

## TYRANID RULE CHANGES FOR THE HELSTROM SECTOR CAMPAIGN

In Helstrom Sector, Tyranid Splinter Fleet Winged Dragon has entered on a program of radical genetic recoding, based on the defeat of Hive Fleet Kraken, and Tyranid genetic coding sensing the massive drop in Tyranid gene material locally and the dispersal of the remaining material.

This is, in fact, one of the ways Tyranid forces deal with defeat, which, though unknown to humanity, has happened multiple times throughout the long aeons of the history of that race.

Most splinter fleets enter simply into a “guerilla” style campaign, where they focus on the production of genestealers as opposed to warriors, and attempt to slow the destruction of Tyranid forces locally (locally, for this purpose, referring to many galactic sectors of whatever galaxy the Splinter Fleets find themselves).

However, some 1-2% of Tyranid forces will enter into a frantic genetic recoding mode, in which case new creatures will be created, old creatures modified, and these are thrown into the pit of battle to determine survivability.

In Splinter Fleet Winged Dragon, this has resulted in large numbers of Tyranid Champions with 12” flight capability, code named “drakes” by the Imperium, and Minor Heroes, similarly flight capable, with psyker level 1d2 and 1d3 abilities each code named “wyrms”.

“Great dragons”, the commanders of these forces, and up to now only appearing singularly, are flight capable Major Heroes, with psyker level 1d2+2 and 1d4 abilities each.

Owing to the genetic strain this adaptation has placed on the fleet, almost all other Splinter Fleet Winged Dragon forces are Mind Slaves, of which the fleet can have any number.

Adeptus Mechanicus and Imperial Fleet observers have noted that this force, though fast and powerful, can be extremely brittle, especially if the destruction of too many of the “dragon” Tyranids, causes the slaves to lose contact with the Hive Mind, which can result in rebel slaves turning on the Tyranid forces from the center in the midst of battle.

Squat forces from the Hearthworlds of Eikinskjaldi have also reported the bizarre situation of such Tyranid forces plundering their stores of precious metals, such as platinum, iridium, silver and gold.

For what purpose, the Squats have as yet been unable to determine.



# TYRANIDS

By Andy Chambers and Jervis Johnson

**From the icy void of interstellar space surge the terrifying forces of the Tyranid hive mind. A massive intelligence formed from the consciousnesses of untold billions of creatures, it threatens the complete destruction of mankind.**

In the 41st Millennium, the rule of the human Imperium encompasses almost the entire galaxy, a glittering circle of stars ninety thousand light years from rim to rim. It is the largest and most populous empire of all time, comprising more than a million worlds and untold billions of human beings. The Imperium is ruled by the ancient and immeasurably powerful Emperor. Once he was a mighty, living man who forged the bonds of the Imperium. As the power of the Imperium reached its height the Emperor was betrayed by his own Warmaster, Horus, who had been possessed by the Powers of Chaos. The Emperor won the fight, saving the Earth and the whole Imperium from Chaos, but his body was terribly wounded in the struggle. For ten thousand years he has continued to control the destiny of the Imperium, thanks to a complex life-support system which preserves his body. His wishes are enacted by means of the Adeptus Administratum, a colossal bureaucratic organisation based upon Earth, but with the authority and means to control the entire galaxy.

Despite the power of the Imperium, the human race remains under constant threat from the many hostile aliens which seek to destroy or enslave mankind. The enemies of humanity are strong, but man has so far proved stronger, more resourceful and ultimately more enduring. This is largely due to the armed forces of the Imperium. Vast Imperial fleets travel the star clusters of the galactic core and the outer rim, carrying armies of Space Marines and Imperial Guard to wage war on planets fifty thousand light years from Earth.

Beyond the human galaxy lie the vast uncharted regions of intergalactic space. Empty distances too vast to comprehend thwart all of mankind's attempts to navigate them. These are the great barriers which separate galaxy from galaxy and keep the farthest stars the subject of conjecture and mystery. Now something stirs in the frozen emptiness. An intelligence moves through it, a mind that is many inter-linked minds, immeasurably old and alien. This is the Tyranid hive mind,

and it has crossed the great, dark void in search of new planets to despoil. Now its advance forces have reached the Imperium, and the fate of mankind and every living thing in the galaxy hang in the balance.

