two hundred regiments and the fortification of my cities. Enforcers are conducting crackdown-sweeps with Adeptus Arbites' support to ensure our underhives are cleansed. Additionally, munitions-production quotas are to be increased. I give you my word, good friend, Hettusha will be ready.

Recor-Capt - Time Stamp: 113HQ4-RW7

The hierodules toppled the Monoliths while the structures were still rising up from the ground. They threw themselves at the xenos architecture over and over again until the buildings were ruined. We considered the fight over, the Necrons' ascension largely halted. Reports from other units told similar stories, but more and more kept rising. The Tyranids could not bring them down fast enough. Hordes of android warriors marched from beneath the ground, firing. They brought the monsters down, one by one.

Recor-Capt - Time Stamp: 702VT3-XO3

Sire, the long-range scans confirm it is an Aeldari fleet. I would not have believed it had I not seen the haruspectrometry myself. We have cross-referenced all of the ident-markings and believe it is a 59% match with those of Craftworld Kinshara. What their purpose is I cannot say, but we must warn the Salencia System. They will need to mobilise everything and be ready to defend the dig site.

Recor-Capt - Time Stamp: 243FS7-VS6

My lady, there are three ongoing riots in Hives Bellyne, Trestil and Kwinas. They are resisting the mobilisation. A fourth was quashed by the swift action of Enforcers in Hive Jalenn, but it is certain that trouble will begin anew when the Citizens' Enlistment Adjutants are deployed there again. It is due to these actions that we have met only 37% of the recruitment quotas you so rightly established. The people resist demands to serve you and their Emperor. They reject sensible rationing of food and water. What are your commands?

Recor-Capt - Time Stamp: 086Q04-G29

Lord Inquisitor, this is Sergeant Hamiz of the 82nd Epsiloni Sabretooths. We have successfully infiltrated the Octarius System. As expected, there is much evidence of Ork and Tyranid conflict. More troubling are the signs that heretics and traitors have been here in large numbers. We have discovered chainaxes, red and brass power armour and millions of skulls. I have no idea where they have gone, but this is not our primary concern. Fresh waves of Tyranids are coming. Many of them.



Excerpt from log 273BHJ

'This war has proven highly profitable. People will give much indeed to get themselves out the way of a Tyranid hive fleet tendril, or the warpath of an Ork horde. The inspectors who check our holds are nervous and distracted, very afraid themselves. They don't look hard enough to see our secret cargo. Some of the people we transport are jubilant. Some are terrified. Others are different. It's as if they are driven by a purpose besides survival. I have my doubts about them, but they do pay very well, and discretion is my specialty. If they prove to be a danger, let them be dealt with wherever they end up.

Besides, with many of my ships evacuating refugees, transporting troops to help the Imperial Navy and even committed to fighting, no inspector or Enforcer dares challenge the sincerity of my motivations. Undoubtedly, working within grey areas of the regulations is lucrative. Being seen to do one's duty so publicly ensures even the most suspicious dissuade themselves from looking too closely at my actions, and so my risk is minimised to nothing.

- Eyva Phalomor, Rogue Trader

THE VELORIA EXPEDITION

Inquisitor Athocles Van Roth was as concerned with the situation he described as 'Kryptman's Madness' as Nashir Sahansun. Not enthused by Sahansun's idea of a fortified border, and believing that the threat of the Ork and Tyranid war needed to be neutralised, he looked desperately for solutions. For years he searched in vain, but then, as if by divine providence, two vital discoveries were made known to him.

Desperate times call for desperate measures, so they say. We had been in desperate times for decades, centuries even. We are well beyond that now. Merely desperate measures will not suffice.

Whilst on a destabilisation raid in the Octarian Empire, Deathwatch kill teams of the Eye of Octos discovered an Ork Mekaniak invention that disrupted the synaptic signals controlling and coordinating the Tyranid swarms. The device appeared much like a crown of electricity, and was used by the self-appointed King Mek Baddkrasha to break swarm after swarm of Tyranids. The Deathwatch from Watch Company Secundus, under the command of Watch Captain Daox Glykas, successfully seized the device – with it still firmly attached to the brute's cranium – after plunging directly into the midst of a battle between the greenskins and the Tyranids.

Glykas took the device to Van Roth, who had for many years been a firm ally of the Eye of Octos. The Inquisitor relayed reports from his considerable network of agents to the Deathwatch that aided in their destabilisation missions. On more than one occasion he had deployed gunships to extract Deathwatch battle-brothers thought trapped or lost in immensely hazardous battlezones. Above all, Glykas trusted Van Roth's deep hatred for the xenos, and his wish to see all aliens exterminated. The Watch Captain showed the Inquisitor pict-recordings of Baddkrasha's crown at work, and the effect it had on the Tyranid swarm. Van Roth was astonished. It was a weapon unlike anything he had ever seen. If they could somehow use the technology, they could not only change the Imperium's fortunes in the Octarian War, but all over the galaxy. Van Roth persuaded himself of this easily, having long seen the benefit of using alien technology – under proper controls of course – against xenos races of all kinds. Glykas was more reserved, concerned that the taint of using this device could haunt him forever, regardless of how successful it was. But he relented, believing that saving the Imperium from a threat as great as the Tyranids was a cause worth the risk. With the alliance of the Deathwatch secured, Van Roth set about collecting test subjects and handed over the crown to his most learned agents for study.

EXPERIMENTS AND ALLIES

In addition to military forces, Athocles Van Roth wanted to acquire the resources he needed to facilitate the experimentation he planned to conduct on Veloria. The power of Baddkrasha had faded fully from the crown by the time the expedition was planned, and Van Roth believed that it might initially take a living Ork to operate it. Teams of acolytes and elite troops he had summoned to his cause went to capture living greenskins in a series of daring missions. He also needed Human test subjects, for which he took his pick from the convicts of the penal world of Vice.

Barcelia Mung was great-granddaughter to Eleusis of the same name, a relative expert in the Aeldari language. Mung was just one member of a large family of xenosavants, explorers, xenolinguists and adventurers who worked for numerous Inquisitors, as well as with many Rogue Traders. She was extremely wealthy and had an army of acolytes, mercenaries and xenos experts. Daring and ruthless, Mung was willing to undertake almost any action to succeed. She possessed the confidence of someone born to riches, as well as someone who had seen much of the galaxy's horrors. Van Roth called upon Mung for both her knowledge of the Aeldari and her military capability, knowing that she would not be able to resist the chance to go to an Aeldari maiden world.





The next challenge was where to test and use the crown. It was a question that plagued Athocles Van Roth for many days. Then he remembered it – a distress call. It had come from the Octarius Belt, an area he believed to be devastated in its entirety by the Asuryani of Craftworlds Saim-Hann and Biel-Tan, yet this is the area from which Inquisitor Avon Muir had sent her call. Van Roth had experienced disagreements with her in the past and, given his many priorities elsewhere, he had ignored her plea. Muir's safety was still of little concern to him, but the content of her message suddenly held more value. The Aeldari maiden world of Veloria, where Muir had been, was completely isolated thanks to the Aeldari's efforts to purge the Octarius Belt of life. Any Tyranids and Orks there fought in isolation. It was a perfect testing ground. Van Roth believed that he and his allies could operate there without fresh alien invasions disrupting their efforts.

Fully galvanised, Van Roth knew he needed an army. Though brave and skilled, the Deathwatch alone would be insufficient for the tasks ahead, so he reached out to other allies and contacts. Van Roth kept records of combat units with experience fighting various alien races as a matter of course, in case he had need of them. Now he used this resource in full. He summoned numerous Astra Militarum regiments, sent secret missives to clades of Magi Biologis he had worked with in the past – to study, experiment on and purge xenos species – and gathered various Militarum Tempestus forces. These forces included elements of the Thetoid Gryphonnes, who had great experience fighting Ork Speed Freeks on Walbek II, the 54th Psian Jackals, who had superb knowledge of Aeldari maiden worlds, and the 17th Xien Pythons, who had conducted numerous destabilisation missions against Hive Fleet Leviathan in the Octarian Empire. Van Roth also called upon Freeblade Knights he knew who possessed a deep hatred for the xenos, such as Impervious Rex, the Scarred and the White Warden. After finding swift and well-armed Navis Imperialis void ships to transport these forces, finally, he contacted Barcelia Mung.





THE VELORIA EXPERIMENT

Athocles Van Roth's allies and armies gathered, making for the maiden world of Veloria in all haste. They endeavoured to avoid inhabited systems and spend as little time in realspace as possible before reaching the Octarius Belt. The journey was arduous, the Shadow in the Warp putting immense strain on their Navigators, but their fleet arrived intact.

Orbital vitaeharuspex scans showed Orks were fighting Tyranids in locations all over Veloria. Van Roth was pleased, as this provided plenty of opportunities to test the Ork technology. After much discussion with Watch Captain Daox Glykas and the xenosavant-explorer Barcelia Mung, they agreed a location to make their base of operations. They occupied an abandoned Ork fortress that was situated in a plain surrounded by mountain ranges – with only a single major pass in and out – and enhanced it with additional prefabricated defences. It was also close to known Ork and Tyranid locations and a crashed Aeldari Haven Spire – a place of great interest to Mung.

Van Roth began field testing as soon as he landed. He deployed units on missions to capture live Tyranids, assessing the xenos' behaviour when in the presence of the Ork technology. He conducted a multitude of experiments with the crown on numerous test subjects, and had his xenologists attempt to develop protoypes. Despite countless failures and mounting casualties, nothing worked. The original crown was the only device that had any impact on the Tyranids, and only then if worn by Meks.

After several weeks of exasperating failures, Van Roth received a message from his fleet. Ork ships and space hulks were arriving, in huge numbers. Many of these were on course to lumber into geostationary orbit over Van Roth's position, and were arriving at too fast a pace to evacuate all of the Imperial forces – an army that had cost Van Roth considerable time and effort to collect and that he was loathe to abandon. The news caused uproar. Barcelia Mung's teams had barely finished surveying the outside of the crashed Haven Spire, and Daox Glykas was concerned by this point that he and his warriors had risked being tainted with xenos technology for no gain. With Van Roth and his allies requiring a hasty withdrawal to avoid their total destruction, in the Watch Captain's eyes there was very little hope for redemption. Van Roth's fleet was keeping its distance from the Orks for the time being, but with the greenskins growing closer to Veloria all the time, the window of opportunity in which they could feasibly risk extraction was diminishing rapidly.

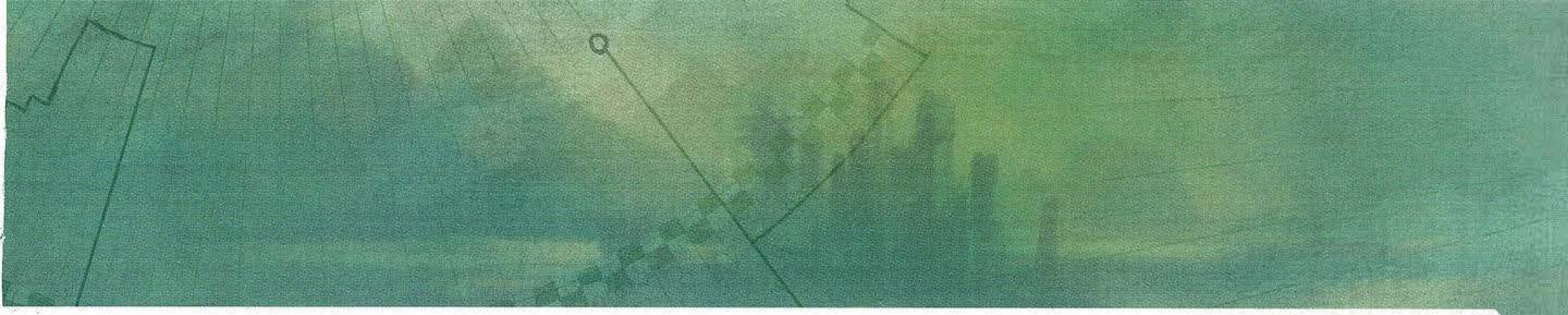
If Van Roth and his allies wanted to withdraw successfully, they needed to move to a new position so their ships could reach them without being destroyed by the rapidly-incoming Ork armadas. At the council of war, the arguments raged. How had the Orks found them? Why had they come? What should be done? Van Roth barely listened. He was engaged in his own internal debate, which led him to one inevitable conclusion. Silencing his comrades, he announced that the Orks must have been drawn here by the energies of the crown, and that desperate measures were required if the Imperial army was to escape alive with its prize.

The Inquisitor explained his plan. With the crown, elements of the Deathwatch would infiltrate an area the other side of the large mountain range among whose foothills they had deployed, where there were a significant number of Tyranids.

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What the greenskins have achieved with this 'crown' is not just fascinating, it is tantalising. The ability to disrupt the power of synapse creatures with a technological device... if we could replicate it, even to just a small extent, we could change the face of the galaxy for all Mankind. Will this be difficult? Yes. Will it be hazardous in the extreme? Undoubtedly. We must pursue this opportunity regardless. I could be Humanity's saviour.

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Their aim was to lure the invading Orks into the Tyranids' midst, and in so doing trigger conflict between the two. Once this had begun, the Deathwatch were to withdraw back to Imperial positions. With the Orks occupied, Van Roth hoped they would not be able to follow the crown, even if they tried. Meanwhile, to help cover the overall Imperial retreat off Veloria, Van Roth and others would enter the ruined Haven Spire and destroy it. The detonation would close the mountain pass, slow any greenskin pursuit of the Deathwatch and prevent any overspill from the Tyranid and Ork battle. Barcelia Mung and Daox Glykas both expressed their deep concerns. The plan was extremely risky, and could fail in countless ways. They posited that abandoning the crown altogether was an option for them at this point. Van Roth listened patiently. He acknowledged their views but disagreed, stressing the value in being able to defeat the Tyranids. It would relieve pressure on the Deathwatch, preserve the Imperium and mean that fewer xenorelic sites would be consumed. The Inquisitor silently thanked the Emperor when his two allies agreed to follow him.

Close to the point of initiation for Van Roth's plan, the Inquisitor received word from the Cadians guarding his force's dropships. One of their security patrols had found someone attempting to steal a transport. She claimed to be an Inquisitor – Avon Muir. Van Roth met with her immediately. She was bedraggled, thin and visibly on edge. He asked her how she had survived and what she knew of the xenos, explaining to her that any information she might have could be vital for the success of his plan. Muir cackled when she heard it, dismissing it as a folly no better than that of Kryptman or Sahansun. Van Roth stressed that, no matter her opinion, the plan was underway, and if she wanted to leave Veloria she would work with him, or she would be left to die.

Muir told Van Roth why his plan to destroy the Haven Spire would not work – only the Aeldari could operate its systems or hope to navigate its corridors in a short time frame. She explained that some Aeldari still lived on Veloria, left behind after earlier conflict, and if Van Roth wanted to succeed, he needed their help. Muir said she could make arrangements in exchange for safe passage off Veloria, and Van Roth agreed.

Muir was successful. At the base of the Haven Spire wreckage, Van Roth – along with Barcelia Mung – met with Autarch Balanidel and Warlock Entythras of Craftworld Biel-Tan, Farseer Yeltioc of Craftworld Saim-Hann and Corsair Prince Lendathai of the Dragon Dancers warband. In exchange for their help, the Aeldari insisted on being given safe passage off-world to a location of their choosing. Only when Corsair Prince Lendathai explained that the Haven Spire's systems required a user with an Aeldari's innate psychic ability, and detailed the complexity of its network of internal passageways, did Van Roth reluctantly agree to their terms.

And so an alliance of Imperial forces and Aeldari warriors entered the wrecked Haven Spire. The alliance split into three groups, in the hopes that at least one would reach the central command bridge to initiate the self-destruct. Watch Captain Glykas and Corsair Prince Lendathai led one group, Barcelia Mung and Farseer Yeltioc led another, and the third was led by Van Roth, Autarch Balanidel and Warlock Entythras. Each group was accompanied by Deathwatch warriors and some of Van Roth's agents. The last reports Van Roth received before going inside were that the first Ork vessels were arriving and thundering through the atmosphere, altering their

'What the Inquisitor proposes will taint us all,' said Sergeant Gahlenn, in the hold of the Deathwatch command-corvus Xenosbane. *The shadows cast by the Deathwatch in the dim light made his stony features appear even starker than normal.*

'And any hope of success is slim at best,' said Sergeant Ledyon.

'We have already risked enough working with that infernal crown,' spat Chaplain Gorrotoa. 'To work with the Aeldari is unthinkable.' Van Roth's flagrant use of xenotechnology angered the Chaplain more than it did even others of the Deathwatch.

'We might win the power to undo the entire Tyranid race,' said Techmarine Zilaris. 'I would gladly sacrifice myself for such an end, it is a small price for the reward.'

'Careful. A heretic's path to damnation begins with such ideas,' warned the Chaplain.

'Brothers, I hear you all,' said Watch Captain Glykas.

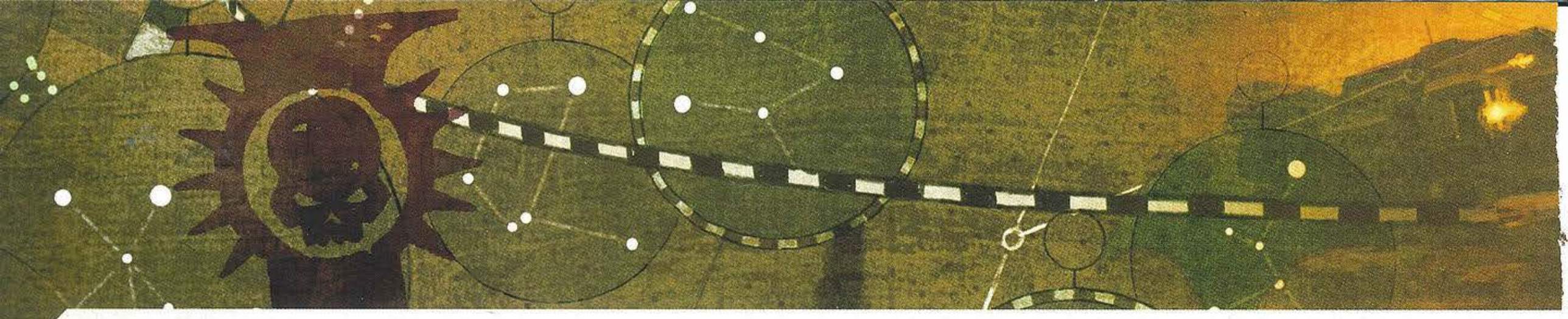
The choice Glykas had to make was no easy one. Van Roth had put himself and his warriors in a difficult position. To fight alongside the Aeldari was a sickening thought, yet the opportunity to undo the entire Tyranid threat was worth much sacrifice.

'What say you, Heathobar, Luonercus?' he asked his Librarians. Glykas was from a Chapter of the Blood – the Cruor Blades. Most scions of Sanguinius held the advice of Librarians in high esteem. He was no different, so he listened to their words carefully.

'There is no easy path, Watch Captain,' said Luonercus. 'Though I attempt to understand what lies before us, the way is clouded. All I know is to expect great hardship.'

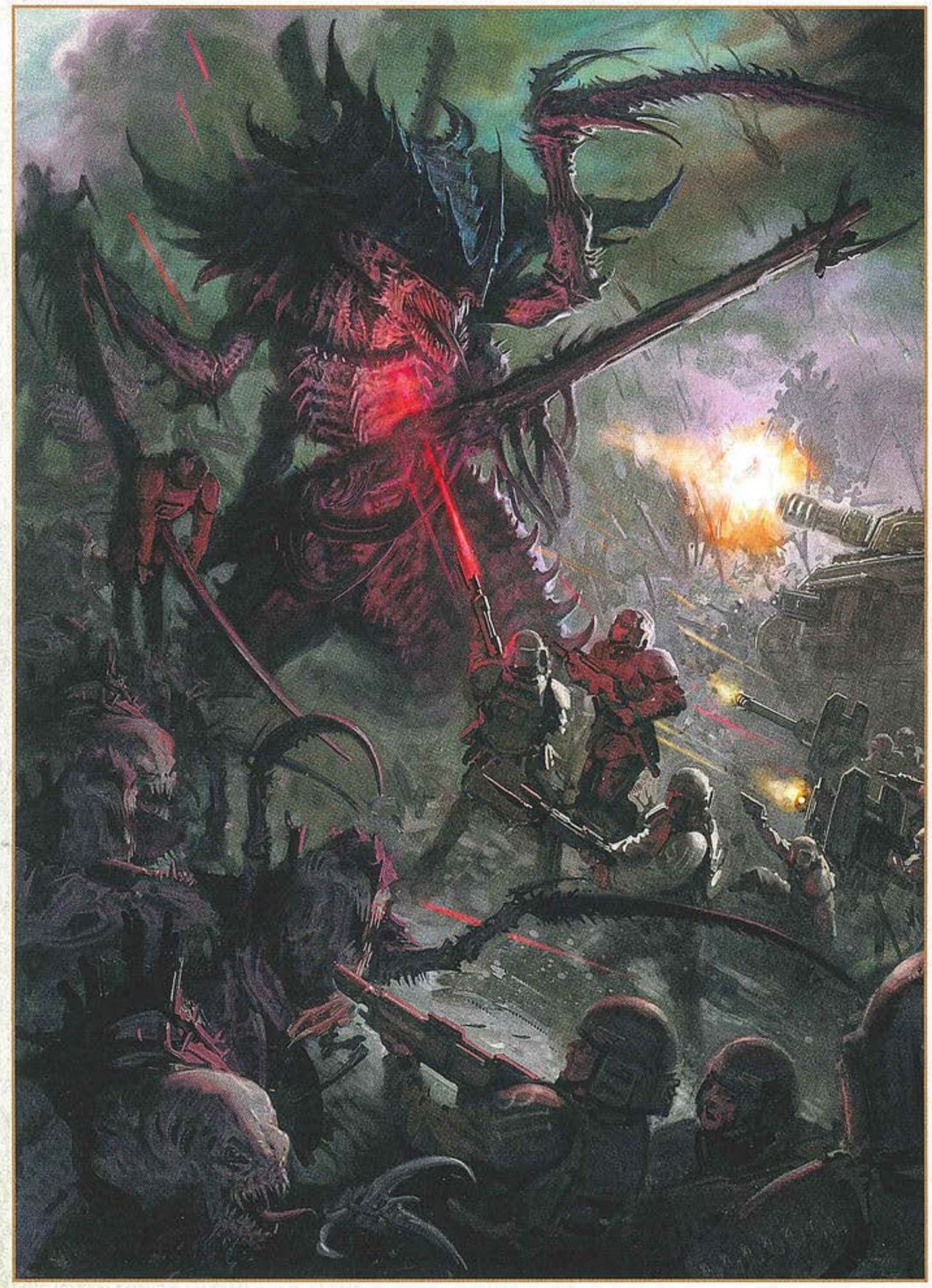
'If we do not follow Van Roth in this, we risk losing the crown,' said Heathobar. 'I would not see it in Ork hands, even if it is impossible for us to use it ourselves. We also need to keep watch over Van Roth himself, his behaviour is... disturbing.'

'Agreed,' said Glykas. 'We continue to work with the Inquisitor, for now.'



trajectories to hurtle down upon the Tyranid-infested zone on the other side of the mountain range. The plan appeared to be working. What no one knew was that a large number of the greenskins already on Veloria were also following the strange spoor left by the crown, many of them on a course that would take them straight through the Imperial base.

As Van Roth's forces and the Aeldari explored the Haven Spire, they moved slowly. Lighting was poor, and every few steps warriors felt the crunch of splintered bone beneath their boots. Dead Aeldari, greenskins and Genestealers were in every corridor. Barcelia Mung's group even found the body of a fallen Space Marine of the Death Strike Chapter. The stale air smelled of decay, and parts of the graceful Aeldari architecture were defaced with crude Ork glyphs. The threat of ambush was ever-present, but in the first hour of exploration there was no sign of any enemy. Despite the risk of being followed, Van Roth permitted the placing of route trackers as they advanced, to make it easier to find their way out of the labyrinthine station.



Communications between the three teams was patchy. It took no effort, however, to understand the screams when they came through the vox from Barcelia Mung's group. Van Roth anxiously demanded a situation report from them, but none came. There was no way Van Roth's group could reach Mung from their position to aid her, so they had no choice but to continue with the mission. Van Roth ordered them to move more quickly, then his group lost contact with their rearguard. Troops sent to investigate found nothing but gore-splattered walls, shredded uniforms and rent weaponry. Within minutes of this discovery, pandemonium broke out. Aeldari Corsairs, Tempestus Scions and Inquisitorial agents were all ripped limb from limb by purple-armoured Genestealers. They moved with horrifying speed, bursting from torn-open vents and maintenance corridors. The veteran Human and Aeldari troops attempted to regain as much order as possible, shielding their leaders while trying to get into formation. Shuriken and hot-shot lasfire cut down a number of the Genestealers, leaving shredded and burned-through corpses, but the four-armed aliens continued to attack, surging from their hiding points.

It was only thanks to the intervention of the Deathwatch that the entire group wasn't overwhelmed in the panic and confusion caused by the sudden assault. The post-Human warriors carved Genestealers apart with broad chainsword sweeps, blew out their brains with bursts of bolter fire or engulfed them in deluges of burning promethium. The Deathwatch's efforts brought essential respite to the group, whom Van Roth urged on, but were continuously harried by the xenos. One by one, Imperial and Aeldari warriors were cut down, no matter how many Genestealers were killed in desperate rearguard actions or counter-attacks. Still, Van Roth refused to consider retreat. They had come too far.

THE FATE OF THE CROWN

The Deathwatch trusted with the crown successfully crossed the mountain range with limited opposition, and set up a base



camp at the foot, ready to withdraw as soon as the xenos were fully established in battle.

They watched as Ork drop craft hammered into the landscape. Thousands of Boyz piled out, alongside columns of pollution-belching armoured vehicles and buggies painted bright red. Within minutes, feral Tyranids attacked them in droves, working off their base instincts. The fighting became a total charnel house as more greenskins landed and got stuck in, and swarms of Tyranids smelled blood and raced into the fray. More and more of the xenos were streaming in with no end in sight, and Librarian Heathobar – who commanded the Deathwatch – was satisfied that the greenskins and Tyranids were totally occupied. He ordered his warriors to withdraw.

This was no easy task, as Tyranids living in the mountains were streaming towards the growing conflict. The Deathwatch literally fought an uphill battle against increasing numbers of xenos as they sought to escape. They even encountered Orks – greenskins who had landed in the mountains were following the crown's trail. The Deathwatch kept moving, but one by one Heathobar's warriors were cut down, impaled on scything talons, pummelled by a mob of Boyz or blown apart by rockets. Only Heathobar himself made it to the other side of the mountain, crown in hand. What he saw when he arrived nearly shattered his soul. There was no way they could escape this world now.

THE FATE OF THE SPIRE

After many running battles along the Haven Spire's passageways, finally Van Roth's group of exhausted and wounded survivors reached the crashed vessel's bridge. Autarch Balanidel was slain, isolated trying to save a wounded comrade and hacked to pieces. Many of the Deathwatch had also fallen – Sergeant Pyhassas was the only one who still lived, albeit having lost an arm.

The command centre's control panels seemed to have grown out of the floor, as opposed to having been installed or placed there. Many had been snapped off and shattered, either by the crash or fighting. Aeldari corpses were strewn everywhere. Some had been hacked apart, others were sprawled over Aeldari machinery. There were Human corpses, too. One was that of Barcelia Mung. Her throat had been ripped out and her torso had been punctured several times by massive claws. There was no sign of Glykas, and they had heard nothing from his group. Van Roth ordered Warlock Entythras to initiate the Haven Spire's self-destruct. It took the Aeldari psyker over half an hour, in which time Van Roth's battered troops had to hold off several more Genestealer attacks, costing even more their lives.

Though the self-destruct had been initiated, it was clear that to leave by the route they arrived was a suicidal path. Van Roth's group needed another way out, one requiring as little journey through the Haven Spire as possible. Van Roth decided they would blast their way out, using melta charges to melt through the hull at a weak point and escape that way. Warlock Entythras set the self-destruct sequence with enough time for them to escape.

Standing in the breach made by the melta charges, Van Roth looked out. When his eyes grew used to the light, battle was all he could see in all directions. Smoke filled the air from burning battle tanks and vehicle exhaust. Van Roth's troops were surrounded by hordes of Orks. Explosions rippled amongst the incalculably vast tide of greenskins as mortar and earthshaker shells detonated within their ranks. Van Roth watched as a Valkyrie – engulfed in flames – plunged out the sky. It crashed into a defensive tower, no doubt occupied by Imperial infantry. The whole structure exploded and collapsed.

It... cannot be,' said Van Roth, completely stunned. His army was being destroyed. He made out the wrecks of scores of Leman Russ battle tanks. He saw the dead piled up outside the field hospital. He watched as a group of Tempestus Scions raced to plug a breach in the Imperial lines within their Taurox armoured carriers.

'This is Sergeant Pyhassas – brothers, do you hear me?'

The sight of the Deathwatch warrior calling vainly into the vox for his battle-brothers shook Van Roth. He activated his own vox and his locatorum beacon.

'This is Inquisitor Van Roth. Demand extraction. Send Valkyrie immediately.'

There was no response.

'This is Inquisitor Van Roth, report.'

After several seconds, the vox crackled into life.

'My Lord... all...committed... greenskins... so many,' the vox-operator said.

'I don't care how many there are, you will send a Valkyrie to us, immediately!'

The only reply was static.

'There is no word from my battle-brothers,' said Pyhassas.

So it is lost, thought the Inquisitor. We have failed, all of us.

A bright flash made Van Roth look to the sky. It was a burning Imperial cruiser heading straight for the ground. He sank to the floor. All there was left to do was wait for the blast of the Haven Spire's self-destruct to consume him.

We can live neither with, nor without, hope. It spurs us on when nothing else will. Yet should what we wish for fail to materialise, it can crush our spirits more than any enemy could.

DA MAW

Vodha Bloodprice, World Eaters champion of the Skullhunt warband, ascended to Daemonhood slaughtering Orks in the Octarius System. The Octarian War for him was a paradise, where the bloodshed was endless and skulls could be piled as high as planetary atmospheres.

Such was Bloodprice's power, he subjected many Khorne worshippers to his will or otherwise drew them to him – many had been left behind in the Octarius System after the Blood Crusade of Khorne ended. The Bloodblessed, Bloody Dawn, Gorefists and Harvest warbands of Heretic Astartes were among them. Besides these were vast hordes of blood-crazed cultists and Beastmen warherds, Khorne-devoted, near-insane members of the Dark Mechanicum priesthoods – masters of blending the empyric with the machine – and Iconoclast and Infernal Knight Households, with numerous Dreadblades alongside them. To all these forces, Bloodprice promised a battle greater than any they had ever experienced. In a war zone as apocalyptic as the Octarian Empire, he had no doubt he would deliver upon his vow.

What he found was a world known to the Orks as 'Da Maw', because of the sheer number of armies consumed by the war there. Horde after horde of Orks and Tyranids threw themselves into the planet's battles, and the death tally was beyond count. As the months and years of fighting had worn on, both xenos races had poured only more and more resources into it. Now, whole broods of bio-titans fought tooth and claw with big mobs of Gargants. The world's oceans were a dark crimson – such was the volume of blood and ichor flowing into them – and land masses and forests had been reduced to little more than mud lakes. To Bloodprice and his vast army of followers, it was a paradise within paradise – a blessing from Khorne. Here, the blood always flowed.

Bloodprice wasted no time and conceived no great battle plan. He always held his flagship – Goredrenched – at the fore of his fleet, and when his armada entered the planet's orbit, Goredrenched charged through the clouds of dismembered Tyranid void-forms and Ork ship wreckage and into the fray. Gunships poured from the crimson vessel's hull, descending to the surface as the ship fired broadside after broadside into the swarms of xenos vessels fighting in Da Maw's space. The rest of Bloodprice's forces followed. They neither needed, nor expected a word of command. There was only one course of action to be taken, and only one objective – slaughter.



+++ Classified Document 509211-X +++
Forces of the Imperium

My lord Kryptman, see below notes of key elements of Imperial forces our agents understand to have taken part in the fighting in the Pankallis Sub-sector and in the Valoria System. Further information and expanded listings can be found in files 4Z3PKS-ΣΛ *and* 3Q6VAS-θβ *for all Imperial military branches. Accounts of other conflicts in War Zone Octarius – including the Waegmoot Surge, Incident 303, the Ebonweed Miracles and the Second Salvation of Ciarastus Primus – can be found in sub-folder 3-0-X.*

– Ever your faithful servant, J.B.Z.

ASTRA MILITARUM

Thousands of Astra Militarum regiments fought in the Pankallis Subsector from hundreds of worlds. They ranged from the disciplined Cadian Shock Troops to the fanatical Kernak V Penitents, and the brutish Gydisk Tertius Maulers to the brightly uniformed Kherusk Halberdiers. These infantry fought alongside such armoured formations as the noble Nobayshan Bardiches, the savage Ustenoran Gundogs and the tenacious Nazkahan Rhinocerids, and were supported by such artillery regiments as the hardy Irnwald Heavy Gunners, the well-drilled Kaistan Ordnancers and the ostentatious Sonasthi Royal Guns. Full and detailed listings are recorded elsewhere, along with details of abhuman auxiliaries and Militarum Tempestus participants. Ogryns, Bullgryns, Ratlings and Beastmen formations were deployed on almost every embattled world in the sub-sector.

ADEPTUS ASTARTES

THE DARK KRAKENS CHAPTER

Chapter Master Mezonyki Reio
Chief Librarian Arkurii Hanec
• 3-5 other Librarians
Reclusiarch Herrahdura Zitadan
• 3 other Chaplains
3 Captains: Noktil Bolas, Krijeni Luceior, Elaroh Karib
300-350 battle-brothers from the 1st, 2nd, 5th, 8th and 10th Companies
86 supporting armoured vehicles
Flagship battle barge: *Deep*
Strike cruisers: *Fathom* and *League*
7 Gladius-class escorts: *Cekaelius, Taniwha, Ceirun, Bakynawah, Skyllae, Ikutursoe and Umibozu*

THE ATLANTIAN SPEARS CHAPTER

Captain Polemon Stilpo of the 2nd Company
Captain Phaedrus Lyco of the 10th Company
5 Librarians of varying rank
250-300 battle-brothers from the 1st, 2nd, 8th, 9th and 10th Companies
50 supporting armoured vehicles
Strike cruisers: *Aurelios* and *Senekha*
6 Gladius-class escorts: *Stoikha, Judgement, Spear of Wisdom, Hoplon, Heartlance and Trident*

THE OBSIDIAN JAGUARS CHAPTER

Chapter Master Ahluic Xotzin of the Obsidian Jaguars
Chief Librarian Nekahual Mecatl and 5-10 Librarians
Master of Sanctity Yoloxal Zaretza and 5-10 Chaplains
Master of the Forge Xoko Acalan and 15-20 Techmarines
6 Captains: Toltec Neculach, Cozaca Ayotl, Ometoch Milixtli, Quilaz Acollok, Amaqan Cuetl, Yarepili Cozahqui
400-500 battle-brothers from all ten companies *(believed to be 90-95% of all remaining Obsidian Jaguars' strength)*
150 supporting armoured vehicles
Flagship battle barge: *Tlahtoan*
3 Strike cruisers: *Khamazotz, Ataquil* and *Kizuic*
Note: Details on the rest of the Obsidian Jaguars Chapter's fleet is listed elsewhere

OTHER SPACE MARINES

Our agents have found mutually corroborating evidence of the presence of the Dark Angels, Knights of Abhorrence, Silver Templars, Celestial Guard, Skull Bearers, White Panthers, Crimson Raptors, Death Strike, Fire Lords, Wolfspear, Firebreathers, Rift Cobras, Darkspires, Forlorn Sons, Rampagers and Ultramarines [note – 'Tyrannic War Veterans"]. Due to the Adeptus Astartes' total operational autonomy, some Space Marine forces operated for what appears to be little more than a few local days, others many local months. It is quite possible some performed missions and left before our agents learned of their presence. In addition to the above, there are unsubstantiated claims of the presence of the White Scars, Storm Lords, Red Scorpions and Raptors Chapters. Some of the Space Marine forces have been identified as being little more than squad size, others much larger.

DEATHWATCH

Watch Master Vuur Yangin of the Furor Shield (formerly of the Fire Lords).....5 Watch Companies
Watch Master Akrep Xie of the Eye of Octos (formerly of the Jade Scorpions).....3 Watch Companies
Watch Master Aviddan Tagas of Doombreak (formerly of the Fire Angels).....4 Watch Companies

ADEPTA SORORITAS

Order of the Golden Light.....7 commanderies under Canoness Preceptor Olicia Dylo
Order of the Ashen Shrine .....28 preceptories under Canoness Preceptor Sabina Hildais
Order of the Bloody Rose..... 33 preceptories under Canoness Preceptor Arabella Thrance
Order of the Porphyran Veil .....24 preceptories under Canoness Preceptor Lethuna Brenoris

Note: Forces from the Order of Our Martyred Lady, the Blue Robe, the Blessed Suffering, the August Pyre and the Iron Veil were all identified in addition.

Such forces, such a gathering of strength! Yet it was not enough, not nearly enough. Mankind's numbers are teeming, a resource thought to be inexhaustible. I cannot now stay with certainty that this is true.

QUESTOR MECHANICUS/QUESTOR IMPERIALIS

HOUSE XIPHOS

High Queen Desdemonah Thegrik, Mistress of the Fortress of the Eversharp Blade, pilot of *Foe Piercer* - led 673 Knight suits and pilots, of 71 operational lances with 44 cohorts of Household Companion Guard, 4,627 Sacristans with armoured aerial transport and 11 macro-conveyor arks.

HOUSE FEURUS

High King Yustus Krine, Master of the Bastion Magnificus, pilot of *Indomitable Spirit* - led 622 Knight suits and pilots, of 68 operational lances with 39 cohorts of Household Triarii, 3,376 Sacristans with armoured aerial transport and 12 macro-conveyor arks.

HOUSE ADAMANT

Baron Forge Mistress Fortizia Pentir, pilot of *Implacable* - led 112 Knight suits and pilots, of 8 operational lances with 9 cohorts of Household Iron Guard, 942 Sacristans with armoured aerial transport and 7 macro-conveyor arks.

HOUSE MIRANOR

Baron Master of Vox Praesus Obitar, pilot of *Death's Head* - led 157 Knight suits and pilots, of 13 operational lances with 12 cohorts of Household Tech-Moritors, 1,117 Sacristans with armoured aerial transport and 9 macro-conveyor arks.

OTHER KNIGHTLY ELEMENTS

Lances from Houses Terryn, Morton, Vulker and Cadmus

FREEBLADES

We have struggled to confirm in full the varied Freeblades that may have fought in the Pankallis Sub-sector. Some were drawn by the growth of the Cordon Impenetra, such as the Cerulean Knight of Threxis and Baron Blood. Others were merely in the region for rearmament, such as Lady Jarena Ninthborn and her followers, or to pursue personal vendettas against the Orks or Tyranids, such as Prince Jarredhin the Last and the Killer of Beasts.

ADEPTUS MECHANICUS

We have found it all but impossible to negotiate the intricate webs of secrecy and esoteric organisational methods utilised routinely by Adeptus Mechanicus forge worlds. Kernak III, Ryza and the forge system of Estaban each had many thousands of macrocladestrength forces and support auxilia, reinforced by Ordinatusclass heavy assets and – in some cases – rare examples of Legio Cybernetica assets such as Thanatar, Domitar and Vorax battle robots. Overall command of Kernak III's forces was with Fabricator General Ezmeralda Brynlokh Archmagos Prime Fartlidya Kantum controlled the forces of Ryza Magos Dominus Recteion Ghal led Estaban's armies in the region. Each forge world possessed, as a part of its strength, many hundreds of void ships of all classes and sizes. Titanicus assets, by virtue of sheer size and visibility, have been much easier to calculate, however.

