DEATHWATCH

OBLIVION'S EDGE

AN INTRODUCTORY DEATHWATCH ADVENTURE

WARHAMMER 40,000 ROLEPLAY

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OBLIVION'S EDGE

"I have seen oblivion's long curved talons and leathery wings; I have seen it in the soulless eyes of a million ravening beasts and the keening wail of a predator that shall never be sated. And now I see its shadow falling upon this world..."

–Syndalla, Throne Agent of the Ordo Xenos

There are few things as utterly terrifying as a full-scale Tyranid invasion of a world. Trapped on the surface as the air fills with alien spores and bio-spawned horrors drop from the sky to devour everything in their path, there is nowhere to run and nowhere to hide. Though a valiant defence or a formidable fortress may buy you a few hours more of life, once begun, a Tyranid invasion becomes as inevitable as the tide, rising slowly but surely to engulf a world and pick it clean of all life. It is a tragic helplessness that hundreds of worlds before Avalos have endured, and hundreds more will endure after, as the Great Devourer darkens skies and extinguishes all hope of salvation in a cloud of marauding bio-constructs and deadly toxins.

This is the horror that faces the Battle-Brothers trapped on Avalos in the aftermath of the Lordsholm uprising. Without means of rescue and without the knowledge that help is on the way, they must prepare themselves for the worst. As the glory of their victory over the Broodlord and his nest fades, they must face the realisation that it was a success that came too little too late, and that the fate of Avalos and its millions of citizens was sealed even before the Kill-team's boots hit the ground. Now, as Hive Fleet Dagon approaches and its fearsome living ships descend on the helpless world, the Battle-Brothers can only ready once more for battle and hope to sell their lives well in the name of the Emperor.

GETTING STARTED

To run this adventure, one person needs to take on the role of the Game Master, and 2-4 players take on the roles of the Battle-Brothers (note that if the players number less than 4, the GM should reduce the number of enemies that the Kill-team encounters by 1/2, rounding up). You will also need at least two ten-sided dice (1d10). This adventure is a direct follow-on from FINAL SANCTION, picking up the action just a few days after its conclusion. While it is recommended that players play through FINAL SANCTION first, it is not absolutely necessary; if the GM wants, he can run this adventure as a stand-alone scenario. OBLIVION'S EDGE has also been designed so that all the rules and background information needed to run it can be found in FINAL SANCTION, along with a selection of pre-generated characters.

FINAL SANCTION can be downloaded from the Fantasy Flight Games website at www.FantasyFlightGames.com.

NOTES FOR THE GM

The following section gives the GM an overview of the adventure and details important foes and notable allies. In addition to the GM's briefing presented here, there are numerous 'GM Guidance' sidebars throughout the adventure itself. These sidebars provide the GM with tips, advice, and general guidance on how to deal with aspects of the rules, the actions of the players, and the development of the plot.

AN OVERVIEW OF THE ADVENTURE

OBLIVION'S EDGE follows the Battle-Brothers' escape from Lordsholm during the horror of the Tyranid invasion of Avalos and their efforts to strike back against the alien terror intent on stripping the world of all life.

DEATHWATCH RULEBOOK

While this adventure is designed so that it can be used without a copy of the DEATHWATCH Rulebook, there are a few occasions where the GM can expand or embellish encounters if he has a copy of the DEATHWATCH core rules. Where these instances occur, notes are provided in the text to guide the GM.

The adventure begins four days after the Battle-Brothers' confrontation with the Broodlord and the final hours of the Lordsholm uprising. The city lies in ruins and most of its population are either dead or have fled the city for the relative safety of the outer provinces. Ragtag bands of rebels still plague the remaining Planetary Defence Force (PDF), but are no longer a real threat to Imperial control of the city. Having caught their breath and had time to take stock of the situation, the Battle-Brothers are at Thorsholt manor in the company of Syndalla, the Temple Assassin, and any of their other allies that remain alive. They will be either formulating a way off-world or waiting for help to arrive.

It is at this point that the true Tyranid invasion begins. From the Battle-Brothers' vantage point, they see the sky begin to darken as a mighty hive ship descends into low orbit disgorging millions of spores. As day turns to red-night and the air becomes thick with raining bio-matter, the PCs receive a garbled vox communication from near orbit and are given reason to hope that this might not be the end after all. Arriving at the eleventh hour, Fleet Captain Cobb, commander of the 112th Calixian Expeditionary Battle Group, and his task force of four Imperial cruisers and a dozen escorts have taken up position on the side of Avalos furthest from the hive fleet. Having received the call for help from the PCs, his group was the nearest that could be dispatched. Unwilling as yet to engage (his force is heavily outnumbered by the Tyranids), the Fleet Captain can, however, aid the PCs by getting the Kill-team off-world and into orbit.

With the Tyranids descending on the city in an unstoppable tide of death, the Battle-Brothers must reach the spaceport (the only remaining landing zone) and get off-world. They may also have to escort to safety the surviving Imperial functionaries and other important personages still seeking shelter in the manor. However they plan their escape, it will involve crossing the city, possibly using some of the remaining PDF vehicles, and cutting a path through the Tyranid hordes which pour down old streets and fall from the sky above. Remaining rebels may also prove a problem as they try and find a clear route across a city that has already been fought over once before. Once the PCs reach the spaceport, a new challenge presents itself as they must clear a landing zone for their extraction and then hold out until their rescue arrives by fortifying an area against the Tyranid advance across the city.

With luck and a judicious application of firepower, the Kill-team will hopefully make its escape and be lifted by Valkyrie to a waiting shuttle to the south, which will then take the Battle-Brothers into orbit from where the true horror of the invasion can be seen. Hundreds of Tyranid vessels cluster in low orbit, crowded around a massive hive ship as it spills spores and bio-matter into the atmosphere, turning the blue world a dark and sickly red. After passing close to the swarm, the shuttle will fly around to the far side of the planet, where, sheltered from the Tyranids, the Imperial battle group waits. The PCs will then be taken aboard the *Emperor's Wrath* and into the presence of Fleet Captain Cobb and his master tactician Hadros to formulate a plan to defeat the invasion.

There will be a number of ways in which the Kill-team, in alliance with the Fleet Captain and his vessels, will be able to strike back at the Tyranids, including direct intervention on the planet's surface or hit and run attacks against the outermost hive fleet vessels. However, to truly destroy the hive fleet and bring an end to the invasion, the PCs will need to take out the hive ship or somehow destroy its ability to control the rest of the swarm. In fact, this is the only instance in which Cobb will commit to a frontal assault on the hive fleet—if he can deploy the Kill-team onto the hive ship and have them sever its hive mind link, he will then order an assault against the remaining Tyranid vessels during the confusion.

Boarding and disabling a hive ship (especially one as large as the one assaulting Avalos) is no easy feat, even for the Battle-Brothers. To help them, Cobb will offer them command of a company of Storm Troopers, the best men he has, though to a man they will not be expected to return. Once the Battle-Brothers manage to board the hive ship, they will then have to work their way through one of the most hostile environments imaginable in an almost blind search for the vessel's central cortex and its hive mind conduit. If they can reach this point alive, and if they manage to succeed in their task, then they will have crippled the hive ship's ability to command the Tyranid fleet through the hive mind, giving Fleet Captain Cobb and his cruisers a fighting chance against a confused and disorganised foe.

The adventure comes to a conclusion with the Kill-team escaping the hive ship's death throes, once again racing against time before the bio-ship becomes their tomb. At the same time, more Imperial aid finally arrives as a Space Marine battle barge thunders out of the Warp to join the fray—it may send a Thunderhawk to pick up the PCs if they need it. With the arrival of more Deathwatch and the destruction of the hive ship, the Tyranid invasion will be thwarted. However, Avalos lies in ruins and will be plagued for decades to come by the remnants of Tyranid organisms and fanatical rebels. For now, the Battle-Brothers will be able to take a well deserved rest and ponder on the greater implications of Hive Fleet Dagon's arrival on Avalos and just who or what might have influenced its course...

ALLIES AND ANTAGONISTS

Throughout the adventure the players will face a multitude of fearsome foes and a much smaller number of helpful allies. This section covers all of the pertinent NPCs who make an appearance in OBLIVION'S EDGE, including their rules profiles and any other important background information or additional rules. The adventure also includes a number of NPCs and enemies from FINAL SANCTION, most notably Syndalla, Planetary Governor Thorsholt, Genestealers, and the Broodlord. Profiles and other information on these NPCs can be found on pages 28-29 of FINAL SANCTION.

FLEET CAPTAIN ARAST COBB

"Caution is as noble a virtue as valour when facing the unknown. Only a fool throws away his strength when, had he waited, he would have been able to strike but once and meet success."

Arast Cobb is Fleet Captain of the 112th Calixian Expeditionary Battle Group, which comprises of his flagship the *Emperor's Wrath* (a Mars Class battle cruiser), the *Blade of Drusus* (a Tyrant Class cruiser), two Dauntless Class light cruisers (the *Saint of Scintilla* and the *Divine Crusade*), and a dozen light escort vessels. Tasked with patrolling the regions around the Well of Night, Cobb and his battle group were the closest Imperial forces to receive the Kill-team's astropathic communiqué, and the only ones able to respond with any amount of swiftness. Much like the Battle-Brothers, however, Cobb was unprepared for the scale of the Tyranid incursion in the Avalos system—Naval Intelligence assured him that no significant tendrils of Hive Fleet Dagon were anywhere near this region of space. Cobb is now in the unenviable position of being able to possibly halt the invasion, but quite likely at the cost of many of his ships.

