

The Theme and Setting for this Module:

The Team will be desperately defending their home, the ship the Inquisitor lives upon and carries them from mission to mission.

Another Kill-Team on board is sent off and as they head towards the signal on their drop pod, the asteroid will explode revealing a Wounded Ancient Tyranid Hive-Ship. While the ship is unable to move and mostly dead, it is NOT helpless and launches thousands of Tyranids onto the various ships of the Inquisitor fleet.

The marines will begin play without their armour and without ANY non-signature ranged weapons except their combat knife. They must recover weapons, fight their way to the armoury to get armed, during which additional arms can be acquired for the more they try to equip, the more noise is made and draw Tyranids in trying to kill their tech priests.

Once they have their arsenal they must secure multiple places on board the ship and hopefully repulse the Tyranids enough to allow the ship to fire it's main weapons and neutralize the Tyranid Hive ship as well as pull out of boarding pod range.

The longer they take, the more critical personnel and ship systems that will be destroyed, in addition to fleet escorts may be destroyed, turn against them, or actually become consumed by the fleet ancient. If they take too long; the ship may become overrun with Tyranids and there be no hope but escape pods and escape ships to the dead world the battle is taking place over where they must hold out for rescue.

If they succeed in retaking the ship, they must mount a rescue mission for their other kill-team and save those marines while planting explosives on board the Hive Ship's remaining brain and heart pieces to destroy it permanently rather than risk it regenerating.

GM Kill-Team Notes, Personal:

1. Each of you should suggest a name for your Kill-Team.
2. A second Kill-Team is on the ship referred to as Kill-Team, Malleus Procidens (Falling Hammer) Consisting of a Carcharodon, Crimson Fist, Salamander, Flesh Tearer, and a Howling Griffon (Team Lead and the ONLY SANE ONE!).
3. Please decide upon somethings your kill team has done, minor accomplishments and write a small paragraph for your own characters. Each paragraph will come with something for writing it, you can write up to 1 page (500 Words) to give your character more life and experience.
4. Rather than a Jericho Reach team, you are assigned to the Inquisitor and his vessel long term. Performing rapid response; this change in tactics by the Watch Captain is in response to the Tear that has made some areas difficult to rapidly respond to. Therefore, your homes at present are on board the cruiser, the crew if you talk to them, has gotten to know you or at least know of you (There are 94,511 of them at present day). The officers at least all know you.

List of Officers:

Captain Harold "Jawbreaker" Layfeyette
1st Officer - Sub-Captain Jenny Williams
Navigator - Novis Percy of Minor Barthus
Sergeant at Arms - Shelia "The Bear" Maulsum
Chief Tech-Priest - ??????, she refuses to give a name
Inquisitor - High Inquisitor Julius Homeage of Ordo Xenos
Quartermaster and Chef - Leonardo Boyardain Oliver Ramsayi Wolfgang Fieri Lagasse
Puck VII

Inquisitorial Retinue:

3x Administrator Specialists
2x non-combat Tech Priest
1x Adepta Sororitas Prognatus (Scholar Archeologist)
1x Skitarri Warrior
1x Bon'head Ogryn Bodyguard
2x Arbites
2x Guardsman Sergeants
1x Vindicare Assassin
1x Warrior Missionary Priest
1x Magos Biologis Alysha Casuat (From Just In Case Scenario)

5. If you wish to get to know someone or add a character to ship, feel free, just let me know if you want me to stat them or you wanna do it.(edited)

Story So Far:

Inquisitor Juluis uses them as a Blunt Hammer while you are his surgical utility kit.

It has been 4 years since the Events on Castobelle, you have engaged in a few minor missions and quick assaults, representing your total XP gain and time to train your new skills, talents, and characteristics.

Now, after that 4 years, you have heard word that another Marine is on route; at special request from the Raven Guard. He will be meeting your ship, the Dragon of Light, at your next mission location.

Kill-Team Malleus Procidens has been selected for the mission while you are to be held in reserve.

You are meeting 2 Dauntless Light Cruisers, 1 Endeavor Class Light Cruiser and their Escorts, one Dauntless, the Emperor's Vision, is already on site investigating a strange signal of Xenos origin. No such signal has ever been detected before; caution is raised and constant contact has been required with the Emperor's Vision to see what is going on.

The Signal is coming from near the dead planet of Tyran, the first point of contact with the Tyranid Fleet Behemoth, which is supposedly a long since dead world. Your route carries you carefully around The Tear which emerged on Jan. 1st M41.001.

Alarm has not been raised and tensions are low, it is relaxing for such a long trip. and considering the might of 1 Cruiser, 3 Light Cruisers, and 8 Escort Vessels; your fleet is not small nor something to be discounted.

Every Member on board your ship has been hand selected by Julius over the course of nearly a full year of examination of files by his Retinue; there are no strays on board, fleet gypsies, or press gangs; your ship is unique in that the Inquisitor wanted only volunteers after he had pruned and curated them.

You are now 20% of the way through your 1st Deathwatch Term of Service, though Raphael may see this assignment as permanent since getting back to his chapter through the Tear has proven; impossible for all but the Custodes.

ACT I - Invasion:

The marine kill-team is currently stood down. The mysterious signal is set to be investigated by Kill-Team Malleus Procidens. The Inquisitor doesn't believe the danger is that high but wants to send in marines first to investigate this mysterious signal coming from the ord cloud above Tyran.

The Player Kill-Team is currently allowed to do what they do during their free team, if this includes being split up; they are. They are also outside of their armor since combat is not anticipated. Despite the Inquisitor's thoughts on the matter, the Master at Arms does not believe this to be a serious threat.

For ease after they complete their individual relaxation and between battle tasks / chores they are called for their turn in the cafeteria. It is not the standard crew cafeterias but the Inquisitor retinue one, meaning the marines and several armsman sergeants are present there.

This is a chance to explain to the players that the Dragon of Light is not crewed by the standard press-gang and draft method. But instead is crewed by hand picked 93,454 men, women, and unique individuals whom the Inquisitor's retinue has carefully drafted over the course of 18 months. Everyone on board wants to be here and replacements are constantly being selected and lined up by the Inquisitor's administrator to ensure they meet his exacting standards and are actually capable of their jobs.