The Tyranids have travelled to the Imperium in a hive fleet consisting of a great dark swarm of millions of individual spacecraft. Each spacecraft is a gigantic living beast, a creature fashioned from organic tissue by means of sophisticated genetic manipulation. During the aeons-long journey across the void the Tyranids have slumbered in a state of frozen hibernation. As the edge of the hive fleet approached the Imperium the spacecraft stirred from sleep and their inhabitants slowly began to thaw. The Tyranids awake and recall the age-old purpose of their kind.

The Tyranid hive mind hungers for fresh genetic material, gene-stocks that can be used to create new bio-construct creatures and organic machine-slaves. Their own galaxy is exhausted, its creatures long since absorbed into the hive mind, their flesh turned to unfathomable purposes or discarded as useless. With its billions of humans and countless other creatures the Imperium offers the Tyranids an almost inexhaustible stock of flesh and genes which will invigorate the hive mind and enable it to embody itself in new forms.

Humanity will be absorbed, broken into strands of DNA to be used to create a new generation of bio-technology. It will be the death of the human race, but to the Tyranid hive mind this is of no more consequence than the mining of ores or the harvesting of crops. For the Tyranids have no sense of pity or compassion, they are as utterly beyond human understanding as humans are beyond their comprehension. To them man is just an inefficient and primitive lifeform, something to be consumed and turned to a higher purpose. Such has been the fate of a thousand galaxies, of millions of intelligent species, since time immemorial.



## MIND SLAVE SQUAD



Some creatures captured by the Tyranids are not used as food or broked down for their genetic material. Instead they become the hosts for immature grubs of various Tyranid creatures. One such creature is the Mind Slaver, a crab-like bio-device that is used to take over control of other creatures when they have been damaged or malfunction. The immature Mind Slaver burrows into the captive victim and searches out the brain stem. Once there it curls round the medulla and takes over the creature's higher brain functions. As the Mind Slaver matures it lives on nutrients and vitamins in the victim's body until it eventually outgrows the cranial cavity and destroys the host.

In the intervening time the hive mind has full control of the host body and will frequently put the fighting skills of warrior-hosts to use. Mind Slaves can come from any race: Orks, Squats, Gretchin, Eldar, Imperial Guardsmen or even Space Marines. Often Mind Slaves will be fielded in apparently random groups consisting of several races, sometimes entire units appear as a group, frequently causing much consternation and confusion. The Tyranids seem reluctant to use whole armies of Mind Slaves though, as the Mind Slaves can regain control and change sides if they lose contact with the hive mind.



## 0 to 1 SQUAD OF MIND SLAVES

at 50 points for a squad of 5 Ork Mind Slaves or  
 100 points for a squad of 5 Chaos Marine Mind Slaves or  
 100 points for a squad of 10 Imperial Guard Mind Slaves or  
 One squad from any other army list with a maximum points  
 value of 300 points

	M	WS	BS	S	T	W	I	A	Ld/Ci
Ork Mind Slave	4	3	3	3	4	1	2	1	7
Chaos Marine Mind Slave	4	4	4	4	4	1	4	1	8
Guard Mind Slave	4	3	3	3	3	1	3	1	7

Ork and Imperial Guard Mind Slaves: Flak armour      Save: 6      Move: 4"

Chaos Marine Mind Slaves: Powered Armour      Save: 4, 5 or 6      Move: 4"

### Weapons:

Imperial Guard Mind Slaves are armed with Lasguns.

Chaos Marine and Ork Mind Slaves are armed with Bolters

One model in the Squad may be armed with a Heavy Bolter for 20 extra points

One model in the squad may be armed with a Lascannon for 40 extra points

### Notes:

1. You may include extra models in the Mind Slave squad at 5 points each for Imperial Guardsmen or Orks, and 10 points each for Chaos Marines. The extra models don't have to be the same as the ones already in the squad but they can't outnumber the models that were in the squad to start with.
2. Mind Slaves are immune to psychology and will never rout as long as there is a Tyranid warrior within 12". Otherwise they lose contact with the hive mind. Roll a D6 for each Mind Slave that loses contact with the hive mind: on a 4, 5 or 6 the model drops dead immediately as it has lost control of its body. On a 1, 2 or 3 the model survives and comes under the control of the opposing player!