

# HALO

**WARHAMMER**  
40,000

## THE FLOOD



## Special Rules:

*Advanced Coordinate:* Graveminds are capable of controlling their fellow Flood, coordinating them to an advanced degree so that they can overcome their enemies and add even more biomass to the Flood collective. With a Gravemind Tentacle in control, the Flood are infinitely more dangerous. As long as the Gravemind Tentacle is alive (and not being replaced as per the Fiendish Return special rule), the following bonuses are bestowed upon the Flood army:

- All Flood Combat Forms may re-roll failed to hit rolls when shooting.
- All Flood Combat Forms gain the Fleet special rule.
- All Flood Carrier Forms create D3+2 Swarms when they explode, instead of the normal D3.
- D3 Flood squads gain the Counter-Attack special rule, determined at the beginning of the game, after deployment.

In addition, for +15 points per model, one Combat Form squad may be upgraded with the Deep Strike special rule.

*Giant Tentacle:* A Gravemind is an immense mass of tentacles and dead biomass, and tends to inhabit deep caverns, somewhere safe, from which it can control countless Flood organisms across scores of planets. Their tentacles twist and burrow through out the planet, erupting from the earth where the Gravemind is paying especial attention. A Gravemind is represented on the battlefield by a giant Tentacle, which is deployed like a normal model at the beginning of the battle. A Gravemind Tentacle is immobile for the purposes of normal movement and assault, and may never move as per normal game rules. Instead, during the Flood movement phase it may retract into the ground, becoming unable to be targeted by enemies through shooting or close combat and being unable to target enemies themselves. They still count as being alive for the purposes of the Advance Coordinate special rule. In the next Flood movement phase, the Tentacle *must* resurface anywhere within 24" of the Flood board edge, and it may not retract again until the next turn. The Tentacle still has the same amount of wounds as it retracted with; it is not a new Tentacle. It may not charge in the assault phase, but if it resurfaces amongst an enemy unit, then it counts as having charged it in the following assault phase. The Tentacle may resurface (or indeed, be deployed) within terrain (as long as it is not impassable) but must take a dangerous terrain test whenever it does so, and possibly benefits from that terrain's cover save as normal.

*Fiendish Return:* Because Gravemind possesses more than one tentacle, the destruction of one is not necessarily detrimental to him. If another Tentacle is close by, it can replace the fallen one, and Gravemind can take a direct hand in events once more. Whenever a Gravemind Tentacle loses its last wound, remove it and roll a D6-on a 4 or more another Tentacle with a full complement of wounds will resurface in the following Flood turn. If the roll fails, the Tentacle is dead for good and no more are coming.

*Coordinate:* Protominds are capable of controlling their fellow Flood, coordinating them to an advanced degree so that they can overcome their enemies and add even more biomass to the Flood collective. With a mind in control, the Flood are infinitely

more dangerous. As long as the Protomind is alive, the following bonuses are bestowed upon the Flood army:

- All Flood Combat Forms may re-roll failed to hit rolls when shooting.
- All Flood Carrier Forms create D3+1 Swarms when they explode, instead of the normal D3.
- A single Flood squad gains the Counter Attack special rule, decided at the beginning of the game, after deployment.

*Ingrown:* Proto-Graveminds, or Protominds, are an infant form of the mighty Gravemind, and are rooted in one place until they grow into a full Gravemind. When deploying the Protomind, pick a single piece of terrain to imbed it into. The piece of terrain must not be impassable, but it may be a ruin or a building. Once placed inside this piece of terrain the Protomind may not move or be moved, and the terrain piece may not be destroyed or removed unless it is killed first. The Protomind has no base, and the boundaries of the terrain piece effectively become its base for the purposes of gameplay. Due to the nature of terrain in Warhammer 40'000, it is best if you discuss with your opponent exactly what these boundaries are and make clear with him which terrain piece houses the Protomind. If no terrain piece exists in the Flood deployment zone, the Flood player may take the piece of terrain closest to their board edge and move it anywhere within their deployment zone, and deploy the Protomind in that. If the Protomind is killed, the terrain piece remains intact, but of course no longer acts as the Protomind. The Protomind benefits from the cover save of the terrain piece that it inhabits.