Legio Kopides [allied to Kernak III]
known as the 'Great Swords'
32 engines of varying classes with 25 Secutarii regiments

Legio Crucius [allied to Ryza]
known as the 'Warmongers'
8 engines of varying classes with 6 Secutarii regiments

Legio Sagitarr [allied to Estaban]
known as the 'Deathbolts'
6 engines of varying classes with 3 Secutarii regiments

Legio Tempestor [allied to Estaban]
known as the 'Storm Lords'
7 engines of varying classes with 4 Secutarii regiments

IMPERIAL NAVY

Lord Admiral Janzig Danathios - sector fleet command
Flagship Victory-class battleship: *Divine Right*
42 cruisers
2 battleships
163 escorts
12 carriers

High Admiral Samosl Gennorr II - commander of all sub-sector battle groups
Flagship Graia-class battleship: *Gauntlet of Thunder*
97 cruisers
6 battleships
311 escorts
29 carriers

Thousands of Aeronautica Imperialis divisions – fighter, bomber and tactical – were engaged throughout the subsector. There was no overall commander, each world's divisions had their own field leader. Most divisions had a number as well as a cognomen – examples include the 14th Sky Lions, 57th Wind Wardens, 2nd Brazen Eagles and 22nd Flame Falcons.

THE VELORIA SYSTEM

Inquisitor Athocles Van Roth's forces were a private army, 'collected' for the singular purpose of fighting Orks, Tyranids and Aeldari – all units gathered had experience in fighting these races. The listings below are in addition to the macroclades belonging to the Magi Biologis that Van Roth worked with, and his own retinue of xenofaunists, biologians, xenosavants, Jokaero, gland warriors and augurites. Van Roth's key ally in his endeavour was Barcelia Mung. She brought her own mercenary forces and entourage of varied mavericks and linguists.

MILITARUM TEMPESTUS

22nd Thetoid Gryphonnes - multiple companies
54th Psian Jackals
55th Kappic Eagles - multiple companies
17th Xien Pythons

ASTRA MILITARUM

302nd and 303rd Armageddon Steel Legion regiments
2nd Argovonian Foresters regiment
13th Haephosian Tritons Company
1,635th Vostroyan Firstborn Mechanised regiment
14th Cadian Shock Troops regiment
74th Cadian Armoured regiment
47th Giklan Ogryn Auxilia
5th Orn's World Ratling Auxilia

FREEBLADES

Impervious Rex, the Scarred, the White Warden

FLEET ASSETS

Van Roth's flagship - Tyrant-class cruiser: *Raptoris Furus*
Dictator-class cruisers: *Tempest* and *Resolute*
Mung's flagship: *Skolaros Exemplarum*

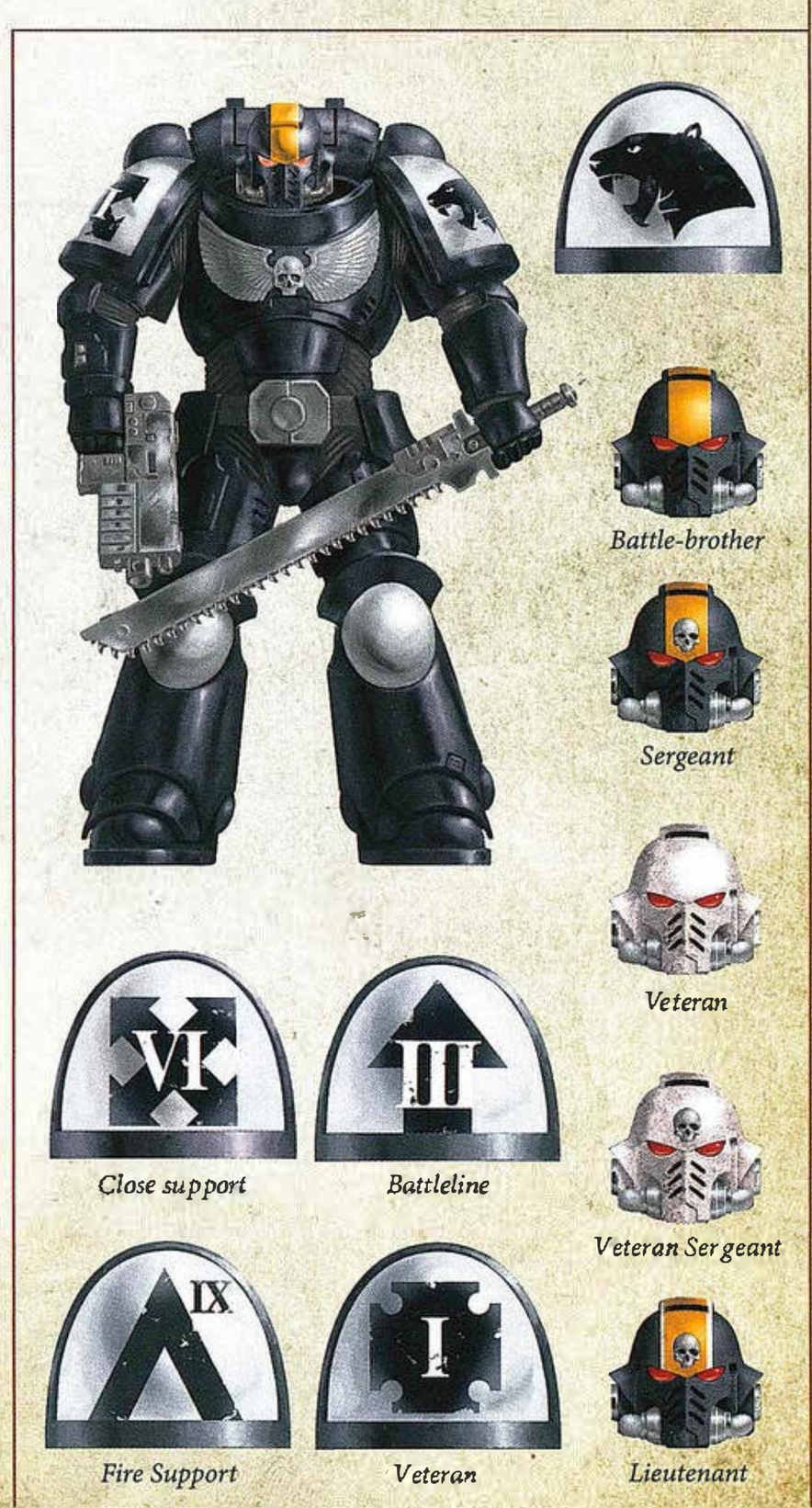
WATCH COMPANY SECUNDUS OF WATCH FORTRESS EYE OF OCTOS

Watch Captain Daox Glykas of the Cruor Blades
Team 1 led by Sergeant Kolos of the Hammers of Dorn
Team 2 led by Sergeant Gahlenn of the Gore Golems
Team 3 led by Sergeant Ledyon of the Aurora Chapter
Team 4 led by Sergeant Pyhassas of the Black Pegasi
Librarian Luonercus of the Brazen Consuls
Librarian Heathobar of the Iron Lords
Chaplain Gorrotoa of the Knights of Abhorrence
Techmarine Zilaris of the Silver Skulls
Strike Cruiser: *Unyielding Stare*
4 Gladius-class escorts: *Unbearable Gaze*, *Unblinking*, *Doom of Octarius* and *Scourge of Octarius*

+++ Classified Document 934865-B +++
Obsidian Jaguars Adeptus Astartes Chapter

An Ultramarines successor Chapter, the Obsidian Jaguars' home world of Ceibhal was recently conquered by Orks of the Goffs clan, their fortress monastery destroyed by Space Wolves forces seeking to deny resources to the xenos. Given the extent of the Chapter's activities, much of its fleet and most of its battle-brothers were off Ceibhal at the time of the Ork invasion. Once the news of the planet's fall reached Chapter Master Ahluic Xotzin – who was campaigning elsewhere – he rallied what remained of the Obsidian Jaguars' strength. As a result, Xotzin was able to gather a sizeable force, though some elements of the Chapter were too far away from the gathering point, or too embroiled by war, to respond to his request. Before the call for aid from Pankallis reached him, Xotzin's goal had been to reclaim Ceibhal from the Orks that remained there and rebuild. Agent 14J, within the ranks of the Chapter's naval officer corps, informs us that it was only after much deliberation that Xotzin decided to divert his forces to Pankallis. On one level, duty won out – the Emperor's worlds were under furious attack and the fate of others hung in the balance. On another level, it was an earlier opportunity than expected for revenge against the greenskins – any greenskins – and for the Chapter to hone its skills against their now most hated enemy.

The Obsidian Jaguars fought in the Semythis, Kernak and Kusolst Systems. In Semythis, many of their actions were punitive strikes with little particular strategic value, designed purely to inflict significant losses on the Orks. Though the Kernak System was eventually declared lost to the greenskins, the Obsidian Jaguars fought many battles alongside the Knights of House Xiphos and the Adeptus Mechanicus forces of Ryza and Kernak III. They earned much respect from their allies for their bravery, and it is reasonable to conclude that no fewer than six Gargant kills can be attributed to their actions. Much of the Obsidian Jaguars' strength was committed to Kusolst. With its quarries, industrial output, military strength and food production capabilities, it was a linchpin system, one whose loss could have great impact on many other nearby systems. Here the Obsidian Jaguars were tireless. They crushed greenskin guerrillas on Phundil that had outmanoeuvred and slaughtered Astra Militarum forces in droves, and successfully destroyed several invasion roks that had landed in Irnwald's Hennzi Desert. In a masterful display of void warfare, Captain Amaqan Cuetl led the ships under his command in a number of devastating hit-and-run attacks against the greenskins' ramshackle armada. This bought precious time for squadrons from Lord Admiral Janzig Danathios' fleet to stabilise the combat situation above Kusolst Prime. We believe this action made eventual Imperial victory much more likely – once void supremacy was achieved, the enemy on the ground were denied reinforcements and supplies.



+++ Classified Document 007462-F +++
Atlantian Spears Adeptus Astartes Chapter

The Atlantian Spears are a successor Chapter of the Blood Angels, but appear to have little engagement with other Chapters of the Blood. They were one of scant few successors who sent no aid at all to Commander Dante after he summoned the Blood Angels' successors to defend Baal in the face of Hive Fleet Leviathan's invasion. The Atlantian Spears' actions have proven difficult to track or to predict, even for a dozen of our agents, despite them committing significant strength to the fighting in the Pankallis Sub-sector. What is also unusual is that their forces operated in two distinct blocs that - so far as our astropathic-intercepts can tell - had no communication whatsoever with each other. Their missions appear to have had little to no overlap and they seem to have felt no need to appraise each other's actions, successes or failures. Their precise motivations for deployment in this particular war zone are largely indeterminable, as they communicated little with other Imperial forces. Given their propensity in the Pankallis Sub-sector to target Orks, heretics and Drukhari just as much as Tyranids, it seems unlikely that some act of repentance for failing to aid Baal in its darkest hour is a part of it. To them, the Tyranids were just another enemy - one no more or less important to defeat than any other.

We undoubtedly have not catalogued all of the Atlantian Spears' action, given the ever-present challenges provided by the Cicatrix Maledictum, the Shadow in the Warp and the power of local so-called 'Waaagh!' energy. We have made some observations, however. On Gydisk Alpha, a strike force of Atlantian Spears was deployed in the perfect place to ambush a Drukhari raiding party as it emerged from the webway. The Space Marines completely wiped out the Aeldari with virtually zero casualties, so far as we are aware. It remains a mystery as to how they were able to predict such an exact location, though it may be related in some way to what appears to be a significant reliance upon their Librarians. Despite the precision of this action, however, we know that one ambush they set against Tyranid forces was fouled in a sudden attack by numerous Lictor-genus creatures, and the Space Marines were forced to withdraw with significant losses. Elsewhere, we can say with a reasonable degree of certainty that Atlantian Spears warriors boarded an Ork battle cruiser - referred to as Da Megadakkablasta - en route to the Kernak System, and set it on a collision course with a number of other Ork vessels. Such was the devastation caused, we believe that this act reduced the intensity of Ork attacks on Kernak III by several months, in which time the world's tech-magi successfully evacuated many precious technologies and irreplaceable weapons systems.





Dark Angels

Dark Angels forces were positively identified on the feudal world of Nobaysha and hive world Kabthan in the Xessor System, putting down the heretical cults known as the 'Eightspokes' and the 'Chosen of Akhabad'. They prevented several areas of Kabthan's orbital shipyards from falling into enemy hands and stormed the rogue vessel *By His Name Do We Live* before it could leave the system. Current activities are unknown.



Wolfspear

The Wolfspear waged great hunts against the Tyranids on the frozen death world of Death of Bianzeer. They stalked Lictors in howling snowstorms and brought down bio-titans on city-sized ice floes. On Mount Helnbac, the Wolfspear initiated an avalanche that wiped out a colossal Tyranid horde – either crushing the xenos or driving them into the icy depths of the Mirror Sea.



Silver Templars

Just one of many noteworthy actions of the Silver Templars in the Anelanni System [see file 5L9ANL-λθ for details of these] was on Ahelmil, in the defence of the Shrine of Saint Berrnarhd the Traveller. We believe hordes of heretics wished to seize the martyred saint's remains for use in some kind of ritual, and the Silver Templars held them off, throwing back waves of the traitors and culling many thousands of them while sustaining few losses.



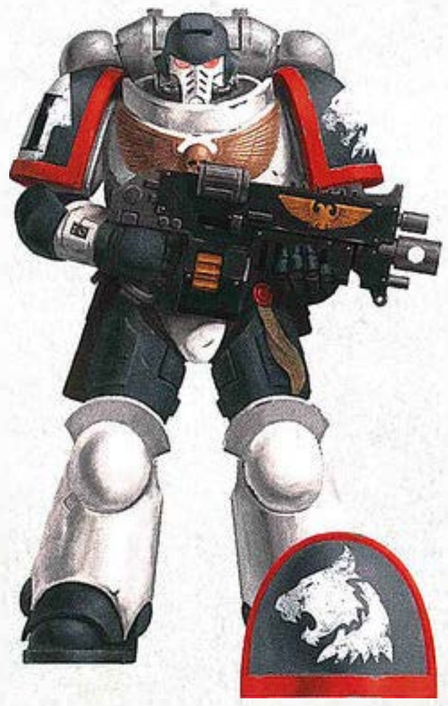
Death Strike

The Death Strike fought to defend the emergency extraction of Gydisk Quartas' colossal food stockpiles. The world was beyond saving, but its resources were vital for the war effort elsewhere – though some of it the Space Marines were forced to burn to prevent the Tyranids from consuming it. The Death Strike themselves utilised Gydisk Tertius as a recruiting world, and so raced to rescue the small gene-seed stocks housed there, as well as evacuate potential recruits.



Knights of Abhorrence

Though reports exist of the Knights of Abhorrence having also fought elsewhere in the region, primary intelligence speaks of their efforts in the Kusolst System. On Darkmont, they successfully destroyed a Genestealer Cult outbreak that called itself the Onyxwryms in an area of highlands known as the 'Ribs of Jakathar'. On Kusolst Prime they were instrumental in the defence of the Broadcrest Citadel, where they launched numerous armoured counter-thrusts against attacking greenskins.



White Panthers

The White Panthers fought one of Eunixi's most important battles. First, they retook vapour-extractorum plant Alpha-megaris 001 from Genestealer Cultists of the Ever-shifting Sandcoil. It was a close-quarters battle, made more difficult by the fact the infrastructure had to be protected to maintain water supplies to the population. This took several weeks. At the end, the Space Marines had scant hours to prepare a defence of the plant they had just captured against a swarm of oncoming Tyranids.



Rift Cobras

The Rift Cobras responded to panicked calls for aid from the penal world of Kernak V. They found themselves not only fighting the looting hordes of Nabrot Stubfingers, but also the armed, rioting inmates. They crushed both with ruthless efficiency. In what was called the 'Deathrain Massacre' they slaughtered thousands of convicts in a matter of minutes, and also prevented the greenskins from looting the vast armament stockpile at Bastille 7-C-3.



Celestial Guard

The Celestial Guard have only recently begun to rebuild their home world after it was attacked by Orks. It is without doubt the Chapter harbour a deep hatred for these xenos, committing significant strength to the fighting in the Semythis System. They cleared Beast Snagga warbands from the Morbal Ravines on Nazkah, and relieved the siege of the Habidarr Fastness on Kaist - keeping its vital logisticarum hub in use.



Rampagers

The Rampagers arrived in the Pankallis Sub-sector shortly before Anelanni was declared lost, deploying to the Xessor System. They have pursued heretical cults, wiping out several entirely on Kabthan - including the Followers of the Hallowed Four and the Free. They have also fended off Drukhari raiders on Dactaalis. If these threats are contained, the system's defenders will be able to focus their efforts on Leviathan with much less distraction.



Dark Krakens

The Dark Krakens earned a very good reputation amongst the populace of Bianzeer's Hollow for protecting civilians and settlements, just as much as actively pursuing the Tyranids. We understand that some citizens - and even troops of the Astra Militarum who fought alongside them - tattooed themselves with the Dark Krakens' Chapter symbol, or daubed it on their vehicles, weapons or armour for good luck.



Darkspires

We almost failed to identify the Darkspires in the Pankallis Sub-sector. They made no contact with Imperial authorities and appear to have limited all their activity to the Semythis System. We have no evidence of their presence there before the system fell to the Orks, and little idea as to what they were doing. Their presence does correlate, however, with a significant increase in infighting between Ork Warbosses, which saw many of the brutes killed.



Fire Lords

The Fire Lords brought a considerable number of armoured assets to the Kusolst System, spending much of their campaign on Gratu. In the much-ravaged Plains of Plenty, their Storm Speeders identified and tracked Tyranid swarms. Not only did this offer vital warnings to other units, but it also provided targeting telemetry to the Fire Lords' own Whirlwind batteries, as well as Astra Militarum artillery - enabling these forces to annihilate huge numbers of Tyranids.

+++ Classified Document 800123-Z +++
Account of Ork Forces
Engaged in Pankallis and on Veloria

My lord Kryptman, the Greenskins fighting in the Pankallis Sub-sector and on Veloria came from a vast number of tribes. They brought with them all manner of wargear, including many weapons and vehicles previously unknown to our study. Below is a summary of my assessment. Greater detail is included in attached file 8B9GNS-ξζ. *- J.B.Z.*

THE PANKALLIS SUB-SECTOR

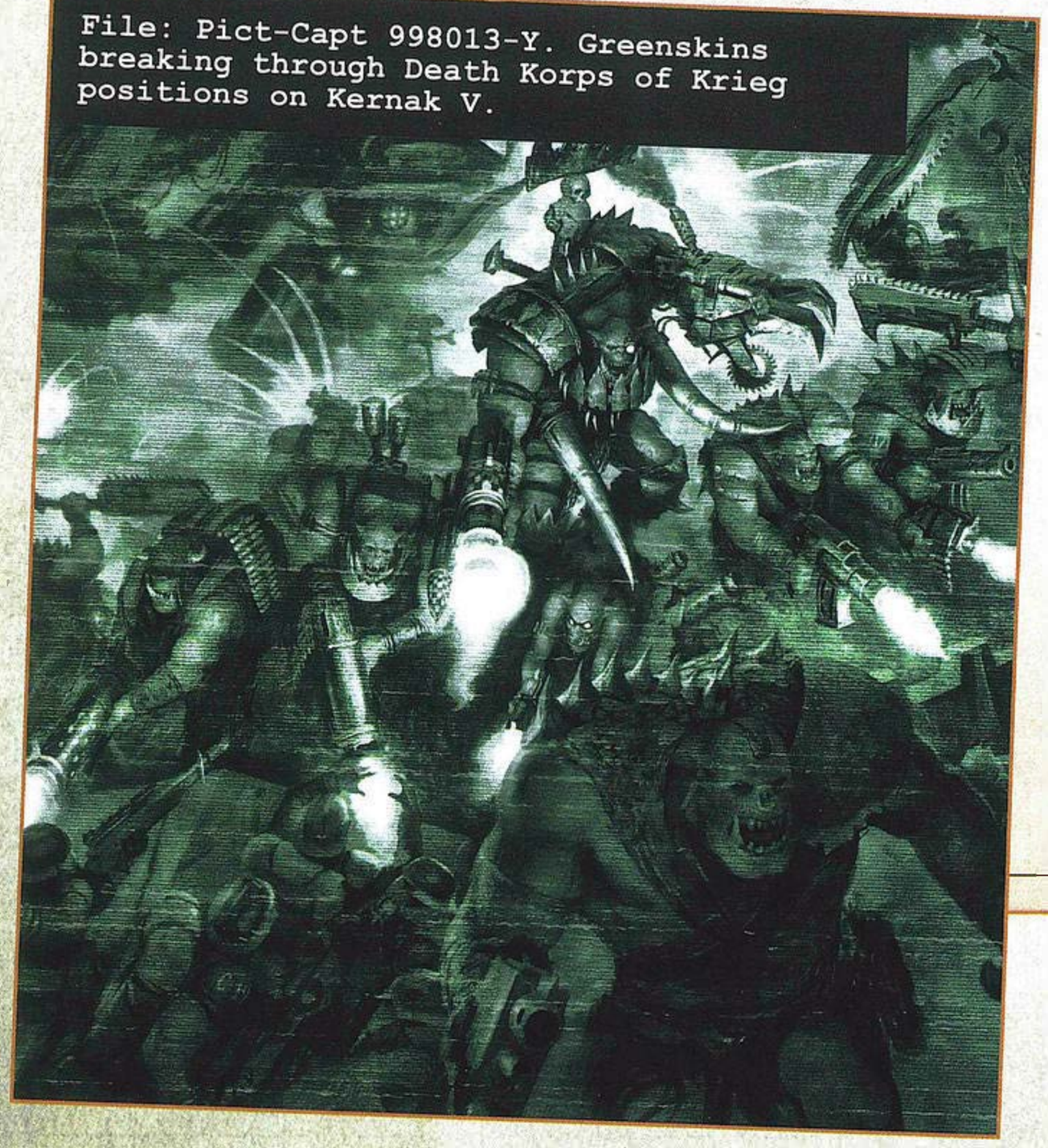
Each of the primary Ork Warlords fighting in the Pankallis Sub-sector had hundreds of tribes and warbands at their call. Kagrit the Redtoof's hosts included warbands such as Gorgutz' Great Big Grand Mob, Da Scrapheap Badlads and Da Tank Smashas. The Skarboyz of Stugbrog da Facegrinda were among the largest our agents have ever recorded, almost comparable to the greenskins described in the Apocrypha of the War of the Beast. Nabrot Stubfingers was a relentless kleptomaniac. His personal vehicle was a looted Baneblade super-heavy tank - taken during an earlier attack against Kernak III - known as 'Gork's Other Foot'. Stubfingers has since claimed many other similarly powerful vehicles for his own - each of which he (imaginatively) also named Gork's Other Foot. Due to Stubfingers and his followers' proclivities for looting, his Meks had enormous amounts of material with which to experiment. Reports speak of multiple tests with explosive results, but also many that were productive. It appears that some weapons devised were particularly effective against the Tyranids. Alas, names such as 'Da Krumpwagon of Gork', 'Da Biggest Boomstick' and 'Mork's Wind' give us little idea as to how they worked in practise.

VELORIA

There was no overarching Warlord leading the Orks who fought on Veloria, as the various tribes and hordes involved arrived independently (though many Warbosses fought each other for dominance at different times and seized control of each other's forces). All appear to have been drawn by Athocles Van Roth's experiments with Baddkrasha's crown. Several stand out. The Blood Axe Beast Snaggas known as 'Da Squiggahunt' were led by Beastboss Kugrutz Da One-toof, and they controlled entire herds of gargantuan Squiggoths.

The Snakebite Speed Freeks of Warboss Zzipp Funda were known as 'Da Steam-stormas', and their convoys consisted of thousands of steam-powered kustom trukks and buggies. The Goff Skarboyz of Warboss Krug - who appear to have had no clan name - just declared wherever they went that they were 'da biggest and da meanest'. Their Mega-Gargants crushed entire forests on Veloria's surface. Others included Zagbog's Kannon Krew, Boss Garkoz' Deffspit Dakkaboyz, and Da Ladz of da Stomp. The preferred fighting techniques of these latter three warbands are self-explanatory.

File: Pict-Capt 998013-Y. Greenskins breaking through Death Korps of Krieg positions on Kernak V.



+++ Classified Document 800123-Z +++
Account of Tyranid Forces
Engaged in Pankallis and on Veloria

My lord Kryptman, as one would expect, Tyranid numbers in the Pankallis Sub-sector were beyond calculation. Swarm behaviour was largely within previously observed norms. Example cases are highlighted below. The behaviour of those on Veloria was different, however, given their period of isolation from the rest of the hive fleet. Greater detail is included in attached file 2P3TDS-кп. *- J.B.Z.*

Hive Fleet Leviathan deployed millions of bioforms in a matter of hours against Gratu via mass mycetic spore drop. Notably, the vast majority (above usual levels) of the Tyranid strength was made up of gaunt-forms. We have pict-records of swarms covering several hundred miles of terrain without a break. It is unclear why they were deployed in such a fashion. We have identified a number of new sub-variants of these bioforms that fall even outside the alphus, betaro, gammis and kappun strains we have categorised. Local defence forces dubbed two of these 'tri-claws' and 'cyclopeans'. Our Magi Biologis allies have examined weapon samples taken from Gratu's battlefields, finding that the fleshborer beetles and devourer fleshworms are marginally different from those we retrieved from other war zones. Like all others, however, the teeth and body shape of these insectoids are finely adapted. These variations help them penetrate different patterns of flak armour worn by Imperial troops in the various regions being fought over.

The fortress world of Vand was faced with both an attack from above in a mycetic spore drop, and from below by pre-seeded infiltration-optimised bioforms. What is particularly noteworthy is how fully prepared for siege warfare invading Tyranids seemed to be. The preponderance of synapse creatures suggests an anticipation of high casualties and/or a need for closer than normal levels of force control. Additionally, I have seen very few battlefields where the Tyranids have deployed such a concentration of apex-level bio-titans. A number of new varieties have been identified, named as 'Monstrum Gravatarmis', 'Bestiagladio Gigantus' and 'Rhinotia Arabidus'.

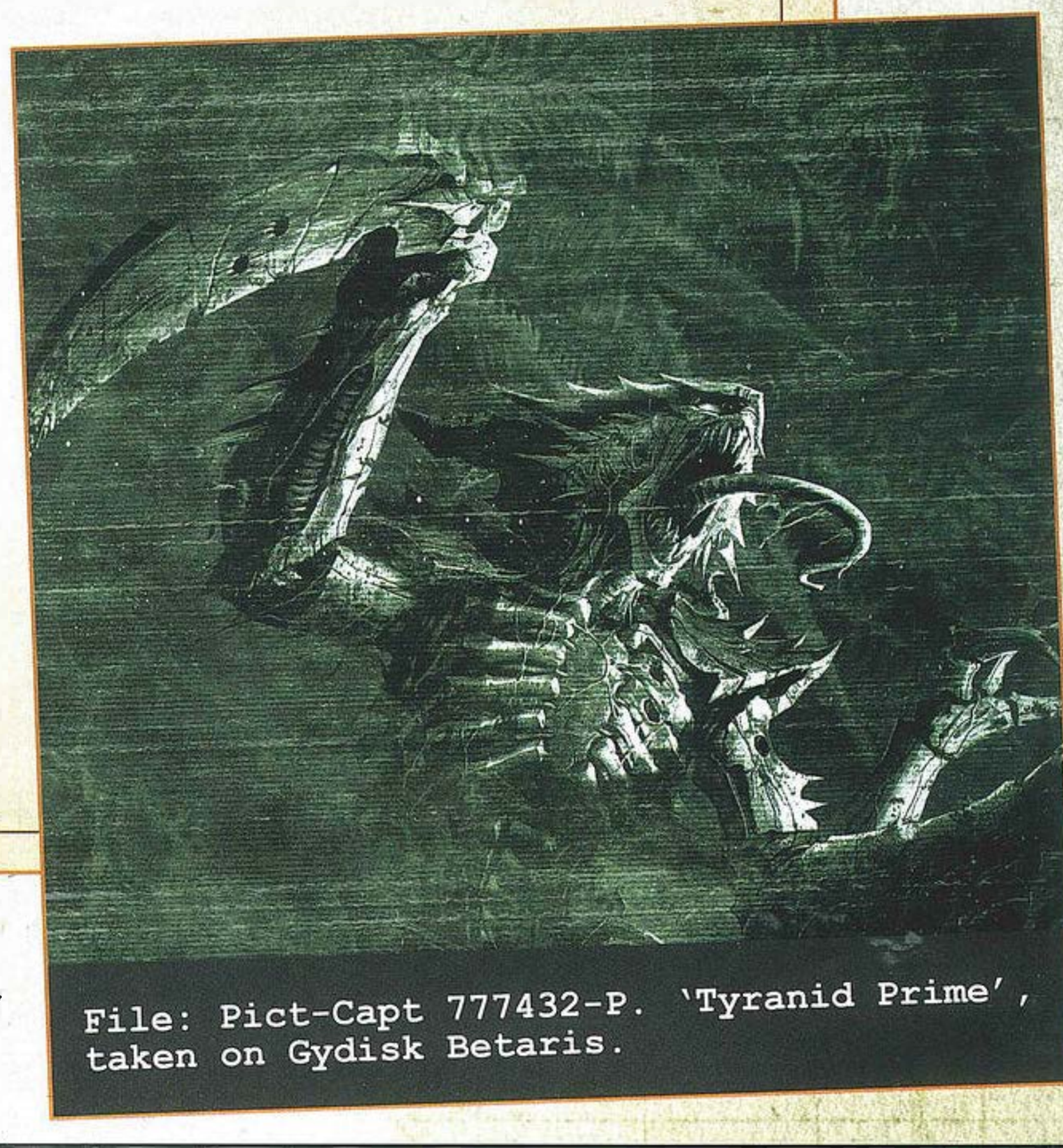
The Knight world of Soebus was subjected to several weeks of severe spore mine bombardment from Leviathan bioships in orbit, before the xenos began planetfall.

The Tyranids used varieties never identified before. Bioelectric bombs shorted out the connections between nobles and their Thrones Mechanicum. 'Sporedrifters' clogged air-exchanger shrine intakes on both Knight suits and those built into fortifications. 'Delvespikes' pierced several metres of ferrocrete before exploding and sending razor sharp shards of chitin in all directions, bringing down walls and slaughtering defenders.

Excerpt from log 147TRN

'We barely pulled Taylon and Annatra out of Cydisk Quarter in time. They had only just secured our contract when the Tyranids attacked. There'd been no reports of spores, and only the barest hints of the Shadow in the Warp - but this close to the Octarian War there would always be some of that. Lictors and Genestealers poured up from the caves and slaughtered the fyrght-tenders in droves. My people got on the last lift out, Human screams filling their ears as it ascended.'

- Eyra Phalomor, Rogue Trader



File: Pict-Capt 777432-P. 'Tyranid Prime', taken on Gydisk Betaris.

CAMPAIGN RULES

'Such a burden rests upon our shoulders! How many worlds after ours will be consumed if we fail? How many billions lost? Of all the planets in all the systems that border the Octarian Empire, the xenos hordes had to fall upon our world, our Kusolst Prime. For some, this reality makes them weep in despair, for others, it makes them laugh. I know the Emperor does neither. He looks upon us with expectation, and I shall not fail him.'

- Field-Commandant Hayshal Ferrindon, Supreme Commander Kusolst Defence Regiments



PANKALLIS ASSAULT CAMPAIGN

When the invasion of the Pankallis Sub-sector began, many Factions answered the call for aid and marched to war. Over the following pages, you will find a campaign system that allows you and a group of players to retell the events of the War Zone Octarius story for yourselves, in an invasion of the Pankallis Sub-sector.

While one-off games against favoured opponents and new foes alike offer plenty of fun and enjoyment, campaigns are something special, adding even more excitement, consequence and narrative to every tabletop clash. By entering a campaign, you get to take part in not just one game, but a series of interlinked battles. You're not just playing to see who wins, but to seize hard-fought territory or resources, avenge an earlier defeat or earn fresh rewards for your army. Before each battle, you determine context: where the conflict is taking place, why, and what stakes and consequences it will have. At each game's end, you discover what cost the battle has levied on your forces, and what experience or potent Relics they have gained. If participating as part of a team, you play knowing your fellow campaign commanders are battling at the same time on nearby tabletops, all of you fighting for the same goal. It is an exciting and immersive experience.

At its heart, playing in a campaign is a narrative experience that forges war stories you and your fellow commanders will share for years to come. It can be the highlight of an entire gaming year, and can spawn future events where you revisit old grudges or beloved settings. Whether you're completely new to campaign gaming, or a veteran looking for a new thrill, all you need to do is gather your armies and read on to discover how to get the most out of War Zone Octarius.

INTRODUCTION

A Pankallis Assault campaign allows a group of players to get together, form alliances and play a series of games. It is split into campaign phases, each of which consists of multiple battles fought with unique rules inspired by the key stages in War Zone Octarius. At the end of each campaign phase, the alliance with the most war zone points achieves victory in that phase, then each alliance starts again for the following campaign phase, meaning the outcome of the campaign is at stake in every game from start to finish.

CAMPAIGN MASTER

A Pankallis Assault campaign is best run with a Campaign Master. This is a heroic individual who takes on the mobilisation and organisation of the campaign so that the other players can focus on playing games. Campaign Master is a privileged position that offers a degree of leadership to the individual who takes on the role, however, its primary purpose is to facilitate a smooth and enjoyable experience for all players involved. A Campaign Master can indeed play in the campaign, but in larger campaigns that include a multitude of players, it may be they prefer to solely oversee the campaign rather than play in it. In any case, the job of a Campaign Master is very easy, and we have provided simple instructions you can follow, and even predetermined examples of Pankallis Assault campaigns you can use straight away, should you wish.

Over the following pages we will refer to the Campaign Master and how they can go about organising a Pankallis Assault campaign. On pages 50-51, you will also find Campaign Master's Edicts, which are useful tools and rules ideas that the Campaign Master can use to add further excitement to the campaign. These are by no means essential, however. If this is the first campaign for many of the players, or they would otherwise prefer to keep things as simple as possible, then Campaign Master's Edicts are not necessary for a Pankallis Assault campaign.

PLAYERS AND ALLIANCES

Once a Campaign Master has stepped forward, their first task in organising a Pankallis Assault campaign is to gather the players and sort them into alliances. The system is flexible enough to support various numbers of people; an experienced Campaign Master could run the campaign for dozens of gamers, and equally just two players could use the system to tie the results of their regular games together into a greater whole. The campaign is at its best, however, with a small group of like-minded and enthusiastic players who can meet on a regular basis, and who can be evenly distributed across two alliances – the Attackers and the Defenders.

The two alliances should be organised evenly and, where possible, based on the Faction being played, so have a chat with the group to determine this. Once players are assigned to an alliance, their army is committed to the cause and will do their all to achieve victory. For this reason, players should play with the same Faction throughout the campaign. If they wish to change their Faction, they can do so at the Campaign Master's discretion. The alliances are as follows:

- Defenders – The Warden planets of the Pankallis Sub-sector are currently held by the Imperium, with the forces of the Astra Militarum and the Deathwatch leading the defence against any and all aggressors. Any army with the **IMPERIUM** keyword is best suited to this alliance.
- Attackers – The Orks and Tyranids, though bitter foes, share the same desire to break out from the Cordon Impenetra, and so are simultaneously attacking the Pankallis Sub-sector. At the same time, the Warden planets are being assaulted by daemonic invasions and Cult uprisings. Any army without the **IMPERIUM** keyword is best suited to this alliance.

These alliances allow for a well-rounded campaign, with each side battling back and forth for dominance.

ALLIES OF CONVENIENCE

Note that the bullet points on the previous page are guidelines on how to organise players into an alliance, rather than a requirement. If it suits the group better to organise the alliances differently, then the Campaign Master should feel free to do so. For example, if many of the players in the group play armies associated with a single alliance, then – to make the alliances more evenly numbered – some of them may have to fight for a different alliance than we have recommended. This is fine. You could always create some interesting narrative to explain why that side chose to fight for a different alliance.

Here are a few examples:

- The Aeldari have decided to pursue their own agenda of sterilising worlds to deny Hive Fleet Leviathan of more biomass, and so fight on the side of the Attackers to use the cover of war in order to achieve their goals.
- An Orks Warboss has amassed a vast fortress filled with all his best gubbinz, so when the Tyranids enter orbit he fights for the Defenders, the better to keep his stuff from getting devoured.
- The Genestealer Cult of Pankallis rises up to repel an Orks Invasion, joining the forces of the Defenders until such time as their true star saviours arrive to deliver them.
- A Deathwatch strike force has decided to follow the questionable wisdom and agenda of Kryptman, and so fights for both the Attackers and Defenders at different times – its actions unfathomable to all but the wily Inquisitor.

Equally, if it is just not possible to arrange alliances evenly, then the system will still work with a little extra organisation from the Campaign Master, as described later.

WAYS TO PLAY

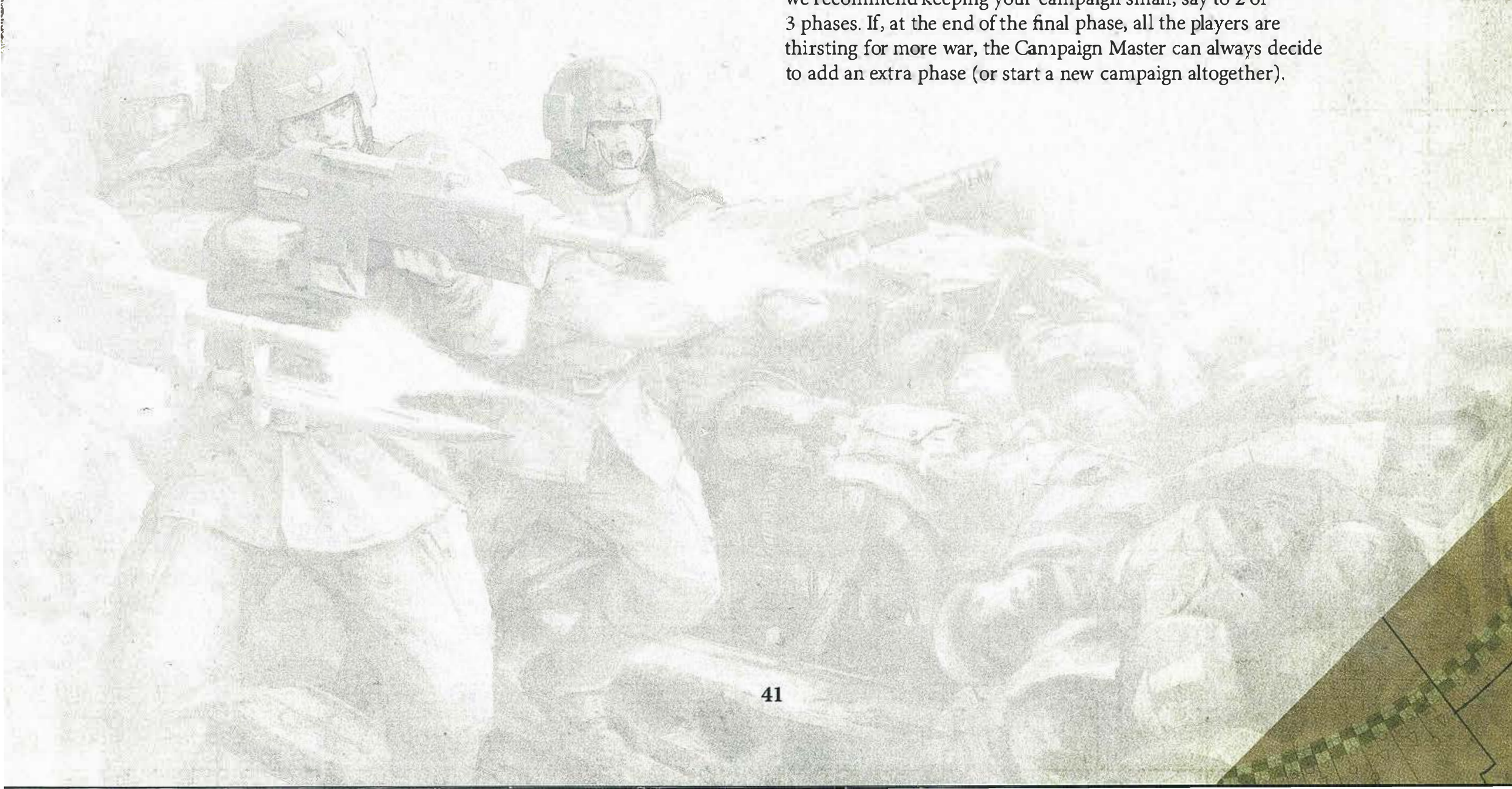
Once players have been organised into alliances, the Campaign Master should determine the type of play for the campaign: open, matched or narrative play. The Campaign Master will also need to determine the largest battle size (or battle sizes) that will be used in the campaign. It is important for the Campaign Master to specify these from the outset so that each player taking part will have a large enough army to participate and they can be organised accordingly, as well as making sure that the players know which mission packs can be used. Whether the players are looking for a deep narrative experience using Crusade battles, or a test of minds in the crucible of war that is matched play, a Pankallis Assault campaign will support these, and the campaign system will work with any mission pack.