The Head Quartermaster and Chef has insisted upon a lower ranking officer meal once a week of "Pot Luck" each of the marines is required to suggest a dish they will bring to this weekly event. Give the marines some time to socialize and the players time to get attached. If you have armsmen/guardsmen you want them to meet, this is a good chance as well.

Also the Chef's name should give the players a laugh:

Leonardo Boyardain Oliver Ramsayi Wolfgang Fieri Lagasse Puck

Do not be afraid to kill ANY NPCs in this module, none are essential. But you do want roleplay interactions and a chance for the marines to understand the charges they must protect.

While they are having dinner, there is a sudden alarm and the ship shudders. “All hands! Emergency! All Hands! Emergency!” The marines know to head to the armory but it’s too late.

As soon as one of the marines rises to stand, give them the sound effect of a trainwreck as a bio-pod slams into the opposite side of the room, cuts the lights, and starts disgorging bio-forms.

Remember the marines only have their combat knives and signature melee weapons as well as no armor. They will have to fight with the armsmen for their lives to get out of the room.

Outside the vessel

An ancient Tyranid trap, a bioship hidden in the warp waiting for prey to respond to it’s signal; awake now, the Tyranid Battleship is unleashing it’s only weapon, thousands of bioforms crashing upon the ships in the area. Within moments the Emperor’s Vision is reporting the bridge and engine room are compromised and they are abandoning ship. If you have a NEW kill-team member or replacement marine, this is an opportunity to introduce them as they will arrive in an escape pod in one of the hallway/corridor sections.

Kill-Team Maellus Prociden slam into the battleship and board it instead of the asteroid bearing the anonymous signal. If not for this planet being Tyran; the Kill-Teams would not be present.

It’s propulsion tendrils are disabled so it is trying to use the Bioforms to steer towards

Now it is a fight for survival.

Ship Lower Officers Cafeteria Area:

The Cafeteria has a bioform pod slammed into the hallway beyond, the one direction they can go to leave. A total of 6 armsman, 10 crewmen, and the chef are present here with the kill-team.

Streaming in are hordes and genestealers. The marines lack their armor and primary weapons and must make do with whatever they can scrounge. In order to stop the

waves of gaunts and genestealers, they need to kill the bioform pod or kill 200 gaunts and 40 genestealers, whichever comes first.

Allies:

2d10x Armsmen [Severan Dominate Soldiers Page 24 Only war Games Master Guide]

1x Quartermaster Chef [Human with 20x Butcher Knives he throws dealing 1d10+8 Pen 2)

Bioform pod:

TB 5, 100 wounds.

Hordes at start:

2 x 21 Termagant

2 x 24 Hormagaunt

1 Genestealer per marine Elite

Gaunts will use "Look Out Sir" to protect genestealers from ranged attack if they are within 1 meter of them.

Each round the Bioform pod disgorges 1 genestealer and loses 5 wounds. Every 5 rounds it disgorges another gaunt horde of 2d10+9 STR losing 25 wounds. If it disgorges it's entire load, a lictor will emerge as the synapse creature as the bioform pod dies. If it dies beforehand, the lictor will not emerge but it's dead body will drop out only partly formed.

Ship Corridors:

Each Room has 1d3 corridors and 2 hallways between it and the room. Each Hallway and Corridor is around 50 meters long.

New characters or new players should be introduced as escape pods impacting into the ship and getting in through airlocks in the first Corridor with a small group of 1d10+1 Armsmen on board with them.

Armsmen will often inside upon staying put and securing their area they are in, letting the marines go forward to do the fighting instead of coming with them.

GMs should play up the armsmen and use the chart at the end of the module to generate names, ranks, and duties for the armsmen, this should also help make personalities for them and give the GM something to throw at the players.

Upon entering a corridor, roll 1d100, on an 76 or lower, there are tyrannids present. On a 76-91, it is empty. On a 92-100, the armsmen have secured this corridor, mark it on the

overall map you are making as you go as secure and safe to use. Even if they have already cleared a corridor, till it is secured by the armsmen, you reroll each time they enter it.

Chart 1 - Holding Status

1-30, Tyranid Absolute Control

31-76, Tyranid assault with 1d10 armsmen fighting back

76-91, empty, bodies everywhere but no friend or foe

92-100, 2d10 armsmen present holding that hallway.

Random Event:

1-31, Nothing

32-51, Tyranid Higher Bioform, Synapse Creature specifically (Warrior, Hive Guard, Lictor, Zonathope, Genestealer Broodlord)

52-60 Civil Crew Present, marines may choose to save them, if they save the majority in that area, extra 50 XP!

61-69, Ripper Swarm Assault! Ignore Generation Chart and instead place 2 Hordes of Rippers Strength 101

70-82, Extra Armsmen Present, add 1d10 arsmen

83-88, Inquisitor Retinue, roll 1d10, on a 1-5 support personnel, 6-8 psyker (astropath, navigator, sanctioned psyker in that order), 9-10 Combat Personnel (Arbite, Guard Sergeant, Warrior Priest, Assassin, Skitarrii Shock Troop, Ogryn Bon'head Bodyguard)

89-100, Chapter Serf or Marine support personnel with item for the marines (Roll 1d10: 1 5 Astartes Master Craft Frag Grenades, 2-4 Bolt Pistol with 3 magazines standard, 5-8 Bolter with 3 magazines standard, 9 Astartes Plasma Gun, 10 one characters core weapon.)

Tyranid Generation:

While not in Armor

1d5 Horde Termagant 15

1d5-1 Horde Hermagant 18

1d5-2 Horde Gargoyle 18

1d10 Genestealers

1d4 Warriors

Once they Armor Up

1d10 Horde Termagant 27

2d5 Horde Hermagant 25

1d5 Horde Gargoyle 24
1d3 Horde Genestealers 20
1d5+1 Warriors
1d5-2 Larger Forms

Once the ship has 8 / 13 rooms secure
2d10 Horde Termagant 23
2d5 Horde Hermagant 27
1d5 Horde Gargoyle 18
1d3 Horde Genestealers 15
1d5+2 Warriors
1d5 Larger Forms

Ship Hallways:

These are the entry way sections between ship sectors, see above for how they work. But basically when they see these sections it is because they are about to reach the room that is their objective room. Which is where locations like the Armoury, Engine Room, bridge, Torpedo Room, Lance Batteries, Macro Cannons, and Reactor Rooms are.

When you exit the room, use one of these hallways and when they enter one use another one.