Cobb is by nature a cautious man. Old and worn by over a century of service to the Imperial Navy, he has risen to his current position by following protocol and protecting the valuable assets under his command. While a younger or more reckless captain might have immediately launched an assault on the hive fleet attacking Avalos, Cobb has chosen to hang back and wait for more information or a more advantageous time to attack. He has made steps to complete what he sees as arguably his real reason for being here, the recovery of the Deathwatch Kill-team, doubtless the Imperium's most valuable asset in the system. He realises, however, that his work here is not done, and if he can find a way to reliably engage the hive fleet with a reasonable degree of success, he will take it. Currently, however, the hive fleet greatly outnumbers his own battle group, and even the combined firepower of his two ships of the line would not stand long against the massive Tyranid hive ship at the centre of the swarm.

When the Battle-Brothers finally meet Cobb, they will need to overcome his caution and rigid adherence to procedure if they are to succeed in the destruction of the hive fleet. This situation is made more interesting by the fact that Cobb has no command over the Kill-team, nor do they have any authority over him. However, both are ostensibly supposed to work together for the interests of the Imperium—interests that currently seem to focus on saving what can be saved from Avalos and hopefully crushing the hive fleet. The GM should make the Battle-Brothers work to gain Cobb's trust, and they will have to both respect his station as well as come up with decent plans of attack if they are to complete their own mission and win glory for the Deathwatch.

MASTER TACTICIAN HADROS

"To kill something you must first understand its ways and study its patterns and movements. Thus, when the time comes to strike, you will best know where to sink in your blade."

Fleet Captain Cobb's primary advisor is Master Tactician Hadros, an Imperial Navy adept of the Tactica Imperialis. Quiet and softly spoken, Hadros is likely to be present whenever Cobb meets with the Battle-Brothers, offering his counsel and wisdom on plans and matters regarding the hive fleet and its likely actions and reactions. Ironically, Hadros is often the voice of risk and recklessness, urging Cobb to take chances if he deems a high probability of tactical or strategic success, and generally trying to overcome Cobb's natural cautiousness. In this way the GM can use Hadros as an ally for the PCs, helping them to refine and develop any plans of attack they might have as well as smoothing relations between them and Cobb.

The other key purpose of having Hadros on hand is to give the players access to knowledge their character would not have, notably information on the hive fleet, the world of Avalos, and the capabilities of the Imperial battle group. The GM can use Hadros to throw in hints or guide the actions of the Kill-team, or to help them in coming up with effective strategies. The GM should remember that Hadros is not all knowing, and it is worth maintaining a level of mystery around the Tyranids. For example, while Hadros will know that the hive ship directs the hive fleet, he has a limited idea of just what the Battle-Brothers might encounter once they board it.

Hadros provides a great roleplaying opportunity for the Kill-team; his adherence to the Tactica Imperialis may please an Ultramarine, whilst a Space Wolf may grow impatient with that same methodical approach.

CAPTAIN GRAYSON

"I've never met something I couldn't kill with a bit of faith in the Emperor and the right amount of firepower."

Grayson is the leader of the 227th Storm Trooper Company, which was in transit to the war-zones of the Reach when the battle group received the PCs' call for help. A veteran of numerous campaigns, Grayson can offer the Kill-team advice and support in the field, and can help them to complete their objectives and break the back of the Tyranid invasion. The GM can use Grayson in much the same fashion as Hadros, but in a more hands-on practical way, such as when Grayson and his strike force accompany the Kill-team on their assaults.

Captain Grayson Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	40	40	40	40	40	40	45

Movement: 4/8/12/24 **Wounds:** 18
Skills: Awareness (Per), Dodge (Ag).
Armour: Storm Trooper Carapace (All 6).
Weapons: Power sword (1d10+9 E; Pen 6; Balanced, Power Field), bolt pistol (30m; S/2/—; 1d10+5 X; Pen 4; Clip 8; Reload Full, Tearing).

Special Rules
Hardened Leader: While Grayson is in command of his strike force, his men fight more fiercely, battling on even in the face of heavy casualties. If Grayson is leading his men, they do not suffer from the effects of low morale and cannot be broken (see page 16 of FINAL SANCTION for details on breaking hordes). In addition, Grayson can rally his men and restore their will to fight. This is a Full Action for Grayson, and will restore 2 points to the Magnitude of his Storm Trooper Detachment. This may not raise the force above its starting Magnitude.

STORM TROOPER DETACHMENT

"Anoint them with their own blood!"

The Storm Troopers are an elite formation of the Imperial Guard, equipped with exceptional armour and weapons. While far below the combat abilities of even a single Space Marine, they are nevertheless an effective battle formation and will be able to aid the Kill-team in situations where additional firepower is required.

Storm Trooper Detachment (Horde) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	35	40	40	30	35	30	30

Movement: 4/8/12/24 **Magnitude:** 15
Skills: Awareness (Per), Dodge (Ag).
Traits: Disciplined (Horde).
Armour: Storm Trooper carapace (All 6).
Weapons: Hellgun (100m; S/3/—; 1d10+5 E; Pen 2; Clip 40; Reload Full).

Special Rules
Special Weapons: In addition to their hellguns, Storm Troopers also carry a range of special weapons such as plasma guns, flamers, grenade launchers, and melta guns. Once per round, the Storm Troopers can focus the fire of these weapons to devastating effect, choosing one of the following effects to apply to their attacks for that round: Re-roll all Damage, Increase Pen by 8, Increase Damage by 1d10, or increase Range by 100m.

TYRANID WARRIOR

Standing almost three metres tall, the Tyranid Warrior is among the most fearsome of the hive fleet's foot soldiers. Covered in diamond-hard chitin, with multiple arms (each ending in a fearsome living weapon or curving talon) and a maw filled with razor sharp teeth, it is a perfect killing machine. In addition to its range of deadly bio-weapons, the Tyranid Warrior is also a focal point for the hive mind, and its presence on the battlefield ensures that the lesser Tyranid creatures attack relentlessly, without mercy and without regard for their own lives.

HORMAGAUNT HORDE

A variant of the Gaunt genus, the Hormagaunt has evolved for close combat. Armed with a pair of long, sword-like talons and powerful hind legs, it can cross distances with blinding speed and leap over obstacles with ease. Individually dangerous, Hormagaunts are usually encountered in large hordes where their weight of numbers will bring down almost any foe in a frenzied rush of claws and fangs.

Hormagaunt Horde Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	20	35	30	55	10	40	30	—

Movement: 10/20/30/60   **Magnitude:** 30
Skills: Awareness (Per), Dodge (Ag) +10.
Traits: Overwhelming (Horde).
Armour: Chitinous carapace (All 3).
Weapons: Scything talons (1d10+5 R; Pen 3).
Special Rules
Leap: In addition to their increased speed, Hormagaunts can also make great leaps allowing them to ignore any kind of difficult terrain in their path, such as low walls, trenches or stretches of razor wire.

TERMAGANT HORDE

One of the most common of the Tyranid foot soldiers, the Termagant, like the Hormagaunt, is always encountered in vast hordes. Running on four legs, it carries a bio-weapon in its fore limbs. Unlike the Hormagaunt, the Termagant will often close to weapon range and rain down fire upon its foes, retreating out of range if pursued, only to return again harassing and peppering its targets with living ammunition.

Termagant Horde Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	33	32	30	40	10	40	30	—

Movement: 4/8/12/24   **Magnitude:** 30
Skills: Awareness (Per)
Armour: Chitinous carapace (All 3)
Weapons: Fleshborer (20m; S/–/– , 1d10+5 R; Pen 3, Clip na, Reload na; Living Ammunition, Tearing), teeth and claws (1d10+3 R; Pen 3, Primitive)
Special Rules
Living Ammunition: The ranged weapons of the Tyranids use ammunition that is grown, gestated or excreted by the creature or weapon. As such, ranged Tyranid weapons do not have a Clip value (they are considered to have infinite ammunition), and do not need to be reloaded. Such weapons also never Jam nor do they ever suffer a Misfire.

Tyranid Warrior Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	30	(12) 60	(10) 50	44	20	35	50	—

Movement: 6/12/18/36   **Wounds:** 38
Skills: Awareness (Per), Dodge (Ag).
Traits: Unnatural Strength (×2), Unnatural Toughness (×2).
Armour: Reinforced Chitin (All 8).
Weapons: Scything talons (1d10+14 R; Pen 3), or rending claws (1d10+12; Pen 5), Deathspitter (40m, S/3/—; 1d10+6 E; Pen 4; Clip na; Reload na; Living Ammunition, Tearing).
Special Rules
Living Ammunition: The ranged weapons of the Tyranids use ammunition that is grown, gestated or excreted by the creature or weapon. As such, ranged Tyranid weapons do not have a Clip value (they are considered to have infinite ammunition), and do not need to be reloaded. Such weapons also never Jam nor do they ever suffer a Misfire.
Xenos Horror: Tyranid Warriors are towering monsters with multiple limbs and blinding speed in combat. To reflect these bio-engineered advantages, a Tyranid Warrior may attack three times in a single round with a Full Action. These attacks may be made against separate targets.

GARGOYLE HORDE

A winged variation of the Termagant, Gargoyles fill the skies above the Tyranid swarm as it advances. Constantly attacking from unexpected angles and reaching enemies who believe themselves safe from attack, Gargoyles often pin foes in place until larger, more deadly Tyranid creatures can reach them.