CAMPAIGN LENGTH

A Pankallis Assault campaign is split into a number of phases, each of which has 3 stages. Before the campaign begins, the Campaign Master should determine the number of phases in the campaign. Once the final stage of a phase ends, the alliance that won that phase is determined. Once the final stage of the final phase ends, the campaign ends and the overall winning alliance is determined.

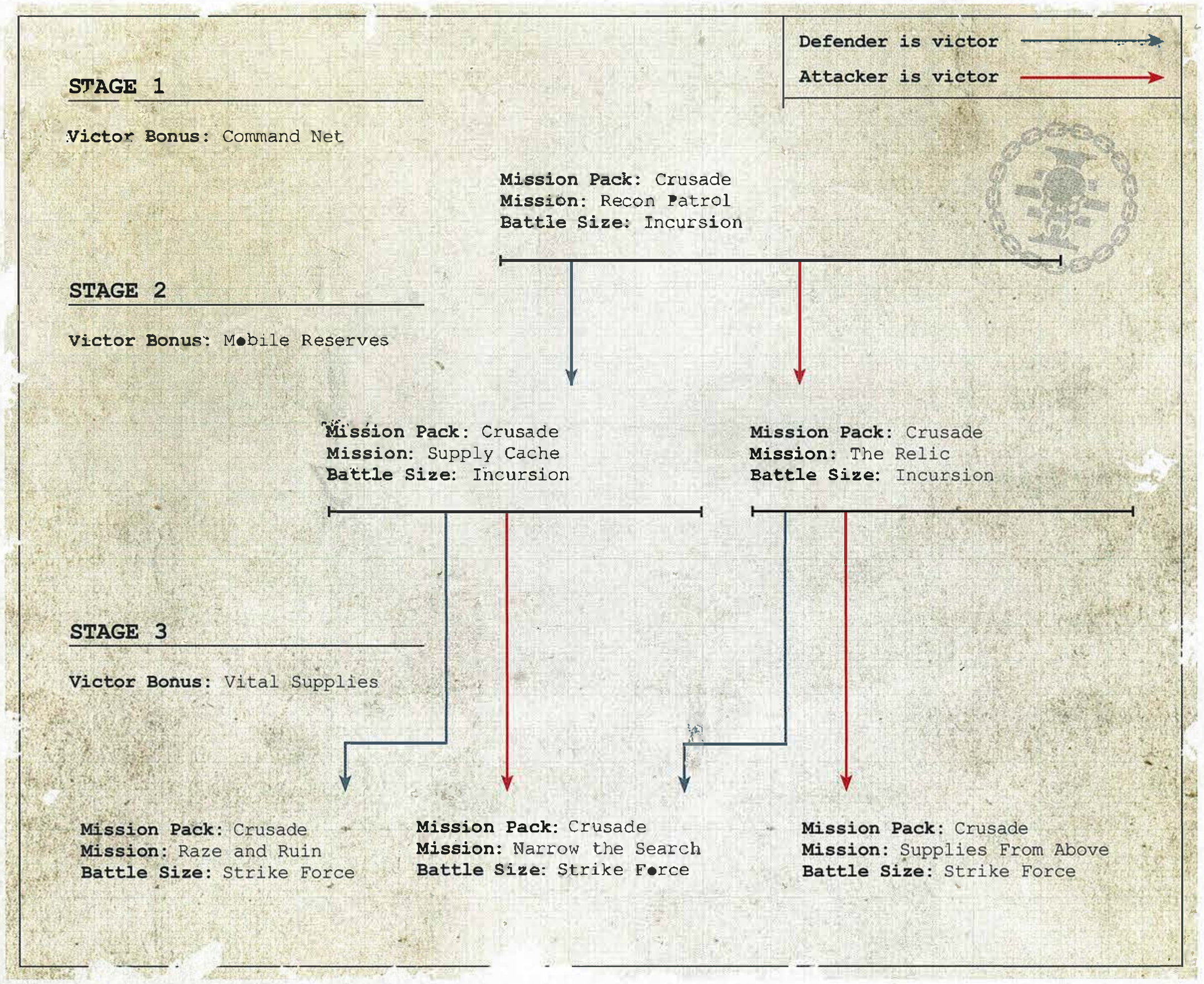
A campaign can be a long and expansive experience where each campaign phase takes place over a month, with many battles fought and mighty heroes lost to the fires of war. Equally, it can be a short and focused campaign played over a weekend, with each campaign phase consisting of just one battle representing the key moments of the conflict. Ultimately, the Campaign Master should determine a campaign length that best suits the gaming group taking part, thinking about how regularly they can meet and how many games they are likely to play.

As a guide, if each member of your campaign group will play one game a week, each phase will last 3 weeks. Whilst it is tempting to plan out an epic campaign for galactic domination, we recommend keeping your campaign small, say to 2 or 3 phases. If, at the end of the final phase, all the players are thirsting for more war, the Campaign Master can always decide to add an extra phase (or start a new campaign altogether).



CAMPAIGN PHASES

For each phase in your campaign, the Campaign Master will first need to create a Campaign Tree and distribute it to the players. This is simply a list of missions that can be played during that phase of the campaign, and a list of bonuses that the players can earn for winning each stage. An example is shown below:



It is very straightforward to create a Campaign Tree and takes mere moments to do. Simply select 6 missions from your desired mission pack(s) and then select 3 Victor Bonuses from those listed on pages 46-47. A blank Campaign Tree that you can photocopy and fill in can be found in the reference section of this book, on page 119. If you prefer, however, you can use one of the predetermined example Campaign Trees in this book, which can be found on pages 48-49.

Once you have gathered the players into alliances, established the way to play, determined the length of the campaign and created your Campaign Tree(s), it's time for the invasion of the Pankallis Sub-sector to begin!

VISIONS OF WAR

You can use any mission from any mission pack when creating a Campaign Tree for a Pankallis Assault campaign, but we recommend you first make sure all players taking part have access to them. You can either carefully select specific missions that you think might flow naturally together, or simply randomly select them. You can also select any battle size for any stage in the phase; indeed, there is no requirement for all the missions in a particular stage to use the same battle size if you do not wish them to. Though the choice is completely up to you, we have found you can best represent the escalating nature of a campaign by starting with smaller battle sizes for earlier stages, and having larger battle sizes in later stages. Alternatively, the earlier phases of a campaign could feature smaller battle sizes, and the later phases larger ones.

If, as the Campaign Master, you wish to spend some more time crafting your Campaign Trees to best suit the narrative of your campaign, it can only enhance every player's experience. Careful selection of specific missions and related Victor Bonuses can set the theme of the campaign and help everyone visualize the main turning points of the war. For example, if we look at the example Campaign Tree opposite, we can imagine that during stage 1, the Vanguard of an invasion fleet has made planetfall ahead of the main attack wave, and is attempting to subvert the planetary vox net when they encounter a patrol from the defending forces. If the Attackers are successful in stage 1, they will receive orders from high command to push their advantage in stage 2, and seize a holy Relic from the Defenders' forces, thereby demoralising their entire army in one daring move. However, if the Defenders won stage 1 they are able to use the vox net to raise the alarm planetwide, and the call to mobilise forces and secure supplies ahead of the main invasion is sent out. This is just a simple example of how, with a little thought, you use the Campaign Trees as a storytelling tool for your campaigns.



CAMPAIGN STAGES

During each stage of a phase, the first mission that every player must play is the same. This is determined by consulting the Campaign Tree for that phase. Any player can play more than one battle per phase if they wish, and subsequent battles played can be the same mission shown in the Campaign Tree, or any other of their choosing if they prefer a bit more variety.

The result of each battle is about more than just personal glory. Your presence contributes to the success of your alliance in the greater war. This is achieved with Planetary Assault points. Each time you play a game, your alliance earns Planetary Assault points as follows:

PLANETARY ASSAULT POINTS				
	COMBAT PATROL	INCURSION	STRIKE FORCE	ONSLAUGHT
Play a game	1	1	1	1
Draw a game	1	2	3	4
Win a game	2	3	4	5

For example, if you play a Combat Patrol game and win, your alliance earns a total of 3 Planetary Assault points.

It is the players' responsibility to determine how many Planetary Assault points are earned. They then report their results to the Campaign Master, who keeps a record of each alliance's total Planetary Assault points. Once the current stage of the campaign phase comes to an end, the victor of that phase is the alliance with the most Planetary Assault points. If the alliances are tied for the most Planetary Assault points, then the alliance that won the most battles during that campaign stage is the victor of that phase. If there is still a tie, the Campaign Master rolls a D6: on a 1-3, the Attacker is the victor, and on a 4-6, the Defender is the victor.

UNEVEN ALLIANCES

If an alliance has an uneven number of players, the Campaign Master is at liberty to reward extra Planetary Assault points to make up the inherent deficit. Perhaps they could set a challenge for one player in each campaign stage, with Planetary Assault points awarded to their alliance for playing that game, and a greater points return if they achieve victory and complete their challenge.

Once the victor is determined, the victorious alliance gains that stage's Victor Bonus; all players in that alliance gain the listed Victor Bonus, which they can use for the remainder of the campaign. The players then proceed to the next stage of the campaign, and each alliance's Planetary Assault points are reset to zero, putting alliances on an equal footing for the next stage of the campaign. The mission played during the next stage depends on which alliance was the victor in the last stage, as shown in the Campaign Tree for that phase.

For example, if we were using the Campaign Tree shown above, all players would play the Recon Patrol mission during stage 1. If the Attackers won stage 1, then they would gain the Command Net Victor Bonus (pg 46), and all players would play The Relic mission during stage 2. If the Defenders won stage 2, they would gain the Mobile Reserves Victor Bonus (pg 47) and the mission played by all players during the final stage of this phase would be Narrow the Search.

ARRANGING GAMES

To play a game, a player must arrange one with a player from the opposing alliance. When they meet on the battlefield, they follow the battle sequence as specified in their mission pack, with the following exception:

Whenever a narrative play or matched play mission instructs players to determine the Attacker or Defender, replace that step of the mission sequence with the following rule:

'**Planetary Assault:** The player from the Attackers Alliance is the Attacker. The player from the Defenders Alliance is the Defender.'

Once the players have finished their game and determined the victor, they earn Planetary Assault points for their alliance, as detailed above.

The Campaign Master has a few options concerning how players are matched up for games. They can leave the players to arrange games themselves, with challenges thrown down and honour at stake – this is perhaps the simplest way of arranging games, and lets the campaign progress naturally with plenty of friendly rivalries to go with it! Alternatively, it may be appropriate to introduce more structure to the matchups. For example, a matchup schedule will ensure that everyone gets an equal amount of games. Or, in campaigns with a large number of players, breaking each alliance into smaller subgroups that are then matched against their enemies can make arranging games even simpler. This can also add to the narrative, as you can imagine each group battling in a different system of the Pankallis Sub-sector.

WINNING THE CAMPAIGN

Once the final phase of the campaign ends, the campaign has reached its conclusion. Alliances have had victories in the various campaign phases, and these victories determine the overall winner of the Pankallis Assault campaign. Each campaign phase provides a Strategic Value to the alliance that was victorious during it, as follows:

CAMPAIGN PHASE	STRATEGIC VALUE
1	1
2	2
3	3
etc.	etc.

Also, note the Death or Glory Victor Bonus (pg 46) has a Strategic Value of +2 for the alliance that earns it, but only if you are playing an exceptionally long campaign with 4 or more phases.

Once each alliance has determined their total Strategic Value, they should consult the table below to determine who is crowned the overall campaign victor, and what kind of victory (and bragging rights) they have won:

STRATEGIC VALUE	CAMPAIGN RESULT
Attackers' Strategic Value is **2 or more** than the Defenders'	**Planet Killer:** The Attackers have won a major victory. They have crushed all that dared stand before them, and now an entire world lies dead and burning by their hand. The planets in the surrounding star systems tremble at their approach, fearing they will be next
Attackers' Strategic Value is **1 more** than the Defenders'	**World Butcher:** The Attackers have won a minor victory. They have shattered a world's defences and slaughtered its armies, but at a bloody cost.
Attackers and Defenders have **same** Strategic Value	**Bloody Stalemate:** The campaign is a draw. Despite all efforts, neither side has managed to defeat the other to claim outright victory.
Defenders' Strategic Value is **1 more** than the Attackers'	**World Sentinel:** The Defenders have won a minor victory. Though their world bears terrible scars and their armies have been all but shattered, they have successfully defended their planet from annihilation.
Defenders' Strategic Value is **2 or more** than the Attackers'	**Custodian Supreme:** The Defenders have won a major victory. The invaders were blasted from the skies, smashed against fortress walls and slaughtered in the streets. It will be a lifetime before anyone else is foolish enough to even think about invading the planet again.

VICTOR BONUSES

When a Campaign Master is creating a Campaign Tree (pg 42), they can select Victor Bonuses from those below. They can either select the bonuses they feel best fit the narrative of the campaign, or they can select them randomly by rolling a D36. To do so, roll one D3 and one D6: the result of your D3 determines your 'tens' and the result of your D6 your 'units'. For example, if you rolled a D3 and the result was a 2, and you rolled a D6 and the result was a 5, then the D36 result is a 25.

With the exception of Superior Intel, you cannot select a Victor Bonus that has already been used during the campaign. If selecting randomly, re-roll duplicate results. The Victor Bonus for the final stage of the final phase of your campaign must always be Death or Glory (see below) – this cannot be randomly selected or used for any other stage of the campaign.

DEATH OR GLORY

The final battle is at hand, and the fate of the entire planet hangs in the balance. Only death or glory await...

This bonus can only apply to the final stage of a Pankallis Assault campaign. If the campaign lasted for 4 or more phases, increase your alliance's total Strategic Value by 2.



11. SUPERIOR INTEL

Our spies have uncovered details of the enemy's plans, allowing us to better organise our own counter-strategies.

At the start of your Command phase, roll one D6. On a 6, you receive 2 Command points for that turn's Battle-forged CP bonus, instead of 1. If you have this bonus more than once, add 1 to this dice roll for each additional time you have this bonus (to a maximum of +3).

12. VITAL SUPPLIES

By securing critical supply caches, our troops will never run short of vital equipment.

Once per battle, when you use a Wargear Stratagem, that Stratagem costs 0CP.

13. COMMAND NET

Domination of the planetary vox net will ensure your troops can execute your battle plan flawlessly.

Once per battle, when you use a Battle Tactic Stratagem, that Stratagem costs 0CP.

14. LEGENDARY HEROES

The deeds of a few courageous heroes can turn the fate of battle.

Once per battle, when you use an Epic Deed Stratagem, that Stratagem costs 0CP.

15. INSPIRED STRATEGISTS

Your successes are due to your superior use of tactics and strategy.

Once per battle, when you use a Strategic Ploy Stratagem, that Stratagem costs 0CP.

16. STRATEGIC GAMBIT

By committing to this battle you leave other battlefields without reinforcements. Though you take a risk, victory here will require no explanation. Defeat, however, will allow none ...

At the start of the battle, you can decide to make a Strategic Gambit. If you do so, and you win the battle, you gain 1 additional Planetary Assault point from that battle. If you do so, and you lose the battle, your opponent gains 1 additional Planetary Assault point from that battle.

21. DELAYING TACTICS

We have hidden reserves that we can deploy if you can hold the enemy at bay for long enough. Total victory is not required for us to achieve our wider goals, but the enemy must not overrun your position.

Each time a battle ends in a draw, you gain 1 additional Planetary Assault point from that battle.

22. LINES OF RETREAT

Maintain yaur lines of retreat and do not waste the lives of your warriors needlessly.

If you lose a battle, at the end of the battle, roll off with your opponent. If you win the roll-off, you gain 1 additional Planetary Assault point from that battle.

23. ORBITAL SUPERIORITY

If the invading forces dominate the space lanes in this region, they will be able to land forces with impunity. If the garrison maintains a strong orbital defence, any landing craft will be delayed as they have to traverse a withering hail of fire.

If the Attackers Alliance has this bonus and the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), the CPs that a player from that alliance must pay to place their units into Strategic Reserves are all reduced by 1CP. If the Defenders Alliance has this bonus and the mission uses the Strategic Reserves rules, the CPs that a player from the Attackers Alliance must pay to place their units into Strategic Reserves are all increased by 1CP.

24. SCRAMBLER FIELDS

If the defenders can fully power their scrambler fields, their positions will be obscured from orbital scans. However, if the power sources are destroyed altogether, the defenders will not be able to hide from the invading forces.

If the Defenders Alliance has this bonus and the Concealed Deployment rules (pg 50) are being used, the CPs that a player from that alliance must pay to place their units into Concealed Deployment are all reduced by 1CP. If the Attackers Alliance has this bonus and the Concealed Deployment rules are being used, the CPs that a player from the Defenders Alliance must pay to place their units into Concealed Deployment are all increased by 1CP.

25. TABLES TURNED

By some clever ruse, you have found the means to turn the tables on your foe. Now the prey becomes the hunter.

At the Determine Attacker and Defender step of a mission, you can choose to ignore the Planetary Assault rule (pg 44) and instead follow the rules as presented in the mission sequence.

26. MOBILE RESERVES

Your forces have acquired the means to commit a rapid reaction force into the heart of any battlezone.

Once per turn, if the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), one of your Strategic Reserves units can arrive from Strategic Reserves as though the battle round were 1 higher than it actually is.

31. ELITE KILL TEAM

Your forces contain a cadre of hardened operatives who have proved their merit in prosecuting countless covert operations.

If the Shadow Mission (pg 51) rules are being used, each time you roll to see if one of your units on a Shadow Mission has achieved their Shadow Mission, add 1 to the result.

32. ELITE SENTRIES

Your supply lines are protected by operatives who are trained to patrol and eliminate would-be infiltrators with unnerving lethality.

If the Shadow Mission rules are being used, each time your opponent rolls to see if one of their units on a Shadow Mission has achieved their Shadow Mission, subtract 1 from the result.

33. MASTER OF DECEIT

Whether by using holographic technologies or some other, more primitive decoy, misdirection is a worthwhile strategy.

After both players have deployed their armies, select one unit from your army that is wholly within your deployment zone and redeploy it anywhere in your deployment zone. If the mission uses the Strategic Reserves rules, this unit can be placed into Strategic Reserves instead, without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

34. SIEGE ASSETS

Fortified strongholds are vital to planetary defence. Their destruction is high on the list of any invader's strategy.

If the Attackers Alliance has this bonus, the Command Cost of Fortification Network detachments included in any army in the Defenders Alliance is changed to 2CP. If the Defenders Alliance has this bonus, the Command Cost of Fortification Network detachments is changed to 0CP, and its Command Benefits are changed to none.

35. FLEXIBLE GOALS

There is more than one way to achieve victory, and our goals must remain fluid.

If you are playing a mission that requires you to select either secondary objectives or Agendas, then after both players have revealed their selections you can select one of your secondary objectives or Agendas, and replace it with a different one (make a note on your army roster as to your new selection and inform your opponent). All the normal rules for selecting secondary objectives and Agendas apply. If both players have a rule that allows them to select new secondary objectives or Agendas, both players make their new selections before revealing them, simultaneously, to their opponent.

36. DEVASTATING ONSLAUGHT

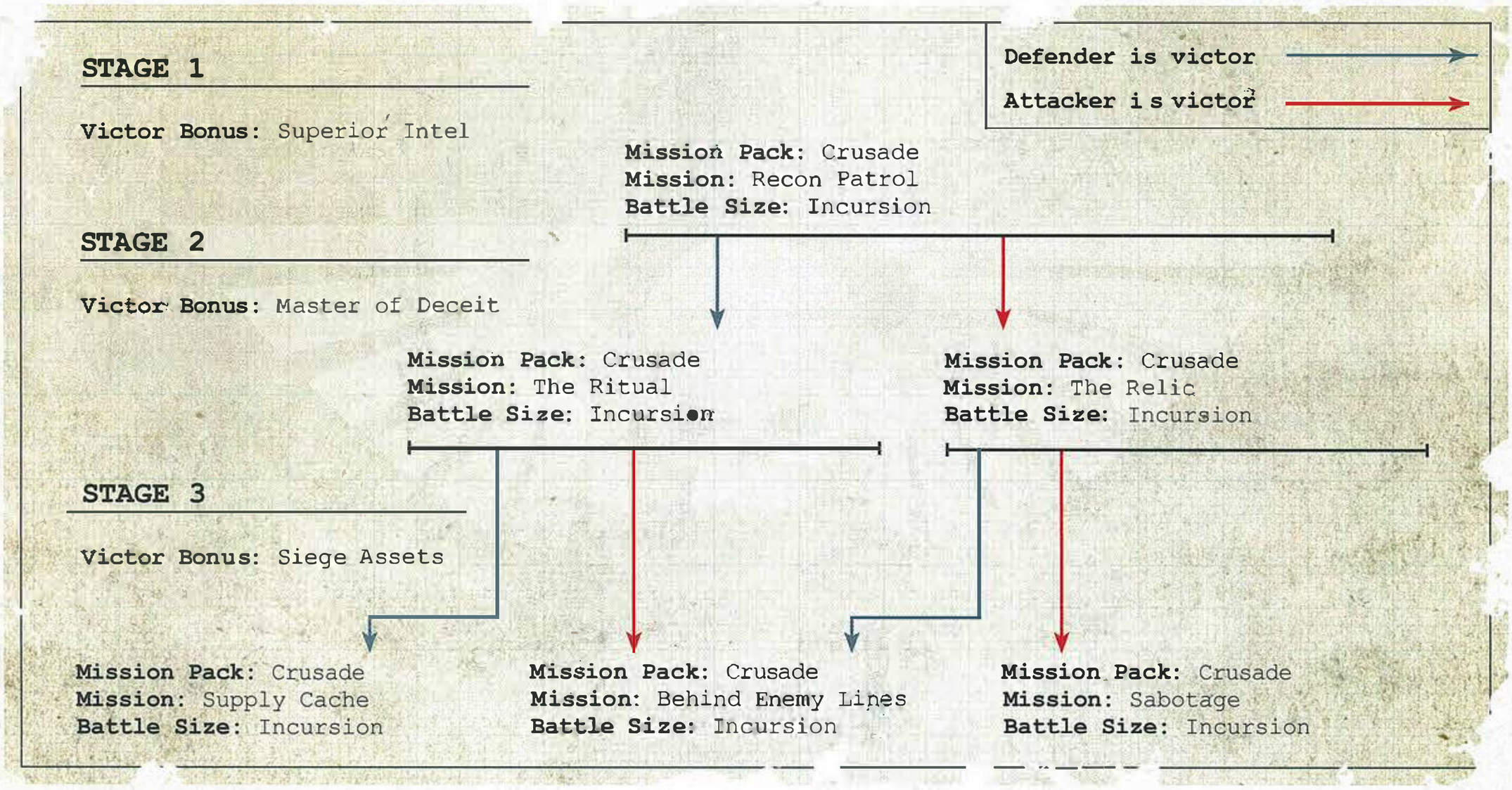
Such is the blow inflicted upon your foes that they still reel from it. They are ill-prepared to mount a defence against your future assaults.

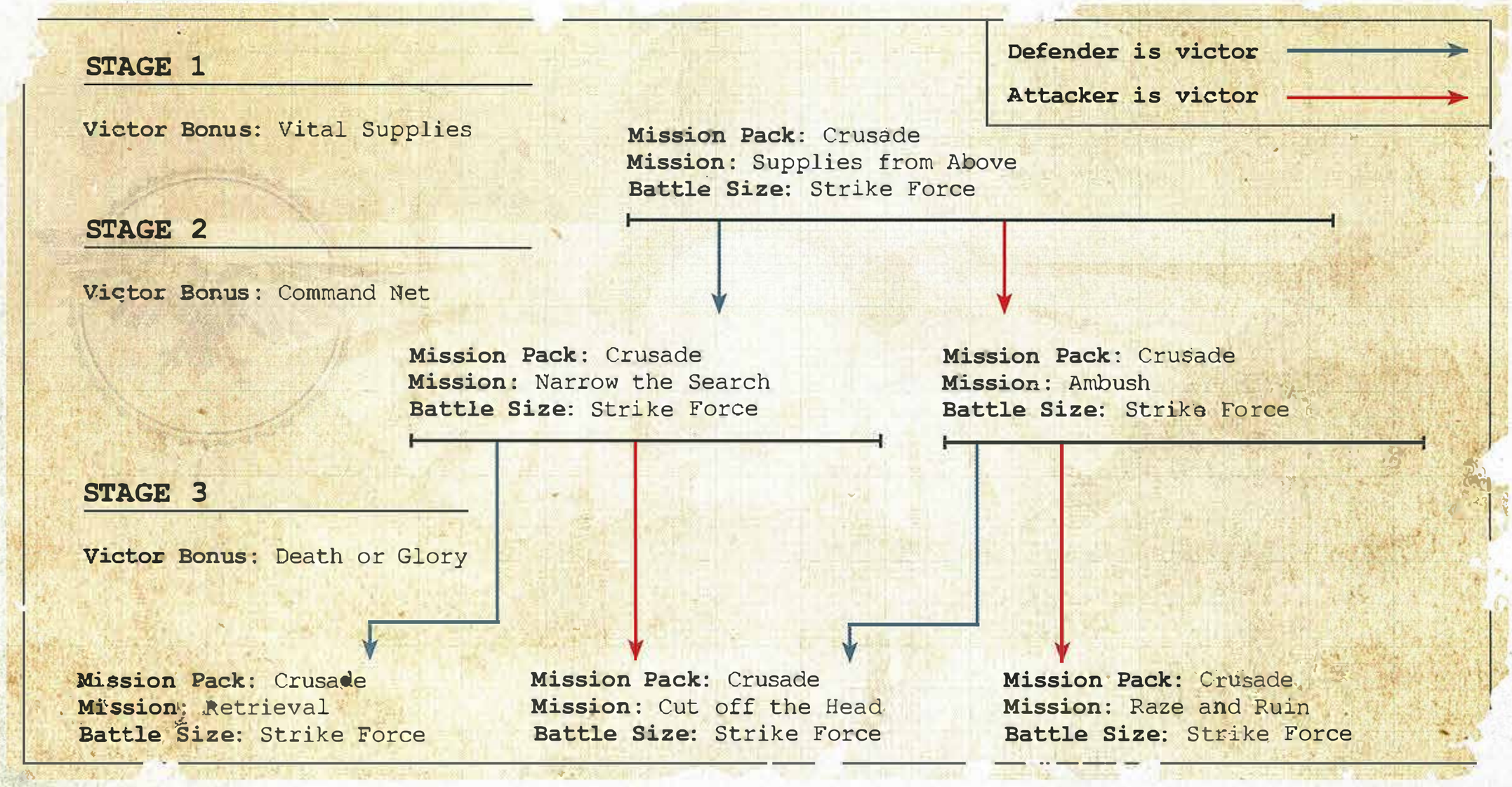
Until the end of the first battle round, each time your opponent uses the Command Re-roll Stratagem (see the Warhammer 40,000 Core Book), it costs 2CP.

PREDETERMINED CAMPAIGN TREES

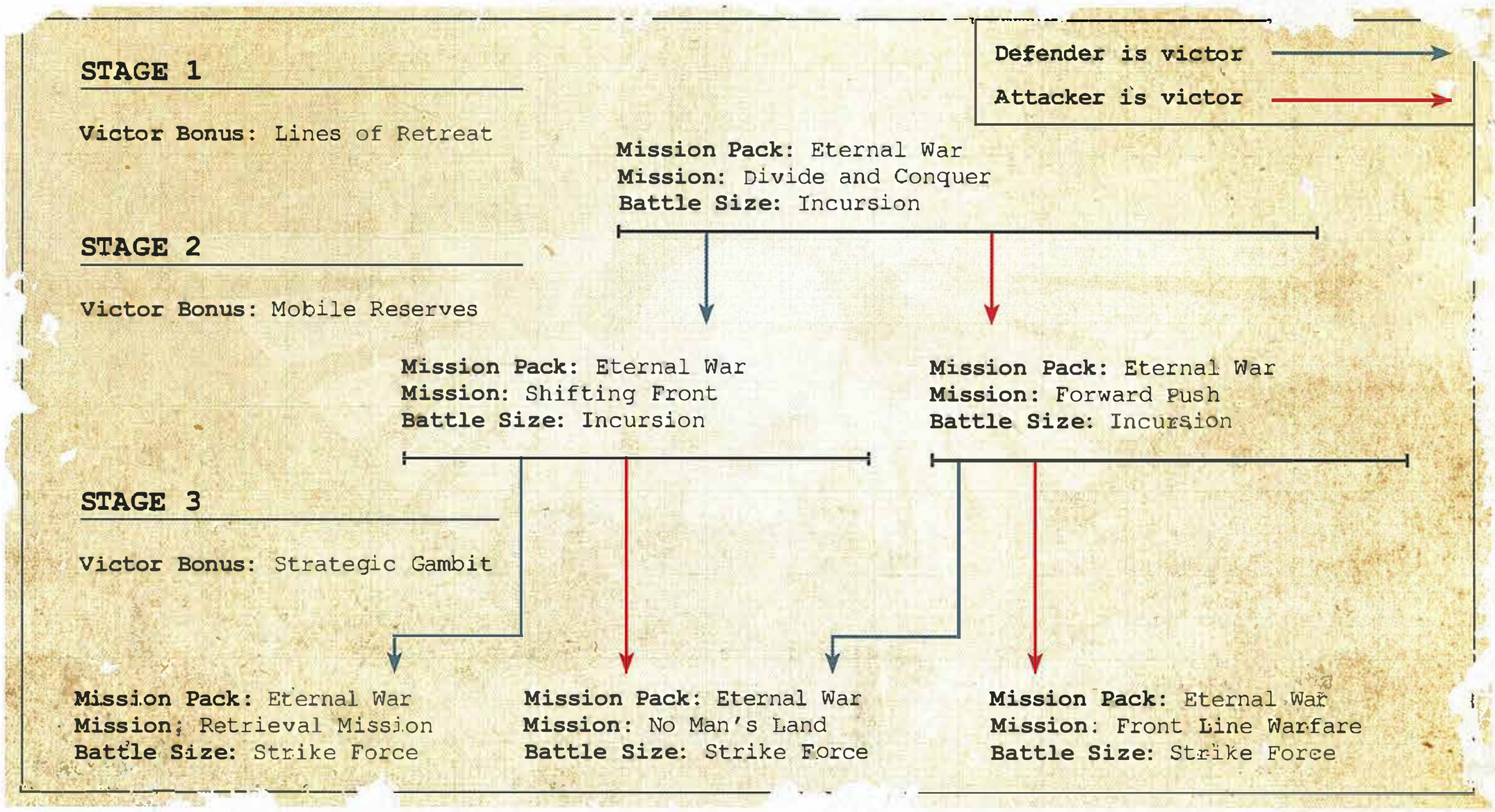
On these pages you will find ready to use Campaign Trees for use in a Pankallis Assault campaign. These use missions found in the Warhammer 40,000 Core Book, and assume all players taking part in the campaign can field Strike Force size armies.

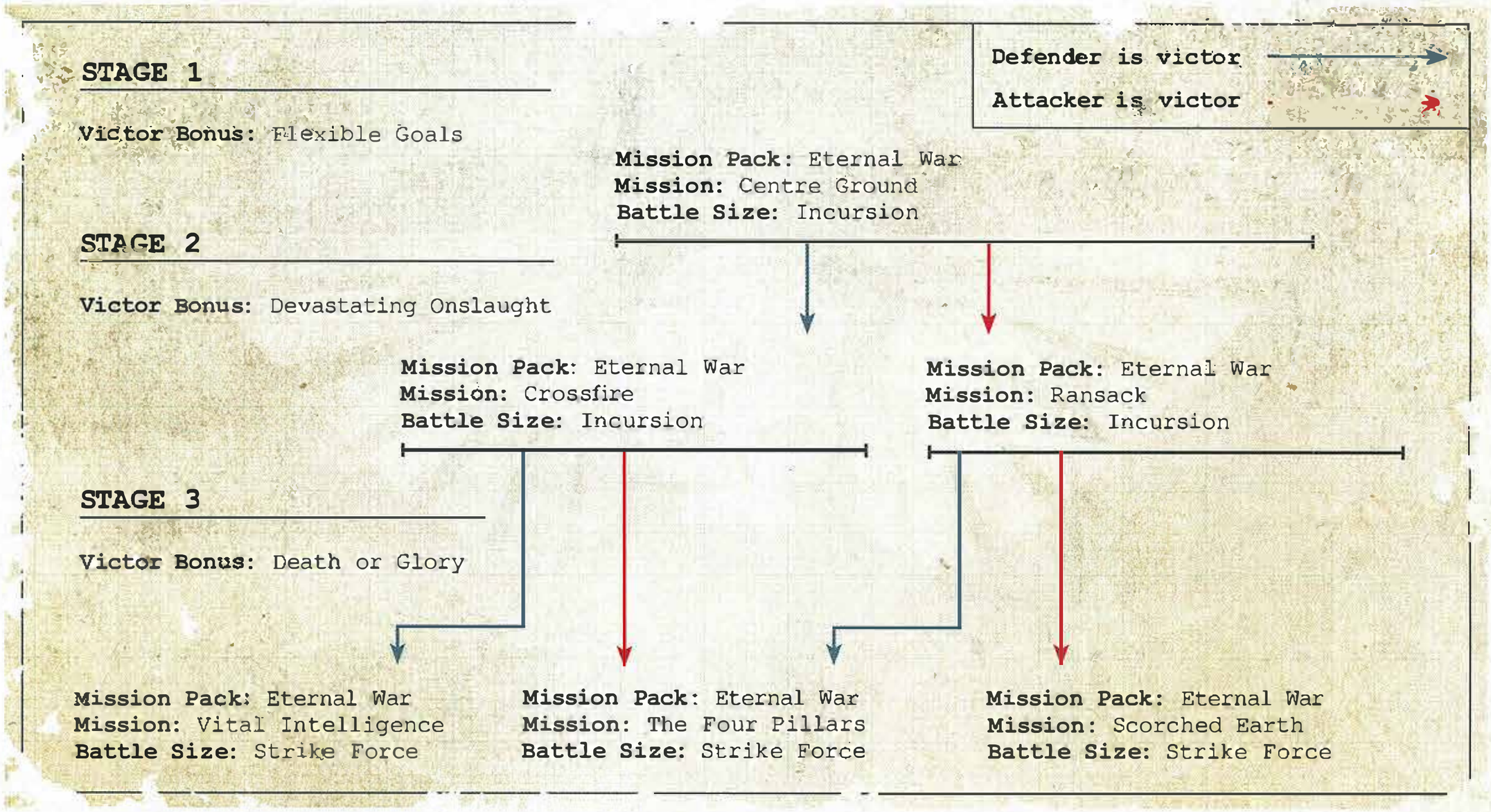
There is one example of a 2-phase campaign that uses the Crusade mission pack, and another that uses the Eternal War mission pack. In both cases, phase 1 is on the top of the page and phase 2 is on the bottom of the page. The Campaign Master should feel free to photocopy and use these, modify them, or simply use them as inspiration when making their own Campaign Trees (a blank Campaign Tree you can photocopy and fill in can be found in the reference section of this book, on page 119).





MATCHED PLAY CAMPAIGN TREES





CAMPAIGN MASTER'S EDICTS

Campaign Master's Edicts are tools the Campaign Master has at their disposal to add further depth to a Pankallis Assault campaign. The Campaign Master should use these at their discretion, if it is appropriate for their gaming group and the circumstances the campaign is built upon.

CONCEALED DEPLOYMENT

Concealed Deployment is a means by which one or both sides have chosen to deploy their forces in hiding at the start of the battle, forcing their foes to commit to battle without truly knowing what they will face. These rules explain how to place units into Concealed Deployment, as well as how to reveal them and set them up on the battlefield.

PLACING UNITS INTO CONCEALED DEPLOYMENT

You can only place units into Concealed Deployment if your army is Battle-forged (see the Warhammer 40,000 Core Book).

Before the battle, at the start of the Deploy Armies step of the mission, you can select one or more units from your army to be placed into Concealed Deployment (**TITANIC** units, **AIRCRAFT** units and units with the Fortifications battlefield role cannot be placed into Concealed Deployment). You must pay Command points (CPs) to place your units into Concealed Deployment; the number of CPs required depends on the combined Power Ratings of all the units you wish to place into Concealed Deployment (including those embarked within **TRANSPORT** models that are themselves placed into Concealed Deployment), as shown in the table below. If you do not have enough CPs for your current band, you must reduce the number of units you wish to place into Concealed Deployment until you do have sufficient CPs.

CONCEALED DEPLOYMENT	
COMBINED POWER RATING OF UNITS PLACED INTO CONCEALED DEPLOYMENT	**CPS TO PLACE INTO CONCEALED DEPLOYMENT**
1-14	1
15-29	2
30-44	3
45-59	4
etc.	etc.

CONCEALED DEPLOYMENT COUNTERS

Next, you must assign a unique number for each unit from your army that you placed into Concealed Deployment, and make a note of this on your army roster. During deployment, instead of setting up a Concealed Deployment unit on the battlefield, you instead set up a counter with that unit's number on it face down (you can alternatively place a number or dice next to the counter, just so long as it corresponds to one of your Concealed Deployment units and is kept secret from your opponent for now). These counters must be set up within your deployment zone – if the unit has a rule that enables it to be set up elsewhere on the battlefield, that rule cannot be used.

REVEALING CONCEALED UNITS

Once both players have finished deploying, but before either player uses any rules that would trigger 'at the end' of deployment, the players must reveal their concealed units. To do so, starting with the Attacker, the players alternate selecting one of their Concealed Deployment counters, flipping it over to reveal its number and setting up the corresponding unit. Each time they do so, the first model in the unit being set up must be placed touching the corresponding marker, and the entire unit must be set up wholly within the player's own deployment zone. That Concealed Deployment counter is then removed. If one player has no Concealed Deployment counters left to reveal, their opponent then reveals all their remaining counters in any order they choose, as described above.

CRUSADE REWARDS

In a narrative play campaign, the Campaign Master can further support Crusade forces by having a selection of bonuses and rewards available for the players. Here are a few ways in which these can be rewarded:

UNDERDOG REQUISITION POINT

At the end of each campaign phase, each player can be awarded 1 additional Requisition point based on if their alliance lost the current phase, representing that alliance calling for aid and doubling their efforts to achieve victory in the following campaign phase. Remember that each player can never have more than 5 Requisition points; any excess points are lost.

EXPERIENCE POINTS

The Campaign Master can award experience points based on how each Crusade force performs on the battlefield. This should be done at the Campaign Master's discretion in an impartial and consistent manner. Here are some criteria by which the Campaign Master can determine experience rewards (note that these could be communicated as a challenge for the players to achieve):

- At the end of each campaign phase, each player from the winning alliance gains 5 experience points to distribute freely across units in their Crusade force.

- If a player defeats an enemy player who defeated them in their previous meeting in the campaign, after that game, the winning player can select one additional unit from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book).

- At the end of a campaign phase, if a player lost all the games they played during that phase, they can roll one D6. They gain that many experience points to distribute freely across the units in their Crusade force.

- Each time a unit that is part of a Crusade force accomplishes a Shadow Mission (opposite), it earns 1 additional experience point at the end of the battle.