*Natural Defences:* Protominds are very valuable to the Flood, and thus sport not only tentacles, but various sacs filled with incubating Infection Forms. As the Protomind takes damage, the sacs are burst open, and Infection Forms spill out, ready to attack whoever threatens the Flood mind. Whenever a Protomind suffers a wound, place D3 new Infection Form Swarms in base contact with the Protomind, and in combat with any unit that is in close combat with the Protomind. If more than one Swarm is created in a single turn, they all form a unit together.

*Infection:* Infection Swarms exist for the sole purpose of infecting living beings and bringing their biomass into the Flood super-collective. They take over intelligent beings, such as humans, by leaping onto them and burrowing into their central nervous system. Whenever an Infection Swarm attacks in close combat, they attempt to infect their opponents, leaping wildly at them. They count as having S3 when fighting enemies that they can Infect. Every time a model loses its last wound against an Infection Swarm, replace it with a Combat Form, and remove one wound from the Infection Swarm base which caused the wound. The new Combat Form is treated as if it had just charged into combat with its former unit, but may not make any attacks this turn. In addition, it forms a unit with any other Combat Forms created in that same combat, and is armed with whatever wargear the model that was infected had. Only models with the Infantry unit type and possessing no more than two wounds may be Infected, all other models are just removed normally upon their last wound.

*Living Bomb:* Carrier Forms exist only as slow-moving delivery systems for Infection Form Swarms, exploding when they get close to the enemy. Whenever a model with this special rule suffers its last wound or enters into close combat with the enemy it immediately explodes, sending Infection Forms flying everywhere. Remove the model, and place a new Infection Form Swarm unit of D3 bases within 3" of the Carrier Form. If the Carrier Form had entered combat, the Infection Swarm counts as having just charged, and counts as having Offensive Grenades for that round of combat only.

*Biomass Cocoons:* Transport Forms are immense, bloated entities made of pure Flood biomass and armoured in thick, bony plates. They are ponderous, and have little combat ability, but possess large clusters of cocoons which they can use to transport other Flood in relative safety. When the time is right, the Transport Form will remove its armoured plates and release the Flood within the cocoons upon the enemy. Transport Forms **must** begin the game as a dedicated transport for its listed points cost carrying a single unit that is no more than 15 models strong. The unit may disembark from the Transport Form using the normal rules for disembarking from transports. Once disembarked, no other units, including the original unit, may embark again, because the cocoons are prepared before battle and take time to grow. While the unit is embarked, the Transport Form acts normally. Whenever the Transport Form suffers an unsaved wound, the unit inside suffers a hit of equal strength. When the Transport Form loses its last wound, place the embarked unit in unit coherency within 3" of it, as if disembarking, and then remove the Transport Form.

*Repurpose Biomass:* Pure Forms are composed of pure Flood biomass, and have the ability to reform themselves at will. At the beginning of the Flood player's turn, a unit of Pure Forms may change into any of the other Pure Forms (Tank, Stalker or Ranged) at the cost of moving. They may still shoot or charge, but count as having moved if they do so. Pure Forms may transform while in combat, but if they do so they count as having Initiative 1 and are hit automatically by the enemy in the following round of combat. If a Pure Form loses a wound, that lost wound carries over to the next form it takes- so if a Tank has 1 wound left, and it transforms into a Stalker, the 2 lost wounds would carry over, and the Stalker will have 1 wound left as well.