Gargoyle Horde Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	33	32	30	40	10	40	30	—

Movement: 4/8/12/24   **Magnitude:** 30
Skills: Awareness (Per).
Traits: Flyer (10).
Armour: Chitinous carapace (All 3).
Weapons: Fleshborer (20m; S/–/– , 1d10+5 R; Pen 3, Clip na, Reload na; Living Ammunition, Tearing), teeth and claws (1d10+3 R; Pen 3, Primitive).
Special Rules
Living Ammunition: The ranged weapons of the Tyranids use ammunition that is grown, gestated or excreted by the creature or weapon. As such, ranged Tyranid weapons do not have a Clip value (they are considered to have infinite ammunition), and do not need to be reloaded. Such weapons also never Jam nor do they ever suffer a Misfire.
Flyer: Gargoyles have broad leathery wings that allow them to swoop down from the skies in vast numbers upon their prey or to stay at a distance and pepper them with fire from their fleshborers. Gargoyles can fly at a Movement Rate of 10—treat this in all respects as normal movement except that it can be made through the air in any direction (note that Gargoyles do not need to be in constant motion to fly, and can hover in one place).

TYRANID PROFILES

As with the profiles for the Genestealers and the Broodlord from **FINAL SANCTION**, the profiles for the Tyranids presented here have been simplified for the purposes of the scenario and for reasons of space. However, if the GM has a copy of the **DEATHWATCH** Rulebook, he can instead use the full profiles for Tyranid creatures found in **Chapter XIII: Adversaries**. He should be aware, however, that these expanded profiles make the Tyranid adversaries more powerful and consequently more of a challenge for the players.

THE LONG NIGHT FALLS

"First murderers, renegades, and rebels trying to tear the city apart, now alien horrors raining from the sky! I didn't sign up for this…"

–Sergeant Gorpan, 117th Lordsholm PDF

OBLIVION'S EDGE picks up directly after the events of **FINAL SANCTION**, carrying on the Tyranid invasion of Avalos and the Battle-Brothers' role in trying to defeat it. Having dealt with the Broodlord and quelled the rebel uprising (one way or another), the PCs will be recovering from their wounds, restocking their supplies, and generally taking stock of the situation before deciding what to do next. They may also be in the process of dealing with the needs and demands of any surviving notable NPCs, such as Governor Thorsholt or Syndalla.

SHADOW OF THE HIVE MIND

The defeat of the Broodlord was not the end of the Tyranid threat to Lordsholm, rather just the beginning. Unfortunately for the PCs, by the time they arrived to deal with the uprising, the damage had already been done and Hive Fleet Dagon had already set its sights on Avalos, its massive living ships slipping across the void towards the tiny blue world. The PCs now find themselves in an unenviable position, trapped on a backwater world on the cusp of a full-scale Tyranid planetary invasion. The GM can set the scene for the players using the background for Lordsholm presented in **FINAL SANCTION**, bringing them up to speed on the state of the city, its location and assets, as well as reminding them of any prominent NPCs they have already encountered.

GM GUIDANCE: TAKING STOCK

If the GM is running this adventure directly after **FINAL SANCTION**, the conclusion of that adventure may influence the PCs' situation. It is possible that the uprising was not put down effectively and rebels are still rampaging across the city. Likewise, the Broodlord may still live and have the players pinned down, with the surviving PDF barely holding on. Also, certain NPCs may have died, most notably Governor Thorsholt, which will change some of the action in the first part of the adventure and possibly some of the priorities of the Battle-Brothers. However the previous adventure turned out for the PCs, it is worthwhile for the GM to consider the current state of Lordsholm and Avalos, and apply it to the setting before getting this adventure underway.

A Spark of Hope

Once the players have taken stock of the situation and the scene has been set, the GM can begin by reading or paraphrasing the following:

> *It has been four days since your confrontation with the Broodlord and the final bloody night of the Lordsholm uprising. With your heroic efforts, the city has been saved, at least for the time being, and you have retired to Governor Thorsholt's manor to oversee the final stages of securing the city. During your few days of convalescence, however, it has become painfully clear that a full-scale Tyranid invasion is descending on Avalos, and reports have been coming in from across the planet of dark shapes moving against the stars. Even in Lordsholm you have witnessed the sky darkening with spores and alien clouds obscuring the sun. There can be no doubt as to what is coming next, as those few who have survived the uprising and remain in the city huddle in their hiding places awaiting the next and final chapter of this nightmare to unfold.*
>
> *All is not lost, however, and it seems that the Emperor's favour has finally fallen on you. On the morning of the fourth day, a spark of hope lights up the darkness and you receive a vox communication from an Imperial cruiser, the* Emperor's Wrath, *as it makes orbit. It seems that your final astropathic call for aid has somehow got through; hopefully it will not be too little or too late...*

The GM should assume that the PCs have been doing things in the intervening time between the adventures (about four days). If the GM is using a copy of the DEATHWATCH Rulebook to run this adventure then this is an ideal time to allow the players to spend experience and buy advances. Also, any PCs wounded or crippled in the previous adventure should be allowed to make a full recovery (due to their impressive Adeptus Astartes physiques and superhuman powers of healing) so they are fresh to face the trials ahead. Whatever the Battle-Brothers choose to do during this time, there are a few points that the GM should bear in mind:

- Lordsholm's PDF is in tatters, a pale shadow of its former self, and doesn't really exist any more as an effective fighting force.
- The spaceport has been mostly wrecked and all off-world shuttles destroyed.
- Tyranid Kraken droneships patrol the void around Avalos, making it almost impossible for unarmed vessels to safely land or take off from the world.
- The bulk of the population is dead and most of the survivors have fled to the surrounding countryside, leaving the city mostly deserted.
- The presence of the hive fleet and the 'Shadow in the Warp' has cut off all inter-system communication. However, shorter range vox communication is still possible, though only on the planet or with ships in low orbit.

The GM should have Fleet Captain Cobb make contact with the players via the manor's cliff-top vox relay and then outline the situation. The PCs are free to ask the Fleet Captain questions and discuss plans. However, he should make the following clear:

- His 'fleet' consists of only two cruisers and two light cruisers, and is not strong enough to take on the hive fleet in orbit around Avalos. Currently his ships are sheltering on the far side of the planet from the hive fleet, which has as yet taken no interest in them.
- His primary orders are to recover the Kill-team and the Temple Assassin (Syndalla).
- From his vantage point, he can see that the hive fleet is launching a massive spore cloud, which will soon touch down in and around the city.
- He can send a shuttle to pick up the Kill-team, but it can only land at the spaceport on one of the surviving launch platforms.
- More help may be coming, but there is no telling how long it will take or even if it will arrive before Avalos has been reduced to a barren ball of rock.

Captain Cobb and his vessels are currently the only hope the Battle-Brothers have of getting off-world alive. The GM should make it clear to the players that if the PCs remain on Avalos, they will in all likelihood die, and their lives are far too important to the Imperium to throw away in a futile stand against the hive fleet. This means that they must either escape the city and the extent of the spore cloud or (more likely) try to make it to the shuttle and spaceport.

CROSS-TOWN CARNAGE

Getting out of Lordsholm or crossing the city to the spaceport is, of course, easier said than done. It involves leaving the protective walls of the manor and finding a path across the ruins of at least the Magistria, Calistria, and Portica districts. The city is still plagued by rebels. Worse, the vanguard of the Tyranid landing is pushing in from the west, devouring whole city blocks in a tide of alien horrors. The GM should allow the PCs to come up with a plan, perhaps using their knowledge of the city from their time spent here so far to plot their route. Some of things they will be aware of are listed below:

- The token force of PDF remaining will be of little help against the Tyranid swarm. However, depending on their actions in the first adventure (i.e., their successful rescue of PDF units), the GM may allow the Kill-team to have access to the semblance of a fighting force.
- Getting to the spaceport on foot will take hours at least, and it is doubtful that the PCs will be able to stay ahead of the swarm. Fortunately there are three functioning Chimera transports (belonging to the PDF) that they could use.
- The Governor (if he is still alive) and the nobles will expect to be rescued as well, and the Kill-team may have to decide who stays and who comes (if they want to try to save any of them at all).

However the Kill-team choose to reach the spaceport, be it in a convoy of Chimeras, a stealthy dash through the sewers or even lowering a boat (such as the Lord-Governor's luxurious yacht) down the cliffs to sail across the bay, the GM should not make it easy for the PCs. In addition to obvious combat encounters against hordes of Hormagaunts, Termagants, Gargoyles, Tyranid Warriors, Genestealers or even rebel mobs, the Battle-Brothers may also have to overcome natural obstacles such as broken bridges and barricades. They might also have to make moral choices. For example, they might run into survivors pleading for rescue, or, if they are escorting the Governor and his nobles, someone might get left behind forcing the PCs to decide whether or not to go back to rescue them.

Whatever happens, the GM should remember that this is a desperate escape, the city is about to be overrun with Tyranids, the sky is darkening, and Avalos is in its final hours of existence. If the PCs fail to reach the shuttle, then they and whoever is travelling with them will probably not live to see the sunset.

Below are presented six possible encounters for the players to overcome before they reach the spaceport. The GM can use any or all of these encounters, depending on the Kill-team's escape plan.