SHADOW MISSIONS

Shadow Missions are covert operations that you can assign to one of your units. That unit will not be available to you at the start of the battle, dispatched as it is to achieve a special mission behind enemy lines, but it can be recalled to rejoin your forces later. If this covert team has been successful in their mission, they will have dealt your opponent a crippling blow.

ASSIGNING A SHADOW MISSION

If you have placed any **INFANTRY** units (excluding **CHARACTER** units) into Strategic Reserves (see the Warhammer 40,000 Core Book), you can select one of them that has either the Troops or Elites battlefield role and that contains 10 or fewer models. That unit can be sent on a Shadow Mission behind enemy lines – simply select one of the Shadow Missions from those listed below and make a note of it on your roster. You can either select the mission, or you can randomly determine it by rolling a D6. Once both players have assigned a Shadow Mission (if any) they then reveal their selections to their opponent.

ACCOMPLISHING SHADOW MISSIONS

During your Command phase in battle round 2, if you have a unit on a Shadow Mission, roll one D6 (if the unit has the Elites battlefield roll, you can re-roll a result of 1) and apply any Shadow Mission modifiers from the following table that are applicable to the unit:

SHADOW MISSION MODIFIERS	
Unit has a Power Rating of 2 or less	-1
Unit has a Power Rating between 6-10	+1
Unit has a Power Rating of 11+	+2

Once you have applied all relevant modifiers, consult the Shadow Mission table below. If the result equals or beats the number specified for battle round 2, that unit has successfully accomplished its mission and its result is applied for the remainder of the battle. You can now either recall that unit – in which case it must arrive from Strategic Reserves this turn – or you can order it to continue its Shadow Mission (if the unit accomplished its mission, it must be recalled).

If it continues its Shadow Mission, then during your Command phase in battle round 3, roll one D6 (if the unit has the Elites battlefield roll, you can re-roll a result of 1), and then apply any relevant Shadow Mission modifiers – as described in the table to the left – before consulting the Shadow Mission table again. If the result equals or beats the number specified for battle round 3, that unit has now successfully accomplished its mission and its result is applied for the remainder of the battle. In either case, that unit must now be recalled and it must arrive from Strategic Reserves this turn.

When a unit that is sent on a Shadow Mission arrives from Strategic Reserves, roll one D6 for each model in that unit. For each roll of 1, one model (of your choice) in that unit is destroyed to represent the casualties suffered during the Shadow Mission. This may trigger a Morale test later this turn.

SHADOW MISSION	ROLL TO SUCCEED ON BATTLE ROUND 2	ROLL TO SUCCEED ON BATTLE ROUND 3	RESULT IF ACCOMPLISHED
1. **Disrupt Supply Lines:** *Attack the enemy supply lines to create a distraction that diverts the enemy's attention and resources away from the front lines.*	6+	5+	At the start of each of your opponent's Command phases, roll one D6; on a 5+, your opponent does not receive a Battle-forged CP bonus that turn.
2. **Demolish Ammo Cache:** *Infiltrate enemy territory and sabotage any ammunition dumps and weapon stores you find.*	5+	5+	The cost of all Wargear Stratagems your opponent has access to is increased by 1CP.
3. **Capture and Interrogate:** *Capture an enemy officer and interrogate them in order to learn the foe's plans.*	6+	6+	The cost of all Strategic Ploy Stratagems your opponent has access to is increased by 1CP.
4. **Daring Raid:** *Mount a raid to steal one of the enemy's prized relics, thereby demoralizing their forces and humiliating their leaders.*	6+	5+	The cost of all Epic Deeds Stratagems your opponent has access to is increased by 1CP.
5. **Sabotage Comms Network:** *Deploy scramblers, vox jammers and any other means you can to disrupt the foe's means of communication.*	6+	5+	The cost of all Battle Tactic Stratagems your opponent has access to is increased by 1CP.
6. **Assassinate Command Structure:** *If you can assassinate the enemy's rear-echelon command structure, their army will be thrown into disarray.*	7+	6+	The cost of all Core Stratagems your opponent has access to is increased by 1CP.

ARMY RULES

'Nothing less than our full commitment to this war is needed. Our every blade and our every bolt must be turned to this conflict without reserve. Nothing less than total victory is acceptable. Not for any sense of pride, honour, or glory, but for our survival. We must commit every fibre of our beings to defeating the xenos here, and now, at Pankallis. We must do so because we can be assured our enemies will hold nothing back.'

- Akrep Xie, Watch Master of the watch fortress Eye of Octos



INTRODUCTION

Over the following pages you will find a host of new rules for armies from the Astra Militarum, Tyranids and Deathwatch, including rules for creating Armies of Renown, as well as datasheets to field several Fortifications in your battles. You will also find several rules appendices, which reprint rules from previous publications, for the forces of the Inquisition and Tyranids.

CODEX SUPPLEMENT: CADIA (PG 56-59)

Cadia still stands! Though their home world has been destroyed, the soldiers of Cadia remain one of the most exemplary warriors in the Astra Militarum. The rules in the Cadia section supplement those found in *Codex: Astra Militarum* with a collection of army and Battle-forged rules, such as Warlord Traits, Relics and Stratagems, for Astra Militarum warriors who hail from Cadia.

ARMY OF RENOWN: KILL TEAM STRIKE FORCE (PG 60-61)

A Kill Team Strike Force is a Deathwatch Army of Renown (see right) that contains only battle-proven kill teams, the heroes who lead them and the transports that take them to war. On these pages, you will find a list of restrictions required to forge such an army, and a list of additional rules and benefits that such an army gains.

DATASHEETS: FORTIFICATIONS (PG 64-69)

Your warriors can use Fortifications to shelter from enemy firepower whilst automated fire rakes the foe in return. Here you will find datasheets for several **UNALIGNED** Fortifications, alongside the points values needed to use them in a matched play game (or any other game that uses points values).

APPENDIX: INQUISITION (PG 72-86)

The agents of the Inquisition possess unparalleled authority to investigate and eliminate the enemies of the Imperium. In this section you will find rules that were previously published in *Psychic Awakening: Pariah*, to field your Inquisition miniatures on the battlefield.

CODEX SUPPLEMENT: LEVIATHAN (PG 88-91)

Of all the hive fleets to have threatened the galaxy, none are as large nor as far-reaching as the tendrils of Leviathan. The rules in the Leviathan section supplement those found in *Codex: Tyranids* with a collection of army and Battle-forged rules, such as Warlord Traits, Relics and Stratagems, for Tyranid biocreatures from Hive Fleet Leviathan.

BATTLE-FORGED RULES: HIVE MIND SYNAPTIC LINK (PG 92-94)

Tyranid synapse creatures are the conduits through which the Hive Mind enforces its gestalt will on the lesser bio-organisms. In this section you will find new Battle-forged rules that supplement those found in *Codex: Tyranids* that you can use to upgrade your **SYNAPSE** units, and in doing so bestow them with new abilities to bolster the power of your Tyranid force.

APPENDIX: TYRANIDS (PG 95-103)

The Hive Mind is forever adapting its warrior-creatures to overcome and consume its prey. In this section you will find rules that were previously published in *Psychic Awakening: Blood of Baal*, to supplement *Codex: Tyranids*.

ARMY OF RENOWN

An Army of Renown is a specialised force that has earned fame or infamy across the 41st Millennium, the experience of which has given its warriors unique skills to use on the battlefield.

An Army of Renown is a variant army list for a particular Faction in Warhammer 40,000 that is themed around a particular disposition of forces. Each imposes certain restrictions on what units can be included, but it also grants access to a wider range of rules such as Stratagems, Relics etc. to reflect that Army of Renown's unique methods of waging war in the 41st Millennium.

If you wish for your army to become an Army of Renown it must first adhere to all the restrictions laid out for that Army of Renown, it must be Battle-forged and it must not include any Specialist Detachments. You can then make a note in the Army Faction section of your Army Roster of which Army of Renown your army is. Some, or all the units in an Army of Renown then gain the benefits listed, such as new keyword, abilities, Stratagems etc. Note that your army does not automatically become an Army of Renown just because it happens to abide by the restrictions – you must choose for it to be an Army of Renown.

CRUSADE ARMY OF RENOWN

You can use any of the rules listed in an Army of Renown to make a Crusade Army of Renown when you start a Crusade force. In this case, the Restrictions and Benefits apply to your entire Crusade force – replace all instances of 'army' listed in the Restrictions and Benefits sections to instead say 'Crusade force', and make a note in the Crusade Faction section of your Order of Battle of which Army of Renown your Crusade force is. Note that means that certain units can never be added to your Order of Battle; but it will result in a particularly focussed and themed collection. Whenever you select a Crusade army from such an Order of Battle, it must be Battle-forged and cannot include any Specialist Detachments.



CODEX SUPPLEMENT: CADIA

Over the following pages you will find Warlord Traits, Relics and Stratagems for ASTRA MILITARUM units that are drawn from Cadia.

Codex: Astra Militarum describes how certain Imperial Guard units belong to a Regiment, and how you can use the **<REGIMENT>** keyword to specify where such a unit is drawn from. The rules in the following section are for units that are drawn from Cadia.

Some rules in this section refer to a **CADIAN** Detachment. This is one that only includes units with the **CADIAN** keyword (excluding models that are listed in the Advisors and Auxilla section of *Codex: Astra Militarum*).



WARLORD TRAITS

If a **CADIAN CHARACTER** model gains a Warlord Trait, you can use the Cadian Traits table below to determine what Warlord Trait they have instead of one from another source. You can either roll one D3 to randomly generate one, or you can select one.

1. STEEL DISCIPLINE (AURA)

This warlord is the epitome of the famed Cadian discipline, and his example reinforces the military efficiency bred into the bones of all those under his gaze.

While a friendly **CADIAN** unit is performing an action within 6" of this model, that unit can shoot without that action failing

2. GIFTED COMMANDER

Even amongst the lauded strategists and tacticians of Cadia this warlord is a renowned logistician, always knowing where best to position their forces.

After both players have deployed their armies, but before the first battle round begins, select either one **CADIAN VEHICLE** unit (excluding **TITANIC** units) from your army that is in your deployment zone, or up to three non-**VEHICLE CADIAN** units from your army that are in your deployment zone, and redeploy them. If the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

3. MIND LIKE A FORTRESS (AURA)

All Cadians receive a no-nonsense introduction to the perils of psyker-taint in their youth, but few are able to resist its malign touch like this warlord, and his example steels the minds and souls of his soldiers.

While a friendly **CADIAN** unit is within 6" of this model, in the enemy's Psychic phase, each time a model in that unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

RELICS

If your army is led by a **CADIAN WARLORD**, you can, when mustering your army, give one of the following Heirlooms of Conquest to a **CADIAN CHARACTER** model from your army instead of giving them another Relic. Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Heirlooms of Conquest your models have on your army roster.

DEKKER'S AUTO-VOX SERVO SKULL

Crafted from the skull of one of Cadia's most famed officers, this servo-skull can patch into the military vox-net to boost and transmit the bearer's orders over vast distances – though the voice heard on the other end of the vox is never that of the bearer, but of the old dead general.

INFANTRY OFFICER only. Each time the bearer uses its Voice of Command ability:

- You can extend the range of the order to 12".
- If the bearer is within 3" of a friendly unit with a vox-caster, you can extend the range of the order to 72" if the target unit also contains a vox-caster.

GATEKEEPER

This mighty battle cannon crafted from thrice-blessed iron stood vigil on old Cadia, guarding the Cadian Gate for millennia. Under its rage have traitors and renegades alike met their doom. With its ward destroyed, its machine spirit yearns for vengeance.

Model with battle cannon only. This Relic replaces a battle cannon and has the following profile (it still counts as a battle cannon for all rules purposes):

WEAPON	RANGE	TYPE	S	AP	D
Gatekeeper	72"	Heavy D6	8	-2	3

Abilities: Blast. Each time an attack is made with this weapon against a **CHAOS** unit, add 1 to that attack's wound roll.

BASTONNE'S SWORD

Lukas Bastonne was a famed war hero who stood at the forefront of the defence of Cadia, standing his ground against insurmountable odds. Though martyred whilst holding back Abaddon's forces, his sword was recovered and now acts as a symbol of defiance in defence.

Model with power sword only. This Relic replaces a power sword.

- The bearer has the following ability: '**Bastonne's Example (Aura):** While a friendly **CADIAN INFANTRY** unit is within 6" of the bearer, each time a Combat Attrition test is taken for that unit, you can ignore any or all modifiers.'
- This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Bastonne's Sword	Melee	Melee	+2	-3	2

TACTICA PAX CADIA

This award can be bestowed upon an officer whose tactics and strategy have proven the difference between victory and defeat.

OFFICER only. Once per battle round, when you use a Battle Tactic or Strategic Ploy Stratagem that requires you to select a **CADIAN** unit, if that unit is within 6" of this model, this model can use this Relic provided it has not used it for that Stratagem already during this battle. If it does, that Stratagem costs one fewer CP to use (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.



STRATAGEMS

If your army includes any **CADIAN** Detachments (excluding Auxiliary Support and Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

CADIA STANDS! 1CP

Cadian – Battle Tactic Stratagem

While even a single Cadian soldier refuses to yield, Cadia still stands.

Use this Stratagem in any phase, when a **CADIAN INFANTRY** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit:

- An unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- If the attack has a Damage characteristic of 1, add 1 to any armour saving throw made against that attack.

SHOCK TROOPS 1CP/2CP

Cadian – Battle Tactic Stratagem

The Guardsmen of Cadia are famed for their decisive shock tactics.

Use this Stratagem in your Movement phase, when a **CADIAN** unit from your army makes a Normal Move. Until the end of the turn:

- That unit is considered to have Remained Stationary.
- Each time a ranged attack made by a model in that unit targets a unit within half range, improve the Armour Penetration characteristic of that attack by 1.

If that unit is **INFANTRY**, this Stratagem costs 1CP; otherwise it costs 2CP.

FIELD PROMOTION 1CP

Cadian – Epic Deed Stratagem

Should a unit's senior officers be slain, it will fall to a junior officer to take charge and see the battle plan is executed to victory.

Use this Stratagem when a **CADIAN WARLORD** from your army is destroyed. Select a **CADIAN OFFICER** model from your army that does not have a Warlord Trait. Then, select a Warlord Trait that no model in your army has and that the selected model is eligible for. Until the end of the battle, that model gains that Warlord Trait and for all rules purposes now counts as your **WARLORD**. In addition, if that model has the Voice of Command ability, until the end of the battle it gains the Senior Officer ability (see the Company Commander datasheet in *Codex: Astra Militarum*). If any mission objective, secondary objective, tactical objective or Agenda rules are triggered when your **WARLORD** is destroyed, those rules are not triggered until after the new **WARLORD** is destroyed.

SANCTIONED PSYKER 1CP

Cadian – Requisition Stratagem

Cadia was close to the Eye of Terror and had a high incidence of psychic activity. Some of these individuals exhibit enough control over their powers to provide support to the Shock Troops in battle.

Use this Stratagem before the battle, when you are mustering your army. Select one **PRIMARIS PSYKER** unit or **WYRDVANE PSYKERS** unit from your army.

- That unit gains the **CADIAN** Faction keyword and can benefit from a Regimental Doctrine, but it can never have a Warlord Trait.
- Add 1 to Deny the Witch tests taken for that unit.
- That unit gains the following psychic action, as described in the Warhammer 40,000 Core Book: '**Telepathic Order (Psychic Action – Warp Charge 4):** This unit can attempt this psychic action. If this psychic action is successful, until the end of the turn this unit gains the Voice of Command ability (see *Codex: Astra Militarum*) and in your Shooting phase can issue one order to one **CADIAN INFANTRY** unit within 18" of this unit.'

You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

WHITESHIELDS 1-3CP

Cadian – Requisition Stratagem

Every Cadian serves as part of its youth army, an honoured rite of passage where the brave recruits yearn for glory as part of the famed Whiteshields.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **CADIAN** keyword. Select one **CADIAN** Detachment from your army. All **CADIAN CONSCRIPTS** units in that Detachment:

- Gain the **WHITESHIELDS** keyword.
- Have a Leadership characteristic of 6.
- Lose their Raw Recruits ability.

If that Detachment contains two or fewer **CONSCRIPTS** units, this Stratagem costs 1CP; if it contains three to four **CONSCRIPTS** units, it costs 2CP; if it contains five or more **CONSCRIPTS** units, it costs 3CP.

If you are using the Specialist Reinforcements Requisition to upgrade a unit in your Crusade force with this Stratagem, it will only upgrade a single unit of **CADIAN CONSCRIPTS** from your army each time it is used.

LOAD-FIRE-RELOAD 1CP

Cadian – Strategic Ploy Stratagem

The endless load-fire-reload drills the gunners and tank crews of Cadia are taught to master make them nigh unstoppable on the battlefield.

Use this Stratagem in your Shooting phase, when a **CADIAN VEHICLE** unit from your army is selected to shoot. Select one enemy unit. Until the end of the phase, each time a model in that unit makes an attack with a weapon that has the Blast ability against that enemy target:

- On an unmodified hit roll of 6, that attack inflicts one additional hit (that attack inflicts two additional hits instead if the target unit is a **MONSTER** or **VEHICLE** unit).
- If a hit is scored for that attack, then until the start of your next turn the target cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book).

NEVER GIVE UP! NEVER SURRENDER! 2CP

Cadian – Strategic Ploy Stratagem

Cadians display a steely discipline in the face of the enemy and will fight to the last, unwilling to give up and let another world fall while they still breathe to defend it.

Use this Stratagem at the end of your Movement phase. Select one **CADIAN** unit from your army that is within range of an Objective Marker on the battlefield. Until the start of your next Movement phase:

- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker. Each **VEHICLE** model in such a unit counts as 5 models when determining control of an objective marker.
- Add 1 to any Combat Attrition tests taken for that unit.



ARMY OF RENOWN

KILL TEAM STRIKE FORCE

The Deathwatch frequently deploy squads known as kill teams. These powerful units are made up of Space Marines with different equipment and weapon loadouts, combined to make a force far more powerful than the sum of its parts.

A Kill Team Strike Force is a Deathwatch army composed entirely of kill team specialists, the heroes who lead them and assorted transports to race them into the fray. They are tasked with eliminating the most dangerous threats, investigating mysterious circumstances and must be ready at all times to deal with any eventuality. With great use of transports and teleportation technology, they can deploy rapidly where they need to or extract swiftly as required.

A Kill Team Strike Force is an Army of Renown (pg 54).

RESTRICTIONS

- All units in your army must be **DEATHWATCH**.
- Your army can only include the following units: **KILL TEAMS** that have been upgraded to have a Specialism (see *Codex Supplement: Deathwatch*), **CHARACTERS** (excluding **ARTILLERY**), **CORVUS BLACKSTARS** and units with the Dedicated Transport Battlefield Role (for each **PRIMARIS KILL TEAM** unit included in a Detachment, it can include 1 **IMPULSOR**; for each other **KILL TEAM** unit included in a Detachment, it can include 1 other Dedicated Transport unit).

BENEFITS

- All **DEATHWATCH** units in your army gain the **STRIKE FORCE** keyword.
- You have access to the Kill Team Strike Force Warlord Trait, Relic and Stratagems.
- A Strike Force army (and a Strike Force Crusade army) can contain up to two **KILL TEAM** units with the same Specialism (e.g. an army can contain up to two **VENATOR KILL TEAM** units or up to two **DOMINATUS KILL TEAM** units), with the exception of units upgraded using the Masters of the Specialisms rules (see *Codex Supplement: Deathwatch*).
- All of the **KILL TEAM** and **CHARACTER** units in your army gain the Veterans of the Long Vigil ability, below.

Veterans of the Long Vigil

All of the veterans selected to form a Kill Team Strike Force have served more than one vigil. Fighting alongside brothers from different Chapters is now second nature to them. Between them, every kill team contains the collective skills and knowledge required to best any form, and all have proven able to rapidly change their preferred fighting doctrines to best the foe.

- At the start of each battle round you can select one Chapter Tactic or Successor Tactic from *Codex: Space Marines*. If you do, then until the start of the next battle round, this unit has that Chapter Tactic or Successor Tactic instead of Xenos Hunters.
- You cannot select the same Chapter Tactic or Successor Tactic more than once per battle (exclude those selected for the Brotherhood of Veterans Stratagem, as described opposite).
- Each time you use the Brotherhood of Veterans Stratagem (see *Codex Supplement: Deathwatch*) whilst **STRIKE FORCE KILL TEAM** and **STRIKE FORCE CHARACTER** units in your army are using a different Chapter Tactic to Xenos Hunters, the Chapter Tactic or Successor Tactic selected for the Stratagem replaces whatever Chapter Tactic or Successor Tactic was selected at the start of the current battle round instead.

WARLORD TRAIT

If a **STRIKE FORCE CHARACTER** model is your **WARLORD**, they can have the Warlord Trait below instead of one from another source.

Xenos Bane (Aura)

This warlord has proven a master at adapting their own combat style, their hatred of the xenos never sways. Such dedication to the eradication of the alien is an inspiration.

While a friendly **STRIKE FORCE KILL TEAM** or **STRIKE FORCE CHARACTER** unit is within 6" of this **WARLORD**, that unit has the Xenos Hunters Chapter Tactic (this means that if you selected a Chapter Tactic or Successor Tactic at the start of the battle round due to the Veterans of the Long Vigil ability (see left), that unit has both that Chapter Tactic or Successor Tactic and the Xenos Hunters Chapter Tactic).

RELIC

If your army is led by a **STRIKE FORCE WARLORD**, you can, when mustering your army, give the following Chapter Relics to a **STRIKE FORCE CHARACTER** model from your army, instead of one from another source. Named characters cannot be given the following Relic. Write down any Chapter Relics your models have on your army roster.

Inquisitorial Cipher

Gifted to the Deathwatch by a mysterious agent of the Inquisition, this device contains valuable intelligence that is updated regularly by the agent's secretive master.

If you are playing a mission that requires you to select either secondary objectives or Agendas, then after both players have revealed their selections you can select one of your secondary objectives or Agendas, and replace it with a different one (make a note on your army roster as to your new selection and inform your opponent). All the normal rules for selecting secondary objectives and Agendas apply with the exception that after using this ability, you can have two **DEATHWATCH** secondary objectives or **DEATHWATCH** Agendas. If both players have a rule that allows them to select new secondary objectives or Agendas, both players make their new selections before revealing them simultaneously to their opponent.

STRATAGEMS

If your army is a Deathwatch Strike Force, you have access to these Stratagems, and can spend CPs to use them.

SPECIALISM EXTREMIS — 3CP

Kill Team Strike Force – Battle Tactic Stratagem

Specialised kill teams within a Kill Team Strike Force eliminate their chosen prey with extreme prejudice.

Use this Stratagem in your Shooting phase or in the Fight phase, when you select a **STRIKE FORCE AQUILA, STRIKE FORCE VENATOR, STRIKE FORCE MALLEUS, STRIKE FORCE DOMINATUS, STRIKE FORCE FUROR** or **STRIKE FORCE PURGATUS** unit from your army to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, a successful hit roll automatically wounds the target if:

- The attack was made by an **AQUILA** model.
- The attack was made by a **VENATOR** model against a unit with the Fast Attack or Flyer Battlefield Role.
- The attack was made by a **MALLEUS** model against a unit with the Heavy Support, Lord of War or Dedicated Transport Battlefield Role.
- The attack was made by a **DOMINATUS** model against a unit with the Elites Battlefield Role.
- The attack was made by a **FUROR** model against a unit with the Troops Battlefield Role.
- The attack was made by a **PURGATUS** model against a unit with the HQ Battlefield Role.

This Stratagem cannot be used to select the same **STRIKE FORCE** unit more than once per battle.

BATTLEFIELD TELEPORTATION — 1CP

Kill Team Strike Force – Strategic Ploy Stratagem

Site-to-site battlefield teleportation is a rare capability indeed, used only by the Deathwatch in extreme situations.

Use this Stratagem at the start of your Movement phase. Select one **STRIKE FORCE KILL TEAM** or **STRIKE FORCE CHARACTER** unit from your army. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere that is more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.

HONOURED VETERAN OF THE WATCH — 1CP

Kill Team Strike Force – Requisition Stratagem

Some veterans have served many vigils, and though they have risen to high ranks within their own Chapter will gladly return to the Deathwatch at a lower position.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **STRIKE FORCE** keyword. Select one **DEATHWATCH** model in your army that has the word 'Sergeant' in their profile (excluding the Watch Sergeant from **KILL TEAM CASSIUS**):

- Add 1 to that model's Wounds characteristic.
- Determine one Warlord Trait for that model; it is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results).

You can only use this Stratagem once.

BLACK VAULT BOLTS — 1CP

Kill Team Strike Force – Wargear Stratagem

Amongst the rarest forms of special issue ammunition available to the Deathwatch, these bolts are handed out, a few each, to warriors sent on investigative missions, lest they encounter a foe their usual wargear cannot best.

Use this Stratagem in your Shooting phase, when you select a **STRIKE FORCE KILL TEAM** or **STRIKE FORCE CHARACTER** unit from your army to shoot. Until the end of the phase:

- The Type characteristic of all bolt weapons models in that unit are equipped with is changed to Heavy 1.
- Each time a model in that unit makes a ranged attack with a Bolt weapon (see *Codex: Space Marines*), on an unmodified wound roll of 6 that attack inflicts 1 mortal wound on the target in addition to any normal damage (a maximum of 6 mortal wounds can be inflicted per phase via this Stratagem).





FORTIFICATIONS

This section contains the datasheets that you will need to include several unaligned Fortifications in your army. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

As darkness deepens across the galaxy, every world of the Imperium finds itself besieged. At such a dire time, the importance of solid walls and tireless guns is greater than ever. The fortresses and strongholds of the Imperium are nigh-impregnable and bristling with defensive weaponry. The tides of heretic and xenos armies break against them like surf on the shore.

Upon the ornate cartologues of the Adeptus Terra, the Emperor's realm appears as a unified fastness, fancifully illuminated with gothic flourishes and proud aquilas. Commanders and savants casting their gaze over these miles-wide star maps would be forgiven for envisioning Mankind stood shoulder-to-shoulder across the stars, a resolute wall of faith against which the most tireless of their numerous foes must surely dash themselves to ruin.

Sadly for Humanity, the reality is rather different.

The Imperium is immense, but it is also scattered. Many Imperial star systems are virtually isolated by distance and the turbulent channels of the warp. Rather than a unified whole, the Imperium is more akin to thousands of vassal nations, linked only by their faith and surrounded on all sides by the dangerous darkness of the void.

Conscious of the terrors that may fall upon them at any moment, all but the most neglectful of Imperial governors raise fortifications and planetary defence garrisons. So have the Emperor's worlds ever looked to their own defence in the face of piratical raids, xenos invasions or the nefarious and sinister attentions of heretics.

With the coming of the Great Rift, such defences have become more crucial than ever before. The deranged servants of Chaos spill from the warp in endless waves, battering at the Imperial defences in an endless, frenzied assault. Xenos incursions become ever more common as alien races prey upon weakened worlds, or else flee en masse from the coming of yet worse things at their backs. Madness, heresy and despair run rife, leading world after world down the dark road to insurrection and civil war.

Faced with such threats, the warriors of the Imperium gather behind their defences, fighting to repel wave after wave of pitiless attackers even as their engineers and castellans shore up the barricades and raise monolithic new fortresses to hold back the foe. For many Imperial strongholds it has become an endless, grinding siege in which victory is simple survival, and defences must be raised as swiftly as they are brought crashing down. Fortunately for the myriad worlds of the Imperium, the standard template defensive structures raised for their protection are mighty indeed.

Built from plasteel and reinforced ferrocrete, wreathed in crackling force fields and clouds of blessed incense, the fortifications of the Imperium stand obstinate and inviolate against any who would see their inhabitants slaughtered. Many boast emplaced heavy weaponry, murderous guns fed from armoured hoppers and directed either by the warriors sheltering within the fortification, or else by servitor-brain components and auto-targeting machine spirits wired directly into the weapons themselves. To advance upon such towering bastions is to face a wall of overlapping firepower that makes a mockery of cover. Victims are channelled into carefully calculated killing grounds, where tanks are reduced to smouldering wreckage and soldiers to bullet-riddled corpses.

Simplest of these defences are the prefabricated barricades of the Aegis Defence Lines, and the corpse-shored trench networks of the Wall of Martyrs. In both cases, such obstructions give shelter to infantrymen; artillery teams and the like that hunker behind them, their reinforced structures durable enough to shrug off all but the most ferocious enemy fire. Imperial engineers or Adeptus Mechanicus servitors can raise such defences with swift efficiency. On many Imperial war fronts these barricades and trench lines can stretch for mile upon mile, deployed in ablative layers that reach back from the front, spreading out from larger fortifications like fractal webs.

Bunkers and bastions are also common sights on many Imperial worlds, their stark silhouettes rising over lurking minefields and rusting nests of razor wire. Whether they be lone fortifications, raised to guard outlying highways and passes, or networks of towers and bunkers constructed by the dozen around crucial strategic assets, these slab-sided fastnesses offer protection to Imperial soldiery and death to their foes. Fire support elements such as Space Marine Devastators and Astra Militarum Heavy Weapon Squads often favour Imperial Bastions, making the most of their improved protection and commanding sight-lines, while officers and command sections regularly quarter themselves in Imperial Bunkers, where they can spread out maps and charts, and endure the worst bombardments that the foe can hurl their way.

Finally, there are those structures that provide exceptional support to defending armies. Void Shield Generators use arcane and ineffable technologies to project thrumming force fields that ward away incoming firepower and render nearby friendly warriors inviolate to harm. Meanwhile, Skyshield Landing Pads provide forward staging posts for squadrons of Imperial aircraft, allowing them to land, repair, refuel and re-arm without needing to return to the Imperial rear lines or orbiting spacecraft. This extends the range of such aerial assets enormously, while in extremis the armoured barricades that ring the landing pad can be raised, providing protection to craft and defenders alike should the enemy forces break through and attack.

SKYSHIELD LANDING PAD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Skyshield Landing Pad	-	-	-	-	-	-	-	-	-

A Skyshield Landing Pad is a single model.

ABILITIES

Terrain Feature: After this model is set up, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:

- Light Cover
- Heavy Cover
- Scalable
- Exposed Position

Landing Pad Configuration: When this model is set up, select either the Shielded or Unfurled configuration to be in effect (see opposite).

While there are any **SKYSHIELD LANDING PADS** on the battlefield, **INFANTRY** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Change Configuration (Action): At the end of your Movement phase, one **INFANTRY** unit from your army that is within 3" a **SKYSHIELD LANDING PAD** terrain feature can start to perform this action provided no enemy units are within 3" of that terrain feature. The action is completed at the end of your turn. Once completed, you can change the configuration that is in effect for this terrain feature.

Shielded: While this configuration is in effect, this terrain feature loses its Exposed Position terrain trait and all models on top of this terrain feature receive a 6+ invulnerable save against ranged attacks. This invulnerable save does not apply if the firing model is also on top of this terrain feature.

Unfurled: While this configuration is in effect, **AIRCRAFT** units from your army can perform the following action, even though **AIRCRAFT** cannot normally perform actions, as described in the Warhammer 40,000 Core Book:

Repair and Rearm (Action): At the end of your Shooting phase, one **AIRCRAFT** unit from your army (excluding those with the Airborne ability) that is on top of a friendly **SKYSHIELD LANDING PAD** with the Unfurled configuration in effect can start to perform this action. The action is completed at the end of your next Movement phase provided that **AIRCRAFT** is still on top of the same **SKYSHIELD LANDING PAD**. Once completed, that model:

- Is repaired, and regains 3 lost wounds (a model can only be repaired once per turn).
- Is re-armed, and can use any 'one use only' weapons and abilities it has on its datasheet that it has already used during this battle one additional time. In addition, the next time this model is selected to shoot, until the end of the phase, each time it makes a ranged attack, add 1 to that attack's hit roll.

Each **AIRCRAFT** model can only perform this action once during a battle.

KEYWORDS

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, OBSTACLE, SKYSHIELD LANDING PAD**



Landing pads are used to provide safe landing areas for aircraft as they unload supplies, embark or disembark troops. With its armoured sides unfurled, Skyshields activate a series of locator beacons that guide incoming aircraft. Once the craft touches down, the Skyshield's armour plating transforms into a protective configuration and force field generators shimmer to life.



Aegis Defence Lines are barricades comprising crenelated armoured panels that link together in a solid shield-wall. Thanks to their simple design they can be built and deployed at great speed. They are ideal for establishing defensive perimeters before more permanent structures can be erected.

AEGIS DEFENCE LINE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Large Shield Section	-	-	-	-	-	-	-	-	-
4	Small Shield Section	-	-	-	-	-	-	-	-	-
0-1	Gun Emplacement	-	-	5+	3	7	3	-	4	4+

If this unit contains a Gun Emplacement model, it has **Power Rating 6**. A Gun emplacement is equipped with: quad-gun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus lascannon	96"	Heavy 1	9	-3	D6	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.

WARGEAR OPTIONS

- A Gun Emplacemnt's quad-gun can be replaced with 1 Icarus lascannon.

ABILITIES

Set-up: When this unit is first set up on the battlefield, each Small Shield Section and Large Shield Section in this unit must be set up so that it is in end-to-end contact with at least one other Small Shield Section or Large Shield Section in this unit. You do not have to set up all of the Small Shield Sections or Large Shield Sections up on the battlefield if you do not wish to (or if you have insufficient room). If this unit includes a Gun Emplacement, it must be set up wholly within 3" of any Small Shield Section or Large Shield Section in this unit (if you don't set up any, you cannot set up the gun Emplacement either).

Terrain Feature (Shield Sections): After it is set up, this unit's Small Shield Sections and Large Shield Sections are treated as a single Obstacles terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:

- Defence Line
- Defensible
- Light Cover
- Heavy Cover
- Unstable Position
- Difficult Ground

Terrain Feature (Gun Emplacement): After it is set up, this unit's Gun Emplacement (if any) is a Building terrain feature, as described in the Warhammer 40,000 Core Book.

Automated Weapons: In your Shooting phase, each time a Gun Emplacement from your army is selected to shoot, you can only select one of the following targets for its attacks:

- The closest eligible enemy unit.
- The closest eligible enemy **AIRCRAFT** unit.

Operate Gun Emplacement: While there are any Gun Emplacements from your army on the battlefield, **INFANTRY** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Operate Gun Emplacement (Action): At the end of your Command phase, one **INFANTRY** unit from your army that is within 1" of a Gun Emplacement that is not being operated (see below) can start to perform this action. The action is completed at the end of your Movement phase. Once completed, until the end of the turn, this Gun Emplacement loses its Automated Weapons ability, has a Ballistic Skill characteristic of 4+ and is treated as being operated.

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS (SHIELD SECTIONS): **TERRAIN, OBSTACLE, AEGIS DEFENCE LINE**
KEYWORDS (GUN EMPLACEMENT): **TERRAIN, VEHICLE, BUILDING, GUN EMPLACEMENT**

FORTRESS OF REDEMPTION

24 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fortress of Redemption (16+ wounds remaining)	-	-	4+	6	8	30	-	7	3+
	Fortress of Redemption (9-15 wounds remaining)	-	-	5+	6	8	N/A	-	7	3+
	Fortress of Redemption (1-8 wounds remaining)	-	-	6+	6	8	N/A	-	7	3+

A Fortress of Redemption is equipped with: Redemption lascannons; Redemption missile silo.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Redemption lascannons	96"	Heavy 2	9	-3	D3+3	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Redemption missile silo	Before selecting targets, select one of the profiles below to make attacks with. Units that are wholly within 12" of the firing model are not eligible targets for this weapon.					
- Fragstorm missiles	96"	Heavy 2D6	4	-1	0	Blast
- Krakstorm missiles	96"	Heavy D6	8	-3	3	Blast

WARGEAR OPTIONS

- This model can be equipped with up to 4 heavy bolters.

ABILITIES

Fire Points: In your Shooting phase, up to 20 models embarked within this building can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make attacks with ranged weapons even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**, as described in the Warhammer 40,000 Core Book).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it, its Redemption missile silo can not be fired, its heavy bolters can only target the closest eligible enemy unit, and its Redemption lascannons can only select one of the following targets for that weapon's attacks:

- The closest eligible enemy unit.
- The closest eligible enemy **AIRCRAFT** unit.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 its magazine explodes, and each unit within 9" suffers D6 mortal wounds. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:

- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT

This building has a transport capacity of 30 **INFANTRY** models. Each model with a Wounds characteristic of 3 takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

Designer's Note: *When you embark models onto a Fortress of Redemption, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

KEYWORDS

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, TITANIC, FORTRESS OF REDEMPTION**



Fortresses of Redemption are towering bulwarks against planetary invasion. They are virtually impervious to conventional firepower, and their bunker annexes can house entire platoons of battle-ready warriors. Nestled atop its armoured walls is a range of heavy weapons that can destroy enemies ranging from hordes of infantry to mighty void ships.



A Bastion is an imposing edifice made of thick ferrocrete that can withstand artillery and orbital strikes. In addition to their resilience they offer commanding fields of fire to defenders, and the heavy bolters built into every wall ensure it is very dangerous to assault them successfully.

BASTION

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Bastion (10+ wounds remaining)	-	-	4+	6	8	18	-	7	3+
	Bastion (6-9 wounds remaining)	-	-	5+	6	8	N/A	-	7	3+
	Bastion (1-5 wounds remaining)	-	-	6+	6	8	N/A	-	7	3+

A Bastion is equipped with: 4 heavy bolters; roof hatch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Icarus lascannon	96"	Heavy 1	9	-3	D6	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.

OTHER WARGEAR	ABILITIES
Comms antenna	In your Command phase, if one or more **CHARACTER** units are embarked within this **BUILDING** model, roll one D6: on a 5+, you gain one Command point.
Roof hatch	Each time this model is selected to shoot, up to 15 embarked models can be selected to shoot using its Fire Points ability, instead of 10.

WARGEAR OPTIONS

- This model's roof hatch can be replaced with one of the following: 1 Icarus lascannon; 1 quad-gun; 1 comms antenna.

ABILITIES

Fire Points: In your Shooting phase, up to 10 models embarked within this model can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make attacks with ranged weapons even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**, as described in the Warhammer 40,000 Core Book).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its heavy bolters can only target the closest eligible enemy unit and, if it is equipped with either an Icarus lascannon or a quad-gun, you can only select one of the following targets for that weapon's attacks:

- The closest eligible enemy unit.
- The closest eligible enemy **AIRCRAFT** unit.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 its magazine explodes, and each unit within 6" suffers D6 mortal wounds. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacles terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:

- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT

This building has a transport capacity of 15 **INFANTRY** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

Designer's Note: *When you embark models onto a Bastion, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, BASTION**

VOID SHIELD GENERATOR

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Void Shield Generator	-	-	-	6	8	16	-	7	4+

A Void Shield generator is a single model.