Ship Armoury:

There is an active firefight here, as armsmen are scrambling to get heavier weapons and at the same time, troopers are trying to hold the armoury doors. Roll 1d2 to determine if the marines arrive with the Tyrandis coming from the opposite hallway or if they arrive behind the Tryanid force.

Either way, if the marines choose to help the armsmen the armory will remain secure so long as more than half of the armsmen holding the armory survive.

Here the Head Tech Priest, who is nameless, is constantly complaining about desecration and lost in trying to save her machines. The marines may attempt to bring sense to her, summon the chapter serfs and armory serfs themselves, or kill her to get rid of the problematic mechanicus member.

Either way, it is about holding off wave after wave of Tyranids getting increasingly hard in size and scope to arm themselves. There are also 2 "Boy" serfs who are scrambling

to help the marines, if they manage to inspire them, the boy weapon skill, ballistic skill, strength, agility, and toughness increase by 20 from divine faith. If they ignore them, they function as their listed stat block.

Waves arrive once every 1d3 rounds. Roll when a wave arrives to see when the next one arrives. They begin with initiative 1 when they arrive so they will go last.

Each marine requires 2 rounds once they reach a suit up point to put on their armor and get their weapons. Any requisition they have is granted now as well. They will however, have to help their armsmen hold the line outside the armory and arm up slowly to make sure their line does not falter.

This is a good idea to remind them they can fall back if they feel overwhelmed and fight from inside the armory instead of outside in the hallway though the enemies will be able to spread out more from inside the armory.

Allies:

1x Tech-Priest

8x Chapter Serfs

12x Armsmen [Severan Dominate Soldiers Page 24 Only war Games Master Guide]

Status Discrimine (Situation Critical)

Due to the severity of the situation, the brothers may receive one of the following pieces of equipment based upon class rather than renown or requisition. This is an emergency and they have little option.

Otherwise, they may take 40 normal requisition points at their renown. If they feel they want their own gear:

Apothecary - Combi-Plasma and Power Sword

Devastator - Infernus Heavy Bolter

Assault Marine - Lightning Claws and Storm Shield

Tactical Marine - Mastercraft Bolter and Mastercraft Grenades

Librarian - Force Maul and Relic Hood (+1 Psy rating, +20 Willpower)

Techmarine - Terminator Armor with Storm Bolter and Lightning Claw

Enemies:

First Wave:

3x Termagant Hordes 27 Strength [Page 372 Deathwatch Core]

2x Hermagant Hordes 24 Strength [Page 371 Deathwatch Core]

1x Genestealer Horde 21 Strength [Page 44 Mark of the Xenos, Deathwatch]

3 Warriors [Page 370, Deathwatch Core]

Each new wave, add 1 horde and 1 warrior. Every 5th warrior, add a larger form.

At wave 3, add a zonathope [Page 58, Mark of Xenos, Deathwatch]

At wave 4, 2x Hordes of Gargoyles 23 strength [Page 41, Mark of Xenos, Deathwatch]

At Wave 5, 2 lictors and 1x horde of 18 genestealers will burst from the vents in the opposite direction. This is a one time attack. [Page 42 and 44, Mark of Xenos, Deathwatch]

Wave 6, add 3x Venomthopes and 1x horde hermagant. [Page 56, Mark of Xenos, Deathwatch]

The hordes here will use “Look Out Sir” if they are within 1 meter of any elites or master to absorb ranged hits.

At Wave 7, 3x Raveners and a Ripper Swarm 52 Strength, now 1x Ravenger per wave-7 will join the assault from this floor breach. [Page 46 and 48, Mark of Xenos, Deathwatch]

At Wave 10, 2x Hive Guard and 1 Tyranid Warrior Prime [Page 54 and 52, Mark of Xenos, Deathwatch]

Wave 11, tappers off to what arrived with wave 1.

There is no wave 12. This ends the first act. As the marines must now make a plan to retake their ship before it is consumed or steered by some bioform into the mouth of the immobilized battleship outside.

ACT II - Take Back Hearth and Home!

Corridors and Hallways continue as above throughout the acts, they are constantly harassed by incoming tyranids.

The rooms may be tackled in ANY order the players wish.

Ship Bridge:

Roll 1d5 for the scene the Marines Find on the Bridge. Subtract 1 if you feel they were wasting time.

If the marines came STRAIGHT HERE and did not go to the armory first, they arrive on result 5 however they lack power armor or their heavier equipment. Also when they

reach the armor, roll 1d5, on a 1-4 the armory is overrun, on a 5, it is on wave 5 with wave 4 still present.

1-2: Slaughter house, only Inquisitor Julius Homage and First Officer Williams have survived and Julius is gravely wounded. The captain is dead and the master of arms is currently in the jaws of a Tyranid Hive Tyrant being slowly swallowed and eaten alive. She is beyond saving but the marines must endure watching it devour her as they fight. *Hive Tyranid may not bite for 5 rounds while it eats its prey but it can still fight.

3-4: Pitched Battle. The captain is wounded and they are surrounded by bioforms being held at bay by a few armsmen, the master at arms, and inquisitor. The first officer is tending to the captain's wounds while firing his overcharged laspistol at anything that gets through the line. The captain's plasma pistol has exploded and even if saved, he will lose his left arm. His right arm is broken from his power gauntlet backfiring from overuse.

5: Bridge is secure but outside the bridge is a horde trying to fight its way in. This is a brutal fight but if they can establish contact with those inside the bridge first over the vox, they can time a counter attack from inside the bridge at the same time as the marines assaulting the forces outside.

Bridge Tyranids:

1x Hive Tyrant, see above

1x Horde Hermagants 44 Strength

1x Horde Genestealers 27 Strength

2x Warriors

Bridge Humans:

1-2: Julius, at -1 wounds (Concussion Critical 1d10 days) and First Officer Williams (Full Health)

3-4: Julius, at half wounds (Concussion Critical 1d4 hours), Master at Arms Maulsum ("The Bear") at 10 wounds, Captain at -5 Wounds (Bleeding 4 rounds), First Officer Williams (Full Health), 1d10 Armsmen.

5: 1d10+5 Armsmen, Julius at half wounds (Concussion Critical 1d3 hours), Maulsum, Williams, and Lafayette Full health

Reminder, Hordes will use "look out sir" against all ranged attacks at anything that is a Synapse creature.