Mycetic Spore Strike

Out of the swirling alien cloud overhead a dark shape suddenly appears, growing at an alarming rate as it plummets to earth. Just ahead of the Kill-team, a huge Mycetic Spore (a Tyranid drop pod) crashes to the ground and bursts in a mist of bio-matter,

GM GUIDANCE: CROSS-TOWN COMBATS

The GM can insert as many or as few combats as he likes during the Kill-team's escape, bearing in mind that once they reach the shuttle landing zone they will be in for one almighty battle. Whether or not there is any significant amount of combat, the GM should try and keep up the pressure on the players. This can be achieved by having Tyranid creatures constantly spotted moving through buildings or on parallel streets, and having lone Hormagaunts or Genestealers pop up and hiss at the Kill-team before being mown down or retreating. The GM should also encourage the players to keep moving and retreat from combats (especially if they are in vehicles) by making it obvious that for every creature they fell, two more seem to take its place.

spilling Tyranid creatures in all directions. The PCs have to either plough into the spore (running or driving right through it) or beat a hasty retreat and find a way around (taking more time). If they choose the former, they will need to defeat at least three or four Hordes of Hormagaunts and Termagants if they are on foot. However, if they are in vehicles, they can simply try and run down the Tyranids (requiring a **Challenging (+0) Driving or Agility Test**), though at least one battle brother will probably need to pop the hatch open and clear off any creatures clinging to the hull. The Hormagaunt Hordes may also try to simply swarm the Chimera transports and tip them up on their sides (make a single Strength roll for the Horde to accomplish this) in order to slow down the evacuation.

Refugees and Rebels

Despite the presence of the swarm, there are still some pockets of rebels and refugees within the city. This can present a moral dilemma for the Battle-Brothers as their little band probably represents the last vestige of Imperial authority in Lordsholm, and survivors will flock to them for help. This can have two distinct effects. The first is that they may encounter survivors who are actually rebels, who will attack them when they get close—crafty rebels might even wait until they are inside a vehicle to strike in order to cause maximum carnage. The second effect is that if the PCs choose to help the pockets of refugees, they will end up with a trailing ragged mob of humanity who they must protect and shepherd to the spaceport, where sadly they will probably meet their end anyway...

Battered Bridges

At some point the PCs will need to cross one or more bridges. The GM can have them come to a bridge that has been hastily repaired, but looks very rickety. Crossing the bridge is no problem on foot, though the heavy Space Marines should go one at a time. However, getting any vehicles across will require a slow drive and a **Challenging (+0) Driving or Agility Test** as the bridge groans, creaks, and sheds bits into the canal below. This is also a good place to stage an ambush, as the players are exposed trying to get across. Perhaps the PCs are attacked from both ends of the bridge by Hormagaunts, Termagants, Genestealers or rebels. Daring PCs may choose to hit the bridge at full speed in their vehicles, and the GM can have them make a **Hard (–20) Driving or Agility Test** to see if it holds. Needless to say, if the bridge collapses and the PCs are dumped into the canal or trapped on opposite sides, the situation could get far more complicated. One possible

challenge to throw at the Battle-Brothers is to have a lone Tyranid Warrior threaten one side of the bridge whilst hordes of Hormagaunts and Termagants attack the other, forcing the Kill-team to choose where best to place their efforts.

Call for Aid

The Battle-Brothers receive a vox transmission from an isolated PDF company that was coming to the aid of the city before being cut off by the swarm. Stationed in a town about 10 kilometres to the south, the company has four Basilisk mobile artillery pieces and can provide long-range fire support. The GM can allow the players to make use of the artillery as often as he allows (if he wants to limit this advantage, the company can simply have limited ammunition for their guns). However, this should be difficult and risky. Calling in an accurate strike requires a **Challenging (+0) Intelligence Test**, and each shell (four in each barrage) has a radius of about 20 metres. Anyone or anything in this radius will take 5d10 E Damage and be knocked prone (Hordes take triple Damage from artillery)—on a failed test, the GM can have rounds land literally anywhere. Finally, the rounds take time to reach the target from such a distance, and when a strike is called it will take 2 Rounds to arrive. If the GM is feeling particularly kind, he may allow the PCs to still have contact with the artillery for the last stand in the spaceport.

Technical Difficulties

If the Battle-Brothers are using vehicles, the GM can have one of them break down during the dash across town. At first the vehicle will sputter and shudder, falling behind the convoy before its engine finally dies. The Battle-Brothers must decide whether to abandon the vehicle and press forward on foot (presumably there will not be enough room for its occupants in another vehicle) or try and fix it. If the choose the latter, requiring two successful consecutive **Challenging (+0) Intelligence Tests**, it will be a race against the swarm as Tyranids slowly begin to mass around their position. The GM can build tension by having at first one or two Genestealers or Hormagaunts appear, followed by a few more, then a few more until dozens are pouring in through the ruins.

Street Sinkhole

As the players make their way down a battered street, pocked with craters and rubble, an entire section of the roadway suddenly collapses into the sewers below. Characters on foot must make a **Challenging (+0) Agility Test** to avoid falling, while those

driving vehicles must make this Test at −10 to avoid ditching their vehicle into the hole. Complicating matters, six Genestealers are lurking in the hole (having slipped in from the sewer) and will attack as the players try and climb out or free their vehicles. If none of the Battle-Brothers fall into the sinkhole, the GM can have some of the NPCs (such as the Governor or some nobles) fall in. As they scream for help from the rubble or from within their overturned vehicles, the Genestealers move in for the kill and the PCs must decide whether or not to go to their rescue.

LAST STAND IN LORDSHOLM

Once the PCs reach the spaceport, they must face one final ordeal before they can bid the city goodbye. As they are closing in on the remaining landing platforms, they receive a vox message from Captain Grayson, commander of the Storm Trooper Company accompanying Captain Cobb's fleet. The extent of the Tyranid spore cloud means that the shuttle can no longer land in the city and has put down about 100 kilometres to the south in the Valshari Mountains. Grayson and a platoon of his best men are en route in Valkyrie troop transports and should be there in about 20-30 minutes. Unfortunately for the Kill-team, the swarm will arrive at the spaceport in less than half that time. Grayson advises them to hold the landing platform and tells them he will be there as quickly as he can.

The Kill-team now has the option of staying put and holding out or making a break for it. If they choose the latter, then they will almost certainly have to abandon any NPCs they have as the only two ways out are either across the water or through the swarm and back across the ruined city. Using NPCs like Syndalla, Grayson, and Governor Thorsholt, the GM should encourage the PCs to hold their ground (it should also be apparent that after the dash through the city neither the NPCs nor the transports are in any condition to go any further). If the PCs instead choose to cut and run, it should be brutal and the GM shouldn't hold back in unleashing the full fury of the swarm on the Kill-team. If the PCs are to break through the Tyranid swarm and escape the city on foot then this should be a momentous achievement (even if it is a very unlikely one).

If the PCs choose to hold their ground until Grayson and his men arrive to pick them up, they will have to secure the landing platform against assault. They have about 10 minutes narrative time to set up their defences and prepare for the first wave of attackers (though of course the GM should give the players more real time if they need it to formulate their battle plan). The landing zone is about 80 metres across with the platform rising above it in the centre, 20 metres high. Between the platform and the edge of the area the ground is littered with debris, shattered transport containers, and burnt-out vehicles. Surrounding the landing zone is a maze of shattered and burnt-out buildings and warehouses stretching off into the rest of the district. There are four main ways into the landing zone: a mag-railhead at the north end of the platform next to a loading ramp, a broad roadway leading out of the spaceport, a smaller western roadway, and an eastern roadway connecting the platform with other (now wrecked) platforms.

TYRANID ATTACK WAVES

- **Round 1:** A Hormagaunt Horde from the broad roadway, and a Hormagaunt Horde from the railhead.
- **Round 3:** A Termagant Horde from the broad roadway, and a Termagant Horde from the railhead.
- **Round 5:** 4 Genestealers and a Broodlord from the eastern roadway
- **Round 6:** A Termagant Horde from the western roadway.
- **Round 10:** A Tyranid Warrior from the broad roadway, a Tyranid Warrior from the railhead, a Hormagaunt Horde from the eastern roadway, a Hormagaunt Horde from the western roadway, plus a Gargoyle Horde from above the platform
- **Round 11+:** Additional hordes appear whenever an existing horde is destroyed in order to replace it (this includes Genestealers, the Broodlord, and Tyranid Warriors).

In addition to their own abilities, the Kill-team have at their disposal the Chimera transports, and are also reinforced by the tattered remains of a PDF platoon gathered from those still garrisoning the spaceport, as well as two Tarantulas (sentry guns) armed with heavy bolters and crewed by servitors. The PDF have been using these to protect the remaining platform. The other NPCs, such as the nobles or the Governor, huddle on the platform with Syndalla to protect them, and effectively take no part in the fighting. It is up to the Kill-team to create what defence they can with the knowledge that the swarm will attack through one or more of the entry points. The Kill-team might also have the idea of using the Chimeras to block off one of the entrances (they will only be able to effectively do this to one entrance) which will make things a little easier on them. Alternatively, they might allow the PDF to use the Chimeras as strong points, in which case this will extend the amount of time they can hold an entrance point (see below).

The GM should have the players choose where they will be, where they are positioning the Tarantulas and where they are placing the PDF platoon. The Battle-Brothers will know that the Tarantulas and the platoon can each hold an entrance point individually, but not for long. Conversely, if more than one defensive unit is placed on an entrance, it will increase the time it can hold. Both the GM and the players might find the use of tokens or a sketch helpful for this battle to help get an idea of how their defences are set up and how the tactical situation changes as the attack unfolds.

Once the players have set up their defences (and their time is up) they hear the first rumblings of the swarm as it approaches the spaceport. The sky grows darker as the spores thicken, and caustic bio-matter begins to fall like rain, burning exposed skin and pitting metal. The clicking and chittering of a thousand insectoid limbs begins to drown out all other sounds.