ABILITIES

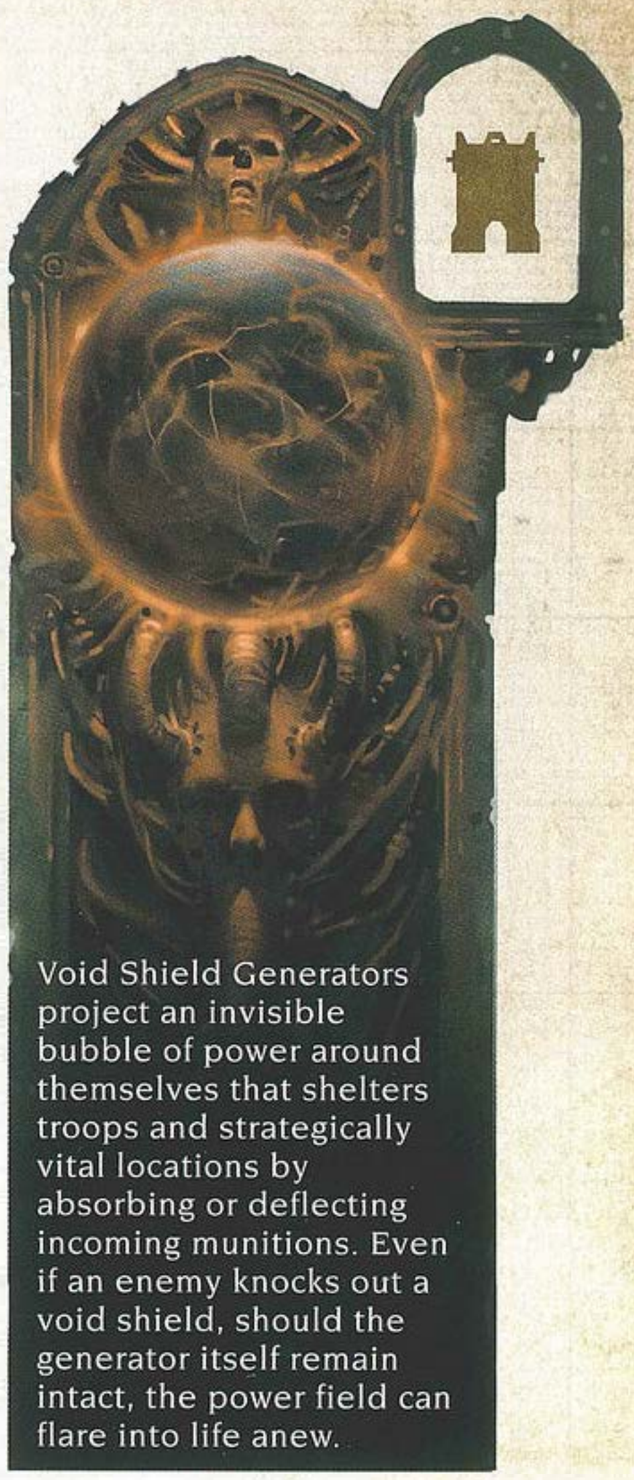
Projected Void Shields (Aura): While a friendly unit is wholly within aura range of this model, models in that unit have a 5+ invulnerable save against ranged attacks. The aura range of this ability changes as this building suffers damage as follows:

Remaining Wounds	Aura Range
8+	12"
4-7	9"
1-3	6"

Wrecked: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 its generators explode, and each unit within 6" suffers D3 mortal wounds. On any other result, this model is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:

- Difficult Ground
- Exposed Position
- Unstable Position

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, VOID SHIELD GENERATOR**



Void Shield Generators project an invisible bubble of power around themselves that shelters troops and strategically vital locations by absorbing or deflecting incoming munitions. Even if an enemy knocks out a void shield, should the generator itself remain intact, the power field can flare into life anew.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

FORTIFICATION

Aegis Defence Line (pg 66)

Unit size	8-9 models
Unit cost	100 pts
• Icarus lascannon	+15 pts
• Quad-gun	+20 pts

Bastion (pg 68)

Unit size	1 model
Unit cost	180 pts
• Comms antenna	+5 pts
• Icarus lascannon	+15 pts
• Quad-gun	+20 pts

Fortress of Redemption (pg 67)

Unit size	1 model
Unit cost	440 pts
• Heavy bolter	+15 pts

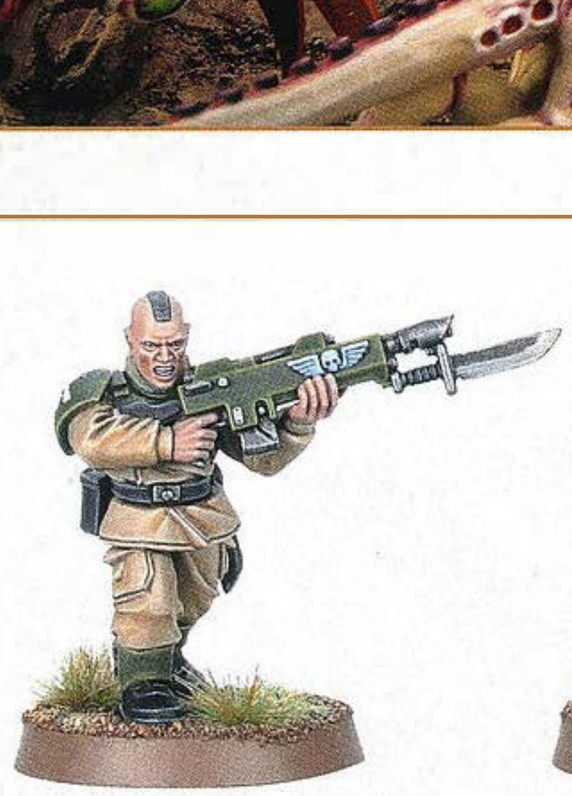
Skyshield Landing Pad (pg 65)

Unit size	1 model
Unit cost	140 pts

Void Shield Generator (pg 69)

Unit size	1 model
Unit cost	200 pts

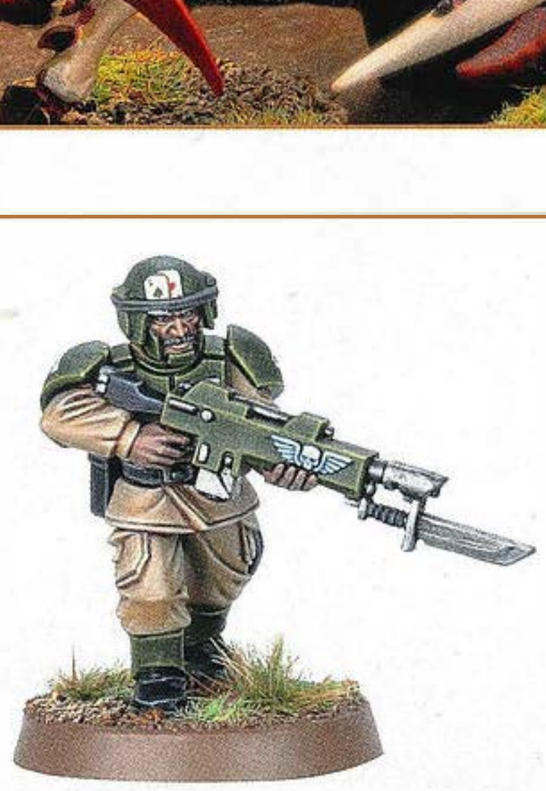




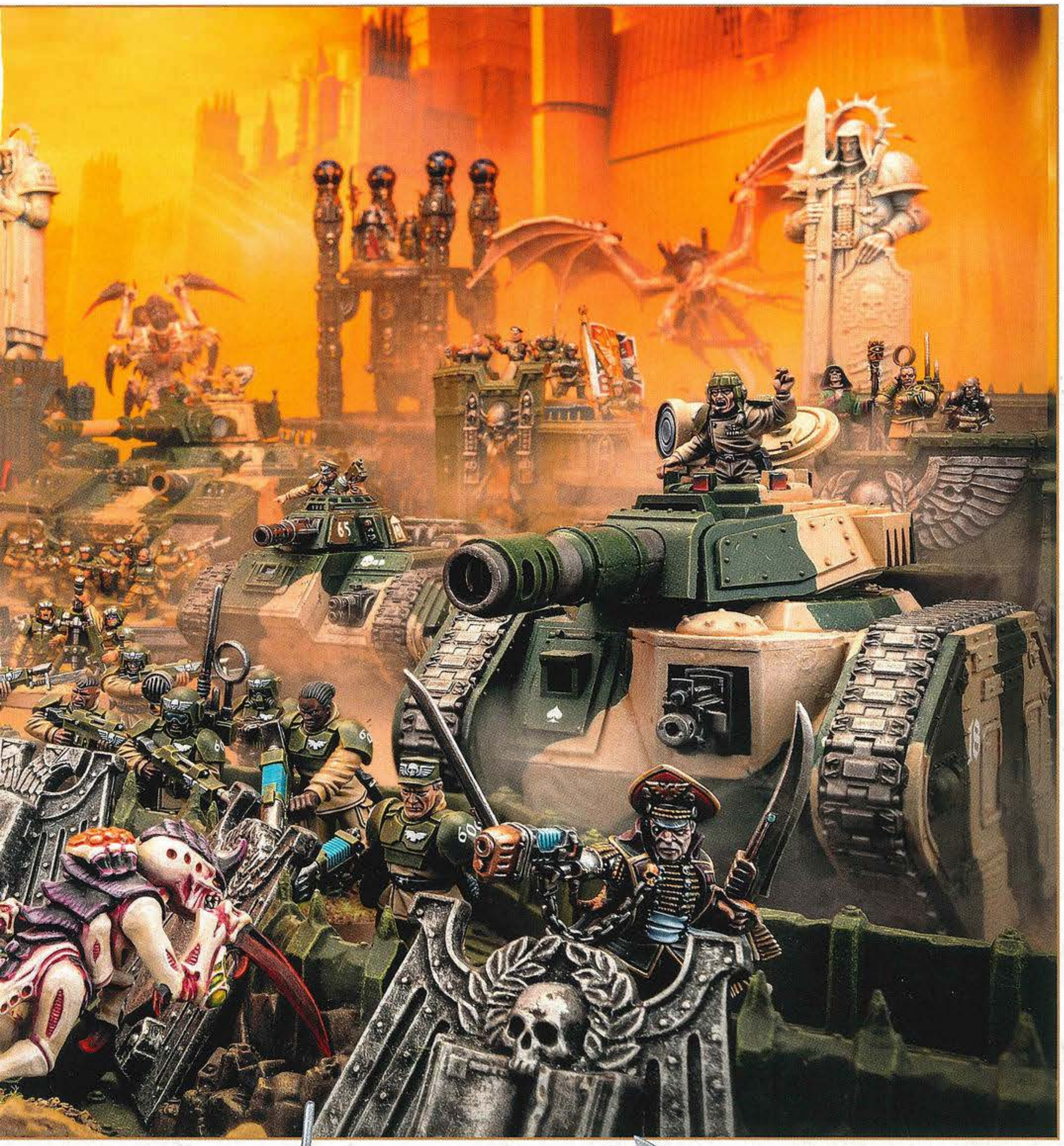
Imperial Guardsman
with lasgun



Imperial Guardsman
with sniper rifle



Imperial Guardsman
with lasgun





Imperial Guardsman with vox caster



Imperial Guard officer with plasma pistol and power sword



Imperial Guardsman with plasma gun

APPENDIX: INQUISITION

All of the rules found in this section have previously been published in *Psychic Awakening: Pariah*, but are reprinted here for your convenience. These rules can be used in any open play, narrative play or matched play game. They impart the power to forge your models into an Inquisitorial warband upon the tabletop – complete with Warlord Traits, Relics and Stratagems – and to go to war with the might of the Holy Ordos at your back.

With the exceptions noted below, these rules have not been revised or altered since they were originally published. They are simply reprinted here so that Inquisition players can continue to use them now that the aforementioned book is no longer available to purchase. No new rules have been added to this section. The only time the wording of a previously published rule has changed is in one of the following circumstances:

- If the original rule contained an error or an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.

- If the original rule required updating when the 9th edition of Warhammer 40,000 was released, in order to function as intended with the rules and terminology (e.g. Engagement Range) presented in the Core Book, or if a weapon profile required updating when a 9th edition Codex was released. In these cases, such rules have been reworded to incorporate the previously published updates.

- If the original rule had two separate effects, those rules have been reformatted so that each individual effect is presented with its own bullet point. In all such instances, the effect of the rule remains unchanged; it is simply a style and formatting change to match how such rules are presented in other 9th edition publications.

- Warlord Traits use the **WARLORD** keyword instead of Warlord; Stratagems have had labels applied to them (e.g. Battle Tactic, Strategic Ploy, Epic Deed, Requisition etc.); psychic powers have had categories applied to them (Blessing, Malediction, Witchfire); and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability.

None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of other Warlord Traits, Stratagems and aura abilities that appear in other 9th edition publications.

This document also contains fully updated points values for all of the Inquisition, presented in the 9th edition style. The points values and Power Ratings presented in this appendix supersede any that have been previously published.

LIMITLESS AUTHORITY

In this section you will find a wide variety of rules content for use with the forces of the Inquisition. These allow you to take these forces in INQUISITION Detachments (that is, a Detachment that only includes INQUISITION units), or as part of another Detachment with other IMPERIUM units.

DATASHEETS

This section is essential to all Inquisition players, regardless of preferred play style, containing as it does the datasheets for Inquisition miniatures. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 80-81. In addition, some datasheets reference one or more weapon lists (e.g. *Melee Weapons* list); these can be found on page 79.

STRATAGEMS

In this section you will find a series of Stratagems that can be used with your Inquisition forces.

WARLORD TRAITS

In this section you will find a selection of Warlord Traits for Inquisitors, including one specific to each of the major Ordos.

TELETHESIA DISCIPLINE

This psychic discipline is a suite of six psychic powers unique to the operatives of the Inquisition, as well as an additional power available to each of the major Ordos. These allow your Inquisitors to manipulate and dominate their enemies.

RELICS OF THE INQUISITION

In this section you will find a selection of powerful artefacts available to the Inquisition, designed to destroy the daemon, the heretic and the alien.

KEYWORDS

Throughout this section you will come across the **<ORDO>** keyword. When you include such a unit in your army, you must nominate which Ordo it is from and then replace the **<ORDO>** keyword in every instance on its datasheet with the name of your chosen Ordo. The Ordos available are Ordo Hereticus, Ordo Malleus, Ordo Xenos and Ordo Minoris.

For example, if you include an **ACOLYTES** unit in your army and decide they are from the Ordo Hereticus, their **<ORDO>** keyword becomes **ORDO HERETICUS** and the first sentence of their Loyal Servant ability reads, 'When a friendly **ORDO HERETICUS INQUISITOR** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack.'

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below.

QUARRY

Units with the **ORDO MALLEUS, ORDO HERETICUS, ORDO XENOS** or **ORDO MINORIS** keyword gain the respective ability below:

- **ORDO MALLEUS**: When resolving an attack made by a model in this unit against a **CHAOS** or **DAEMON** unit, you can re-roll the hit roll and you can re-roll the wound roll.
- **ORDO HERETICUS**: When resolving an attack made by a model in this unit against a **CHAOS** or **PSYKER** unit, you can re-roll the hit roll and you can re-roll the wound roll.
- **ORDO XENOS**: When resolving an attack made by a model in this unit against a unit that is not **CHAOS, IMPERIUM** or **UNALIGNED**, you can re-roll the hit roll and you can re-roll the wound roll.
- **ORDO MINORIS**: When resolving an attack made by a model in this unit against a **CHARACTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

AUTHORITY OF THE INQUISITION

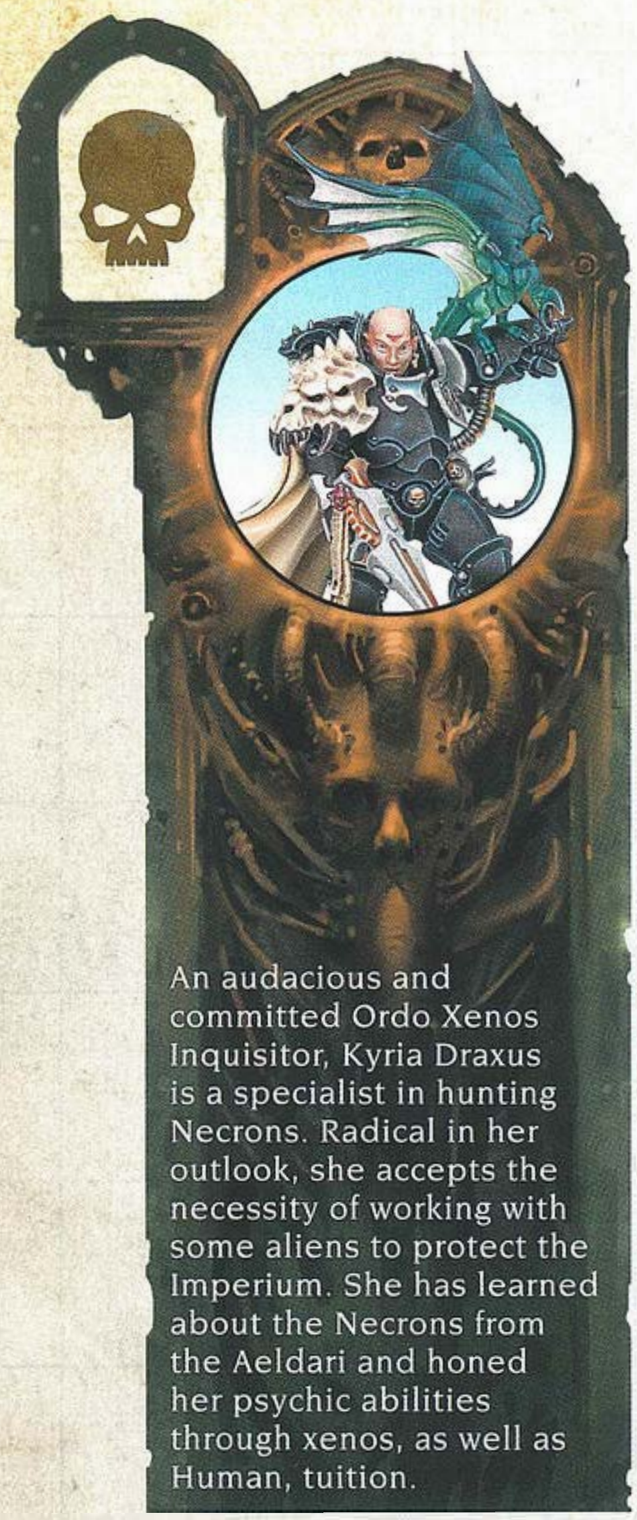
INFANTRY units with this ability can embark aboard any **IMPERIUM TRANSPORT** model, even if that model normally only permits models with other Faction keywords to do so. All other restrictions apply normally (e.g. **TERMINATOR** models can only embark aboard **TRANSPORTS** that allow **TERMINATOR** models to do so).

If your army is Battle-forged, the following rules apply:

- No more than one **INQUISITOR** unit can be included in any **INQUISITION** Detachment (that is, a Detachment that includes only **INQUISITION** units).
- You can include one **AGENT OF THE IMPERIUM** unit in each **IMPERIUM** (excluding **FALLEN**) Patrol, Battalion and Brigade Detachment in your army without those units taking up slots in those Detachments. The inclusion of an **AGENT OF THE IMPERIUM** unit does not prevent other units from their Detachment from benefiting from Detachment abilities (e.g. Chapter Tactics, etc.), and it does not prevent other units from your army from benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines, etc.). An **AGENT OF THE IMPERIUM** unit included in a Patrol, Battalion or Brigade Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common, and when determining your Army Faction.

UNQUESTIONABLE WISDOM (AURA)

While a friendly **IMPERIUM** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.



An audacious and committed Ordo Xenos Inquisitor, Kyria Draxus is a specialist in hunting Necrons. Radical in her outlook, she accepts the necessity of working with some aliens to protect the Imperium. She has learned about the Necrons from the Aeldari and honed her psychic abilities through xenos, as well as Human, tuition.

LORD INQUISITOR KYRIA DRAXUS — 4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord Inquisitor Kyria Draxus	6"	2+	3+	3	3	5	4	9	3+

Lord Inquisitor Kyria Draxus is equipped with: Dirgesinger; power fist. Your army can only include one **KYRIA DRAXUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dirgesinger	18"	Assault 2	4	0	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -3 for that attack.
Power fist	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.

ABILITIES

Authority of the Inquisition, Quarry, Unquestionable Wisdom (pg 73)

Refractor Field: This model has a 5+ invulnerable save.

Shang: When this model manifests the *Smite* psychic power, you can select one enemy unit within 18" of and visible to this model to be affected, instead of the closest enemy unit.

Paralysis Grenades: At the start of the Fight phase, if this model made a charge move this turn, you can select one enemy unit that is within Engagement Range of this model. Until the end of that phase, that enemy unit cannot be selected to fight until all other eligible units have done so.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. She knows *Smite* and one psychic power from the Telethesia discipline (pg 85).

KEYWORDS

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO XENOS**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, INQUISITOR, AGENT OF THE IMPERIUM, KYRIA DRAXUS**



A puritan of the Ordo Malleus, Inquisitor Coteaz spends every waking moment studying reports made by his countless agents, or facing down daemons, heretics and aliens in open battle. He refuses to use the power of the warp himself, and aggressively prosecutes those who do.

INQUISITOR COTEAZ — 4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Coteaz	6"	3+	3+	3	3	5	4	10	2+

Inquisitor Coteaz is equipped with: bolt pistol; psyber-eagle; master-crafted Nemesis daemon hammer. Your army can only include one **COTEAZ** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Psyber-eagle	24"	Assault D6	4	0	1	-
Master-crafted Nemesis daemon hammer	Melee	Melee	x2	-3	3	-

ABILITIES

Authority of the Inquisition, Quarry, Unquestionable Wisdom (pg 73)

Refractor Field: This model has a 5+ invulnerable save.

Spy Network: When an enemy unit is set up on the battlefield as Reinforcements, you can select one friendly **ORDO MALLEUS** unit within 6" of this model. The selected unit can shoot at that enemy unit as if it were your Shooting phase. In addition, once per battle, when your opponent uses a Stratagem, this model can use its spy network. If it does, your opponent must spend 1 additional Command point to resolve that Stratagem, or else it has no effect and any Command points spent on that Stratagem are considered not to have been spent. This ability cannot affect Stratagems used 'before the battle'.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Telethesia discipline (pg 85).

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO MALLEUS**
KEYWORDS: **CHARACTER, INFANTRY, INQUISITOR, PSYKER, AGENT OF THE IMPERIUM, COTEAZ**

INQUISITOR GREYFAX

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Greyfax	6"	3+	3+	3	3	5	4	10	3+

Inquisitor Greyfax is equipped with: master-crafted condemnor boltgun; master-crafted power sword; frag grenades; krak grenades; psyk-out grenades. Your army can only include one **GREYFAX** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted condemnor boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a **PSYKER** model, that model's unit suffers D3 mortal wounds in addition to the normal damage.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Psyk-out grenades	6"	Grenade D3	2	0	1	Blast. When resolving an attack made with this weapon against a **PSYKER** or **DAEMON** unit, on a hit roll of 6+, that unit suffers 1 mortal wound and the attack sequence ends.

ABILITIES

Authority of the Inquisition, Quarry, Unquestionable Wisdom (pg 73)

Refractor Field: This model has a 5+ invulnerable save.

Indomitable: When a Deny the Witch test is taken for this model, add 1 to the total.

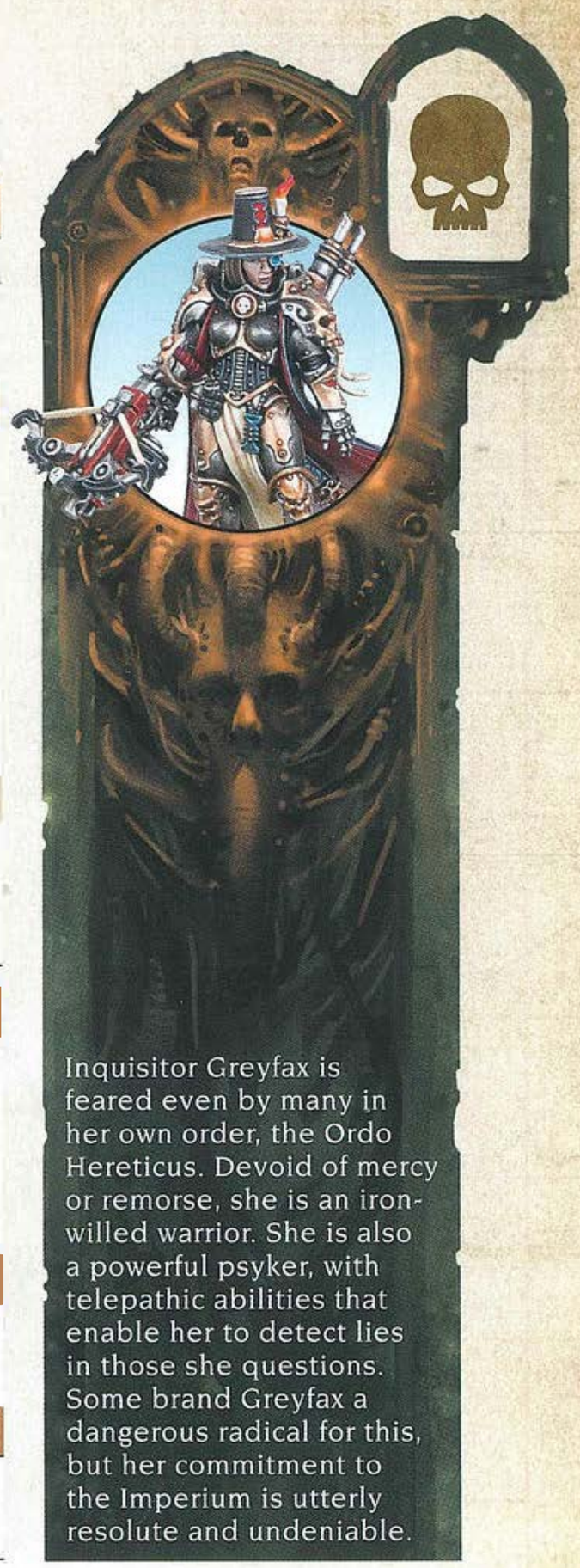
Psyocculum: Each time you select a target for a ranged weapon this model is making an attack with, you can ignore the Look Out, Sir rule if you select a **PSYKER CHARACTER** or **DAEMON CHARACTER** unit.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Telethesia discipline (pg 85).

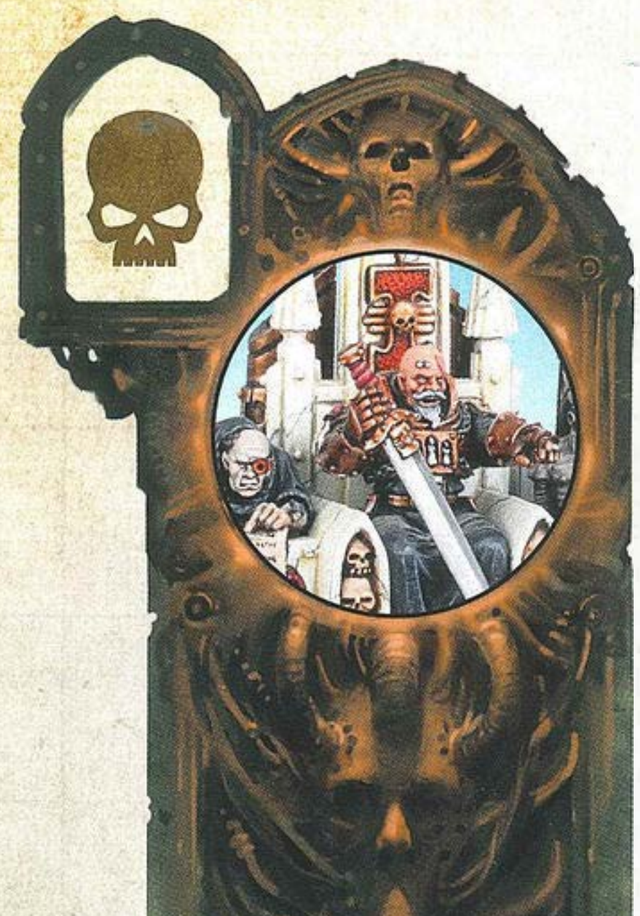
KEYWORDS

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO HERETICUS**
KEYWORDS: **CHARACTER, INFANTRY, INQUISITOR, PSYKER, AGENT OF THE IMPERIUM, GREYFAX**



Inquisitor Greyfax is feared even by many in her own order, the Ordo Hereticus. Devoid of mercy or remorse, she is an iron-willed warrior. She is also a powerful psyker, with telepathic abilities that enable her to detect lies in those she questions. Some brand Greyfax a dangerous radical for this, but her commitment to the Imperium is utterly resolute and undeniable.





Inquisitor Karamazov is among the most ruthless and uncompromising of the Ordo Hereticus. His actions have no guile or subterfuge, and he has no time for clemency, forgiveness or mitigation. Karamazov has led vast crusading armies, as well as presided over the trials of heretics from his Throne of Judgement – an ancient, bi-pedal battle-shrine.

INQUISITOR KARAMAZOV

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Karamazov	5"	3+	3+	5	5	8	4	10	4+

Inquisitor Karamazov is equipped with: master-crafted multi-melta; master-crafted power sword; Throne of Judgement's stomping feet. Your army can only include one **KARAMAZOV** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted multi-melta	30"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Throne of Judgement's stomping feet	Melee	Melee	User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.

ABILITIES

Authority of the Inquisition, Quarry, Unquestionable Wisdom (pg 73)

Supreme Will (Aura): When a Psychic test is taken for an enemy model within 12" of this model, subtract 1 from the total.

Throne of Judgement: This model has a 4+ invulnerable save.

Iron Will: If a psychic power manifested by an enemy model targets this model, roll 2D6: if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).

Dread Reputation (Aura): While an enemy **INFANTRY** unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO HERETICUS**
KEYWORDS: **VEHICLE, CHARACTER, INQUISITOR, AGENT OF THE IMPERIUM, KARAMAZOV**



It is the Inquisitors' task to investigate xenos plots, corruption, mutation, heresy, cults, rogue psykers and anything else they deem worthy of scrutiny. Such is their power, nothing is beyond their authority and no one is beyond their justice. If they deem it necessary, they can order the destruction of entire worlds.

INQUISITOR

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor	6"	3+	3+	3	3	5	4	9	4+

An Inquisitor is equipped with: bolt pistol; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model can have the **PSYKER** keyword. If it does, it can be equipped with 1 weapon from the *Force Weapons* list (pg 79) instead of 1 chainsword.
- This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the *Pistol Weapons* list (pg 79); 1 weapon from the *Ranged Weapons* list (pg 79).
- This model can be equipped with 1 weapon from the *Melee Weapons* list (pg 79) instead of 1 chainsword.

ABILITIES

Authority of the Inquisition, Quarry, Unquestionable Wisdom (pg 73)

Refractor Field: This model has a 5+ invulnerable save.

Iron Will: If this model is not a **PSYKER** and a psychic power manifested by an enemy model targets this model, roll 2D6; if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).

PSYKER

If this model is a **PSYKER**, it can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Telethesia discipline (pg 85).

FACTION KEYWORDS: **IMPERIUM, INQUISITION, <ORDO>**
KEYWORDS: **CHARACTER, INFANTRY, AGENT OF THE IMPERIUM, INQUISITOR**

INQUISITOR EISENHORN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+

Inquisitor Eisenhorn is equipped with: artificer bolt pistol; Barbarisater; runestaff; electrobane grenades. Your army can only include one **EISENHORN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Barbarisater	Melee	Melee	+1	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.
Runestaff	Melee	Melee	+3	-1	D3	-
Electrobane grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage, and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.

ABILITIES

Authority of the Inquisition, Quarry, Unquestionable Wisdom (pg 73)

Malus Codicium: Once per battle, at the end of your Movement phase, you can use this ability. If you do so, this model loses the Unquestionable Wisdom ability. Set up a **DAEMONHOST** model within 6" of this model and more than 9" away from any enemy models. Add 2 to that model's Strength, Toughness, Wounds and Attacks characteristics. If this model is destroyed, that **DAEMONHOST** model is also destroyed.

Radical Bond (Aura): Whilst the **DAEMONHOST** model that was set up with this model's Malus Codicium ability is within 6" of this model, when resolving an attack made by that model, add 1 to that attack's hit roll and wound roll, and when resolving an attack made against that model, add 1 to its invulnerable save for that attack.

No Stranger to Pain: When this model would lose a wound, roll one D6; on a 6, that wound is not lost.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Telethesia discipline (pg 85).

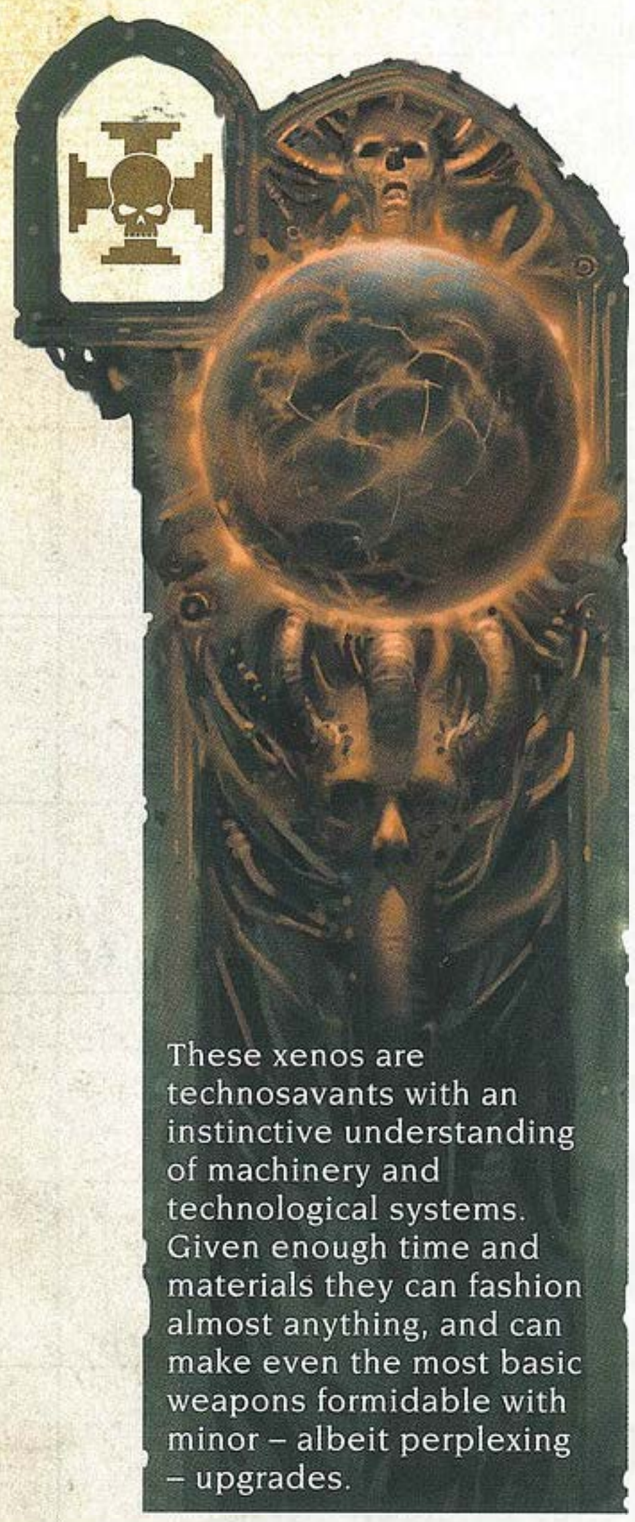
KEYWORDS

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO XENOS**
KEYWORDS: **CHARACTER, INFANTRY, INQUISITOR, PSYKER, AGENT OF THE IMPERIUM, EISENHORN**



Inquisitor Eisenhorn of the Ordo Xenos is a man of great willpower and resolve. He will go to any lengths to preserve the Imperium, and for his actions has been declared a traitor twice – he was found to be loyal on both occasions. Eisenhorn is also a potent telepath, with the power to compel individuals, or even groups, to follow his instructions.





These xenos are technosavants with an instinctive understanding of machinery and technological systems. Given enough time and materials they can fashion almost anything, and can make even the most basic weapons formidable with minor – albeit perplexing – upgrades.

JOKAERO WEAPONSMITH

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Jokaero Weaponsmith	6"	6+	4+	2	3	3	2	7	7+

A Jokaero Weaponsmith is equipped with: Jokaero weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Jokaero weapons	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scattershot	12"	Assault 6	4	-1	1	-

ABILITIES

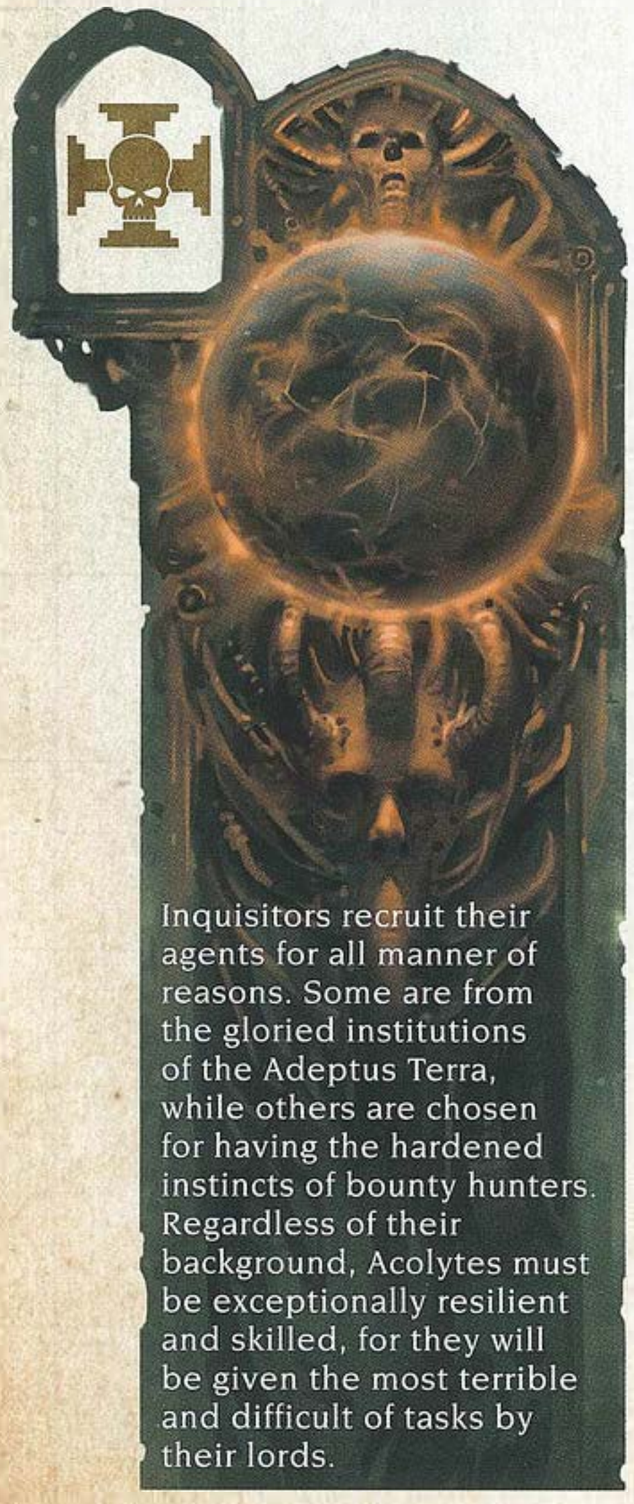
Authority of the Inquisition (pg 73)

Defence Orbs: This model has a 5+ invulnerable save.

Inconceivable Customisation: At the start of your Shooting phase, you can select one friendly <ORDO> unit within 3" of this model and roll one D6: apply the result from the table opposite to the selected unit until the end of the turn. A unit can be affected by more than one source of this ability (e.g. from multiple JOKAERO WEAPONSMITHS) in the same Shooting phase, but duplicated results will have no effect.

D6	Result
1-2	**Augmented Targeting:** When resolving an attack made by a model in this unit, you can re-roll the hit roll.
3-4	**Augmented Penetration:** When resolving an attack made by a model in this unit, you can re-roll the wound roll.
5-6	**Total Augmentation:** When resolving an attack made by a model in this unit, you can re-roll the hit roll and you can re-roll the wound roll

FACTION KEYWORDS: IMPERIUM, JOKAERO, INQUISITION, <ORDO>
KEYWORDS: CHARACTER, INFANTRY, JOKAERO WEAPONSMITH



Inquisitors recruit their agents for all manner of reasons. Some are from the gloried institutions of the Adeptus Terra, while others are chosen for having the hardened instincts of bounty hunters. Regardless of their background, Acolytes must be exceptionally resilient and skilled, for they will be given the most terrible and difficult of tasks by their lords.

ACOLYTES

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-6	Acolyte	6"	4+	4+	3	3	1	2	7	5+

This unit's **Power Rating** is equal to the number of models in this unit. Every model is equipped with: laspistol; chainsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any model can be equipped with 1 weapon from the *Pistol Weapons* list (pg 79) instead of 1 laspistol.
- Any model can be equipped with 1 weapon from the *Melee Weapons* or *Ranged Weapons* lists (pg 79) instead of 1 chainsword.