Upon securing the bridge, any survivors will inform the marines of their dire situation.

The bridge is logically the first place for them to head to find out what to do and it is the last location of Julius Homage.

On the bridge, they can see the Tyrannid Bio Battleship and it's blood leaking across the vacuum of space. The beacon of the other kill-team coming from inside the ship.

If there are no survivors, they must make a tech-use check and a Tactics Void test at -10 to know what to do from the ship's position. The cannons and lance batteries save for the turreted one on top of the vessel's upper spine; cannot target due to the ship being knocked to 35 degrees from bow. Their torpedoes can't fire either without turning the ship.

Currently the Engine Room, Primary Reactor Room, Port Lance Battery, Port Macro Battery, Torpedo Room, Chapel, Port Living Quarters, and Inquisitorial Retinue Quarters are requesting aid. Julius will cede command to the marines as his injuries prevent him from functioning properly due to his concussion.

In order to fight off the bio-battleship, they must get the cannons and lance batteries online to break it's void shields. The torpedoes to kill it, and the engines to aim and the reactors must be secured to both power all of it and prevent the ship from exploding into two pieces.

Failure to secure any rooms results in the following:

Each Room inside the ship, The Dragon of Light, has a failure condition! Make sure you know what it is. If the marines do not meet the failure condition and lose, the following happens. Note for fairness, only 1 room will be automatically lost and it may not be the engines or reactor room.

To determine the auto-loss room, when the players have completed the Engine Room and Reactor Room, roll 1d10 (1 Macro-Cannon, 2 Lance Battery, 3 Torpedo Room, 4 Chapel, 5 Captain's Quarters, 6 Inquisitorial Retinue, 7 Living Quarters 1 8 Living Quarters 2, 9 Apothecarium, 10 LUCKY marines, Nothing is lost yet). If they complete the Engine Room or Reactor Room last, bad stuff happens automatically.

Macro-Cannons or Lance Batteries, the second escort frigate and 4 escort vessels will be destroyed. This loses a potential 140xp for the kill-team. If both are knocked out permanently or not secured, they must retreat and abandon their escorts as well as kill-team Malleus Prociten, resulting in a TOTAL mission failure.

Torpedo Room Failure: Cannot finish off the Bio-Battleship and it may reappear later in your campaign as a surprise for your marines as the macro cannons and lance batteries simply are not enough to kill it before it retreats. This costs the team 200 potential XP and any benefits of rescuing Kill-team Malleus Prociten in act III.

Engine Room Failure: Cannot Escape and weapons cannot be aimed, total mission failure. Marines must find ways to escape or die.

Reactor Room Failure: Total Mission Failure, the Dragon of Light is blown in half and the marines must escape a ship that is falling apart and make planetfall onto Tyran to hold out while awaiting rescue. This is a whole new adventure for you to dive into as an adventure seed but it also means little benefits of XP or rewards from this mission.

Ship Chapel Failure: Julius will send a letter of reprimand after the mission, causing the team to lose 1d5 renown each from their failure to secure a shine of the Emperor.

Living Quarters Failures: Hundreds die and the marines permanently lose a fate point for each of the living quarters and Inquisitorial retinue quarters that are not secured. This fate point loss is IMMEDIATE. Living Quarters are occupied by a small number of Tyranid Bioforms which must be purged room by room. This is a massive battle and the GM has full discretion on how many creatures they will face.

Captain's Quarters: If not secured, the Tyranid's learn a secret and somewhere in the distance the Marines will have to fight Tyranids on Jericho Reach itself as an adventure seed. Fun times when a Tyranid invasion happens on Jericho Reach because of the marines.

Apothecarium Failure: The magos is found to be in the process of being killed, the marines have one turn to reach her and clear the enemies or she will die. There are NO armsmen to escort her to safety, she must be escorted by the marines.

Ship Engine Room:

The Engine Room is currently in a pitched battle. The Kill-Team's interference will tip the balance.

When the Kill-Team first enters they will see an armsmen screaming and charging into a genestealer, gutting it only to be gunned down by a volume of Living ammo beetles slamming into his face and body.

Here the objective is to stop the Tyranids from entering or severing several plasma conduits. These are keeping the engines running and without at least 2 of them still operating the vessel will be crippled and only able to propel itself with maneuvering thrusters.

Room Map Lay Out if you choose to NOT use the provided Map:

7 Plasma Conduits, one for each engine. At least 2 need to still be powered as this transfers the exhaust plasma of the reactors to the engines to be used as propellant. When a Conduit is destroyed it explodes doing 3d10+3 Pen 5 to everything within Blast (6).

Plasma conduits should be laid out in 3 layers of map. 1 Top of upper most level with catwalks and other features accessing various pieces and stairs down. 1 Middle Layer where the various engineering panels are located. 1 Lower layer where the floor is and marines can freely move along the ground. Highest catwalk layer to the ground is 100 meters but it only takes a single move action for a marine to bound from top of stairs to bottom.

If the marines wish to LEAP from the top to middle or middle to bottom, they can make an acrobatics check at +0, success means they stick their landing. Failure by 0-2 degrees, they slam into the catwalk and take damage. Failure by 3+ degrees and they plummet to the ground dealing fall damage as normal.

Marines begin on away from the Conduits, Tyranids not close to the conduit but closer to the middle or middle-entrance regions of the room.

Top Layer: 2 Conduits

Middle Layer: 3 Conduits

Bottom Layer: 2 Conduits

Top Layer Enemies:

16 Genestealers crawling on the walls towards the conduit exhaust point. 4 Warriors across the 2 platforms, 1 melee 1 ranged on each.

Middle Layer Enemies:

4x Warriors: All Ranged [Page 371, Deathwatch Core] - Deathspitter

2x Termaguant Hordes 31 Strength [Page 373, Deathwatch Core] -Devourer

Lower Layer Enemies:

Cover the ENTIRE FLOOR with enemies

3x Termaguant Hordes 27 Strength - Devourer

3x Hermaguant Hordes 23 Strength - Rending Claws

4x Warriors (All Melee) - Scything Talons

1x Carnifex (Melee) - Scything Talons, No Bio-Plasma

The Tyranids will fight the Marines if engaged and the marines are visible to be targeted. If not they will make their way towards the conduit openings to try to sever them.

Conduits explode if a tyranid has a full turn to break their way in and another turn to jump inside. After an opening is made, any Tyranid may leap into it.