Finally, the first creatures burst into the landing zone. The GM should refer to the Tyranid Attack Waves sidebar to determine what kinds of creatures enter the fray, and from which entry point. He should feel free to add or remove

GM GUIDANCE: RUNNING THE LAST STAND

The battle in the spaceport should be a desperate frantic affair as the Kill-team try to hold on in the face of overwhelming odds and in the hope that their transports arrive in time to extract them. To this end, the GM can maintain the flow of the battle by focusing mostly on the actions of the players themselves and should run the rest of the battle in a more narrative style. Remember that the Magnitude of a Horde is not an exact representation of its numbers and it can be as large or as small as the GM wants. Equally, when a battle brother reduces the Magnitude of a Horde it could mean cutting down dozens of foes with bolter fire. The GM should try and play up the overwhelming nature of the swarm in this way to impress upon the players the endless tide of Tyranid creatures their characters are facing. Equally while the GM need not make any rolls for the PDF or Tarantulas, he can describe their situation when they are destroyed countering a Horde—dozens of men disappear under a tide of bio-horrors, or gun turrets overheat or run out of ammo before being swamped by attackers.

Finally, it is recommended that the GM plays out the whole encounter fast and loose, allowing players to move about without worrying excessively about move rates or keeping too close a count on ammo (unless the GM wants to work this into the tension). Instead, the main focus of this fight is that the swarm will inevitably force the Kill-team back metre by metre, and the PCs must try and slow its advance as much as possible, even though there is no hope of stopping it.

Here are a few ways to spice up the Last Stand encounter:

- The Space Marines may either destroy the mag-railhead (either with a powerfist or krak grenades) to cut off one of the avenues of approach, or they may instead weaken it, intending to take down a large section of the mag-rail when the Tyranid hordes are half-way across. This is a clever way to eliminate a horde or two, and particularly savvy Space Marines may attempt to summon the mag-rail car from the far end to add to the destruction.

- An abandoned promethium fuelling truck, its systems too damaged to be used as it was intended, may be pushed into place by the Space Marines to serve as an improvised explosive trap. The explosion will serve nicely as both a signal (for other Space Marine planned actions to occur) and a method to destroy a horde or two.

- The Imperial Governor may attempt to leave early, commandeering one of the Chimeras and forcing its driver to try and drive away at some critical point in the battle. The Space Marines should intervene if they do not wish to lose two potentially valuable resources: the Governor and the Chimera itself!

additional Hordes depending on how the battle is going—after all, the goal is to keep up the pressure on the PCs and have them fight desperately to hold their ground, not wipe them out in a few short rounds.

If the Kill-team blocked off an entry point with the Chimeras then the vehicles negate the first Horde or creature to appear from that entrance before they are torn apart. In addition, the first Horde or creature to enter from a point covered by a Tarantula or the PDF platoon will be destroyed. However, this will also destroy the Tarantula or PDF (if more than one Tarantula or a Tarantula supported by the PDF are covering the same entrance, then the players can choose which is destroyed). If the PDF are using the Chimeras as strong points, then they can destroy two Hordes or creatures before they and the vehicles are destroyed.

It should be clear that the Battle-Brothers cannot defeat the swarm—there are just far too many creatures. However, they can hold the Tyranids back until the Valkyries arrive. To simulate this, the GM should keep track of the Damage the Kill-team inflicts on the swarm each Round (the total Damage inflicted on each Horde, though not individual creatures). If the PCs can manage to inflict a total of 10 or more Damage then they have held the Horde at bay. If they only inflict 5 or less Damage, this means that the swarm has advanced and the PCs are pushed back 10 metres towards the platform. The GM does not need to factor in (or make any rolls for) Damage done by the PDF or the Tarantulas as their role is simply to hold an entrance as detailed above.

Note: If the Kill-team has taken up a position on the landing pad (either to gain height or for some other reason), the Kill-team will not be "pushed back," and the Valkyries can arrive when (or if) the Tyranids reach the landing pad.

ANYWHERE BUT HERE

After 11-15 Rounds of combat, or when the Battle-Brothers have been pushed back onto the platform itself, the GM can read or paraphrase the following:

> Over the din of battle and the hiss of the swarm as it presses in from all sides, you hear the first faint whine of engines. Suddenly out of the darkening sky, two Vulture Gunships scream overhead and unleashes a torrent of missiles into the Tyranids, lighting up the edge of the landing zone in a curtain of flame. A moment later, three Valkyries appear out of the gloom, their gunners hammering the swarm with heavy bolter fire. As the first one lands on the platform, a man dressed in Storm Trooper carapace leaps down from it and salutes. "Captain Grayson reporting sir! You ordered a ride?"

The PCs can then hastily board the Valkyries and be carried to safety, leaving the swarm, the corpses of countless PDF troopers, and the flaming city in their wake. After the PCs are picked up, they will be flown south out of the city and to the Valshari Mountains, where a shuttle waits to take

them up into orbit. From their high altitude, the magnitude of the Tyranid invasion becomes apparent to them as they witness the entire northern horizon becoming dominated by the spore cloud. They can see it descending and spreading outwards, slowly but surely engulfing the entire world...

HIT AND RUN

"Tyranids don't take prisoners, and neither shall we. Kill them all!"

–Sergeant Ricanis, 2nd Platoon, Storm Trooper Company

Once they are clear of the city, the Kill-team is flown south for several hours, the peaceful Avalos countryside, farms, and orchards rolling away below them yet to be ravaged by the swarm. Then, after landing at a forward Imperial landing site, they board a shuttle and are ferried into orbit. Holding position on the far side of the planet from the swarm is Cobb's battle group. As the PCs approach, they see frantic activity around the cruisers as Fury starfighters fly close support and transport shuttles ferry troops and ordinance between the ships. As soon as they arrive on the *Emperor's Wrath* they are invited to join with the Fleet Captain in his control chambers. The GM should read or paraphrase the following:

As you enter the vast strategic control chambers of the Emperor's Wrath, *armsmen and naval officers part before you and bow their heads in respect to the mighty Adeptus Astartes. In the centre of the chamber a vast hololithic display shows Avalos, a pale blue orb in a sea of darkness. You also note flashing icons representing the fleet and a vast grey-green stain on the far side of the world representing the swarm. Among the gathered Imperial commanders, one tall, lean man stands ahead of the rest. As you approach he greets you.* "I am Fleet Captain Arast Cobb and I am honoured to by your presence, my lords. It is not often my vessel has been graced by warriors of the legendary Deathwatch."

PREPARATION AND PLANS

Cobb will brief the PCs on the situation and his fleet (see page 9 for these key facts). He also introduces them to Hadros, his Master Tactician and chief advisor. Hadros outlines the plan to destroy the swarm, praising the Kill-team on their efforts so far but humbly requesting their aid in the effort to liberate Avalos from the Tyranid invasion. Before Cobb will assault the swarm, he wants to try and weaken and disperse it so that his ships will have a fighting chance against its superior numbers. At this stage the PCs are free to offer their advice and opinions in rounding out the plan, and the GM should encourage them to modify things if they come up with any good ideas. The GM should remember (and make it clear to the players) that Cobb is not the Kill-team's commander, and the Battle-Brothers exist outside the chain of command of his battle group. Their relationship to the captain is one of alliance (the PCs still ultimately report to the Deathwatch or, failing direct contact with their superiors, must perform within the parameters of their last set of orders—in this case purging Avalos of Tyranid infestation).

GM GUIDANCE: RUNNING AN IMPERIAL OPERATION

Each Imperial Operation is intended to be a small encounter in its own right, consisting of some planning, some combat and some roleplaying opportunities for the players. The details of each Operation have intentionally been left broad as it is up to both the GM and the players to fill in the blanks themselves and decide just how long or how involved each one becomes. It is even entirely possible to expand these Operations out into full-blown adventures in their own right should the GM choose. The GM should also remind the players that during this section of the adventure they will have the resources of the fleet at their disposal and should be encouraged to make use of orbital strikes, Grayson's Storm Troopers, close air support or anything else they can reasonably think of to help them in their raids.

MISSION: WEAKEN THE TYRANID ASSAULT

PRIMARY OBJECTIVE

Complete at least one Imperial Operation successfully

Before the Kill-team can launch the final assault on the swarm, they must weaken its hold on Avalos. This means completing a number of hit and run attacks against the Tyranids both in orbit and on the ground. As soon as the PCs have completed one or more of these **Imperial Operations**, Cobb will be willing to order the assault (the GM should use his discretion to determine how many Operations must be completed in order to proceed to the next portion of the adventure).

SECONDARY OBJECTIVE

Complete all Imperial Operations successfully

For greater glory and to further break the Tyranids' presence on Avalos, the Kill-team should seize every opportunity to strike at the enemy no matter how trivial. To complete this objective, the Kill-team must complete all five of the **Imperial Operations**.

TARGETS OF OPPORTUNITY

Gather intelligence on the hive fleet

During the course of some of the **Imperial Operations**, the Kill-team may come across opportunities to gather information on the nature of Hive Fleet Dagon which will aid the Imperial cause. These instances are noted as Tyranid Intelligence in the text.

The GM can also use this time on the *Emperor's Wrath* for the PCs to recover and restock, especially if they have been wounded. Once they are ready, the GM (in the guise of Hadros) can lay out their mission and offer a list of possible targets. More details on Missions and how they work can be found on page 24 of Final Sanction.

IMPERIAL OPERATIONS

The following is a list of five possible Imperial operations which give examples of how the hive fleet may be weakened and dispersed. The GM can use any or all of these, add his own or adapt them to suit his own game. The purpose of this section is to give the Battle-Brothers a chance to strike back at the Tyranids on their own terms, rather than reacting and falling back, which is what they have been doing so far. Another purpose is to build up to the final assault on the hive fleet and the destruction of the hive ship.