ABILITIES

Authority of the Inquisition, Quarry (pg 73)

Agent: If this unit contains 1 ACOLYTE model at the start of the battle, it gains the CHARACTER keyword.

Loyal Servant: When a friendly <ORDO> INQUISITOR model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and one model from this unit is destroyed. Only one attempt can be made to intercept each attack.

FACTION KEYWORDS: IMPERIUM, INQUISITION, <ORDO>
KEYWORDS: INFANTRY, ACOLYTES

DAEMONHOST

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Daemonhost	6"	4+	4+	4	4	4	3	7	7+

A Daemonhost is equipped with: unholy gaze; warp grasp.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Unholy gaze	12"	Assault 1	8	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 3 for that attack.
Warp grasp	Melee	Melee	User	-3	1	-

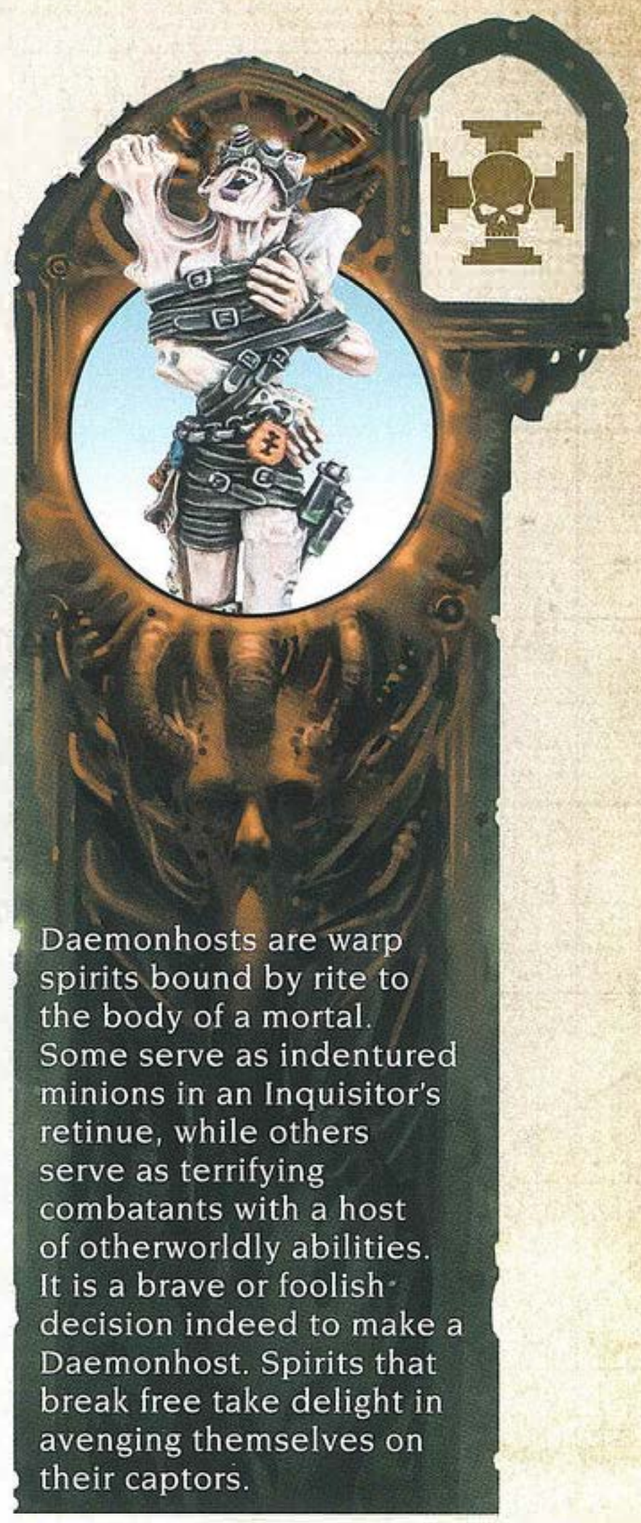
ABILITIES

Daemonic Power: At the start of your Movement phase, roll one D6 for each model with this ability and apply the following result:

D6	Result
1-2	**Daemonic Speed:** Until the start of your next turn, this model has a Move characteristic of 12" and can **FLY**.
3-4	**Re-knit Host Form:** This model regains all its lost wounds.
5-6	**Energy Torrent:** Roll one D6 for each enemy unit within 3" of this model; on a 2+ that enemy unit suffers D3 mortal wounds.

Daemonic: This model has a 5+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, INQUISITION**
KEYWORDS: **CHARACTER, INFANTRY, DAEMON, DAEMONHOST**



Daemonhosts are warp spirits bound by rite to the body of a mortal. Some serve as indentured minions in an Inquisitor's retinue, while others serve as terrifying combatants with a host of otherworldly abilities. It is a brave or foolish decision indeed to make a Daemonhost. Spirits that break free take delight in avenging themselves on their captors.

WEAPON LISTS

Some rules refer to one or more weapon lists. These weapon lists can be found below:

Melee Weapons
- Power fist
- Power maul
- Power sword
- Thunder hammer

Force Weapons
- Force axe
- Force stave
- Force sword
- Nemesis daemon hammer

Pistol Weapons
- Bolt pistol
- Inferno pistol [1]
- Needle pistol
- Plasma pistol

Ranged Weapons
- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun [1]
- Flamer
- Hot-shot lasgun
- Incinerator [1]
- Meltagun
- Plasma gun
- Storm bolter

[1] **INQUISITOR** *only.*

ARMOURIES OF THE ORDOS

The Inquisition can requisition weaponry from across the Imperium, allowing them to apply the necessary lethality against Humanity's countless foes. The wargear of the Inquisition is detailed here.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a **PSYKER** model, that model's unit suffers D3 mortal wounds in addition to the normal damage.
Dirgesinger	18"	Assault 2	4	0	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -3 for that attack.
Electrobane grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.
Jokaero weapons	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scatter shot	12"	Assault 6	4	-1	1	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Incinerator	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Laspistol	12"	Pistol 1	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Mastercrafted condemnor boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Mastercrafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a **PSYKER** model, that model's unit suffers D3 mortal wounds in addition to the normal damage.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted multi-melta	30"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Needle pistol	12"	Pistol 1	1	0	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a **VEHICLE** unit or **TITANIC** unit; otherwise a wound roll of 2+ is successful.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Psyber-eagle	24"	Assault D6	4	0	1	-
Psyk-out grenades	6"	Grenade D3	2	0	1	Blast. When resolving an attack made with this weapon against a **PSYKER** or **DAEMON** unit, on a hit roll of 6+ the target suffers 1 mortal wound and the attack sequence ends.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Unholy gaze	12"	Assault 1	8	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 3 for that attack.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Barbarisater	Melee	Melee	+1	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Master-crafted Nemesis daemon hammer	Melee	Melee	x2	-3	3	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Nemesis daemon hammer	Melee	Melee	x2	-2	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Runestaff	Melee	Melee	+3	-1	D3	-
Throne of Judgement's stomping feet	Melee	Melee	User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.
Thunder hammer	Melee	Melee	x2	-2	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Warp grasp	Melee	Melee	User	-3	1	-

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Inquisitor (pg 76)

Unit size ..... 1 model
Unit cost ..... 60 pts

- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Condemnor boltgun ..... +10 pts
- Flamer ..... +5 pts
- Force axe ..... +10 pts
- Force stave ..... +10 pts
- Force sword ..... +10 pts
- Incinerator ..... +10 pts
- Inferno pistol ..... +5 pts
- Meltagun ..... +10 pts
- Nemesis daemon hammer ..... +20 pts
- Plasma gun ..... +10 pts
- Plasma pistol ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Storm bolter ..... +5 pts
- Thunder hammer ..... +20 pts

Inquisitor Coteaz (pg 74)

Unit size ..... 1 model
Unit cost ..... 95 pts

Inquisitor Eisenhorn (pg 77)

Unit size ..... 1 model
Unit cost ..... 85 pts

Inquisitor Greyfax (pg 75)

Unit size ..... 1 model
Unit cost ..... 90 pts

Inquisitor Karamazov (pg 76)

Unit size ..... 1 model
Unit cost ..... 125 pts

Lord Inquisitor Kyria Draxus (pg 74)

Unit size ..... 1 model
Unit cost ..... 85 pts

ELITES

Acolytes (pg 78)

Unit size ..... 1-6 models
Unit cost ..... 10 pts/model

- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Flamer ..... +5 pts
- Meltagun ..... +10 pts
- Plasma gun ..... +10 pts
- Plasma pistol ..... +5 pts
- Powerfist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Storm bolter ..... +5 pts
- Thunder hammer ..... +15 pts

Daemonhost (pg 79)

Unit size ..... 1 model
Unit cost ..... 25 pts

Jokaero Weaponsmith (pg 78)

Unit size ..... 1 model
Unit cost ..... 20 pts

STRATAGEMS

If your army is Battle-forged and includes any **INQUISITOR** units, you have access to the Stratagems shown here and can spend Command points to activate them. These reflect the unique strategies used by the Inquisition.

TO THE EXCLUSION OF ALL ELSE... 1CP

Inquisition – Battle Tactic Stratagem

When an Inquisitor sights their quarry, they command all nearby allies to concentrate upon them.

Use this Stratagem in your Shooting phase, the Fight phase or your opponent's Charge phase, when an **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit from your army that is within 6" of a friendly **INQUISITOR** unit fires Overwatch or is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit against an enemy unit specified in that **INQUISITOR** unit's Quarry ability (pg 73), re-roll a hit roll of 1.

EXECUTION BOMBARDMENT 4CP

Inquisition – Epic Deed Stratagem

Once an Inquisitor has passed judgement upon their quarry, there is no limit to the magnitude of weaponry they can bring to bear against them.

Use this Stratagem in your Shooting phase, if an **INQUISITOR** model from your army is on the battlefield. Select one point on the battlefield and roll one D6 for each unit within 2D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds. You can only use this Stratagem once per battle.

ARBITER OF THE EMPEROR'S WILL 1CP

Inquisition – Requisition Stratagem

Such is the power conveyed by the Inquisitorial mandate that every agent of the Ordos acts with the implicit authority of the Emperor himself.

Use this Stratagem before the battle. Select one **INQUISITOR** model from your army that is not your **WARLORD** and determine one Warlord Trait for it; it is regarded as your **WARLORD** for the purposes of that Warlord Trait. If that model is not a named character or **VEHICLE**, you can then give one Relic of the Inquisition to that model. All of the Relics your army includes must be different and be given to different models. You can only use this Stratagem once per battle.

ALPHA-CLASS PSYKER 1CP

Inquisition – Requisition Stratagem

While many Inquisitors possess psychic abilities, some are so ferociously powerful that they are considered abominations by their more puritan peers.

Use this Stratagem before the battle. Select one **PSYKER INQUISITOR** model from your army that is not a named character. This model knows one additional psychic power from the Telethesia discipline, and can attempt to deny one additional psychic power in your opponent's Psychic phase. You can only use this Stratagem once per battle.

STRATEGIC EXCRUCIATION 1CP

Inquisition – Strategic Ploy Stratagem

There is a horrible art to the battlefield interrogation of captured foes. It must be done swiftly and with the greatest efficacy, for prying loose the enemy's secrets by any means is often the key to victory.

Use this Stratagem in any phase, after an enemy **CHARACTER** unit is destroyed within 3" of any **INQUISITION** units from your army. Gain D3 Command points and subtract 1 from the Leadership characteristic of enemy units until the end of the battle. You can only use this Stratagem once per battle.

CLANDESTINE OPERATION 1CP

Inquisition – Strategic Ploy Stratagem

Often an Inquisitor will work undercover, only revealing themselves when the moment is right.

Use this Stratagem during deployment. Select one **INFANTRY INQUISITOR** unit and up to one **ACOLYTE**, up to one **DAEMONHOST** and up to one **JOKAERO** unit. These units can be set up anywhere on the battlefield that is more than 9" away from any enemy deployment zones, but all models set up in this way must be set up within 6" of the selected **INQUISITOR** unit. You can only use this Stratagem once per battle.

WARLORD TRAITS

If an **INQUISITION CHARACTER** model is your **WARLORD**, you can use the Inquisition Warlord Traits table to the left to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one. Alternatively, you can select one of the Ordo-specific Warlord Traits to the right, but only if your **WARLORD** is from the relevant Ordo.

1. RADICAL

They have no qualms about employing tools deemed heretical if it serves Humanity's interests.

Once per battle round, you can re-roll one hit roll, wound roll, damage roll, saving throw, Psychic test or Deny the Witch test made for this **WARLORD**.

2. PURITAN

Their sheer faith in their own righteousness armours them against the horrors of the galaxy.

Improve this **WARLORD**'s invulnerable save by 1 (to a maximum of 3+).

3. FORMIDABLE RESOLVE

Their unshakeable will is enough to steel the hearts of Humanity's warriors.

- Add 1 to this **WARLORD**'s Leadership characteristic.
- Increase the range of this **WARLORD**'s Unquestionable Wisdom ability by 6".

ORDO HERETICUS: NO ESCAPE

None can slip their grasp.

- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this **WARLORD** makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.
- When an enemy unit within Engagement Range of this **WARLORD** is chosen to Fall Back, you can roll one D6; unless any models in that unit have a minimum Move characteristic, on a 4+ that unit cannot Fall Back this turn.

ORDO XENOS: ESOTERIC LORE

Their travels have prepared them for anything.

Whilst this **WARLORD** is on the battlefield, roll one D6 each time your opponent uses a Stratagem: on a 5+ you gain 1 Command point.

ORDO MALLEUS: PSYCHIC MASTERY

The warp bows to their will.

- This **WARLORD** knows one additional psychic power from the Telethesia discipline (pg 85).
- This **WARLORD** can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional psychic power in your opponent's Psychic phase.

NAMED CHARACTERS AND WARLORD TRAIT

If one of the following characters is your **WARLORD**, they must have the associated Warlord Trait shown below:

Named Character	Warlord Trait
Inquisitor Coteaz	Psychic Mastery
Inquisitor Eisenhorn	Radical
Inquisitor Greyfax	No Escape
Inquisitor Karamazov	Formidable Resolve
Lord Inquisitor Kyria Draxus	Radical

TELETHESIA DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Telethesia discipline using the powers presented here. You can either roll one D6 on the table below to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows. If you are selecting powers, you can select from the Ordo-specific powers in the boxouts below, but only if the **PSYKER** belongs to that Ordo.

1. TERRIFY

Malediction: *Terrify* has a warp charge value of 6. If manifested, select one enemy unit within 18" of, and visible to, this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 1 from the Leadership characteristic of models in that unit.
- That unit cannot fire Overwatch.

2. PSYCHIC FORTITUDE

Blessing: *Psychic Fortitude* has a warp charge value of 4. If manifested, select one friendly **IMPERIUM** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll the dice; it is automatically passed.

3. DOMINATE

Malediction: *Dominate* has a warp charge value of 6. If manifested, select one enemy model within 12" of this **PSYKER** that is not a **VEHICLE** and roll 3D6. If the total is equal to or greater than that enemy model's Leadership characteristic, that enemy model can immediately shoot with one weapon as if it were your Shooting phase, or make one attack as if it were the Fight phase. In either case, treat that enemy model as if it is a separate unit that is part of your army whilst shooting or making that close combat attack.

4. MENTAL INTERROGATION

Malediction: *Mental Interrogation* has a warp charge value of 6. If manifested, select one enemy **CHARACTER** model within 12" of, and visible to, this **PSYKER**.

- Until the start of your next Psychic phase, when resolving an attack made by that enemy model, subtract 1 from the hit roll.
- If your army is Battle-forged roll 3D6; if the result is equal to or greater than that enemy model's Leadership characteristic, you gain 1 Command point.

5. PSYCHIC PURSUIT

Blessing: *Psychic Pursuit* has a warp charge value of 7. If manifested, select one enemy **CHARACTER** unit that only contains models with a Wounds characteristic of 9 or less and is within 18" of, and visible to, this **PSYKER**. Then, select one friendly **<ORDO> INFANTRY** unit within 6" of this **PSYKER**. Until the end of your next Shooting phase, each time you select a target for a ranged weapon a model in that friendly **<ORDO> INFANTRY** unit is making an attack with, you can ignore the Look Out, Sir rule if you select that enemy **CHARACTER** unit as the target.

6. CASTIGATION

Witchfire: *Castigation* has a warp charge value of 6. If manifested, select one enemy unit within 18" of, and visible to, this **PSYKER** and roll 3D6; if the total exceeds the lowest Leadership characteristic in that enemy unit, that enemy unit suffers D3 mortal wounds.

ORDO HERETICUS: SCOURGING

The psyker fashions a lash from their foe's own guilt and uses it to flay their writhing minds.

Malediction: *Scourging* has a warp charge value of 6. If manifested, select one enemy unit within 12" of this **PSYKER**.

- Until the start of your next Psychic phase, subtract 1 from the Attacks characteristic of models in that enemy unit (to a minimum of 1).
- Roll 2D6; if the total is equal to or greater than the highest Leadership characteristic in that enemy unit, then until the start of your next Psychic phase, when resolving an attack made by a model in that enemy unit, subtract 1 from the hit roll.

ORDO XENOS: PSYCHIC VEIL

The psyker conjures a glamour to shield their allies.

Blessing (Aura): *Psychic Veil* has a warp charge value of 5. If manifested, until the start of your next Psychic phase, friendly **ORDO XENOS** units within 6" of this **PSYKER** can only be selected as the target of attacks if they are the closest visible enemy unit, and can only be selected as the target of charges if they are within 6" of the charging unit.

ORDO MALLEUS: WARDING INCANTATION

The psyker chants a protective invocation, raising a wall of adjuratory empyric wards around their allies.

Blessing: *Warding Incantation* has a warp charge value of 6. If manifested, select one friendly **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit have a 5+ invulnerable save.

RELICS OF THE INQUISITION

Many and rare are the treasures, the antiquities and the proscribed artefacts that fill the armouries of the Inquisition. Some shine with a blessed radiance, while others stem from darker provenance.

If your army is led by an **INQUISITION WARLORD**, you can give one of the following Relics of the Inquisition to an **INQUISITION CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of the Inquisition your models have on your army roster.

BLADE OF THE ORDO

Many Inquisitors have commissioned or acquired masterwork power blades. No two such weapons are ever exactly alike, but all are potent martial tools.

INQUISITOR model equipped with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Ordo	Melee	Melee	+1	-3	D3

Abilities: When resolving an attack made with this weapon against a unit that is specified by the bearer's Quarry ability (pg 73), this weapon has a Damage characteristic of 3 for that attack.

DIGITAL WEAPONS

These potent, short-ranged energy weapons are concealed in precious items of jewellery, the better to lethally surprise the foe.

INQUISITOR model only. When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

BLACKSHROUD

First recorded in the possession of the enigmatic Inquisitor Thastrobel, this whisp-like shroud renders its wearer as insubstantial as a warp-wraith.

INQUISITOR model only. When resolving an attack made against a model with this Relic, subtract 1 from the wound roll.

IGNIS JUDICIUM

The flames of this ancient inferno pistol burn hottest when engulfing the heretic and the witch. Theirs is a conflagration only absolution can extinguish.

ORDO HERETICUS INQUISITOR model equipped with inferno pistol only. This Relic replaces an inferno pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ignis Judicium	12"	Pistol 1	8	-4	D6

Abilities: When resolving an attack made with this weapon against a unit that is within half range or that has the **CHAOS** or **PSYKER** keyword, that attack has a Damage characteristic of D6+2.

UNIVERSAL ANATHEMA

A fragment of STC technology, this device tastes the bios poor of its owner's foes, then fashions tailored toxins not even the most resilient victim can long endure.

ORDO XENOS INQUISITOR model only. When resolving an attack made with a melee weapon by a model with this Relic against a unit that is not a **VEHICLE** or **TITANIC**, a wound roll of 2+ is always successful.

TAINTED BLADE

Only the most radical Inquisitor would bear such an accursed weapon, risking the wilful malevolence of the entity trapped within so as to unleash its bound might against the Emperor's enemies.

ORDO MALLEUS INQUISITOR model equipped with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Tainted Blade	Melee	Melee	+3	-3	1

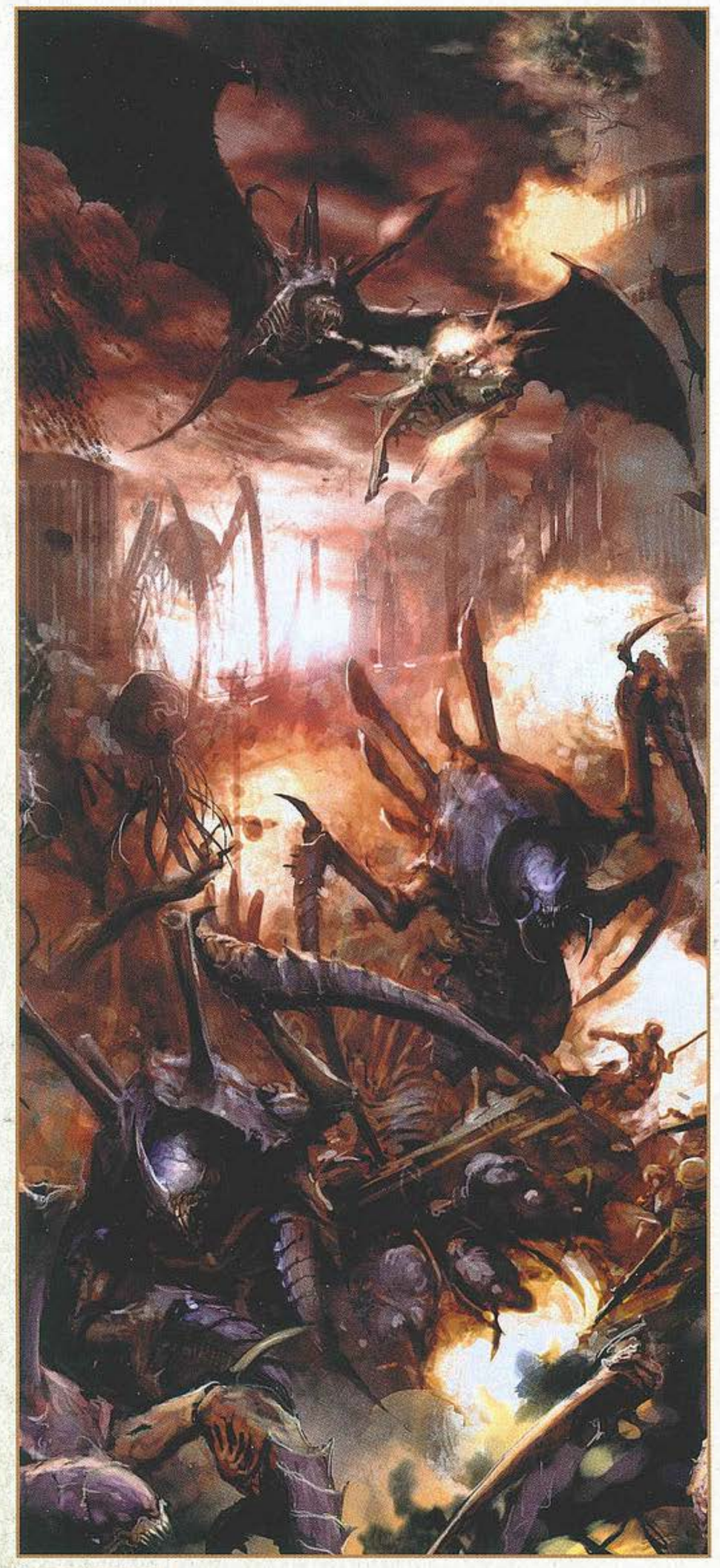
Abilities: In the Fight phase, when the bearer is chosen to fight with for the first time that phase, roll one D6; on a 1 the bearer suffers 1 mortal wound and this weapon cannot be used that phase. When resolving an attack made with this weapon, if the saving throw is failed you can make one additional attack against the same unit using this weapon. This additional attack cannot generate another attack.



CODEX SUPPLEMENT: LEVIATHAN

Over the following pages you will find Warlord Traits, Relics and Stratagems for TYRANID <HIVE FLEET> units that are from Hive Fleet Leviathan.

Codex: Tyranids describes how certain **TYRANID** units belong to a hive fleet, and how you can use the **<HIVE FLEET>** keyword to specify where such a unit is drawn from. The rules in the following section are for units that are from **LEVIATHAN**.



Some rules in this section refer to a **LEVIATHAN** Detachment. This is one that only includes units with the **LEVIATHAN** keyword.

WARLORD TRAITS

If a **LEVIATHAN CHARACTER** model is your **WARLORD**, you can use the Leviathan Traits table below to determine what Warlord Trait they have instead of one from another source. You can either roll one D3 to randomly generate one, or you can select one.

1 SWARM LEADER

This leader-beast can dominate the minds of its lesser warrior-organisms, directing their attacks with devastating precision.

In your Command phase, select one friendly **LEVIATHAN INFANTRY**, **LEVIATHAN BEAST** or **LEVIATHAN SWARM** unit within 9" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

2 STRATEGIC ADAPTATION

This leader-beast epitomises Leviathan's strategy of attacking on all fronts, ensuring that the foe is never sure where the main thrust of an attack will come from.

After both players have deployed their armies, but before the first battle round begins, select up to two **LEVIATHAN** units from your army that are in your deployment zone and redeploy them (you cannot select this **WARLORD**). If the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

3 GESTALT COMMANDER

Hive Fleet Leviathan shares the strongest synaptic link with the Hive Mind, and can call upon the experiences of any other Tyranid leader-beast.

At the start of each battle round, select one Warlord Trait from the Hive Fleet Warlord Traits (see *Codex: Tyranids*) for this **WARLORD** (you cannot select Perfectly Adapted or any Warlord Trait that a model in your army already has). Until the end of that battle round, this **WARLORD** has the selected Warlord Trait – replace all instances of a hive fleet's keyword on that Warlord Trait (if any) with **LEVIATHAN**.

RELICS

If your army is led by a **LEVIATHAN WARLORD**, you can, when mustering your army, give one of the following Bio-artefacts of the Tyranids to a **LEVIATHAN CHARACTER** model from your army instead of giving them another Relic. Note that some Bio-artefacts replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Bio-artefacts of the Tyranids your models have on your army roster.

BIOMORPHIC CARAPACE

This chitinous second skin swiftly adapts to all kinds of enemy attacks, rendering them useless and protecting the warrior-organism it envelops from harm.

Each time an attack is made against the bearer, subtract 1 from that attack's wound roll.

THE VOID CROWN

This symbiotic creature amplifies the warrior-organism's ability to harness the power of the Hive Mind, sitting spider-like across its brain.

PSYKER model only.

- The bearer knows one additional power from the Hive Mind discipline (see *Codex: Tyranids*).
- If the bearer attempts to use a psychic action in your Psychic phase, it can still attempt to manifest one psychic power during that phase.
- Each time a Psychic test is made for the bearer, on an unmodified result of 9+, that psychic power or psychic action cannot be denied.

SYNAPTIC HIVE BLADES

Thrumming with the raw power of the Hive Mind, these blades can disrupt energy fields and pass through all kinds of armour and shields with ease.

Model with boneswords or monstrous boneswords only. Each time the bearer makes a melee attack with their boneswords or monstrous boneswords, invulnerable saving throws cannot be made against that attack.

ADAPTIVE NEURAL LOBE

This second brain is constantly sifting through battlefield stimuli. Its whole purpose is to develop counter-tactics in response to the hive fleet's enemies.

While the bearer is on the battlefield, each time your opponent spends a Command point to use a Stratagem, you can roll one D6: on a 5+, you gain 1 Command point.

STRATAGEMS

If your army includes any **LEVIATHAN** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

RELENTLESS FLURRY 1CP/2CP

Leviathan – Battle Tactic

Leviathan swarms seek to overwhelm their prey in a flurry of attacks from every angle.

Use this Stratagem in your Shooting phase or in the Fight phase, when you select a **LEVIATHAN** unit from your army to shoot or fight. Until the end of the phase, each time an attack is made by a model in that unit, an unmodified hit roll of 6 scores 1 additional hit (if that unit currently contains 11 or more models, then it scores 2 additional hits instead). If that unit is a **GENESTEALER** unit, this Stratagem costs 2CP; otherwise, it costs 1CP.

QUESTING TENDRILS 1CP

Leviathan – Battle Tactic

Leviathan does not attack on one front, but seeks to outflank and encircle its prey with several questing tendrils.

Use this Stratagem in your second Movement phase, when you set up a **LEVIATHAN** unit from your army that has arrived from Strategic Reserves (see the Warhammer 40,000 Core Book). You can set that unit up as if it was battle round 3.

ALPHA LEADER-BEAST 1CP

Leviathan – Requisition Stratagem

This leader-beast possesses a superior ability to out-think its prey, and the Hive Mind has used it to overthrow countless star systems.

Use this Stratagem before the battle, when mustering your army, after nominating a **LEVIATHAN CHARACTER** model that is not a named character to be your **WARLORD**. You can generate one additional Warlord Trait for them from the Leviathan Warlord Traits table (pg 88). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

ANIMATED BY THE HIVE MIND 1CP

Leviathan – Epic Deed Stratagem

Even though a creature's autonomous cerebral functions have ceased, the Hive Mind – through its own indomitable will – is able to animate the dead flesh.

Use this Stratagem in any phase, when a **LEVIATHAN MONSTER** model from your army (excluding **TITANIC** models) is destroyed. If that model has an ability that is triggered on a dice roll upon its destruction (e.g. Death Throes) do not roll to see if that ability is triggered: it does so automatically.

SYNAPTIC DOMINATION 1CP

Leviathan – Epic Deed Stratagem

The synaptic link between warrior-organism and leader-beast in Hive Fleet Leviathan is so strong that no biocreature is ever truly cut off from the Hive Mind's will.

Use this Stratagem in your Psychic phase. Select one friendly **LEVIATHAN SYNAPSE** unit from your army, then select one friendly **LEVIATHAN** non-**SYNAPSE** unit from your army. Until the start of your next Psychic phase, while that **SYNAPSE** unit is on the battlefield, that non-**SYNAPSE** unit always counts as being within range of that **SYNAPSE** unit for the purposes of the Synapse and Instinctive behaviour abilities (see *Codex: Tyranids*).

CONTROL OF THE SWARM 1CP

Leviathan – Epic Deed Stratagem

Should one leader-beast be slain, the Hive Mind will simply subsume the mind of another chosen vessel.

Use this Stratagem if a **LEVIATHAN WARLORD** from your army is destroyed. You can immediately select another **LEVIATHAN SYNAPSE CHARACTER** model from your army that does not have a Warlord Trait, then select a Warlord Trait that no model in your army has (this must be a Warlord Trait that the model you just selected can have). Until the end of the battle, that model gains that Warlord Trait and for all rules purposes now counts as your **WARLORD**. If any mission objective, secondary objective, tactical objective or Agenda rules are triggered when your original **WARLORD** is destroyed, those rules are not triggered until after your new **WARLORD** is destroyed.

HIVE MIND IMPERATIVE 1CP

Leviathan – Strategic Ploy Stratagem

The synaptic control exerted by Leviathan leader-beasts is so absolute that lesser beings can sometimes act at the behest of several consciousnesses.

Use this Stratagem in your Command phase. Select one **LEVIATHAN** unit from your army that is within 12" of a friendly **LEVIATHAN SYNAPSE** unit. Until the start of your next Command phase:

- The unit you selected gains the Objective Secured ability. If a model in that unit already has this ability, it counts as one additional model when determining control of an objective marker.
- If the unit you selected performs an action, it can shoot without that action failing.

HYPER ADAPTATION — 2CP

Leviathan – Strategic Ploy Stratagem

Leviathan is the latest creation of the Hive Mind, but it has billions of years of previous adaptations it can draw upon to modify the hunting style of its latest warrior-organisms.

Use this Stratagem in your Command phase. Select one **LEVIATHAN** unit from your army, then select one Hive Fleet Adaptation (see *Codex: Tyranids* and pg 100). Until the end of the turn, models in that unit have the selected Hive Fleet Adaptation, instead of the Synaptic Imperative Hive Fleet Adaptation.

THE VOID IN THE WARP — 1CP

Leviathan – Strategic Ploy Stratagem

The Shadow in the Warp cast by Leviathan is darker than those of other hive fleets, rendering their prey's attempts to harness otherworldly powers a hopeless cause.

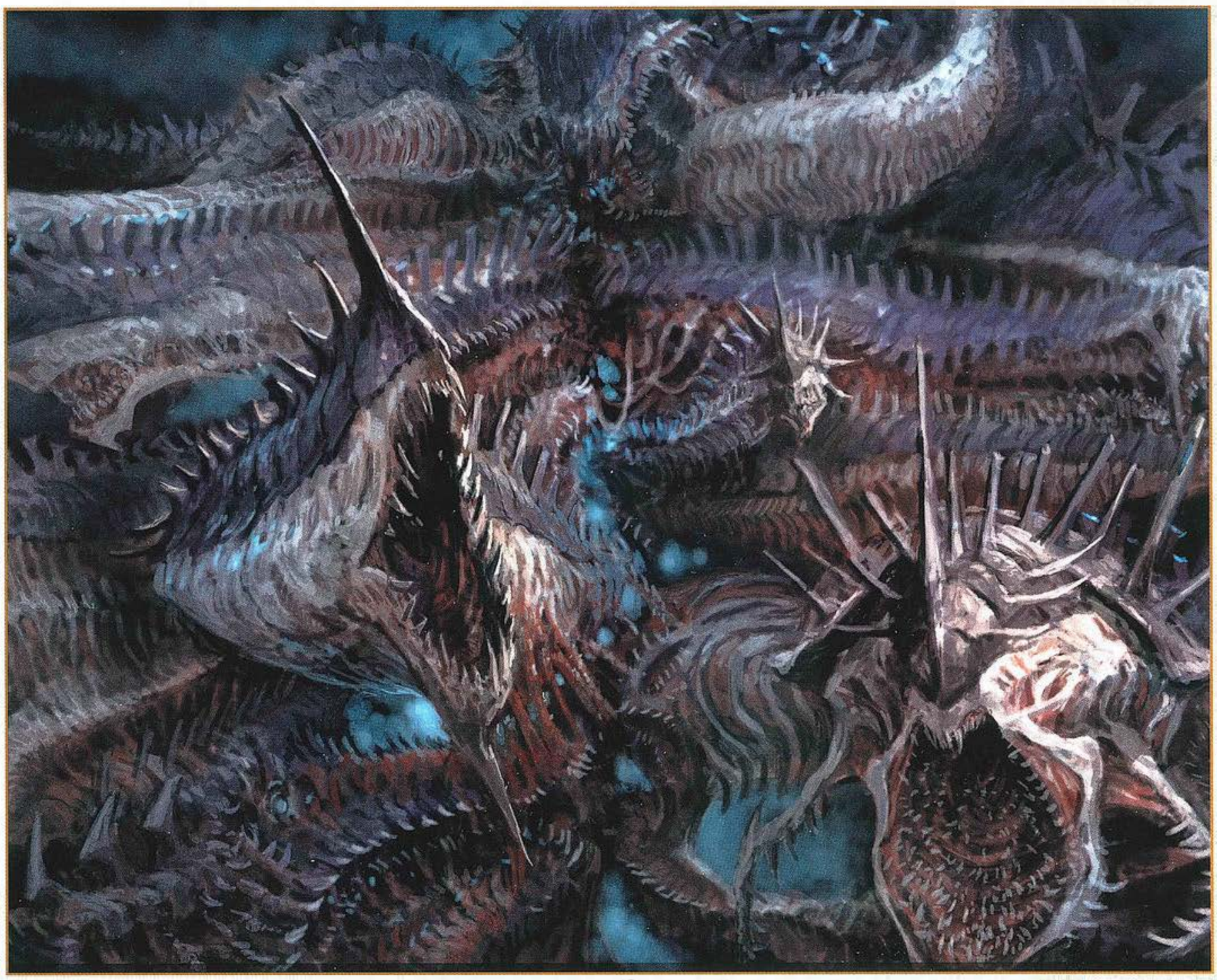
Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy **PSYKER** unit and after any Deny the Witch attempt is made (if any). If that enemy **PSYKER** unit is within 24" of any **LEVIATHAN SYNAPSE** units from your army, roll one D6: on a 4+, that psychic power is denied.

BIO-ADAPTED BORER GRUBS — 1CP/2CP

Leviathan – Wargear Stratagem

The Hive Mind has adapted a borer beetle that is perfectly formed to annihilate this world's native fauna. Indeed, the beetles are far more complex biocreatures than the warrior-organisms that bear them to battle.

Use this Stratagem in your Shooting phase when a **LEVIATHAN** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a fleshborer or fleshborer hive, on an unmodified wound roll of 6, that attack inflicts 1 mortal wound on the target in addition to the normal damage (a maximum of 6 mortal wounds can be inflicted per phase via this Stratagem). If that unit is a **TYRANNOFEX**, this Stratagem costs 2CP; otherwise, it costs 1CP. You cannot use this Stratagem and the Scorch Bugs Stratagem (see *Codex: Tyranids*) on the same unit during the same phase.



HIVE MIND SYNAPTIC LINK

Each biomorph of the hive fleet has been created by the Hive Mind with the express purpose of destroying and consuming any obstacles that stand in its path. With that goal in mind, each adaptation brings with it its own unique set of genetic gifts, and some are able to share these abilities through the synaptic linkages that connect them directly to the rest of their kind.

The rules in this section supplement those found in *Codex: Tyranids* and can be used in any open play, narrative play or matched play game. Over the next pages are a number of upgrades that can be purchased for the **SYNAPSE** units in your Tyranids army, each representing these biomorphs' unique capabilities. Through these, Tyranids players can leverage the Hive Mind's synergistic connections in new and engaging ways.

SYNAPTIC LINK ABILITIES

Synaptic Link abilities are a new type of ability and are labelled with the tag 'Synaptic Link', for example 'Mastery of the Shadows (Synaptic Link)'.

These abilities can affect friendly units within Synaptic Link Range, as described on the page opposite.

To use a Synaptic Link ability, in your Command phase, select one friendly **<HIVE FLEET>** unit that has not been selected for a Synaptic Link ability this turn and that is within Synaptic Link Range of the **<HIVE FLEET> SYNAPSE** unit that is using the ability. Until the start of your next Command phase, the selected unit is affected by that ability.

Note that the unit with the Synaptic Link ability itself is not affected by that ability, unless it is the unit you select in your Command phase for that ability.

If your army is Battle-forged and includes any **TYRANIDS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any of the **SYNAPSE** units from your army with a Synaptic Link ability.

When you upgrade a **SYNAPSE** unit, its Power Rating is increased by 1. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster when you upgrade a **SYNAPSE** unit.

The Synaptic Link ability that a unit can be upgraded with is dependent upon what unit is being upgraded, as shown in the table to the right. The same Synaptic Link ability can be purchased multiple times, but each unit can only be upgraded once.

UNIT	SYNAPTIC LINK ABILITY	POINTS
Broodlord	Mastery of the Shadows	+15
Hive Tyrant	Malicious Direction	+15
Maleceptor	Focal Essence	+15
Neurothrope	Psychic Creep	+15
Tervigon	Weaponised Gestation	+15
Trygon Prime	Feed	+15
Tyranid Prime	Unchecked Ferocity	+15
Tyranid Warriors	Bioweapon Bond	+15
Zoanthropes	Psychic Channeling	+10

A Crusade force cannot start with any upgraded **SYNAPSE** units – to include one in a Crusade force, you must use the Synaptic Link Requisition (pg 116).