Ship Reactor Room:

Three massive reactors power the ship's main electrical and plasma needs. These massive reactors are keeping the ship's shields intact and the ship protected from some of the titanic assault bombarding it. Not to mention they are highly unstable. Their destruction might cause the entire vessel to detonate.

While in this room, each reactor has Toughness 10, 20 wounds, and armor 5. They are vulnerable to acid damage type. The reactor controls have toughness 6, 10 wounds, and armor 2. Each reactor should have 1 reactor core and 1 reactor control positioned. For the reactor to stay online BOTH must be intact. A basic Tech-Use check will allow them to know exactly what to do and how.

Shutting down the reactors will prevent them from exploding but will also shut down lights and operations in sectors of the ship. Roll 3d10 and compare it to the areas below to determine which rooms are off from a reactor being shutdown or destroyed. Power may be rerouted to shut down other systems in order to power the area they need. It should be noted with power off, in any sector, the ships armsmen will lose and any further armsmen, Inquisition, or Ship Crew allies in those areas are considered dead:

1. Engine Room
2. Torpedo Room
3. Macro Cannon
4. Lance Battery
5. Chapel
6. Living Quarters 1&2
7. Inquisitorial Retinue Quarters
8. Bridge
9. Officer and Captain's Quarters
10. SHIT that was life support! Turn the lights out for all areas, marine LOS reduced to 20 Meters in all sectors due to pitch blackness to keep the lights on.

Allied Support:

2x Sergeants of the Inquisitorial Retinue, same stats as a Guard Captain, 1 With

Plasma gun (Sergeant Williams, Female, Age 30, Cadian Standard, Very Australia Cunt), 1 With Combi-Las/Flamer (Sergeant Gregory, Age 28, Vostroyan Firstborn, Very Russian) Both wear Carapace Armor (Armor 5 with 6 head) - [Severan Dominate Storm Trooper [Page 24 Only war Games Master Guide

8x Armsmen - Guardsmen with Lasguns (Flak Armor, Armor 3 with 4 for body and head) [Severan Dominate Soldiers Page 24 Only war Games Master Guide]

They are established behind cover of improvised pieces of furniture and dead bodies, providing them with 6 additional armor points so long as they are not hit in the head.

Tyrannid Assaulters:

4x Termagaunt Horde 30xSTR [Page 373 Deathwatch Core]

2x Hermagaunt Horde 45xSTR [Page 372 Deathwatch Core]

2x Warrior - Ranged Type (Acid Cannons) [Page 371 Deathwatch Core]

1x Tyranofex with Acid Spray Cannon [Page 36 Mark of Xenos, Deathwatch, Carnifex with Heavy Venom Cannon}

When the Tyranofex goes down an ambush of:

10x Raveners with a 100xSTR Ripper Swarm Horde will slam out of the walls

[Page 46 and 48 of Mark of Xenos, Deathwatch]

Ship Bow Torpedo Room:

Currently held by the Vindicare Assassin and Arbites, they are protecting the Torpedo Room crews who are cowered behind them and without a weapon. The Retinue is desperate and holding on against an overwhelming attack. This along with one of their cyber mastiffs, the other is a desecrated corpse on the ground, ripped apart by Tyrannids.

This room is huge with 3 stories, each story has 2 torpedo launches on it. There are torpedoes the size of small shuttles stacked on the walls and they are VOLATILE! If one of them goes off for some reason, kill everyone not in a vacuum suit goodbye; the explosion will deal 5d10+10 to anyone within Blast (20) if one of these racks explodes and suck them into vacuum. The Tyrannids are NOT trying to make them explode, they are after the crew. But if a marine stray fires a flame or explosive weapon, it could go horribly wrong. This INCLUDES BOLTERS!

Torpedoes have TB 1 Armor 25 but only 1 wound.

Each story has a crew of 6 loaders, 1 team leader, and one of the Retinue. The crews have no armaments and the crew leader only has a las-pistol and short sword. The crew have no armor, SB 3 TB 3, Willpower 33, 12 wounds.

Team leader: WS 31, BS 33, STR 30, Toughness 33, INT 28, Will 35, FEL 39. Skills are GM discretion. Wounds 15. Flak Armor (3 everywhere, 4 head and body).

Allies in the Room:

18x Crewmen Horde - Above

3x Team Leaders - Above

1x Malfi-Pattern Eliminator-Mastiff - [Page 74 Book of Judgement, Dark Heresy]

2x Arbites (Arbitrator Maigrit Page 136 Book of Judgement, Dark Heresy. +10 WS, +10 Strength, 10 extra wounds)

1x Vindicare Assassin (Concealed and firing from the Top Floor)

Enemies in the Room:

4x Gargoyle Hordes 39xSTR [Page 41 Mark of the Xenos]

8x Genestealer Elite [Page 44 Mark of Xenos]

1x Lictor Elite (Middle Floor, Starts Concealed, waiting to strike, Perception -30 to find) [Page 42 Mark of the Xenos]

1x Zoanthrope Elite (Upper Floor) [Page 58 Mark of the Xenos]

1x Trygon (Ground Floor) [Page 50 Mark of the Xenos]

Vindicare Rules:

He has no stats. He fires twice per turn dealing 2d10+5 damage. He then must spend a turn relocating. The Tyranids receive a Perception Roll (-30) to detect him. If he is detected, he is put onto the board where-ever you wish. If a Tyranid shoots him, nothing happens. If one melee's him, he dies instantly, no save or roll. Describe his death how you see fit.

If he survives he is mute, tongue cut out, and can only talk with a psyker using telepathy (Psy Test Will+0, if he trusts the psyker in question). Otherwise, the arbites will thank him properly.

If lost already, remove the friendly units and set all destructible areas to destroyed status as well as open a hole to the void in this room with an emergency bulkhead preventing entry.

Ship Macro Cannon Room:

Along the wall are four massive cannon breaches with rounds ready to be loaded. The rounds are the size of a dreadnought. There are crews here as well and being swarmed by Tyranids.

They are defended by The Missionary Priest (Taylor Rasinon) The Bon'head Ogryn (Burt), and 5 armsmen. There are dead bodies of armsmen scattered everywhere as a storm of genestealers and a Hive Tyrant are actually trying to break in here. They are also in the process of trying to form a Tyranid nest. The Ogryn is at half wounds and engaged in melee with a horde of hermagaunts. The priest is motivating the troops and keeping their morale up while firing his bolt pistol. The troops are hunkered with the survivors under the control panels for the various gun breaches, there are 4.