Note: If the GM wishes, one or more of these operations may be combined into one. For example, the operations Firebreak and Evacuation can easily be combined; the Valshari Dam overlooks a small farming community. The Space Marines must then deal with the dam, the Tyranids, and the refugees all at the same time!

OBLIVION'S EDGE

STRIKE THE VANGUARD

The swarm covers a vast area of space around Avalos, and its scores of vessels are scattered far and wide. Hadros believes that small escort squadrons stand a good chance of getting close to this picket line to take out some drone ships and escape without drawing the full attention of the swarm. The escorts, however, are very vulnerable to ship-to-ship assaults, and so Hadros suggests that the Kill-team should accompany one of these missions to help repel boarders. This means defending the shadowy corridors of a Sword Class escort, hunting down Tyranid infiltrators, and keeping boarders away from vital systems until the vessel can complete its task and return to the fleet. There may even be the chance to recover the remains of a Tyranid synapse creature (such as a Tyranid Warrior) which counts as **Tyranid Intelligence** when returned to the fleet.

FIREBREAK

The swarm is moving across Avalos at an alarming rate, and there is little that the Imperial forces can do to stop it. They can, however, try and slow it down by destroying the great Valshari Dam above the flood plains south of Lordsholm and drowning the coastal towns. This will require the PCs to be inserted by Valkyrie into the mountains, possibly landing on the towering dam structure itself and working their way down into the pumping stations to plant charges. While the main swarm has not yet arrived, the vanguard is sure to be nearby

KILL THE BIG ONES

Striking at some key locations on Avalos, the Kill-team can hunt down Tyranid Warriors and other synapse creatures in order to disrupt the swarm. Most likely this will take place in the rustic and rundown streets of an agri-farm, where trapped citizens try futilely to stay alive against the swarm with stub rifles and harvest blades. The Kill-team may face moral choices as to whether or not to try and save survivors. However this task transpires, it is likely that the PCs will find themselves hunting through rundown buildings and overgrown fields for their targets while under constant assault from the swarm, perhaps while a Storm Trooper Valkyrie flies close support, spotting targets and lending fire support with its heavy bolter. Recovering bio-data and samples from these higher Tyranid bio-forms counts as **Tyranid Intelligence**.

EVACUATION

There are still millions of people trapped on Avalos under the spreading cloud of the swarm. While it is impossible to save even a fraction of these, it is feasible to save some personnel vital to the planet's governance or the Imperium's infrastructure. Certainly, if Governor Thorsholt is alive, he will be able to name various nobles, functionaries, and members of his government who he believes still survive somewhere on the planet's surface. Some of these extractions may involve simply making a shuttle landing in an unaffected area before the swarm can reach it and quickly returning to orbit, while others may involve daring rescues from war-zones. The hardest type of extraction will be if the Kill-team has to return to Lordsholm (now a living nightmare of Tyranid infestation) and cross the city (difficult even by Valkyrie) to recover survivors from the Governor's manor or another location.

SEIZE AND SECURE

Just as there are still important people on Avalos, there are also a number of vital Imperial documents. These can be found either in the manor at Lordsholm or in the various provincial Administratum buildings dotted across the world. More important than these planetary records, however, is the intelligence on the swarm and its methods of infiltration gathered by the late Inquisitor Kalistradi. Although the Kill-team possesses some of her notes, there are other caches that she hid outside the city while she was following the Broodlord's trail. Syndalla is able to help the Kill-team find some of this data, but it will mean the PCs making landings in infested areas and fighting their way to their targets, with a Valkyrie circling overhead trying to survive long enough to extract them and the data. Gathering at least some of this data counts as **Tyranid Intelligence**.

THE FINAL PUSH

Once the PCs have completed their mission and the swarm has been weakened to the satisfaction of both Cobb and Hadros, the time will come for the final push: an assault on the hive ship itself hopefully resulting in the destruction of the hive fleet.

BELLY OF THE BEAST

"Emperor's blood! Look at the size of that thing!"

–Lieutenant Weyer, 5th Fury Squadron, *Emperor's Wrath*

The time has come. Cobb is ready to commit his vessels into open battle with the swarm and the Kill-team must face its final challenge—destroy the hive ship. There are a number of ways in which the PCs can complete this final goal. Unless they want to watch the action from the vista-ports of the *Emperor's Wrath*, this is going to mean them boarding the hive ship. The GM shouldn't push them into this, however, and ideally the daring and dangerous idea of a hit and run attack on the hive ship should come from the players—though of course both Hadros and Cobb can make suggestions concerning the massive tactical advantage should they be able to disable the hive ship's synapse node and thus disrupt its ability to transmit the hive mind to the rest of the swarm. Before the assault begins, the GM can have the Battle-Brothers join Cobb, Hadros, and their other advisors in the battle cruiser's command chamber to formulate a plan and lay out the parameters of the mission.

IMPERIAL ASSAULT

The plan to take out the swarm is actually pretty simple: the Imperial fleet will close into range of the hive ship, blast a hole in its escort screen and send across the Kill-team (plus the Storm Trooper Company) via boarding torpedo with a screen of Fury Interceptors. The fleet will try to hold off the swarm while the Kill-team disables the hive ship's synapse node, and then it will pick apart the remaining Tyranid ships in the confusion. Captain Cobb makes it clear to the Kill-team that time is an important factor, and that his cruisers can only stand for so long against the full firepower of the hive ship, so he will be counting on the Kill-team to disable the synapse nodes as soon as possible.

Cobb doesn't have any assault boats on his vessel or in his fleet, but he has converted some regular torpedoes into boarding torpedoes, which can be launched from the *Blade of Drusus*. The torpedoes will be self-guided by servitors, and the PCs simply need to sit tight until they reaches their target (and pray to the Emperor that a stray lance shot doesn't vaporise them). Cobb will also commit a squadron of his Fury Interceptors to protect the torpedoes from ravening Tyranid fighters, assuring the PCs that these pilots are the best he has. Finally Grayson and his Storm Trooper Company (or what remains of it) will accompany the Kill-team in other boarding torpedoes to provide additional aid, unless the players decide they don't want them to come. When the Battle-Brothers feel they are prepared enough, stocked up with weapons, and rested, Cobb will begin his attack and the PCs can transfer to the *Blade of Drusus* and board their torpedoes to await zero hour.

MISSION: CRIPPLE THE TYRANID HIVE SHIP

PRIMARY OBJECTIVE

Destroy the Hive Ship's Hive Mind Link

To finally liberate Avalos, the Kill-team must destroy the Tyranid swarm. This means boarding the swarm's hive ship, finding its synapse chamber, and knocking out its hive mind link. This will have the effect of disrupting the rest of the swarm and throwing the entire Tyranid invasion into confusion, thus allowing the Imperial fleet to destroy it piecemeal.

SECONDARY OBJECTIVES

Destroy the Hive Ship's Vital Systems

Cobb and his battle group are outgunned by the hive ship and will be hard-pressed to stand long in a toe-to-toe slugging match with its massive spore cannons, pyro batteries, and bio-plasma launchers. Any weapon systems the Kill-team can disable or destroy while aboard the hive ship will help to tip the balance back in favour of the Imperials. Just as reducing the hive ship's weapons will make it easier prey, so too will disabling its spore ducts, therefore diminishing the protective spore that protects it from incoming fire.

Recover a Pure Sample of the Hive Fleet Dagon Genus

Tyranids are always changing and adapting, and so Imperial forces are always after new intelligence on the hive fleets that they use to better destroy them. If the Kill-team can find a pure sample of the Hive Fleet Dagon genus while on board, it will be of great value to the Imperium efforts against the Tyranids of the Reach.

TARGETS OF OPPORTUNITY

Rescue Survivors

It is always possible that the hive ship holds survivors of devoured vessels, bombers, and fighters that have been consumed yet not full digested. Finding these survivors and managing to get them to safety is a boost to both the fleet's fighting strength as well as its morale.

Defeat the Tyranid Prime

Deep within the hive ship are some truly horrific Tyranid creatures, waiting to be deployed onto the surface of Avalos. One such creature is the Tyranid Prime, a towering nightmare of chitin, fangs, and claws. To complete their mission, the PCs can easily avoid the creature. However, should they manage to destroy it then they will have accomplished a deed worthy of song!