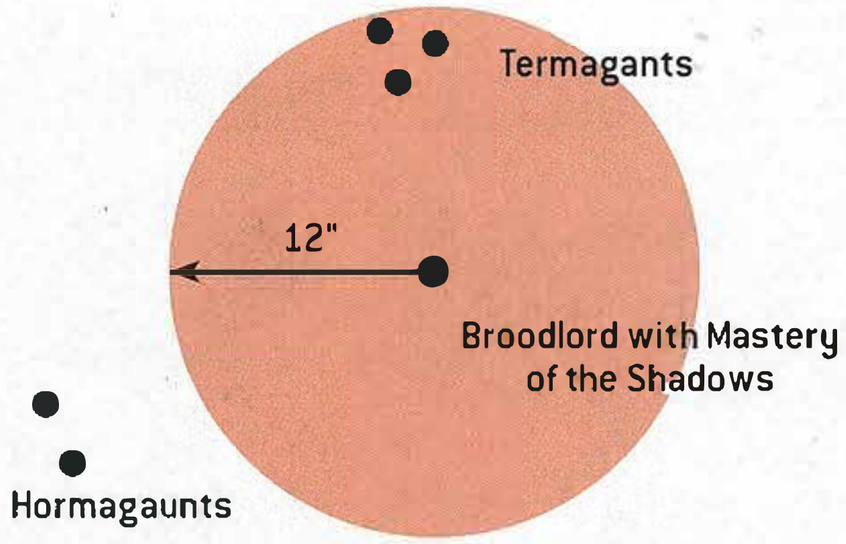
The number of Synaptic Link abilities that you can use per battle round is dependent on the size of the battle, as shown in the table below.

BATTLE SIZE	NUMBER OF SYNAPTIC LINK ABILITIES ALLOWED
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

SYNAPTIC LINK ABILITIES

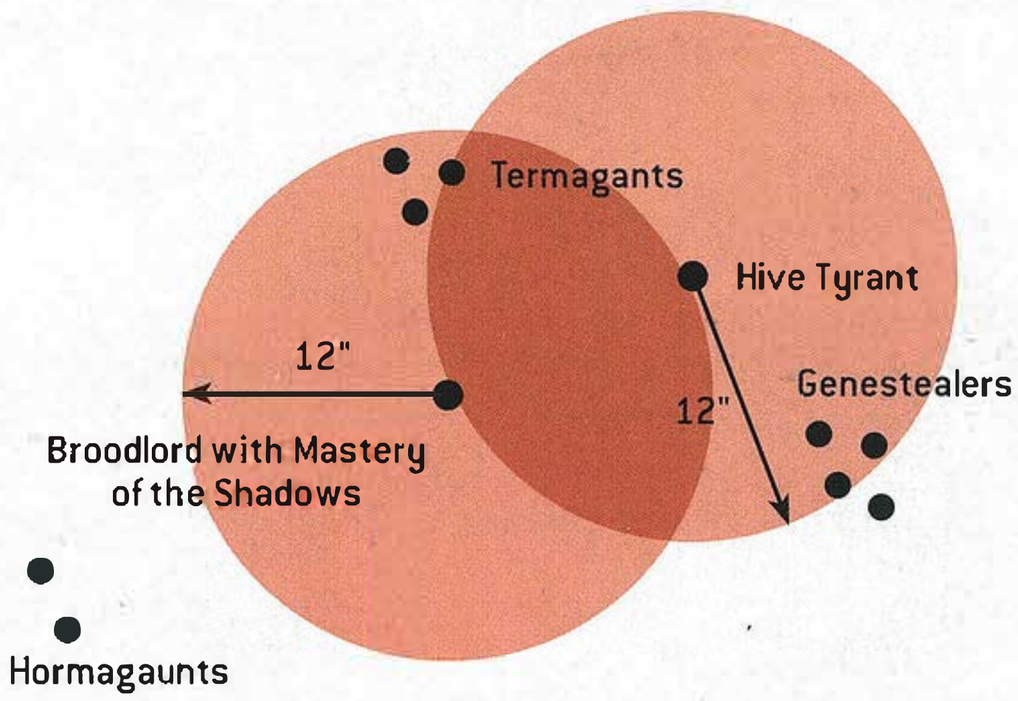
SYNAPTIC LINK RANGE

All of these abilities refer to selecting a unit that is within Synaptic Link Range of the unit with the ability. When selecting a unit within Synaptic Link Range of a **<HIVE FLEET> SYNAPSE** unit, you can select any unit that is within 12" of that unit, as shown below:



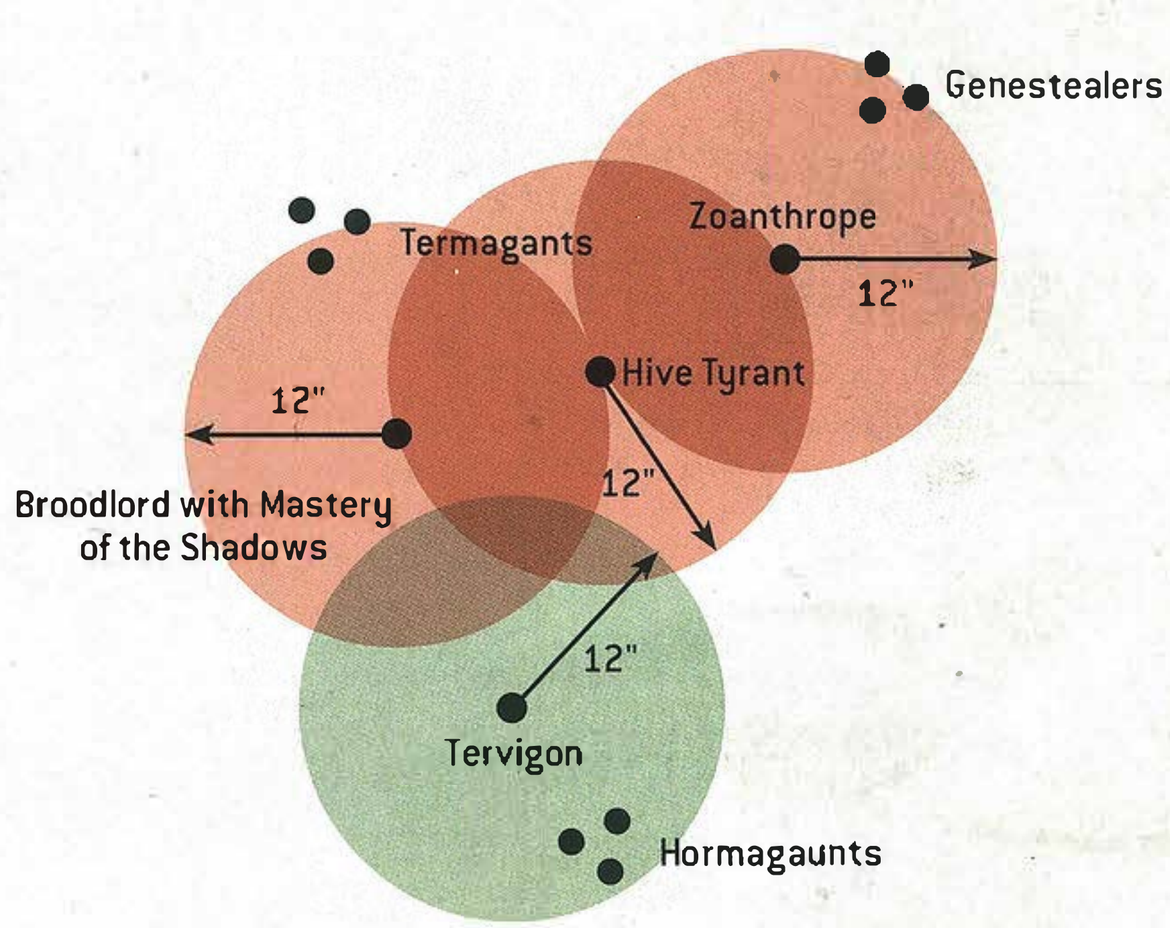
In this example, the Termagants are within Synaptic Link Range of the Broodlord, while the Hormagaunts are not. When selecting a unit for the Broodlord's Mastery of the Shadows ability, the player can only select the Termagants.

If, however, there are any other friendly **<HIVE FLEET> SYNAPSE** units that are also within 12" of that unit, then you can instead select one of the units that is within 12" of any of those **<HIVE FLEET> SYNAPSE** units, as shown below:



In this example, the Hive Tyrant, which is also a **<HIVE FLEET> SYNAPSE** *unit, is within 12" of the Broodlord. As such, when selecting a unit for the Broodlord's Mastery of the Shadows ability, the player can select any unit within 12" of either the Broodlord or the Hive Tyrant, which in this case is the Termagants or the Genestealers.*

If those **<HIVE FLEET> SYNAPSE** units also have other **<HIVE FLEET> SYNAPSE** units within 12" of themselves, then they increase the area over which units can be selected from in the same manner. This continues for as long as there are friendly **<HIVE FLEET> SYNAPSE** units within range of one another, as shown below:



In this example, the Zoanthrope, which is a **<HIVE FLEET> SYNAPSE** *unit, is within 12" of the Hive Tyrant, which is itself within 12" of the Broodlord. As such, when selecting a unit for the Broodlord's Mastery of the Shadows ability, the player can select any unit within 12" of either the Broodlord, the Hive Tyrant or the Zoanthrope, which in this case is the Termagants or the Genestealers.*

Note that while the Tervigon is a **<HIVE FLEET> SYNAPSE** *unit, it is not within 12" of the Broodlord. As such, even though the Hormagaunts are within 12" of the Tervigon, they cannot be selected for the Broodlord's Mastery of the Shadows ability.*

MASTERY OF THE SHADOWS

Broodlord (Synaptic Link)

Broodlords have an innate understanding of how to conceal themselves. They can imbue this knowledge into Genestealers around them.

- Models in this unit are treated as having the benefits of Light Cover and Heavy Cover (see the Warhammer 40,000 Core Book).
- Each time a ranged attack is made against this unit (excluding MONSTER units), if the attacker is more than 12" away, then this unit is treated as having the benefits of Dense Cover (see the Warhammer 40,000 Core Book).

MALICIOUS DIRECTION

Hive Tyrant (Synaptic Link)

These malicious creatures are alone amongst their species in exhibiting some small degree of autonomy, allowing them the ability to coordinate the actions of the other hive fleet creatures, reacting aggressively to new threats as they present themselves.

Each time a model in this unit makes a pile-in move, it can move up to an additional 3" (to a maximum of 6").

FOCAL ESSENCE

Maleceptor (Synaptic Link)

While these towering battering rams lack the gift of sight, the Hive Mind has granted them the power to sense their surroundings with their prodigious psychic abilities. On the battlefield, this allows them to identify the weak points of enemy forces in a way that no other adaptation can.

Each time a model in this unit makes an attack:

- On an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- You can re-roll the damage roll.

PSYCHIC CREEP

Neurothrope (Synaptic Link)

Such is a Neurothrope's extraordinary psychic strength, its mere presence is enough to induce an enormous sense of dread in the enemy.

This unit has the following ability:

'**Psychic Creep (Aura)**: While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that enemy unit and subtract 1 from Combat Attrition tests taken for that enemy unit.'

WEAPONISED GESTATION

Tervigon (Synaptic Link)

In much the same way as this hulking monstrosity acts as an incubator for others of its ravenous kind, it is able to germinate more voracious strains of the living ammunition used by all Tyranid ranged weaponry.

Each time a model in this unit makes a ranged attack, you can re-roll an unmodified wound roll of 1-2.

FEED

Trygon Prime (Synaptic Link)

The Trygon Prime feeds psychic energy into nearby Tyranids, urging them on to viciously counter-attack the enemy.

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

UNCHECKED FEROCITY

Tyranid Prime (Synaptic Link)

Tyranid Primes are paragons of destruction. Such is their martial prowess that it can be imprinted onto other bioforms.

Each time a melee attack is made by a model in this unit, an unmodified hit roll of 6 automatically wounds the target.

BIOWEAPON BOND

Tyranid Warriors (Synaptic Link)

Some Tyranids are much more biologically sophisticated. They are capable of handling their weapons with greater skill, acting as examples to others in their vicinity.

Each time an attack is made by a model in this unit, add 1 to that attack's hit roll.

PSYCHIC CHANNELING

Zoanthropes (Synaptic Link)

Zoanthropes can use their psychic power to connect to a node creature in a brood and funnel their energies through it.

Each time a Psychic test is taken for this unit, roll one additional D6 and discard one of the dice.

APPENDIX: TYRANIDS

This appendix contains supplementary rules for *Codex: Tyranids* that have previously been published in *Psychic Awakening: Blood of Baal*, but are reprinted here for your convenience. These rules can be used in any open play, narrative play or matched play game. They impart the power to forge your models into an ravenous hive fleet upon the tabletop – complete with Bio-artefacts, psychic powers and Stratagems – to wreak untold carnage upon the battlefield.

With the exceptions noted below, these rules have not been revised or altered since they were originally published. They are simply reprinted here so that Tyranids players can continue to use them now that the aforementioned book is no longer available to purchase. No new rules have been added to this section. The only time where the wording of a previously published rule has changed is in one of the following circumstances:

- If the original rule contained an error or an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.

- If the original rule required updating when the 9th edition of Warhammer 40,000 was released, in order to function as intended with the rules and terminology (e.g. Engagement Range) presented in the Core Book. In these cases, such rules have been reworded to incorporate the previously published update.

- If the original rule had two separate effects, those rules have been reformatted so that each individual effect is presented with its own bullet point. In all such instances, the effect of the rule remains unchanged; it is simply a style and formatting change to match how such rules are presented in other 9th edition publications.

- Warlord Traits use the **WARLORD** keyword instead of Warlord; Stratagems have had labels applied to them (e.g. Battle Tactic, Strategic Ploy, Epic Deed, Requisition etc.); psychic powers have had categories applied to them (Blessing, Malediction, Witchfire); and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability.

None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of other Warlord Traits, Stratagems and aura abilities that appear in other 9th edition publications.

INEXORABLE ADAPTATION

This section contains new and updated rules for *Codex: Tyranids*, including Relics, Stratagems, Hive Fleet-specific psychic powers, and rules for creating custom Hive Fleet Adaptations for your TYRANIDS Detachments.

In the rules described in this section we often refer to '**TYRANIDS** units'. This is shorthand for any **TYRANIDS** unit that also has the **<HIVE FLEET>** keyword. A **TYRANIDS** Detachment is therefore one that only includes units with both the **TYRANIDS** and **<HIVE FLEET>** keywords.

Note that although Genestealer Cults are devoted to the Hive Mind and will willingly fight alongside their xenos masters, they deviate significantly in terms of organisation and tactics, not to mention physiology! **GENESTEALER CULTS** units therefore cannot make use of any of the rules listed in this section (this includes the Detachment abilities, Stratagems, Relics and psychic powers in this section), and instead have their own rules.

HIVE FLEET PSYCHIC POWERS

In this section you will find hive fleet-specific psychic powers, allowing the unique psychic footprint of these fleets to manifest themselves on the battlefield in new and dangerous ways.

BIO-ARTEFACTS

On page 97 you will find a selection of Bio-artefacts of the Tyranids detailing some of the more grotesque and horrifying aberrations that this alien race has brought to bear against its foes. These can be taken instead of one of those detailed in *Codex: Tyranids*.

STRATAGEMS

Here you will find a number of Stratagems usable by **TYRANIDS** Detachments. These can be used in addition to those found in *Codex: Tyranids*, and bring a new range of tactical options and unique behaviour to the creatures of the Hive Mind.

HIVE FLEET ADAPTATIONS

On pages 100-101 you will find rules for creating your own Hive Fleet Adaptations. These comprise a selection of abilities that can be combined to create a hive fleet of your own devising, or be used to represent one of the Hive Fleets in our publications that is not currently represented by a Hive Fleet Adaptation in *Codex: Tyranids*.

ADAPTIVE PHYSIOLOGY

The Hive Mind is capable of adapting and changing even the most basic biological facets of its creations in order to better combat and overcome its enemies. This section contains rules for altering a unit in your Tyranids army with a unique adaptive physiology, tailor-made to destroy your adversary's forces.

HIVE FLEET PSYCHIC POWERS

Just as individual broods display varying genetic adaptations and swarms adopt different strategies, so do the hive fleets' psyker-beasts manifest fragments of the Hive Mind's gestalt will in diverse, predatory ways.

All <HIVE FLEET> PSYKER models can know the psychic power of their respective Hive Fleet. Instead of generating a psychic power from the Hive Mind discipline (see *Codex: Tyranids*), a <HIVE FLEET> PSYKER can instead know the appropriate Hive Fleet psychic power from the list below.

BEHEMOTH: UNSTOPPABLE HUNGER

The Hive Mind siphons into its organisms a tiny portion of Behemoth's insatiable and aeons-long hunger. Filled with an aching void, claws and talons rend ever more desperately in their need to feed.

Blessing: *Unstoppable Hunger* has a warp charge value of 7. If manifested, select one friendly BEHEMOTH unit within 9" of this PSYKER. Until the end of the turn, when resolving an attack made with a melee weapon by a model in that unit, add 1 to the wound roll.

KRAKEN: SYNAPTIC LURE

Drawing upon Kraken's strategic cunning, the Hive Mind projects a psychic marker upon an identified threat. Unknowingly radiating an irresistible lure to every nearby brood, the enemy is doomed.

Malediction: *Synaptic Lure* has a warp charge value of 5. If manifested, select one enemy unit. Until the end of the turn, when a charge roll is made for a charge made by a friendly KRAKEN unit that targets that enemy unit, you can re-roll the result.

LEVIATHAN: HIVE NEXUS

The Hive Mind funnels Leviathan's sophisticated synaptic network through its conduits, enforcing its gestalt will among the hive fleet's lesser organisms.

Blessing: *Hive Nexus* has a warp charge value of 6. If manifested, until the start of your next Psychic phase, the range of the Synapse ability for friendly LEVIATHAN units is 18", instead of 12".

GORGON: POISONOUS INFLUENCE

The synapse creature radiates a pulsed imperative which triggers the semi-sentient spores of Gorgon's biohorrors, guiding the secretion of venom laced with a seeping psychic miasma.

Blessing (Aura): *Poisonous Influence* has a warp charge value of 6. If manifested, until the start of your next Psychic phase, while a friendly GORGON unit is within 9" of this PSYKER, improve the Armour Penetration characteristic of melee weapons models in that unit are equipped with by 1.

JORMUNGANDR: LURKING MAWS

The Hive Mind extends a psychic summons, and calls upon Jormungandr's embedded and waiting broods. Mindlessly converging via synaptic imperative, their sudden and frenzied attacks spell the foe's end.

Malediction: *Lurking Maws* has a warp charge value of 6. If manifested, select one enemy unit that is visible to this PSYKER. Until the end of the turn, when resolving an attack against that unit made by a model in a friendly JORMUNGANDR unit that was set up on the battlefield this turn, you can re-roll the hit roll. This psychic power cannot be manifested in the first battle round.

HYDRA: DEATH SHRIEK

Amplifying the psychic death cry of Hydra's progeny to horrifying levels, the Hive Mind causes excruciating physical and psychic trauma in those who resist its predations.

Blessing (Aura): *Death Shriek* has a warp charge value of 5. If manifested, until the start of your next Psychic phase, each time a friendly HYDRA model within 6" of this PSYKER is destroyed, if that destroyed model is also within 6" of any enemy units, roll one D6: on a 6, after the attacking unit has resolved all of its attacks, the closest enemy unit to that destroyed HYDRA model suffers 1 mortal wound.

KRONOS: SYMBIOSTORM

The Hive Mind delves into the neural mesh between Kronos' organisms and their symbiotes. Guided by its majestic will, a deluge of shrieking biomatter reaches out unerringly towards the Tyranids' prey.

Blessing: *Symbiostorm* has a warp charge value of 6. If manifested, select one friendly KRONOS unit within 12" of this PSYKER. Until the end of the turn, when resolving an attack made with a ranged weapon by a model in that unit, an unmodified hit roll of 6 scores 1 additional hit.

BIO-ARTEFACTS OF THE TYRANIDS

Spawned by the hive fleets to further the Hive Mind's inscrutable will, each of these rare and powerful symbiotic organisms has gestated spontaneously in some unfathomable biological mechanism –and in many guises – over the Tyranid race's immeasurable existence.

If your army is led by a **TYRANIDS WARLORD**, you can give one of the following Bio-artefacts to a **TYRANIDS CHARACTER** model from your army instead of giving them a Bio-artefact from *Codex: Tyranids*. Named characters cannot be given any of the following Bio-artefacts.

Note that some Bio-artefacts are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Bio-artefacts your models have on your army roster.

RESONANCE BARB

Within the crowning carapace of this creature are pulsing bundles of nerves, their tendrils driven irreversibly into the beast's cortex. The Resonance Barb throbs at sympathetic frequencies with the Hive Mind, transmitting a portion of its cosmic might into the creature's flesh-form.

PSYKER model only.

- The bearer can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional psychic power in your opponent's Psychic phase.
- Add 1 to Psychic tests taken for the bearer.

XENOGENIC ACID

This oily black substance continually seeps from the swollen cysts of its carrier. Splashes of the liquid have been seen to flow against gravity towards horrified eyes or compromised armour plates, giving rise to speculation that the acid itself is sentient. Within moments, the horrifying effluence finds its way inside its victims, breaking down the prey's genetic structure and molecular cohesion until all that is left is a bubbling pile of black biomatter.

Model with toxin sacs only. This Relic replaces toxin sacs. When resolving a melee attack made by the bearer, an unmodified wound roll of 5+ inflicts 1 mortal wound on the target in addition to any other damage.

THE VENOMTHORN PARASITE

These engorged bio-ammunition tubes are only the outer form of an ancient symbiotic intelligence that spreads its nerve endings like a fungus throughout both creature and weapon, neurally linking the three together. When it senses prey, the Venomthorn Parasite dominates its two hosts, pushing the weapon symbiote to its limit with pulses of hormonal stimuli until the target is eviscerated.

Model equipped with a stranglethorn cannon and/or heavy venom cannon only. When this model shoots with a stranglethorn cannon or heavy venom cannon, do not roll any dice when determining the Type characteristic of that weapon; instead it has the maximum value (e.g. a Heavy D6 weapon makes 6 attacks).

PATHOGENESIS

An organism like no other, Pathogenesis is perhaps a throwback to the Tyranids' genetic origins, or a shadow of things to come. Though its motes of psychic awareness are diffused throughout its carrier like a virus, it acts with a singular will. Subverting the body and symbiotes of its host, Pathogenesis causes rapid mutation: cartilaginous tubes and containment spines are lengthened; intercostal muscles are engorged; bio-ammunition are sheathed in a toxic dermis. With its host's reach and lethality extended, fragments of Pathogenesis can reach out to the bodies of many more prey, by infesting the bio-ammunition or riding through the bio-electric charge. Whether it aims only to spread itself or is actively seeking something in the bodies of its fallen foes, perhaps only time will tell.

- Add 8" to the Range characteristic of ranged weapons the bearer is equipped with.
- When the bearer fires Overwatch or is chosen to shoot with, you can re-roll a single hit roll and you can re-roll a single wound roll.

ARACHNACYTE GLAND

The Arachnacyte Gland clutches the spine of its host bioform, its multi-limbed tendrils becoming wedded to the creature's own flesh. Through these, the Bio-artefact floods its host's nervous systems and organs with metabolism-boosting chemicals, as well as lashing it with psychic stimuli, driving the beast on ever faster.

Model with adrenal glands only. This Relic replaces adrenal glands.

- Each time a charge roll is made for the bearer, roll one additional D6 and discard one of the dice.
- Each time an Advance roll is made for the bearer, add 1 to the result.

STRATAGEMS

If your army is Battle-forged and includes any **TYRANIDS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command points to activate them. These reflect the unique strategies used by the forces of the Hive Mind on the battlefield.

FEEDING THE HUNGER — 1CP

Tyranids – Battle Tactic Stratagem

The Haruspex's instinctive need to consume is insatiable.

Use this Stratagem in the Fight phase, when a **HARUSPEX** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made by that model, you can re-roll the hit roll.

FERAL INSTINCTS — 1CP

Tyranids – Battle Tactic Stratagem

Talons are unconsciously directed at throats and eyes.

Use this Stratagem in the Fight phase. Select one **HORMAGAUNTS** unit from your army. Until the end of that phase, improve the Armour Penetration characteristic of melee weapons models in that unit are equipped with by 1.

HIVE INSTINCT — 1CP

Tyranids – Battle Tactic Stratagem

With a psychic summons, the swarm is gathered.

Use this Stratagem at the start of your Charge phase. Select one enemy unit that is within Engagement Range of any **<HIVE FLEET> SYNAPSE** units from your army. Until the end of that pliase, when a charge roll is made for a friendly **<HIVE FLEET>** unit that targets that enemy unit, roll one additional D6 and discard one of the dice. The first model you move as part of that charge must end its charge move within Engagement Range of that enemy unit, otherwise the charge fails and no models in the charging unit move this phase.

HUNTER'S DRIVE — 1CP

Tyranids – Battle Tactic Stratagem

Saturating its kills with motes of synaptic energy, the leader-beast drives its minions towards any survivors.

Use this Stratagem in your Charge phase. Select one **<HIVE FLEET>** unit from your army. Until the end of the phase, when that unit declares a charge that targets any enemy units that had one or more models destroyed as a result of ranged attacks made by friendly **<HIVE FLEET> SYNAPSE** models this turn, roll one additional D6 and discard one of the dice when making the charge roll.

UNEXPECTED INCURSION — 1CP

Tyranids – Battle Tactic Stratagem

Mawlocs are capable of bursts of subterranean speed, catching more of their surface prey unawares.

Use this Stratagem in your Movement phase, when a **MAWLOC** model from your army is set up on the battlefield using the Terror from the Deep ability. When determining the number of mortal wounds an enemy unit suffers from that model's Terror from the Deep ability that phase, add 2 to the roll.

ENCEPHALIC DIFFUSION — 2CP

Tyranids – Epic Deed Stratagem

Glistening brain-arrays pulse with diffusive energies.

Use this Stratagem at the start of the turn. Select one **MALECEPTOR** model from your army. Until the end of that turn, that model gains the following ability: '**Encephalic Diffusion (Aura):** Each time a ranged attack is made against a friendly **<HIVE FLEET>** unit within 6" of this model, subtract 1 from the Strength characteristic of that attack (to a minimum of 1).'

SYNAPTIC CHANNELLING — 1CP

Tyranids – Epic Deed Stratagem

Individuality is a disadvantage that Tyranids surpass.

Use this Stratagem in your Psychic phase. Select one **<HIVE FLEET> PSYKER** unit from your army. Until the end of that phase, that unit knows all of the psychic powers known by friendly **<HIVE FLEET> PSYKER** units that are on the battlefield.

BURIED THREATS — 1CP

Tyranids – Strategic Ploy Stratagem

Burrowing feeder organisms can surge just beneath the surface, their advance shrouded in sprays of earth.

Use this Stratagem in your Movement phase, when a **RIPPERS** unit from your army is set up on the battlefield using the Burrowers ability. For as long as that unit Remains Stationary, when resolving an attack made with a ranged weapon against that unit, subtract 1 from the hit roll.

GRASPING TENDRILS 1CP

Tyranids – Strategic Ploy Stratagem

None escape the deadly reach of these toxic appendages.

Use this Stratagem in your opponent's Movement phase, when an enemy unit that does not have a minimum Move characteristic and is within Engagement Range of any **TOXICRENE** units from your army is chosen to Fall Back. Roll one D6, adding 1 to the result if that unit is an **INFANTRY** unit; on a 3+ that enemy unit cannot Fall Back this turn.

PSYCHIC FISSURE 2CP

Tyranids – Strategic Ploy Stratagem

The Shadow in the Warp poses many dangers to those who would draw upon the immaterium's energies.

Use this Stratagem at the start of your opponent's Psychic phase. Until the end of that phase, all **<HIVE FLEET> SYNAPSE** units from your army gain the following ability: '**Psychic Fissure (Aura):** While an enemy unit is within 12" of this unit, each time a Psychic test is taken for that enemy unit and the test is failed, that enemy unit suffers D3 mortal wounds.'

SAVAGE DISTRACTION 1CP

Tyranids – Strategic Ploy Stratagem

With their comrades' gore dripping from nearby talons, even disciplined warriors struggle to avert their guns.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed as a result of an attack made by a model in a **<HIVE FLEET>** unit from your army. In your opponent's next Shooting phase, that **<HIVE FLEET>** unit gains the following ability: '**Savage Distraction (Aura):** While an enemy unit is within 6" of this unit, each time a model in that enemy unit makes a ranged attack against another unit from your army, subtract 1 from that attack's hit roll.'

SKYSWARM FUSILLADE 1CP

Tyranids – Strategic Ploy Stratagem

The instinctive and fluid agility of skyswarm bioforms allow acidic shots to be fired at extreme close-quarters.

Use this Stratagem in your Shooting phase. Select one **GARGOYLES** unit from your army. Until the end of the phase, fleshborers that models in that unit are equipped with have a Type characteristic of Pistol 1.

SURPRISE AMBUSH 1CP

Tyranids – Strategic Ploy Stratagem

Lictors can approach within feet of their prey unnoticed.

Use this Stratagem in your Charge phase. Select one **LICTOR** unit from your army that is entirely on or within a terrain feature, or was set up on the battlefield this turn using the Hidden Hunter ability. Until the end of the turn:

- Enemy units cannot fire Overwatch at that unit.
- Add 1 to charge rolls made for that unit.

SYMBIOTIC DEVASTATION 1CP

Tyranids – Strategic Ploy Stratagem

In thrall to its symbiote, the Exocrine obeys its every will.

Use this Stratagem at the start of your Shooting phase. Select one **EXOCRINE** unit from your army that has not Advanced during this turn; until the end of that phase, that unit is treated as having Remained Stationary.

AGGRESSIVE ADAPTATION 1CP

Tyranids – Wargear Stratagem

Biomorphic resin sharpens at the touch of enemy blood.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed as a result of an attack made by a **<HIVE FLEET>** model from your army. Until the end of the battle, improve the Armour Penetration characteristic of melee weapons that models in that model's unit are equipped with by 1. Each unit can only be affected by this Stratagem once per battle.

UNYIELDING CHITIN 1CP

Tyranids – Wargear Stratagem

At a synaptic stimulus, carapaces thicken to become as dense as stone.

Use this Stratagem in your Charge phase or your opponent's Shooting phase, when a **TYRANID PRIME** or **TYRANID WARRIORS** unit from your army is chosen as the target for an attack made with a ranged weapon. Until the end of that phase, when resolving a ranged attack against that unit, reduce the Damage characteristic of that attack by 1 (to a minimum of 1).

HIVE FLEET ADAPTATIONS

The Tyranid race is a single, gestalt super-organism, preying on the entire galaxy. Yet like the variable nature of its biohorrors, each hive fleet is an expression of the Tyranids' adaptability. The huge number of hive fleets allows the Tyranids to deploy an unending array of deadly morphic traits.

Codex: Tyranids describes how the **<HIVE FLEET>** keyword can be substituted with the name of your chosen Hive Fleet, as well as describing the abilities that units in **TYRANIDS** Detachments gain. One of these abilities is Hive Fleet Adaptations. If your chosen Hive Fleet does not have an associated Hive Fleet Adaptation in *Codex: Tyranids*, you can create its Hive Fleet Adaptation by selecting two different rules from the following list:

ADAPTIVE EXOSKELETON

The gaunt-derived creatures produced by some hive fleets secrete a waxy, resinous material that hardens into a slick layer of protection, deflecting or absorbing hits.

TERMAGANT, **HORMAGAUNT** and **GARGOYLE** models with this adaptation have a 6+ invulnerable save.

BESTIAL NATURE

The monstrous organisms of this hive fleet embody a savage ferocity. When wounded near unto death, they lash out in animalistic fury, making taking them down a suicidal prospect.

Add 2 to the Attacks characteristic of a model with this adaptation that has a damage table whilst using the bottom row of that model's damage table.

BIOMETALLIC CYSTS

Incubated within the bladed limbs of this hive fleet's weapon-beasts are colonies of cysts whose biometallic edges can slice through armour.

Improve the Armour Penetration characteristic of scything talons that models with this adaptation are equipped with by 1. Note that this adaptation does not affect the Armour Penetration characteristic of massive scything talons or monstrous scything talons.

BIOSPHERE CONSUMPTION

Parasitising upon the prey world itself, this hive fleet's monstrosities delve osmotic tendrils into its biomass. Embedding themselves like a tumour and fuelling their metabolic resilience, they are nigh impossible to remove.

When a **MONSTER** model with this adaptation would lose a wound, if that model's unit did not move during your last Movement phase or it is the first battle round, and there are no enemy units within Engagement Range of that model's unit, roll one D6; on a 6 that wound is not lost.

CRANIAL CHANNELLING

The craniums of this hive fleet's psyker-beasts contain a clutch of symbiotic larvae whose entire life-cycle revolves around the channelling of the Hive Mind. With an instinctive impulse, the carrier will absorb one of these creatures into their swollen brain matter, thus becoming a more efficient and fluid extension of the hive fleet's will.

Once per turn, you can re-roll one Psychic test taken for one **PSYKER** unit from your army that has this adaptation.

FEEDING FRENZY

With dormant glands that suddenly burst into life, and reinforced, adaptive cartilage powering headlong leaps, the swarms of this hive fleet feed their urge to close with their prey as quickly as possible.

When a pile-in move is made for a unit with this adaptation, models in that unit can move up to 6" instead of 3".

HORROR FROM BEYOND

Whether due to some sickening aura of the Hive Mind or simply their terrifying size and predatory hunger, this hive fleet's larger organisms are so monstrous that few are the heroic or insane who can stand before them.

MONSTER units from your army with this adaptation have the following ability: '**Horror From Beyond (Aura):** 'While an enemy unit is within 3" of this unit, subtract 1 from the Leadership characteristic of models in that unit.'

HYPERMETABOLIC ACCELERATION

This hive fleet bioengineers its horrors with multiple stimm-releasing glands. Surges of extragalactic chemicals drive them to frenzied rushes across the prey worlds.

When a unit with this adaptation Advances, you can re-roll the Advance roll.

MEMBRANOUS MOBILITY

This hive fleet's skyswarm bioforms evince an unusually complex web of membranous tissue, allowing them to weave and jink with such astounding flexibility that carefully aimed blows can easily pass through thin air.

When resolving an attack made with a melee weapon against a model with this adaptation that can **FLY**, subtract 1 from the hit roll.

METAMORPHIC REGROWTH

Within the flesh of its limitless broods, this hive fleet has adapted strange conglomerate organs and pathogen-hunting spores that can rapidly reknit any damage.

A model with this adaptation regains up to 1 lost wound at the start of your turn.

MORPHIC SINEWS

Stabilised with fibrous cords of sinew and internal wells of viscous fluid, this hive fleet's largest weapon symbiotes instinctively adjust to their host beast's hulking advances.

MONSTER models with this adaptation do not suffer the penalty for Advancing and firing Assault weapons.

PACK HUNTERS

Submerging their prey in waves of talons and fangs, this hive fleet's creatures use their weight of numbers to punch and tear their way through once-stout defences.

When resolving an attack made with a melee weapon by a model with this adaptation against a unit that contains fewer models than that model's unit, improve the Armour Penetration characteristic of that attack by 1.

PREY-SIGHT

Some hive fleets' horrifying colossi close with the enemy while straining their multiple alien senses, the prey's every movement and position noted. When it comes, the strike is inescapable.

If a **MONSTER** unit with this adaptation makes a charge move, is charged or performs a Heroic Intervention, then until the end of the turn, when resolving an attack made with a melee weapon by a model in that unit, add 1 to the hit roll.

SENSES OF THE OUTER DARK

Developed beyond the galaxy, this hive fleet's organisms' preternatural senses are triggered by surges of aggression as they close with the enemy. The prey's fearful defensive fire is dodged with blinding speed.

When a model with this adaptation would lose a wound as a result of an Overwatch attack, roll one D6; on a 4+ that wound is not lost.

SHREWD PREDATORS

This hive fleet's synaptic coordination is so overwhelming that it compels its organisms to override their baser instincts, unnervingly moving in unexpected directions – all the while closing the snare on their prey.

When a model with this adaptation makes a consolidation move, if there are no enemy models within 3", that model does not have to end the move closer to the nearest enemy model.

SPOREMIST SPINES

Ejected with a muscular spasm from between carapace plates, these clouds of microscopic crystalline spines cause pain and disorientation, allowing this hive fleet's broods to slip away at speed – and on to meatier prey.

A unit with this adaptation can Advance in a turn in which it Falls Back.

SYNAPTIC AUGMENTATION

This hive fleet has refined its conduits to the lesser organisms, allowing for subtle control and augmentation of their instincts. So directed, they are far more deadly.

<HIVE FLEET> PSYKER or **<HIVE FLEET> SYNAPSE** units with this adaptation have the following ability: '**Synaptic Augmentation (Aura):** While a friendly **<HIVE FLEET>** unit is within 6" of this unit, each time that friendly **<HIVE FLEET>** unit is selected to shoot or fight, you can re-roll one hit roll.'



ADAPTIVE PHYSIOLOGY

The Hive Mind is a vast, galaxy-spanning intelligence, unhampered by the petty boundaries of mortality that benights the galaxy's other races. If a brood of weapon-beasts or a near-mindless monstrosity has proved advantageous, its traits and adaptations – once reabsorbed by the hive fleets – will be born anew.

If a **TYRANIDS CHARACTER** is your **WARLORD**, rather than determining a Warlord Trait for that model, you can instead select an Adaptive Physiology for one **TYRANIDS** unit from your army. To do so, before the battle begins select one **TYRANIDS INFANTRY** unit or one **TYRANIDS MONSTER** model from your army, and select an Adaptive Physiology from the corresponding list below. That Adaptive Physiology applies to the selected model or unit until the end of the battle. Named characters cannot be given an Adaptive Physiology. Write down any Adaptive Physiologies your models have on your army roster.

If you have a **TYRANIDS CHARACTER** in your army, you also have access to the Progeny of the Hive Stratagem opposite:

PROGENY OF THE HIVE 1CP

Tyranids – Requisition Stratagem

Nothing can hold back the terrifying speed at which the hive fleets adapt their diverse organisms.

Use this Stratagem before the battle. Select one **TYRANIDS INFANTRY** unit or one **TYRANIDS MONSTER** model from your army that does not have an Adaptive Physiology, and then select one Adaptive Physiology to apply to that unit or model until the end of the battle. You can only use this Stratagem once per battle.



INFANTRY

If you selected an **INFANTRY** unit, you can select from the following list of Adaptive Physiologies.

Enhanced Resistance

The subcutaneous fibroid membranes of these bioforms are capable of absorbing even armour-piercing shots and blows.

When resolving an attack made against this unit with a weapon that has an Armour Penetration characteristic of -1 or -2, that weapon has an Armour Penetration characteristic of 0 for that attack.

Adrenal Webs

With battlefield knowledge gained from devouring the fleeter races of the galaxy, this brood's glandular stimuli drives them forwards at an unprecedented speed, allowing none to escape.

When this unit consolidates, it can move up to 2D6" instead of 3".

Abhorrent Pheremones

The brood releases a complex chemical signature in the press of fighting that provokes fear responses in their prey. Confused and panicking, the enemy are easily torn down.

Subtract 2 from the Leadership characteristic of models in enemy units whilst their unit is within Engagement Range of this unit.

Dynamic Camouflage

Chromatospores in this brood's skin and carapace adapt at a frightening pace, seamlessly blending their alien forms into their surroundings.

Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Unnatural Reactions

This brood uses unique alien senses and its connection to the Hive Mind to react instantly to prey attacking other Tyranids nearby.

- This unit can perform Heroic Interventions as if it were a **CHARACTER**.
- This unit is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically.
- Each time this unit performs a Heroic Intervention, models in this unit can move up to 6".
- All other rules for Heroic Interventions apply.

Adaptive Physiologies

MONSTER

If you selected an **MONSTER** model, you can select from the following list of Adaptive Physiologies.

Dermic Symbiosis

This biohorror's carapace is actually a symbiotic organism, capable of psychically repelling the fiercest attacks of the prey and boosting the metabolism of its host creature.

- This model has a 5+ invulnerable save.
- If this model has a damage table it is considered to have double the number of wounds remaining for the purposes of determining what row to use on that damage table.

Voracious Ammunition

Either host to nests of ever-hungry bio-ammunition or unique organs generating a constant stream of biochemical substances, this xenos brute's far-reaching touch continues to sear and consume long after it has moved on to other prey.