Each gun breach has a loading ramp, with waiting shells on each (1 per). A breach and a control lock as well as a loading system for the loaders to work. The control panel is a 3 meter by 3 meter L shape that counts as 5 armor cover but can only take 100 point of damage before breaking and becoming a 2 armor cover rumble. If this happens the gun doesn't work, if 3 guns are knocked out; they are destroyed. Each 3 man gun crew is hiding and gone to ground behind the control panels. They have no armor. Each gun crew has a tech-priest directing them. The Tech-Priests are NOT gone to ground and available to be shot at or mauled.

Allies Present:

5x Armsmen [Severan Dominate Soldiers Page 24 Only war Games Master Guide]

3x Tech-Priest [Cryon Tech-Priest Page 13 The Lost Dataslate, Dark Heresy]

12x Crewmen [TB 3, 10 Wounds]

1x Missionary Priest David Latheium [Missionary-Abbo Page 389 Dark Heresy Core: +20 WS +10 BS +15 Strength +10 Toughness +10 Wounds] - Has a Astartes Bolt Pistol and an Eviscerator Chainsword, he may wield this at -10 WS in one hand. - Think Angry Redneck Preacher for voice and personality.

1x Ogryn Bon'Head Beatress [Page 373 Only War Core: +10 BS, +25 INT +25 WP +10 Fel +8 Wounds] - he is the MOST well spoken person, much less Ogryn they have ever met. Very much a Proper British Gentlemen and everything.

Enemies:

2x Tyranid Hive Structures (30 Wounds, TB 6 Armor 4)

4x Genestealer hordes 38xSTR [Page 44 Mark of Xenos, Deathwatch]

2x Termagaunt hordes 33xSTR [Page 372, Deathwatch Core]

1x Hive Tyrant [Page 369 Deathwatch Core] - 1x Scything Talon, 1x Venom Cannon

4x Tyrant Guard [Page 54 Mark of Xenos, Deathwatch]

If lost already, remove the friendly units and set all destructible areas to destroyed status as well as open a hole to the void in this room with an emergency bulkhead preventing entry.

Ship Lance Battery Room:

This room only has 2 gunners, 1 Tech-Priest and 2 armsmen left in it. They are desperately trying to hold their own but have little chance. Bodies of comrades and ship crew are everywhere as the Kill-Team enters.

They are holding out behind one of the cockpit canopies for the Lance Battery guns.

This room has 2 lance batteries and 2 cockpits with 4 lines (2 for each) running from the ground towards the door before going into the walls. Each of these has stats:

Battery Internals - 18 Armor 50 Wounds 1x10 Meters (Energy Transfer Conduit)

Battery Cockpit - 8 Armor 30 Wounds 4x4 Meters (A small pod to hide in)

Battery Power Coils - 4 Armor 10 Wounds per 1 Meter Section. Can be destroyed by explosives or AOE damage, particularly that venom cannon. (30x1 Meters each)

All of these can be used as cover for their armor bonus alternatively till they are broken, then the armor bonus is cut in half and they are destroyed. If Both the Lines running to the battery internals, the cockpit, or the battery internals are destroyed the battery is destroyed. Battery Internals will EXPLODE and vent into the void, anyone who cannot survive in void will die (Non-Marines or if their implant doesn't work.)

Allies:

2x armsmen [Severan Dominate Soldiers Page 24 Only war Games Master Guide]

1x Tech-Priest [Cryon Tech-Priest Page 13 The Lost Dataslate, Dark Heresy]

2x Gunners (4 TB, 11 Wounds, unable to fight as they are without weapons and wearing their gunner gear (headset connector for operating the gun) [Use Ship Crew Token]

Tyranids:

10x Termagaunt Horde 31x STR - Fleshborers [Page 373 and 372, Deathwatch Core]

3x Warrior - Deathspitter [Page 371, Deathwatch Core]

Once they complete this, if any lines are destroyed, the following burst into the room upon the death of the last Tyranid:

2x Ripper Swarm Horde 33x STR [Page 48, Mark of Xenos, Deathwatch]

4x Raveners [Page 46, Mark of Xenos, Deathwatch]

If lost already, remove the friendly units and set all destructible areas to destroyed status.

Ship Chapel:

The ship's chapel is safe, there is no encounter here; but if the Marines do not check in, it will be lost. This is the ONE free room they get.

Apothecarium:

Allies:

1x Magos Biologis Alysha Casuat

Stats:

WS: 46, BS: 40, S: 41, T:48 (+2), AG: 35 INT: 65, PER 43, WP 55 FEL 30

Wounds: 31

Armor 8 Master-Craft Flak Armour (4) + The Flesh is Weak (4)

Talents: Talented (Medicae), Ambidextrous, Autosanguine, Combat Master, Peer (Adeptus Mechanicus) Peer (Inquisition) Peer (Space Marine), Iron Discipline

Traits: The Flesh is Weak (4)

Skills

Awareness, Ciphers (Adeptus Mechanicus, Xenos Markings, Inquisition), Command +10, Common Lore (Machine Cult) +20, Common Lore (Imperial Creed, Tech, War) +10, Common Lore (Imperial Navy, Deathwatch), Evaluate +20, Investigation +10, Inquiry +10, Forbidden Lore (Adeptus Mechanicus, Xenos) +10, Forbidden Lore (Archeotech, Heresy, The Warp, Mutants) Scholastic Lore (Beasts, Legend) +20 Scholastic Lore (Chemistry, Philosophy, Imperial Creed, Numerology, Occult, Tactica Imperialis), Medicae +20 (+30), Performer (Binary Singer) +10, Scrutiny +10, Search +10, Tech-Use +20, Security +10, Speak Language: Eldar +10, Speak Language Ork +10, Swim, Wrangling +10

1d10 Armsmen

Enemies:

1x Ripper Swarm Horde 111xSTR

5x Raveners (Elite)

2x Tyrant Guard

1x Hive Tyrant

1x Biopod (Armor 8 TB 10, 120 Wounds) - Takes Unmodified Wounds equal to 3d10, spawn a horde of genestealers equal to wounds taken per round. At 0 wounds it explodes. If this is inflicted by weapons damage, it doesn't do anything. If this is by its own effect, Spawn 1 Close Combat Carnifex.