HEART OF THE SWARM

From the relative peace of the boarding torpedo, the Kill-team can listen in to the vox chatter between the Imperial fleet as it closes with the swarm. The GM can draw this out for a few minutes if he likes, to build the tension and impress upon the players the scale of the engagement. To begin with, the ships exchange long-range lance and battery fire with the swarm, which to start with does not seem to take a particular interest in the Imperial ships. Then, as the fleet gets closer, the swarm begins to stir, moving like a single giant beast. It starts to slide sluggishly towards the fleet, hurling bio-matter and ordinance into the void. Finally, like a storm crashing over the shore, the fleet is rocked with the first impacts—even in their harnesses, the Battle-Brothers can feel the ship's armour taking a beating. At this moment the deck master gives the Kill-team their five-minute warning and the torpedo's engines begin to thrum beneath the PCs' boots. The GM can then read or paraphrase the following:

> *With the force of an Ogryn pressing down on your chest, the boarding torpedo screams down its launch tube and accelerates on a crown of fire into the void and away from the safety of the fleet. You can see little in the shadowy interior of the torpedo's crew compartment, its cold steel walls and crash-couches lit only by feeble red combat lighting. Your only connection to the titanic space battle raging outside is the occasional burst of orders, reports, and screams over your vox as the cruisers fully engage the swarm. Closer to your position, you can hear the chatter between the Fury pilots as they engage in a rolling dogfight to keep Tyranid ordinance away from your vulnerable transport. For what seems an eternity, you wait in the dark while outside the void is torn apart by the exchange of fire. Then suddenly your torpedo shudders alarming and seems to slow as if passing into deep water, its hull ringing with the sound of thousands of tiny impacts. Finally a mighty impact throws you into your harnesses followed by silence. You have arrived.*

BREACHING THE INNER SKIN

The Kill-team's boarding torpedo lands within the outer skin of the hive ship, a protective shell several metres thick between its vulnerable innards and the void. To get into the vessel itself, however, the PCs need to push their way through this fleshy barrier and pierce the inner skin. When they disembark from the boarding torpedo they find themselves in a stringy, bloody series of tunnels (a bit like being inside a muscle). Alarmingly the tunnels contract and expand at random intervals, long cords of sinew snapping tight to the walls and ceiling. Crossing these tunnels is hazardous, as getting caught by a line of sinew as it contracts can tear off a limb (in fact, if the PCs have brought along the Storm Troopers, this is a good place to have a few of them dismembered and strangled by the sinew). Getting through the tunnels requires a **Challenging (+0) Agility Test** from each battle brother. Any PC who fails this test suffers 1d10 I Damage (not reduced by armour or

ALIEN INTELLIGENCE

Before the PCs embark for the hive ship, Hadros offers them detailed information regarding the probable location of each of their targets and expected resistance as formulated by the best Imperial minds. Unfortunately his information is largely wrong and rarely matches the reality of the hive ship's interior (a stark reminder of how little the Imperium really knows about the Tyranids). For example, Hardos informs them that the hive ship is probably laid out in a similar manner to an Imperial cruiser, and they can expect drives and engine rooms in the lower decks, weapons along the hull and near the prow, and the bridge near the top of the vessel. Given the nature of Tyranid creatures, it is expected that the vessel will have gravity close to Terra standard and some kind of atmosphere. Finally, many of the mechanical devices found on Imperial ships, such as bulkhead controls and lifts, are doubtless replicated on a Tyranid vessel but in a biological form (much like the weapons Tyranids use).

The GM can use this bad intelligence to play up just how alien the hive ship is (compared to anything the Kill-team has encountered so far) and to keep the PCs off balance from the moment they land. Essentially, whenever the PCs encounter a new section of the ship or ship system, the GM can allow them to consult their intel on what it might be. This could mean discovering something that their intelligence identifies as a door, only to learn that it is in fact a digestive chamber for bio-matter reclamation. Occasionally the intel might be right (just often enough so that the PCs don't completely discount it). In a tight spot, the GM can use it to help the PCs find their way about or formulate their plans.

Toughness Bonus) as they are caught by the cords. The PC will then need to make a **Challenging (+0) Strength Test** to escape. Other Battle-Brothers can help a trapped PC, each one adding +10 to the Strength Test. However, they also risk getting caught themselves. PCs may try to discern a pattern in the flexing or determine the signs that indicate when a contraction occurs to better time their passage through the tunnels. This requires a few minutes and a **Difficult (–10) Intelligence Test**. A battle brother who passes this test gains a +20 on his Agility Test to get through the tunnels.

Alternatively, the PCs may choose to shoot or hack their way through the tunnels, tearing apart the sinew wherever they see it. However, this sparks a response from the hive ship, and 2 Rounds after the PCs make their first attack, three Hormagaunt Hordes will arrive to attack them. The PCs must fight off these Hordes as well as make Agility Tests each Round to avoid become snared by the sinew (the Hormagaunts are unaffected by the sinew).

OUTER LAYERS

The first of the three levels through which the Kill-team must pass to reach their goal are the outer layers—the chambers and tunnels close to the surface of the hive ship. Once through the inner skin, the PCs are presented with a dizzying array of tunnels, ducts, and chimneys going in all directions. They can use their auspex to get a rough fix on their location within the hive ship, though they will largely need to find their way by guesswork. The GM can give them some help either with Hadros's intel or if they come up with a good plan (for instance they might think to try and find some major arteries—the equivalent of Tyranid power relays—and follow them to their source). Ultimately, how long the players spend in the outer layers is up to the GM. In addition to any combat encounters that the GM may wish to set in this section (selecting enemies from the list of Tyranids on pages 6-8), there are two set encounters he can use. These encounters can take place at any time and in any order.

BILE DUCTS

After trekking through the twisting tunnels of the outer layer for a while, the PCs come to a point where to press on they must wade into a milky grey liquid. The liquid is thick and clings to their armour, but otherwise doesn't seem deadly. As they press on, however, it becomes progressively deeper until they must swim under water for several metres to reach the far side of the tunnel. When they immerge from the liquid, they find themselves in a vast chamber at the edge of a great lake of bile. Across the lake, islands rise up towards the roof, each sprouting a towering lung-like pillar that expands and contracts rhythmically. These are spore flumes, and they are part of a vast network that fuels the hive ship's spore shielding.

The Kill-team can discern the purpose of the flumes either with a **Challenging (+0) Medicae Test** (such as from the Apothecary) or, if they make some close guesses, the GM could confirm it with Hadros's intel. Whether or not they choose to try and take out the flumes, crossing the chamber is going to be dangerous. Firstly the bile is at least waist deep (slowing all movement by half and imposing a –10 on Agility Tests, such as Dodge Tests) and in some places gets much deeper, forcing the Battle-Brothers to skirt around or swim. Secondly there are numerous Genestealers swimming undetected under the bile. These will appear in swarms of 2-3 and attack for a Round or two before retreating under the bile, trying to wear the Kill-team down or pick off isolated members.

Destroying the flumes is not hard, even a stray bolt round might do it. However, when a flume explodes, it will throw everyone within 30 metres of it to the ground (or into the bile) and create a cloud of equal size that drops visibility to about a metre. As soon as a flume is destroyed, it will also create a response from the hive ship and within 3 Rounds three Hormagaunt Hordes appear, followed 3 Rounds later by three more, and so on, making retreating from the chamber a wise idea (these numbers do not increase if further flumes are destroyed). Successfully destroying three flumes is enough to make a difference, and counts as completing half of the Secondary Objective to destroy vital systems.

EXPLOSIVES

The Battle-Brothers may request additional krak grenades or demolitions charges to achieve their objectives within the Hive Ship. Whilst the Space Marines can certainly carry quite a lot of explosives, the narrow corridors and routes the Kill-team needs to traverse within the alien ship means that the Space Marines must restrict themselves to one or two explosives apiece. Krak grenades or demolition charges can be used in any location to cause damage to the Hive Ship. However, given the ship's size, only certain critical areas are vulnerable to such attacks. The areas that are vulnerable to explosives are the Spore Cannon (see below) and the Synapse Chamber (see page 22). It is important to note that the Kill-team has enough explosives to destroy one of these two targets, but not both. Thus, the Kill-team will have to decide whether to try and complete the objective with their other weapons and wargear instead.

SPORE CANNON

Still close to the hull, the PCs find themselves walking through a vast transparent blister looking out into the void. From this vantage point, they can see the space battle raging and the blackness of space torn apart by slashes of lance fire and exploding ordinance. Suddenly the floor below them shudders violently and their attention is drawn to another blister nearby, from which protrudes a massive living cannon hurling deadly spores into the void.

Though the Kill-team doesn't need to take out this weapon, destroying it would help Cobb and his fleet. Getting to it is going to be tricky, as there is no clear path through the outer layer. They will have to cut their way out of the blister and climb 20 metres across the hull of the hive ship, careful not to slip and drift away into space. Fully enclosed power armour will support the Battle-Brothers in the void, but not indefinitely, and they will have about 10 minutes from the time they breach their blister to reach the spore cannon and take it out before they need to get back. Crossing the hull is harrowing, to say the least, with the vastness of the void above their heads, and the GM should impress upon the players just how exposed this makes them feel.

About halfway across, the Kill-team is attacked by a brood of 2-3 Genestealers crawling out onto the hull from a nearby cyst. The Genestealers are adapted to survive in the void (at least for a time) and can move and fight freely. The Battle-Brothers, on the other hand, have their Movement Rate halved as they move along carefully from one handhold and foothold to the next. Whenever a combatant is struck, he must make a **Very Easy (+30) Agility Test** to avoid being knocked off the hull and drifting away into the void. If he is not saved (or does not somehow manage to save himself) then he will vanish into the dark in 3 Rounds (this may not be fatal for a battle brother, but it will remove him from the action until he can somehow be picked up). Once the PCs reach the cannon, it will take a minute or two to hack in and destroy it either with bolter fire or explosives, wrecking its vital components and organs. Destroying the spore cannon counts as completing half of the **Secondary Objective** to destroy vital systems.

The Space Marines may decide to use explosives to destroy the Spore Cannon. Destroying the Spore Cannon with krak grenades or demolition charges requires a **Challenging (+0) Demolition Test** (or Intelligence Test, if using the pre-generated characters from Final Sanction).

INNER ARTERIES

Once the PCs have made their way through the outer layers, they arrive in the core of the ship, where the inner arteries ferry vital fluids and bio-matter between the hive ship's major organs. This area is not as heavily populated with Tyranid creatures as the outer layers (the majority of the active creatures remain near the hull for deployment or to repel borders). The organisms found here, however, are typically both larger and more dangerous. As with the last section, the GM can draw out this part of the vessel for as long or as briefly as he chooses. It is recommended that the GM reduces the number of combat counters (there can still be lots of tension as the PCs see shapes moving in the shadows or mistake growths and fleshy mounds for enemies). This gives the section a different feel, as if the players are walking quietly in the gullet of a slumbering beast. Before the players find their way to the next section, the GM can have them face either of the following encounters.