At the end of your Shooting phase, select one enemy unit that had one or more models destroyed this phase as a result of an attack made by this model. That unit suffers D3 mortal wounds.

Accelerated Digestion

The ravenous hunger of this monstrous creature is complemented by a dizzying array of consumption sacs and ferociously powerful digestive acids, fuelling its alien vitality with every screaming morsel of prey.

In the Fight phase, when an enemy model is destroyed as a result of an attack made by this model, this model regains up to 1 lost wound. No more than 3 lost wounds can be regained as a result of this rule in any one turn.

Synaptic Enhancement

Adaptations to this organism's cerebral architecture have enhanced its connection to the Hive Mind. Through this towering and deadly creature, the horrific control and influence of the Tyranid race is spread ever further.

This model gains the Shadow in the Warp and Synapse abilities (see *Codex: Tyranids*), and gains the **SYNAPSE** keyword.

Murderous Size

Whether enormous osseous blades, writhing lashes or oversized fangs, this colossus' means of rending apart its prey have grown far beyond those of its kind. Fuelled by the bearer's instinctive ability to slay, each hideous blow and crushing bite delivered by these bioweapons hasten the prey world's demise.

Before the battle, select one melee weapon that this model is equipped with. Until the end of the battle, add 1 to the Strength and Damage characteristics of that weapon, and improve the Armour Penetration characteristic of that weapon by 1.







CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with your army during a Pankallis Assault campaign, such as Battle Traits, Requisitions and Campaign Agendas that are inspired by the conflict of War Zone Octarius. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

CAMPAIGN BADGE

At the end of every battle that is part of a Pankallis Assault campaign, every unit that was part of your Crusade army in that battle that does not already have it gains the Pankallis Assault campaign badge. Such a unit gains the **PANKALLIS ASSAULT** keyword.

BATTLE TRAITS

Various units can be given one of the Battle Traits presented on page 108 as they gain experience during a Pankallis Assault campaign and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are earned by fighting in War Zone Octarius.

REQUISITIONS

In a Pankallis Assault campaign, Crusade forces have access to a number of additional Requisitions inspired by the events of the War Zone Octarius campaign. You can find these on page 109.

CAMPAIGN AGENDAS

If you are playing a Pankallis Assault campaign with Crusade forces, you can use the Campaign Agendas presented on pages 110-111. Unlike normal Agendas, which are goals your army is attempting to achieve during one battle, Campaign Agendas are overarching goals that your Crusade force can attempt to accomplish over the course of the whole campaign.

FORTIFICATION UPGRADES

The Fortification Upgrades introduced on page 112 can be used to bolster the defensive power of your strongholds. As fortifications cannot gain Battle Honours, this represents the only way to enhance these units in your Crusade games.

While ideal to represent the many fortifications present on the garrison worlds of Octarius as part of a Pankallis Assault campaign, these upgrades are not limited to such a campaign, and can be used for any Crusade force that has any **UNALIGNED BUILDING** models in its Order of Battle.

ASTRA MILITARUM CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the forces of the Astra Militarum, such as Agendas, Battle Traits, Requisitions and Crusade Relics that are bespoke to **ASTRA MILITARUM** units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

While perfect for use in a Pankallis Assault campaign, they are not limited to such a campaign, and can be used for any Astra Militarum Crusade force.

TYRANIDS CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the forces of the Tyranids, such as Agendas, Battle Traits, Requisitions and Crusade Relics that are bespoke to **TYRANID <HIVE FLEET>** units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

While perfect for use in a Pankallis Assault campaign, they are not limited to such a campaign, and can be used for any Tyranids Crusade force. Note, however, that these rules do not apply to a Genestealer Cult Crusade force or any **GENESTEALER CULTS** units.

BATTLE TRAITS

When a **PANKALLIS ASSAULT** unit gains a Battle Trait, you can use one of the tables below instead of one from another source to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

PANKALLIS ASSAULT UNITS (EXCLUDING MONSTERS AND VEHICLES)

D6	TRAIT
1	**Destined for Greatness** *This unit's natural battlefield acumen marks them for greatness.* Each time this unit is Marked for Greatness (see the Warhammer 40,000 Core Book), it gains 5 experience points instead of 3.
2	**Phantom Scouts** *This unit's knowledge of stealth capabilities is such that they approach the battlefield as invincible phantoms.* • If the mission uses the Concealed Deployment rules (pg 50), this unit can be placed into Concealed Deployment without having to spend any additional CPs, regardless of how many units are already in Concealed Deployment. • Until the start of the second battle round, each time a ranged attack is made against this unit, this unit receives the benefits of Light Cover, as described in the Warhammer 40,000 Core Book.
3	**Elite Operatives** *This unit excels at performing operations behind enemy lines.* • If the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), this unit can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. • If a Shadow Mission is assigned to this unit (pg 51), each time you roll a D6 to see if that Shadow Mission is successful, add 1 to the result.
4	**Planetary Invader** *This unit has been in the vanguard of a dozen planetary invasions.* • Whilst this unit is wholly within your opponent's deployment zone, it has the Objective Secured ability (see the Warhammer 40,000 Core Book). If this unit already has the Objective Secured ability, then while it is wholly within your opponent's deployment zone, models in this unit count as one additional model when determining control of an objective marker. • Enemy units cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book) against this unit.
5	**Planetary Defender** *These warriors have stood against several invasion forces, and none have broken through their defences.* • While this unit is wholly within your deployment zone, it has the Objective Secured ability (see the Warhammer 40,000 Core Book). If this unit already has the Objective Secured ability, then while it is wholly within your deployment zone, models in this unit count as one additional model when determining control of an objective marker. • Each time an enemy unit declares a charge against this unit, if this unit is not within Engagement Range of any enemy units, it can either Set to Defend or Hold Steady (see the Warhammer 40,000 Core Book).
6	**Sentinel** *These warriors are seemingly possessed of a sixth sense, and are adept are ambushing would-be ambushers.* At the end of the Reinforcements step of your opponent's Movement phase, if this unit is not in Engagement Range of any enemy units, it can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that is within 12" of their unit and was set up as Reinforcements this turn when doing so.

PANKALLIS ASSAULT MONSTER AND PANKALLIS ASSAULT VEHICLE UNITS

D6	TRAIT
1-2	**Engine of Glory** *This unit's battlefield record is as inspiring to allies as it is terrifying to enemies.* Each time this unit is Marked for Greatness, it gains 5 experience points instead of 3.
3-4	**Instrument of Destruction** *All that stand before this behemoth invite only death and destruction.* Each time a model in this unit makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1. This is not cumulative with any other ability that improves the Armour Penetration characteristic of an attack.
5-6	**Linchpin** *This unit is key to the battle plans of this world, either to defend it, or to see it burn.* • If this unit is part of the Attackers Alliance when it gains this trait, each time a model in this unit makes an attack, the target does not receive the benefits of cover to its saving throw against that attack. • If this unit is part of the Defenders Alliance when it gains this trait, each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in this unit, that attack has an Armour Penetration characteristic of 0 instead.

REQUISITIONS

You can spend Requisition points (RPs) on the Crusade Faction Requisitions listed below in addition to those found in other sources. Some of these can only be used if your Crusade force has a certain Faction keyword (e.g. **IMPERIUM**).

These Requisitions can only be purchased immediately before or after playing a battle that is part of a Pankallis Assault campaign; each time such a Requisition is purchased, the Planetary Assault points you contribute to your alliance for that battle is reduced by 1 (to a minimum of0).

BEHIND ENEMY LINES 1RP

Small groups of highly skilled operatives can infiltrate behind enemy lines and inflict crippling damage on the enemy.

Purchase this Requisition when you have assigned a Shadow Mission (pg 51) to a unit from your Crusade army. You can now select a second **INFANTRY** unit (excluding **CHARACTER** units) that has 10 or fewer models from your army that you placed into Strategic Reserves (see the Warhammer 40,000 Core Book), that has either the Troops or Elites Battlefield Role. Assign a Shadow Mission to that unit as well (you must select a different Shadow Mission; if randomly selecting Shadow Missions, re-roll duplicates). At the end of the battle, if both units successfully achieved their Shadow Missions, you gain 1 Requisition point and 1 Planetary Assault point.

GLORY SEEKERS 1RP

Some warlords in the Octarius System fight not to achieve the goals of their alliance, but for personal glory.

Purchase this Requisition after a battle. You can select one additional Campaign Agenda (you cannot select the Planetary Saviour or Destroyer of Worlds Campaign Agendas (pg 110) and you cannot select the same Campaign Agenda more than once during the same campaign).

GARRISON WORLD STRONGHOLDS 1RP

The fortifications within the Octarian System are built to withstand protracted assaults.

Purchase this Requisition after a battle, before rolling to see if any **BUILDING** models in your Crusade force lose any Fortification Upgrades (pg 112) as a result of being destroyed during that battle. Such upgrades are only lost after this battle on rolls of 1, instead of 1-3.

IMPERIUM

INQUISITORIAL AGENDA 1RP

In helping an Inquisitor to achieve their own inscrutable agenda, a few honoured Imperium servants earned the gratitude of the Holy Ordos, and the reward for a job well done is typically... another job.

Purchase this Requisition when you are selecting Agendas. You can select one additional Agenda to use in that battle.

ORKS

OCTARIAN RUKKBOYZ 2RP

The Octarian Empire has bred some of the meanest, 'ardest mobs of greenskins there are. When the Tyranids arrived, Orks only thrived in the fighting, always up for a challenge and always spoiling for a good fight.

Purchase this Requisition when you add a **BOYZ** unit to your Order of Battle.

- That unit gains the **OCTARIAN RUKKBOYZ** keyword, its Power Rating is increased by 1 and every model in that unit has a Strength characteristic of 5.
- That unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for them as normal.

Your Crusade force can only contain one **OCTARIAN RUKKBOYZ** unit, and you cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

TYRANID <HIVE FLEET>

VANGUARD MIND FEEDER 1RP

One of the driving imperatives imparted to Tyranid vanguard organisms during the first stage of a planetary invasion is to devour the brains of the prey's leaders using their feeder tendrils, so they can learn of the foe's defences and battle strategies.

Purchase this Requisition at the end of a battle if, during that battle, a **<HIVE FLEET> GENESTEALER, LICTOR, TOXICRENE** or **VENOMTHROPE** unit from your Crusade army destroyed the enemy **WARLORD** with a melee attack. That **TYRANID** unit gains 5 experience points and you gain 2 Planetary Assault points.

CAMPAIGN AGENDAS

If you are playing a Pankallis Assault campaign with Crusade forces, then at the start of the campaign, after players have been organised into alliances, each player can select two different Pankallis Campaign Agendas from those listed below. These must be noted on your Order of Battle, and your Campaign Master should also keep a list of them.

Some Campaign Agendas will instruct you to keep a certain tally. These tallies will then be used to determine if you achieved any Campaign Agendas, and how many experience points certain units in your Crusade force earned from them. You can use the Crusade Goals section of your Order of Battle to keep track of these tallies.

DESTROYER OF WORLDS

Make planetfall without delay. Crush all opposition before you.

At the end of the campaign, if you are part of the Attackers Alliance and you won the campaign, you gain 5 experience points for each phase in that campaign, to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force (no unit can gain more than 5 experience points as a result of this Campaign Agenda).

PLANETARY SAVIOUR

Any who dare invade this world court destruction against your defences.

At the end of the campaign, if you are part of the Defenders Alliance and you won the campaign, you gain 5 experience points for each phase in that campaign, to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force (no unit can gain more than 5 experience points as a result of this Campaign Agenda).

FLAWLESS EXECUTION

Victory requires no explanation. Defeat allows none.

At the end of the campaign, if your alliance won every stage of one or more phases of the campaign, you gain 6 experience points to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force.

HEROIC WAR EFFORT

Winning the war is more important than personal agendas.

Keep a Heroic War Effort tally. Each time you contribute a Planetary Assault point to your alliance during the campaign, add 1 to your Heroic War Effort tally. At the end of the campaign:

- If your Heroic War Effort tally is 20 or more, you gain 5 experience points to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force.
- If your Heroic War Effort tally is 30 or more, you also gain D3 Requisition points.

FIRST AMONG EQUALS

Prove that you are the most powerful warlord in your alliance.

You can only select this Campaign Agenda if there are 2 or more players in your alliance. Keep a First Among Equals tally. At the end of each stage of a campaign, if you contributed the most Planetary Assault points to your alliance, add 1 to your First Among Equals tally. At the end of the campaign, you gain a number of experience points equal to double your First Among Equals tally to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force. In addition, if your First Among Equals tally is 5 or more, you gain D3 Requisition points.

SHADOW WAR

Prosecute a successful Shadow War to undermine your foes' war efforts.

Keep a Shadow War tally. Each time a unit from your Crusade force successfully accomplishes a Shadow Mission:

- Add the **SHADOW OPERATIVES** keyword to that unit's Crusade card.
- Add 1 to your Shadow War tally.

At the end of the campaign, if your Shadow War tally is 3 or more, you gain 6 experience points to distribute freely across **SHADOW OPERATIVES** units in your Crusade force.

AGE OF HEROES

In these desperate times, many a legend will rise.

Keep an Age of Heroes tally. Each time a **CHARACTER** unit from your Crusade force gains a rank during the campaign, add 1 to your Age of Heroes tally. At the end of the campaign, if your Age of Heroes tally is 5 or more, you gain 6 experience points to distribute freely across **PANKALLIS ASSAULT CHARACTER** units in your Crusade force.

EMPIRE BUILDER

The conflict in the Octarius sector represents an opportunity to build your forces and grow your empire.

Keep an Empire Builder tally. Each time you use the Increase Supply Limit Requisition (see the Warhammer 40,000 Core Book) during the campaign, add 1 to your Empire Builder tally. At the end of the campaign:

- If your Empire Builder tally is 5 or more, you gain 5 experience points to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force.
- If your Empire Builder tally is 10 or more, you also gain D6 Requisition points.

FORGED IN BATTLE

You can temper the battle skills of your warriors in the fires of Octarius.

Keep a Forged in Battle tally.

- Each time a **PANKALLIS ASSAULT** unit from your army gains a Crusade point during the campaign, add 1 to your Forged in Battle tally.
- Each time a **PANKALLIS ASSAULT** unit from your army loses a Crusade point during the campaign, subtract 1 from your Forged in Battle tally (to a minimum of 0).

At the end of the campaign, if your Forged in Battle tally is 10 or more, you gain 5 experience points to distribute freely across **PANKALLIS ASSAULT** units in your Crusade force.

RELIC HUNTER

Rumours abound of powerful relics lost in the Octarius sector, awaiting rediscovery.

Keep a Relic Hunter tally. Each time a **PANKALLIS ASSAULT CHARACTER** from your Crusade force gains a Crusade Relic during the campaign:

- Add 1 to your Relic Hunter tally if the Relic is an Artificer Relic.
- Add 2 to your Relic Hunter tally if the Relic is an Antiquity Relic.
- Add 3 to your Relic Hunter tally if the Relic is a Legendary Relic.

At the end of the campaign, if your Relic Hunter tally is 6 or more, you gain 10 experience points to distribute freely across **PANKALLIS ASSAULT CHARACTER** units in your Crusade force that gained a Crusade Relic during the campaign (no unit can gain more than 5 experience points as a result of this Campaign Agenda).

HEADHUNTERS

Cut off the head and the body shall die.

Keep a Headhunters tally. Each time a unit from your Crusade force destroys an enemy **WARLORD** during the campaign:

- Add the **HEADHUNTERS** keyword to that unit's Crusade card.
- Add 1 to your Headhunters tally.

At the end of the campaign, if your Headhunters tally is 3 or more, you gain 9 experience points to distribute freely across **HEADHUNTERS** units in your Crusade force (no unit can gain more than 5 experience points as a result of this Campaign Agenda).



FORTIFICATION UPGRADES

Units with the Fortification Battlefield Role that are part of your Crusade force cannot gain experience points and cannot gain Battle Honours, but you can use the rules presented here to purchase upgrades for them.

You can upgrade any **UNALIGNED BUILDING** model in your Crusade force at any time before or after a battle by spending 1 Requisition point. You then select one of the upgrades listed below and make a note of that upgrade on that model's Crusade card. Each time you purchase a Fortification Upgrade for an **UNALIGNED BUILDING** model, that unit's Power Rating is increased by 1 (if the **BUILDING** model is **TITANIC**, its Power Rating is increased by 2 instead). You cannot purchase a Fortification Upgrade if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

A **BUILDING** model can have a maximum of 3 Fortification Upgrades, and it cannot be given the same upgrade more than once.

If a **BUILDING** model with any Fortification Upgrades is Destroyed during a battle, then at the end of the battle, at the same time you take Out of Action tests, you must roll one D6 for each upgrade that **BUILDING** model has. On a 1-3, that upgrade is lost; remove it from that model's Crusade card and reduce that model's Power Rating accordingly. You can purchase that Fortification Upgrade for that **BUILDING** model again if you wish, as described above.

The Fortification Upgrades available are:

AMMO STORE

Extra crates of ammunition have been stockpiled within this fortification, ready to be distributed to garrisoning troops.

Each time a model embarked in this **BUILDING** model makes a ranged attack, re-roll a hit roll of 1.

MINEFIELD

This fortification is protected by a hidden minefield – an explosive surprise for the first souls foolhardy enough to assault it.

The first time an enemy unit ends a charge move within Engagement Range of this **BUILDING** model, roll three D6s for each **VEHICLE** or **MONSTER** model in the charging enemy unit, and one D6 for every other model in the charging enemy unit. For each result of 6, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

ESCAPE HATCH

This fortification maintains a concealed escape route.

You can only use this upgrade on a **BUILDING** model that has the **TRANSPORT** keyword. If this **BUILDING** model is destroyed, you can immediately use the Emergency Disembarkation Stratagem (see the Warhammer 40,000 Core Book) once for 0CP. In addition, if this **BUILDING** model is destroyed, you do not need to roll to see if any of the models embarked within it are destroyed as a result; none of these models will be destroyed.

MAGOS MACHINE SPIRIT

This fortification itself is semi-intelligent, imbued with a machine spirit with an improved control over its arsenal.

- This **BUILDING** model loses its Automated Weapons ability.
- This **BUILDING** model does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.

SEARCHLIGHTS

Searchlights are often fitted to fortifications to spot approaching enemies who lurk in the dark.

At the start of your Shooting phase, select one enemy unit within 24" of this **BUILDING** model. Until the end of the phase, each time a model from your army makes a ranged attack against that enemy unit, the target does not receive the benefits of cover against that attack.

VOID SHIELD

This fortification houses an ancient void shield.

This **BUILDING** model has 5+ invulnerable saving throw (if this **BUILDING** model is a **VOID SHIELD GENERATOR**, it instead has a 4+ invulnerable saving throw).

UNDERGROUND BUNKER

This stronghold boasts extensive subterranean quarters suitable to house a large garrison.

You can only use this upgrade on a **BUILDING** model that has the **TRANSPORT** keyword. The transport capacity of this **BUILDING** model is increased by 5 models.

REINFORCED WALLS

The armoured walls of this stronghold have been bolstered to weather the most furious attacks.

Increase the Wounds characteristic of this **BUILDING** model by 2.

SANCTIFIED FOUNDATIONS

The bones of blessed saints are built into the foundations of this fortress to assist in wars against the supernatural.

Each time this **BUILDING** model would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

DEFENSIVE AUTO-FEEDER

The defensive weapons mounted on this stronghold are fed from an extensive magazine by servo auto-feeders.

Each time this **BUILDING** model makes a ranged attack with a weapon that has a Strength characteristic of 6 or less, an unmodified hit roll of 6 scores one additional hit.

ASTRA MILITARUM CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the forces of the Astra Militarum, such as Agendas, Battle Traits, Requisitions and Crusade Relics that are bespoke to ASTRA MILITARUM units.

AGENDAS

If your Crusade army includes any **ASTRA MILITARUM** units, you can select one Agenda from the Astra Militarum Agendas listed here. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

FORWARDS, FOR THE EMPEROR!

Astra Militarum Agenda

The grand armies of the Imperial Guard can overwhelm enemy positions by sheer weight of numbers.

At the end of the battle, select up to six **ASTRA MILITARUM** units from your army (excluding **AIRCRAFT** units) that are wholly within your opponent's deployment zone. Each of these units earns 1 experience point.

INSPIRED COMMAND

Astra Militarum Agenda

Military discipline and obeying the chain of command will ensure victory.

Keep an Inspired Command tally for each **ASTRA MILITARUM OFFICER** unit from your army. Add 1 to a unit's Inspired Command tally each time it issues an order or tank order to a friendly unit, and that unit then destroys one or more enemy units during the same phase. At the end of the battle, each unit gains 1 experience point for every mark on its Inspired Command tally (to a maximum of 3 experience points per unit).

REQUISITIONS

If your Crusade force includes any **ASTRA MILITARUM** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

UPLIFTING PRIMER — 1RP

The Imperial infantryman's Uplifting Primer can be requisitioned in bulk. It contains everything a Guardsman needs to effectively defeat the enemies of Mankind, and it is a source of great comfort and inspiration to any loyal servant of the Emperor who can read.

Purchase this Requisition when an **ASTRA MILITARUM** unit from your Order of Battle gains a rank (excluding **RATLING** or **OGRYN** units). That unit gains the following ability: '**Uplifting Primer:** Add 1 to this unit's Leadership characteristic. In addition, each time you add 1 to this unit's Battles Survived tally, this unit gains 1 additional experience point. Add 1 to this unit's Crusade points.'

DECORATED OFFICER — 1RP

The regiment has been honed by a highly decorated and respected officer, who passes their wisdom on to those they lead.

Purchase this Requisition when you add an **OFFICER**, **COMMISSAR** or **LORD COMMISSAR** unit (excluding named characters) to your Order of Battle. That unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for them as normal.

How fortunate we are, to live and fight in these times! Not in ten thousand years have warriors of the Emperor earned their place in His realm as we have. Such horrors, such thickery stands against us! We shall see it all undone.

BATTLE TRAITS

When an **ASTRA MILITARUM** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

<REGIMENT> INFANTRY (EXCLUDING CONSCRIPTS) AND MILITARUM TEMPESTUS INFANTRY UNITS

D6	TRAIT
1	**Stealthy** *Stealthy fighters are seasoned veterans at moving amongst dense terrain. There are few troops with such an uncanny sense of timing, position or use of cover.* • Models in this unit ignore the penalties to movement distances incurred for moving over Difficult Ground. • Each time a ranged attack is made against this unit, this unit receives the benefit of Light Cover, as described in the Warhammer 40,000 Core Book. If this unit makes a Normal Move, Advances or Falls Back during its Movement phase, it loses this ability until the start of its next Movement phase.
2	**Guerrillas** *Guerrilla fighters are expert hit and run troops, outwitting their foes and disappearing suddenly after attacking.* This unit is eligible to shoot in a turn in which it Fell Back. If it does so, then until the end of the turn, each time a model in this unit makes a ranged attack, subtract 1 from that attack's hit roll.
3	**Dead Eye Shots** *Dead eye shots are superior to ordinary troops in their marksmanship.* Each time a model in this unit makes a ranged attack with a laspistol, lasgun, hot-shot laspistol or hot-shot lasgun, if this unit has Remained Stationary this turn, add 1 to that attack's hit roll.
4	**Crazed** *Crazed troops have fought for so long that they no longer fear their enemy.* • This unit can ignore any or all Leadership modifiers. • Once per battle, when this unit fails a Morale test, that test is considered to have been passed instead.
5	**Hardened Fighters** *Hardened fighters are ferocious close combat specialists.* Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.
6	**Slick Crew** *Slick veterans are experts at handling heavy weapons. Their crews are well trained and coordinated to work like a well-oiled machine.* Each time a model in this unit makes an attack with a Heavy weapon, an unmodified hit roll of 6 scores one additional hit.

VEHICLE UNITS (EXCLUDING AIRCRAFT)

D6	TRAIT
1-2	**Grizzled Crew** *Nothing short of death or total destruction will prevent this crew from unleashing their charge's full fighting potential.* • Models with this Battle Trait whose characteristics can change as they suffer damage are considered to have double the number of wounds remaining for the purposes of determining what those characteristics are (models who already have a rule to this effect instead triple the number of wounds remaining, for the purposes of determining what those characteristics are). • Models with this Battle Trait whose characteristics do not change as they suffer damage instead roll one D6 each time they lose a wound: on a 6, that wound is not lost.
3-4	**Street Fighters** *Veterans of operating in urban environments, this tank crew are not phased by engaging foes at close to point-blank range.* • Improve the Weapon Skill characteristic of models in this unit by 1. • Models in this unit do not suffer the penalty to their hit rolls incurred for firing Heavy weapons at targets within Engagement Range of them.
5-6	**Tank Hunters** *The kill markings adorning this tank are a testament to its crew's skill at destroying enemy armour.* • Each time a model in this unit makes a ranged attack, if the target of that attack is a **VEHICLE** or **MONSTER** unit, re-roll a hit roll of 1. • Each time a model in this unit makes a ranged attack, if that attack has a Strength characteristic of 7 or more and if the target of that attack is a **VEHICLE** or **MONSTER** unit, an unmodified hit roll of 6 automatically wounds the target.

CRUSADE RELICS

When an **ASTRA MILITARUM CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

An **ASTRA MILITARUM CHARACTER** model can be given the following Artificer Relic instead of one of the ones presented in the Warhammer 40,000 Core Book.

STAR OF TERRA

This is one of the highest decorations that can be awarded to a member of the Imperial Guard. It contains a powerful refractor field in addition to proclaiming the soldier's status as one of the Astra Militarum's greatest leaders.

OFFICER, **COMMISSAR** or **LORD COMMISSAR** only.

- The bearer has a 4+ invulnerable save.
- If the bearer is selected as your **WARLORD**, you receive 1 bonus Command point to spend in that battle.

ANTIQUITY RELICS

An **ASTRA MILITARUM CHARACTER** model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

MEDAL MACHARIA

Only the most inspiring officers are awarded the Medal Macharia.

OFFICER model with the Senior Officer ability only. Once per Shooting phase, the bearer can issue two orders to the same unit.

Lieutenant Colonel Kilian woke, panting and dripping with sweat, his whole body shaking.

Just another nightmare. Emperor make them stop!

Kilian was in his personal chamber, his thin mattress soaked through with sweat and urine. In the dim light of his room's lumen, the officer could see his freshly pressed uniform. It had the pale blue-green hue of the Drehoon Lowlanders. What stood out the most was the line of medals across its left breast.

The first was the Medal Macharia. Kilian had been awarded it for his actions on Kusolst Prime, for unyielding and inspirational grit, determination and vigour in the face of terrible alien onslaught, he remembered.

The lieutenant colonel had been dreaming of those events. He had dreamt of them whenever he slept every day since. His battalion had fought the Tyranids defending the bastion of St. Carikal Warbringer. They were attacked by three waves of the predacious xenos in a single day.

Oh the blood... the blood...

Kilian could see it all so clearly. So many of his guardsmen had died. He had seen men and women eaten from the inside out by flesh-eating beetles, and pierced through over and over by huge talons. He had seen one Lowlander with her face eaten off, and another who had been torn into several pieces. All of their uniforms had been turned a rotten brown by the war.

Kilian opened a drawer, looking for the small pict-capt of his wife. His holstered laspistol was on top of it.

Just to see the weapon took him back to that day. He remembered firing it into the oncoming tide of aliens, and into the temples of the soldiers who begged him to make their pain stop.

The memories did not just affect Kilian at night. During his waking hours, the slightest sound or smell sent him back to the battlefield, the feeling as real as if he were there again. In those moments, the lieutenant colonel remembered the stench of las-scorched alien flesh, the deafening screeches of thousands of predacious xenos and the trembling of terrified Lowlanders – not one of whom abandoned their post.

Kilian picked up the laspistol. He held it in both hands in his lap, imagining himself taking it to his head.

God-Emperor, will you take me into your presence this day?

The officer looked down into the drawer again, and saw his wife's face. He had not seen her since he'd left Drehoon fifteen years before. Kilian had stared at it so much he was sure he could draw it from memory, down to every last auburn hair.

Kilian put the weapon down without taking his eyes off the pict. He thought of his home, and all the people he had left behind. He imagined what would happen to them if Leviathan came to their world. He shuddered and wept.

He put the weapon back in the drawer.

Not this day.

TYRANIDS CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the forces of the Tyranids, such as Agendas, Battle Traits, Requisitions and Crusade Relics that are bespoke to TYRANID <HIVE FLEET> units.

AGENDAS

If your Crusade army includes any **TYRANIDS <HIVE FLEET>** units, you can select one Agenda from the Tyranids Agendas listed here. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

RECOVER BIOMASS

Tyranids Agenda

Slay every prey-creature and return their biomass so that the next wave of warrior-organisms can be created.

At the end of the battle, if there are no enemy models remaining on the battlefield, each **TYRANIDS <HIVE FLEET>** unit from your army that is on the battlefield gains 3 experience points.

TYRANNOFORM PREY-WORLD

Tyranids Agenda

In preparation for the complete assimilation of biomass on this prey-world, it is necessary to seed Tyranid structures on the battlefield, such as spore casters and digestion pools.

Keep a Tyrannoform Prey-world tally for each unit from your army. Add 1 to a unit's Tyrannoform Prey-world tally each time it successfully completes the Implant Tyrannoform Seed action (see below). If you selected this Agenda, then **TYRANIDS <HIVE FLEET> INFANTRY** units in your army can attempt the following action:

'**Implant Tyrannoform Seed (Action):** One **TYRANIDS <HIVE FLEET> INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase if it is more than 12" from any Implanted Tyrannoform Seed objective marker (see below). This action is completed at the end of your turn. Once completed, place an objective marker anywhere within 1" of the unit that completed this action. This objective marker represents an Implanted Tyrannoform Seed, but does not count as an objective marker for any rules purposes other than for this Agenda.'

Each unit gains a number of experience points equal to double their Tyrannoform Prey-world tally. If, at the end of the battle, there are three Implanted Tyrannoform Seed objective markers on the battlefield, one wholly within your deployment zone, one wholly within your opponent's deployment zone and one more than 6" from either player's deployment zone, you gain 1 additional Requisition point.

REQUISITIONS

If your Crusade force includes any **TYRANIDS <HIVE FLEET>** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

ADAPT WARRIOR-ORGANISMS — 1RP

The Hive Mind can absorb the biomass of its warrior-organisms before changing their physiologies and adapting them in order to defeat a new foe.

Purchase this Requisition at any time. Select one **TYRANIDS <HIVE FLEET>** unit from your Order of Battle that has no Battle Scars. That unit loses any or all Battle Traits it currently has. For each Battle Trait it lost, you can now select a new Battle Trait for it.

THE WILL OF THE HIVE MIND — 1RP

The gestalt consciousness of the Great Devourer is vast, and capable of coordinating galactic-wide invasions, driving its swarm with countless imperatives.

Purchase this Requisition at the Select Agendas step of the battle. You can select one additional Agenda to use during this battle (one of your Agendas must be selected from the Tyranids Agendas, see above).

SYNAPTIC LINK — 1RP

The Hive Mind will implant bioforms with synaptic links and adaptations if it deems such actions necessary to consume a world.

Purchase this Requisition when a **SYNAPSE** unit from your Crusade force gains the Battle-hardened, Heroic or Legendary rank, if it does not have a Synaptic Link Upgrade. That unit is upgraded with its relevant Synaptic Link ability (pg 92-94); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

BATTLE TRAITS

When a TYRANIDS <HIVE FLEET> unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

<HIVE FLEET> UNITS (EXCLUDING SYNAPSE UNITS)

D6	TRAIT
1	**Ravenous Strength** *These warrior-organisms are possessed of a ravenous hunger, lending their blows tremendous alien-strength in their eagerness to tear and rend flesh.* Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in that unit.
2	**Enhanced Senses** *The sensory organs of this brood have been adapted so that no prey can hide from them.* Each time a model in this unit makes an attack, until that attack is resolved, you can ignore any or all WS, BS or hit roll modifiers.
3	**Synaptic Instincts** *Even when not guided directly by the will of the Hive Mind, this swarm does not revert to its baser instincts.* This SWARM unit loses its Instinctive Behaviour ability.
4	**Biomorphic Physiology** *This brood has faced this particular prey before, and the Hive Mind has adapted the brood's physiology to better resist incoming attacks.* Each time an attack is made against this unit: • If every model in this unit has a Toughness characteristic of 5 or less, an unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. • If every model in this unit has a Toughness characteristic of 6 or more, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
5	**Fleet of Claw** *These warrior-organisms move with rapid speed, the better to close the distance to their prey.* • Each time an Advance roll is made for this unit, treat a roll of 1-2 as 3 instead. • Each time a charge roll is made for this unit, treat each dice roll of 1-2 as 3 instead.
6	**Bio-adapted Killers** *The Hive Mind has adapted this swarm so that they can more quickly slaughter their prey and feast on their biomass.* Each time a model in this unit makes a melee attack, if this unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.

SYNAPSE UNITS

D6	TRAIT
1-2	**Unfathomable Terror** *These leader-beasts emanate the unfathomable will of the Hive Mind, an alien consciousness so vast it drives prey-creatures mad.* This unit has the following ability: '**Unfathomable Terror (Aura)**: While an enemy unit is within 6" of this unit, subtract 2 from the Leadership characteristic of models in that enemy unit.'
3-4	**Psychic Shadow** *Such is this creature's psychic power that enemy sorceries unravel in its presence.* This unit has the following ability: '**Psychic Shadow (Aura)**: While a friendly <HIVE FLEET> unit is within 6" of this unit, each time a model in that <HIVE FLEET> unit would lose a wound as a result of a mortal wound in the enemy's Psychic phase, roll one D6: on a 4+, that wound is not lost.'
5-6	**Synaptic Node** *This creature is a synaptic conduit for the Hive Mind, extending its dominion over the lesser warrior-organisms.* Add 6" to the range of this unit's Synapse ability.

CRUSADE RELICS

CRUSADE RELICS

When a **TYRANIDS <HIVE FLEET> CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

A **TYRANIDS <HIVE FLEET> CHARACTER** model can be given the following Artificer Relic instead of one of the ones presented in the Warhammer 40,000 Core Book.

SPIRIT-LEECH CORTEX

This cranial adaptation is seldom encountered, but when it is the leader-beast that possesses it appears to psychically drain the life from its prey, feeding off the psionic essence and gaining great strength from it.

PSYKER model only. Each time an enemy unit loses a wound as the result of a mortal wound inflicted by a psychic power manifested by the bearer:

- The bearer regains 1 lost wound (the bearer cannot regain more than 3 lost wounds per phase).
- Until the start of your next Psychic phase, add 1 to the bearer's Strength characteristic (to a maximum of +3).

ANTIQUITY RELICS

A **TYRANIDS <HIVE FLEET> CHARACTER** model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

MORTREX IMPLANT ATTACK

This Bio-artefact can penetrate the thickest armour in order to implant dozens of Ripper parasites within a host. In seconds, they grow to full size, devouring the host from the inside out and bursting forth in a shower of gore.

- Each time the bearer makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.
- Each time the bearer makes a melee attack, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to the normal damage.
- Each time the bearer fights, if one or more enemy models were destroyed by its melee attacks (excluding **VEHICLE** models), after the fight is resolved you can select one friendly unit of **RIPPER SWARMS** within 12" of the bearer that has the same **<HIVE FLEET>** keyword as the bearer; add 1 model to that unit (if any of the destroyed models were **MONSTERS**, add D3 models to the **RIPPER SWARM** unit instead). Models added to a unit via this rule can be set up within Engagement Range of enemy units, but only if those enemy units are already within Engagement Range of the **RIPPER SWARM** unit.

+++ Campaign Tree +++

Defender is victor

Attacker is victor

STAGE 1

Victor Bonus:.....

Mission Pack:.....

Mission:.....

Battle Size:.....

STAGE 2

Victor Bonus:.....

Mission Pack: .....

Mission: .....

Battle Size:.....

Mission Pack:.....

Mission:.....

Battle Size:.....

STAGE 3

Victor Bonus:.....

Mission Pack: .....

Mission:.....

Battle Size:.....

Mission Pack: .....

Mission:.....

Battle Size:.....

Mission Pack: .....

Mission:.....

Battle Size:.....

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GLOSSARY

Below you will find a glossary that contains a number of terms used in this book.

Alliances (pg 40): For a Pankallis Assault campaign, players are organised into one of two teams, known as alliances; the Attackers or the Defenders. The results of each of their games contribute to their alliance's overall result.

Army of Renown (pg 54): A variant army list for a Faction that can be used in your games of Warhammer 40,000 to represent a specialised force. It must be Battle-forged, cannot include any Specialist detachments, and will have other specific restrictions that must be adhered to. Doing so, however, will provide you with unique benefits.

CADIAN Detachment (pg 56): A detachment that only includes **CADIAN** units (excluding units that are listed in the Advisors and Auxilia section of *Codex: Astra Militarum*).

Campaign Agendas (pg 110-111): A set of goals and achievements you can use when playing a Pankallis Assault campaign with your Crusade force. When complete, each will reward one or more of the units in your Crusade force with a number of experience points.

Campaign Badge (pg 107): A keyword a unit gains if it was part of your Crusade army in a Pankallis Assault campaign.

Campaign Master (pg 40): The individual who organises and runs a Pankallis Assault campaign.

Campaign Master's Edicts (pg 50-51): Optional rules for a Campaign Master to use when running a Pankallis Assault campaign.

Campaign Phase (pg 42): A Pankallis Assault campaign is split into one or more phases, as decided by the Campaign Master at the start of the campaign.

Campaign Stage (pg 44): Each phase of a Pankallis Assault campaign is split into 3 stages in which players play games.

Campaign Tree (pg 42): Each phase of a Pankallis Assault campaign is described by a Campaign Tree which shows which missions are used during each stage, and what the Victor Bonuses for each stage are.

Codex Supplement: Cadia (pg 56-59): Additional rules for **ASTRA MILITARUM** detachments drawn from **CADIA.**

Concealed Deployment (pg 50): A Campaign Master's Edict that players can use to set up their units using Concealed Deployment markers, to add an element of secrecy to their force's deployment.

Fortification Upgrades (pg 112): Upgrades available to **UNALIGNED BUILDING** units in your Crusade force.

Kill Team Strike Force (pg 60-61): An Army of Renown for the **DEATHWATCH.**

LEVIATHAN Detachment (pg 88): A detachment that only includes **LEVIATHAN** units.

Pankallis Assault Campaign (pg 40-43): A campaign system for your games of Warhammer 40,000 inspired by the events of War Zone Octarius Book 1.

Planetary Assault Points (pg 44): These are used to determine the winner of a campaign stage. They are most commonly achieved by playing games in a Pankallis Assault campaign.

Shadow Mission (pg 51): A Campaign Master's Edict that players can use to send one of their units placed into Strategic Reserves on a covert operation behind enemy lines.

Strategic Value (pg 45): At the end of a Pankallis Assault campaign, the alliance with the highest total Strategic Value – earned by winning a campaign phase – is the overall winner.

Synaptic Link ability (pg 92-94): Synaptic Link abilities are always denoted by '(Synaptic Link)' after the ability's name. They can affect friendly models or units that are within Synaptic Link Range of the unit that has this ability. A unit can only be selected for one Synaptic Link ability per battle round. If a **<HIVE FLEET>** unit is within Synaptic Link Range of a friendly **<HIVE FLEET> SYNAPSE** unit, it can be affected by that unit's Synaptic Link abilities.

Synaptic Link Range (pg 93): If a **<HIVE FLEET>** unit is within 12" of a **<HIVE FLEET> SYNAPSE** unit with a Synaptic Link ability, it is within Synaptic Link Range. If an uninterrupted chain of any number of **<HIVE FLEET> SYNAPSE** units, each within 12" of one another, exists between these two units, and the two units are within 12" of the chain, the **<HIVE FLEET>** unit is within Synaptic Link Range.

TYRANIDS Detachment (pg 95): A detachment that only includes **TYRANID <HIVE FLEET>** units.

Victor Bonus (pg 46-47): A bonus that all players in an alliance gain during a Pankallis Assault campaign if their alliance wins a particular stage of the campaign. The Victor Bonus gained for winning a stage can be found on the Campaign Tree for that campaign phase.