The Magos Biologis has barred herself into her specimen room and is holding the door close while the armsmen outside desperately try to hold off the assault. The assault is brutal and should quickly slaughter through the armsmen.

The door has Armor 14 and 80 Structural Integrity. However if the marines take more than 4 rounds to clear the ripper swarm it will get inside through the vent to the Magos and begin assaulting her.

While this is going on, the biopod is spawning more enemies. Roll 3d10, subtract that many wounds and spawn a genestealer horde of strength equal to the wounds lost, if less than 10, spawn Genestealer elites. Each turn.

If the pod kills itself, it spawns a Carnifex.

The Magos is thankful to the marines and will agree to be escorted to the bridge which is secure as soon as the next armsmen detachment arrives which has a 65% chance of getting to the bridge. If the marines escort her there personally; there is a 100% chance of encounter in the corridor on the way.

Spawn a Corridor Encounter Per the 9/14 Locations Secure Rule.

Ship Living Quarters 1:

There are stacks upon stacks of floors of different bunks and bunk rooms throughout this section. The marines find people screaming, armsmen fight, Tyranids EVERYWHERE, and each room is a sight of some other horror.

Each marine roll a WP save here or they take 2 Insanity Points. Any critical failures is 1 Corruption Point. Saves take 1 Insanity but do not have to roll for Getting a Pirmarch's Curse.

Upon Entry, roll 1d10, Evens the marines are coming from top down, odds they are coming from bottom up.

Each Floor has the following in the hallways:

1d10-2 Armsmen, this can be 0.

1d10 Gaunt Hordes (GM Choice) [Page 372 and 373 Deathwatch, Core]

1d5 Warriors (GM Choice) [Page 371 Deathwatch, Core]

Roll 1d100, on a 25% chance there is a Larger Bioform that has burst out of the wall.

1-5, Carnifex. 6-15 Trygon, 16-23 1d5 Tyranid Warrior Prime, 24-25 1d5 Tyrant Guard. [Page 36, 50, 52, and 54 Mark of the Xenos]

NOTE This does make a hole in the wall and destroys whatever room was there, this hole leads to another room, roll randomly to decide where it goes.

Each Room Contains:

1d4-2 Crewmen, this can be 0.

1d5-1 Genestealers

There are 5 floors, with 2, 3 meter by 50 meter hallways and 2, 3 meter by 30 meter hallways. Each 50 Meter hallway contains 5 8x8 Bunk Rooms and each 30 meter contains 5 4x4 Single Bunk Rooms.

The marines must clear them all to secure the Living Quarters.

IF already lost, there are 0 armsmen and 0 crewmen in here.

Inquisitorial Retinue Quarters:

This area is secure, at least when the marines walk in. While the Adepta Sororitas make a situation report, the marines make a perception check at -50.

If they succeed, they can choose to make a heroic sacrifice to save what is about to happen. If they do, they take 4d10+10 point hit and combat begins, with the Adepta Sororitas pulling out a bolt pistol and Skitarri warrior pulling out a mag-rifle. If they do not, the two characters die and battle begins.

If the administrator or non-combat Tech Priests are attacked in melee, they die, no rolls needed. Describe as you see fit.

Allies

3x Administrator Specialists (He's Meat, don't get hit)

2x non-combat Tech Priest (Page 13 the Lost Dataslate, Cryon Tech-Priest)

1x Adepta Sororitas Prognatus (Scholar Archeologist) [Page 247, Dark Heresy: Ascension, Adepta Sororitas Honour Guard, +8 random knowledge skills at +10)

1x Skitarri Warrior (Page 130, Black Crusade: Hand of Corruption, Manufactoria Skittarrii)

Tyranids:

2x Lictor [Page 42 Mark of Xenos, Position where the Sororitas and Skitarri were standing]

10x Ravener [Bursting out of the vents]

10x Venomthrope [Coming in round 2 behind where the Ravens came in]

1x Genestealer Horde 40xSTR

Ship Living Quarters 2:

There are stacks upon stacks of floors of different bunks and bunk rooms throughout this section. The marines find people screaming, armsmen fight, Tyranids EVERYWHERE, and each room is a sight of some other horror.

Each marine roll a WP save here or they take 2 Insanity Points. Any critical failures is 1 Corruption Point. Saves take 1 Insanity but do not have to roll for Getting a Pirmarch's Curse.

Upon Entry, roll 1d10, Evens the marines are coming from top down, odds they are coming from bottom up.

Each Floor has the following in the hallways:

1d10-2 Armsmen, this can be 0.

1d10 Genestealer Hordes (GM Choice) [Page 372 and 373 Deathwatch, Core]

1 Genestealer Broodlord with 2 Hordes (GM Choice) [Page 371 Deathwatch, Core]

Roll 1d100, on a 25% chance there is a Larger Bioform that has burst out of the wall.

1-5, Carnifex. 6-15 Trygon, 16-23 1d5 Tyranid Warrior Prime, 24-25 1d5 Tyrant Guard. [Page 36, 50, 52, and 54 Mark of the Xenos]

NOTE This does make a hole in the wall and destroys whatever room was there, this hole leads to another room, roll randomly to decide where it goes.

Each Room Contains:

1d4-2 Crewmen, this can be 0.

1d10-1 Genestealers

There are 5 floors, with 2, 3 meter by 50 meter hallways and 2, 3 meter by 30 meter hallways. Each 50 Meter hallway contains 5 8x8 Bunk Rooms and each 30 meter contains 5 4x4 Single Bunk Rooms.

The marines must clear them all to secure the Living Quarters.

IF already lost, there are 0 armsmen and 0 crewmen in here.

Officers Quarters:

There are 19 Rooms here, down a single Hallway with lots of adornment, each door has the name of the officer on the walls and various awards.

The hallway has statues to the Emperor, to heroes of the navy, inquisition, and even space marines. This hallway is incredibly impressive.

The captain's room is the end of the corridor while the other rooms are along the way. There are Tyranids in the hallway and no sign of allies. Prepare for a fight.

Each room is a 5x5 Room and there is an identical room across the way with the captain's room being at the end of the hallway. It should be mentioned that each room

has but a single bed and looks rather impressive and decorated like a personal apartment with a full size bed, a desk built into the wall, office chair, and various auspex and monitors for use.