*Spore Cloud:* The Flood Infectors use powerful muscle spasms to launch incubation pods filled with Flood spores at the enemy. The pod crashes into the ground, and bursts open like a lanced boil. The pod itself does negligible damage- except to those whom it crushes upon impact- the real danger is the massive, thick black cloud of spores it releases. The Spore Cloud is represented by a marker of some sort- a coin or spare die will do. In every Flood shooting phase (beginning with the turn that the Cloud is created) place the Large Blast template over the Cloud marker and every enemy model under the template suffers a single S2 AP3 hit as the Spores choke and infect them. Against vehicles, the Spore Cloud counts as S8, but Penetrating hits do not reduce the vehicles Hull Point count and Glancing hits do nothing. For every model which loses its last wound to a Spore Cloud, roll a D6; on the roll of a 5+, replace the model with a Flood Combat Form under the control of the Flood player. The Combat Form starts in close combat with its former unit, as if it had charged last turn. If more than one Combat Form is created, they form a unit with each other. In

addition, any unit that is within the Cloud has a 4+ Cover save due to the thick fog of spores. During the Flood movement phase, the cloud drifts around on the wind- move the marker 2D6" in a direction determined by a Scatter die. If a hit is rolled, the Flood player may choose the direction. If a double is rolled, the Cloud dissipates, and the marker is removed.

***Crushing Grip:*** Many Flood are possessed of immense tentacles, wrapping them around their enemies and crushing the life out of them, or raising vehicles into the air and flinging them away. Any model armed with the Crushing Grip rule may, on every To Hit roll of a 6 in close combat, choose an enemy model with the Infantry type in base contact. The victims, or victim, are raised into the air and constricted brutally, squeezing them into a pulp. Remove all chosen models from play with no saves of any kind allowed. Characters are still allowed Look out Sir! saves, which occur before they are taken by the tentacle. In addition, if a model with Crushing Grip is in combat with a vehicle, it may choose to forgo all of its attacks and instead grab the vehicle, lifting it into the air and then throwing it away. Make a single attack, rolling to hit as normal. If the attack hits, the vehicle is raised into the air, and thrown D6" in a direction chosen by the Flood player. The vehicle suffers an automatic Penetrating hit once it hits the ground, and is Wrecked automatically if it lands in Impassable terrain. If the vehicle lands on any non-vehicle unit, it counts as having been Tank Shocked, but no Death or Glory attacks may be made. If the thrown vehicle lands on another vehicle, move it until it is 1" away from the hit vehicle, and both vehicles suffer an automatic Penetrating hit. Super-Heavy vehicles may not be thrown.

## **Force Organisation**

The Flood are not required to take a HQ choice in normal games, and if they do, they may only take one. Otherwise, their force organisation is the same as other races.

# Headquarters

## **Gravemind Tentacle.....195**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
3	-	8	7	4	3	6	10	4+

### **Special Rules:**

- Fearless
- Giant Tentacle
- Advanced Coordinate
- Fiendish Return
- Crushing Grip

### **Unit Composition:**

- 1 Gravemind Tentacle

### **Unit Type:**

- Monstrous Creature

### **Wargear:**

- None

## **Protomind.....180**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
2	-	3	5	7	2	5	10	6+

### **Special Rules:**

- Fearless
- Ingrown
- Coordinate
- Natural Defences

### **Unit Composition:**

- 1 Protomind

### **Unit Type:**

- Monstrous Creature

### **Wargear:**

- Flailing tentacles (close combat weapon)

# Troops

## **Infection Form Swarm.....12**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
2	-	2(3)	2	4	3	4	10	-

### **Special Rules:**

- Swarm
- Infection
- Scout

### **Unit Composition:**

- 1-10 Infection Swarm bases

### **Unit Type:**

- Swarm

### **Wargear:**

- Spines and feelers (close combat weapon)

## **Combat Forms.....3**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
3	2	3	3	1	3	1	10	-

### **Special Rules:**

- Fearless
- Feel No Pain

### **Unit Composition:**

- 5-30 Combat Forms

### **Unit Type:**

- Infantry

### **Wargear:**

- Tentacles and flailing appendages (two close combat weapons)

### **Options:**

- For every two Combat Forms, one may replace its two close combat weapons with one of the following:

Laspistol and close combat weapon.....2 pts  
Lasgun.....2 pts  
Shotgun.....2 pts  
Plasma Rifle.....2 pts

- For every five Combat Forms, one may replace its two close combat weapons with one of the following:

Rocket Launcher.....20 pts



Grenade Launcher.....10 pts  
 Power Weapon.....15 pts  
 Plasma Gun.....15 pts  
 Meltagun.....15 pts

-May take a Transport Form as a dedicated transport for the listed points cost

-One unit may be upgraded to have the Deep Strike special rule for +10 points per model if a Gravemind Tentacle is included in the army.