HATCHERIES

Hive ships are living bio-factories churning out millions upon millions of Tyranid organisms for their endless planetary assaults. After breeching the inner arteries, the Kill-team comes across one of these vast hatcheries, a cavernous chamber filled with gestation pods and birthing sacs. To get deeper into the ship, the PCs need to tread carefully through the 200 metre long hatchery as half-formed creatures stir silently at their passing. The GM should have each PC make an **Easy (+20) Agility Test** to avoid awakening the hive mind to the Kill-team's presence. If a PC fails this test, the chamber begins to rumble as ripe pods begin to burst and creatures spill out. Immediately 3 Gaunt Hordes (either Termagants or Hormagaunts) attack. Then, every 5 Rounds thereafter, another Gaunt Horde appears (or 3 Genestealers and a Broodlord, or 3 Tyranid Warriors) as long as the Kill-team remains here.

ANOTHER WAY OUT

If the GM wishes, the Kill-team may have taken a locator beacon with them on their mission inside the Hive Ship, allowing for the Emperor's Wrath to teleport them out. At a suitably dramatic moment, the Kill-team may activate the locator beacon and will be whisked away to the teleportarium aboard the Mars Class Battlecruiser.

Digestive Tracts

Nearing the vital organs, the PCs find themselves climbing up a steadily sloping tunnel, its floor slick with bile and other foul liquids. Suddenly they immerge into a truly massive chamber, so large they can scarcely see the ceiling, and so wide that the far side is lost in a haze. There is something here that immediately draws their eyes. The GM should read or paraphrase the following:

> *You seem to have entered some kind of gargantuan stomach or digestive tract. The air is thick with an acidic mist and the floor deep in bubbling fluids. What catches your eyes, however, is not the vile fleshy cavern but rather its contents; a partially digested Imperial escort! The vessel rises up before you, half sunken into the bile, its hull covered in crawling horrors as it is slowly dismembered by millions of tiny Tyranid organisms.*

The only way across is to climb up the outside of the escort and pass though it (the bile lake into which the vessel is sinking is highly acidic and will melt even power armour in a matter of minutes). While the organisms devouring the vessel will not disturb the Kill-team unless they are themselves disturbed— prompting the arrival of hordes of Gaunts— there is, however, a battle still raging on the ship. As the PCs enter the vessel's slanting corridors, they pick up short-range vox from a group of Imperial officers holding out in the state rooms against a dozen or so Genestealers which are trying to get in. One of these survivors is a high-ranking officer from the Saint of Scintilla, and saving him counts as a **Target of Opportunity**.

The PCs can try to save the survivors, fighting their way through the Genestealers and blasting open the doors to the state rooms. Once they do so, however, the pressure within the vessel will shift, and the digestive tract releases a torrent of bile from below decks. The vessel begins to sink even faster, forcing the PCs to make a hasty retreat, fending of Genestealers as the corridors fill with fluid. Once the PCs escape, they will have to decide what to do with the survivors (possibly passing them into the care of the surviving Storm Troopers).

In addition to the Hordes, the chamber also contains a massive Tyranid Prime (count this as a Tyranid Warrior with Unnatural Strength x3 and 100 Wounds). If the PCs awaken the chamber, the Tyranid Prime attacks with the rest of the creatures after 2 Rounds. If they don't awaken the chamber, they see its vast slumbering form as they are leaving and may or may not choose to attack it. Needless to say, shooting the pods, setting off explosives or hacking into the sleeping creatures also awaken the chamber.

There is also an opportunity here to gather a pure sample of the Hive Fleet Dagon Genus (if there is an Apothecary in the Kill-team he will immediately realise the potential), and with a few minutes and a bit of care, the PCs can extract a sample from the gestating creatures.

VITAL ORGANS

Following the inner arteries will finally lead the Kill-team to its goal in the beating heart of the hive ship. The vital organs are unlike any of the other regions the Kill-team has passed through so far, and the PCs can sense its importance almost immediately. The thick air is charged with electricity and thrumming with alien thoughts, and there is a stillness that pervades everything, as though the Battle-Brothers are standing on hallowed ground or in the nave of a great cathedral of flesh and blood. The pace should change here, and no longer will the PCs be encountering random hordes of Tyranid creatures and surprise ambushes. The GM should run the two following encounters to conclude the Kill-team's mission.

NERVE TUNNELS

Having reached the vital organs, the Kill-team is close to its goal. However, to reach the synapse chamber the PCs must travel up the nerve tunnels, towering chimneys of light and electrical impulses leading into the vessel's central cortex. Entering the base of one of these towering tunnels, they see it vanishing into a blue haze high above them, lit occasionally by flashes or green and purple. Traversing the tunnels poses two problems. The first is that there is only micro-gravity here, meaning that the PCs must leap from ledge to ledge in great arcs where a misstep can mean spinning out of control, while the second is the huge electrical energy coursing up and down the shaft.

To overcome the first issue is just a matter of time and careful aim when jumping. In combat, however, when time is short, the GM can have the Battle-Brothers make **Easy (+20) Agility Tests** to move. A PC who fails this test is sent spinning up or down the shaft, costing him at least a round

as he steadies himself. The second problem is harder to avoid, and each Round the GM should roll 1d10, as should each player. Any player that rolls the same number as the GM may have their character struck by an electrical charge (for 3d10 E Damage) unless they pass a **Challenging (+0) Perception Test** to spot the danger.

The PCs are not alone, and Hordes of specially grown Gargoyles fly up and down the shafts clearing away debris (in this case the Kill-team). During the ascent, the GM can have one or more Hordes assault the PCs, making for a daring fight as they leap from ledges and avoid bolts of energy. If the GM wants to make things harder for the PCs, he may take into account the fact that the recoil of their weapons in such a low gravity might throw them off ledges or into walls if they are not properly braced.

SYNAPSE CHAMBER

Finally the Kill-team reaches the synapse chamber, a massive domed cavern of grey and purple flesh dripping with thick dark mucus. Five great pillars or flesh cords dominate the centre of the chamber, throbbing with light and sparks, giving the chamber a terrible flickering light. This is the target and the Kill-team must sever these cords to destroy the hive node. The presence of the hive mind is brutally strong in here and the PCs will feel it pressing in on their minds. Cutting a cord is not too difficult and will take only 2 Rounds of concentrated fire or melee attack from a battle brother. However, to even focus on the cord and deliver these attacks, a PC must first pass a **Difficult (–10) Willpower Test**, otherwise they succumb to the hive mind's influence and cannot attempt to cut the cord that turn.

The other challenge here is that five Tyranid Warriors (elite guardians with 45 Wounds each) hide in the walls. One Warrior appears when the first cord is attacked, with one more arriving at the beginning of each following turn. No other foes will appear, but the Kill-team must destroy all five cords to destroy the node and sever the hive ship's synapse link to the swarm, and thus complete their mission.

The Space Marines may decide to use explosives to sever the cords. Severing all five with krak grenades or demolition charges requires a **Challenging (+0) Demolition Test** (or Intelligence Test, if using the pre-generated characters from FINAL SANCTION).

CONCLUSION

Once the hive mind link has been severed, the Kill-team must escape the stricken ship. It is up to the GM how easy or difficult this, and he may wish to conclude things using narrative rather than playing out any more combats or a tedious trek to an extraction point. Alternatively, of course, he can play this out as a desperate race as the hive ship thrashes like a wounded beast. Perhaps the ship has been so heavily damaged that it is falling into the atmosphere, adding to the tension and limited time-frame. However the escape attempt transpires, the GM should be fairly forgiving to the PCs as the mission is now almost over, and they have just crippled a hive ship!

Once back with the Imperial fleet, the PCs can see that Cobb has destroyed the bulk of the swarm (for the loss of only the *Saint of Scintilla*, a handful of escorts and some heavy damage to the *Blade of Drusus*). Shortly thereafter, a Deathwatch battle barge arrives, marking the end of the swarm for good. The Kill-team can finally be reunited with the Deathwatch and can conclude their mission by giving their report to their commander.

With the destruction of the hive ship and the majority of the swarm destroyed or dispersed, Avalos has been spared. Of course, hundreds of thousands of its citizens are dead, its greatest city lies in ruins and it will be many years (if ever) before every vile Tyranid creature is hunted down and destroyed. Despite this, the Kill-team have earned a glorious victory, proving the indomitable spirit of the Adeptus Astartes and their peerless skill in battle. They have also uncovered the first hints of some dark design behind the arrival of Hive Fleet Dagon on Avalos, information that the Inquisition will be keen to receive and which may draw the PCs into much greater plots as they unravel just who or what has been manipulating the swarm, and to what ends...

REWARDS

The GM should give the players the following rewards depending on how well they have done with their missions:

Experience Points

Each Primary Objective Completed: 300xp
Each Secondary Objective Completed: 200xp
Each Target of Opportunity Completed: 100xp[†]

†*In the Hit and Run section, the Kill-team must recover all instances of Tyranid Intelligence to complete this objective.*

Renown (Apply Once for Each Mission)

All Primary Objective Complete: 1 point
All Secondary Objective Complete: 1 point
All Targets of Opportunity Objective Complete: 2 points

Additional Renown

Killed the Tyranid Prime: 3 points