### **Carrier Forms.....15**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
1	1	3	3	1	2	1	10	-

#### **Special Rules:**

-Fearless  
 -Feel No Pain  
 -Living Bomb

#### **Unit Composition:**

-1-10 Carrier Forms

#### **Unit Type:**

-Infantry

#### **Wargear:**

-Tentacles and flailing appendages (close combat weapon)

-May take a Transport Form as a dedicated transport for the listed points cost

### **Transport Forms.....50**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
2	1	4	6	5	1	1	10	3+

#### **Special Rules:**

-Fearless  
 -Feel No Pain  
 -Biomass Cocoons

#### **Unit Composition:**

-1 Transport Form

#### **Unit Type:**

-Monstrous Creature

#### **Wargear:**

-Carapace-plated legs (power maul)



# Elites

**Pure Forms.....40**

## **Unit Composition:**

-1-5 Pure Forms

### **Stalker Form**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
3	0	3	3	2	3	2	10	-

## **Special Rules:**

- Fearless
- Feel No Pain
- Stealth
- Move Through Cover
- Repurpose Biomass

## **Unit Type:**

- Beast

## **Wargear:**

- Tentacles and spines (close combat weapon)

### **Tank Form**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
4	0	5	5	2	2	2	10	5+

## **Special Rules:**

- Fearless
- Feel No Pain
- Repurpose Biomass

## **Unit Type:**

- Infantry

## **Wargear:**

- Claws and tentacles (close combat weapon)

### **Ranged Form**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
2	3	3	3	2	2	1	10	-

## **Special Rules:**

- Fearless
- Feel No Pain
- Slow and Purposeful
- Repurpose Biomass

**Unit Type:**

-Infantry

**Wargear:**

-Spine Launcher

Name	Range	Strength	AP	Type
Spine Launcher	24"	4	5	Heavy 3, Rending

-May take a Transport Form as a dedicated transport for the listed points cost

# Fast Attack

## **Leaper Forms.....6**

WS	BS	S	T	W	I	A	Ld	Sv
3	2	3	3	1	4	1	10	-

### **Special Rules:**

- Fearless
- Feel No Pain
- Rage
- Fleet

### **Unit Composition:**

- 5-30 Sprinter Forms

### **Unit Type:**

- Jump Infantry

### **Wargear:**

- Tentacles and flailing appendages (two close combat weapons)

## **Flood Bat Swarm.....12**

WS	BS	S	T	W	I	A	Ld	Sv
2	2	2	2	4	3	4	10	-

### **Special Rules:**

- Feel No Pain

### **Unit Composition:**

- 1-10 Flood Bat Swarms

### **Unit Type:**

- Swarm

### **Wargear:**

- Acid Spit

Name	Range	Strength	AP	Type
Acid Spit	18"	3	3	Assault 4

# Heavy Support

## **Infector.....125**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
3	3	4	6	3	2	2	10	5+

### **Special Rules:**

- Fearless
- Feel No Pain

### **Unit Composition:**

- 1 Infector

### **Unit Type:**

- Monstrous Creature

### **Wargear:**

- Spore Pod

Name	Range	Strength	AP	Type
Spore Pod	36"	2	-	Ordnance 1, Blast, Spore Cloud

## **Thrasher Form.....125**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
4	2	6	7	3	3	4	10	4+

### **Special Rules:**

- Fearless
- Feel No Pain

### **Unit Composition:**

- 1 Thrasher Form

### **Unit Type:**

- Monstrous Creature

### **Wargear:**

- Massive fists (Power Fist)

**Juggernaut Form.....150**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
5	2	8	7	4	2	5	10	3+

**Special Rules:**

- Fearless
- Feel No Pain
- Crushing Grip

**Unit Composition:**

- 1 Juggernaut Form

**Unit Type:**

- Monstrous Creature

**Wargear:**

- Tentacles (close combat weapon)