Hallway is 8x60 Meters.

There are 9 Rooms on each side of the hallway with the 19th room for the captain at the end. It will be a brutal fight, roll for what is in each room. You should ROLL the results of the room as the marines move to them, meaning as soon as they come in, roll 2!

Tyrannids in the Hallway:

2x Termaguant Horde 33 STR (Fleshborer) [Page 373, Deathwatch Core]

1x Genestealer Horde 20 STR [Page 44, Mark of Xenos, Deathwatch]

3x Warrior (Melee) [Page 371, Deathwatch, Core]

2x Tyrant Guard [Page 54 Mark of Xenos, Deathwatch]

Room Contains Results, roll 1d10

1: Door is locked, inside is a terrified officer point his bolt pistol at the door. BS 37 against whatever comes in first, friend or foe. Consequences up to players.

2: Door is locked, inside is a Lictor having eaten the officer inside by crashing through the vent. Encounters with them spawn 1x Ripper Horde a 47xSTR in the room with them.

3: Door is open, the officer inside is using their bed as cover and firing repeatedly while screaming obscenities. A Tyranid genestealer is trying to cut through to them.

4: Door is Torn off its hinges, office is dead, a horde 38xSTR of Rippers is eating them.

5: Door is Torn off its hinges, officer inside is engaged in melee with his short sword against a Warrior.

6: Door is open, Office inside is wounded but not dead, no enemies but dead bodies.

7: Genestealer AMBUSH! Spawn 1x Genestealer Horde of 33xSTR as the walls literally explode with them.

8: Door is Torn off its hinges, Room is empty, it is covered in gore, blood, and bodies as the officer inside died on his feet holding the line.

9: Door is Torn off its hinges, Room is empty, officer is dead, devoured to the uniform (Bones included). There is little blood here.

10: Door is closed, unlocked. Inside is an officer sleeping, no signs of enemies. He has taken sleeping pills and will require a stimulant to wake. He was NOT on shift when the boarding started and takes pills to sleep. Marines are left to decide what to do. (This may only happen Twice)

If already lost, assume Result 7 or 4 for EVERY Room!

Captain's Quarters:

Inside here are the various trophies of the captain, his personal "Bed" which is more for having sex with various people rather than sleeping and a large desk. The desk and belongings are being gone through using telekinesis by 3 Zoanthropes escorted by 10x Venomthropes. The room is LARGE, roughly 20x20 meters and is tight quarters to fight in. If the marines do not kill the Zoanthropes within 4 turns, they will escape with the vital intel!

ACT III - Stacked with Vengeance!

This only happens if the ship can still fight and the Inquisitor lives!

Otherwise the first officer will delay the other Kill-Team Dead and order the ship to flee from the system to get the knowledge of this new type of ambush to the Imperium at Large.

All marines may resupply magazines, grenades, and other equipment. They may also trade in their requisitions for new requisitions. Their objective is to now attempt to ensure the death of the Tyranid Battleship and rescue Kill-Team Malleus Prociten, this is going to be a brutal hallway to hallway fight to the brain chamber where the largest bioforms will meet them while trying to kill the other Kill-Team. It is a bonus mission if they made it this far. However, speed is of the essence if they wish to save any members of the other Kill-Team but also to bring down the Bio-Vessel permanently before it can regenerate.

Inquisitor Julius will brief the marines:

"You have fought bravely and we have secured the vessel and the casualties will take a year at least to replace. However, this will provide us with a basis to continue fighting. The void shields of the Bio-Ship are down and it's weapons are disabled. Normally I would immediately order us to fire until the beast was nothing but dead burned blood across the system.

"However, we are still picking up Kill-Team Malleus Procident's beacon, they are still alive somehow and have vital intel on how the Tyranid were able to create this trap." He takes a breath and holds his wound then nods, "This means you are going over to that

ship to retrieve them and this intel. The Tyranids need to pay for this and while you are there, you must ensure the ship is dead so we can retrieve the vessel's remains for study."

He looks to the marines, "Steel yourselves, this is not yet over."

Read to marines after they have prepared, rearmed, requisitioned, and gotten to the assault boat:

You ready yourselves, not quite used to an assault boarding pod like this. The marine assault torpedoes and thunderhawk landing variant are what you are used to from your chapters. This boat is cramped with adjustments having been made to hold you.

A tech-priest approaches and hands you a beacon, he speaks in a robotic voice with some hint of sympathy for your task: "The Omnissiah with you. When you activate this device, get away from it as a Retrievis-Pattern Assault Pod will bore its way to you; it is your only way out." (GM note which Marine takes it)

You nod and strap yourselves in. The bright lights are replaced with red security emergency lighting as the door behind you hisses and seals tight. All of you feel a jolt as the assault pod is lowered to be launched. You can feel the gyro forcing the pod to move slowly, taking careful aim, trying to estimate where the target will be to put you as close to the kill-team beacon as possible. It is not the smooth movement you are used to but jerky and sudden, almost jarring and would throw you around the pod if not for your assault harness.

There is a blaring alarm, once, twice, three times then you all feel it. The sudden rush as the pod accelerates and you feel weightless. Sound is lost as the assault pod depressurizes and you are drifting through the void, propelled by the catapult from your ship. You feel maneuver thrusters pushing and angling you as a counter appears above the exit door at the front of the pod with the number 6000+ then it starts counting down, rapidly.

You know this is the distance to target. A green light indicating you are on target with a red light next to, to indicate if you are off course. This is crude compared to your boarding torpedoes or thunderhawk assault ships. The silence continues into a full minute before an alarm blairs, the loud klaxon in your helmet's earpiece instead of open air as there is no air in the pod.

With a slam that feels like a car crash you hit into something and suddenly air and sound return as the pod repressurizes and you can hear the grinding through flesh and carapace into the Tyranid ship, till you come to a sudden halt which your armor and body near break the harnesses keep you from crashing forward. As the fluid finishing draining, a klaxon inside the pod sounds and the front assault door slams open, the harness doesn't release, it's broken. You need to break it!"

Make a STR check at +10, success means you break your harness and can get out immediately, failure means you must try again next turn till you succeed or get help from your brothers.

Tyranid Landing Zone:

They arrive into a passage that appears to function as a kidney for reclaiming biomass, the fluid voided into space with the assault ship's impact.

Inside is like being inside a body. Blood is leaking everywhere from the sudden wound inside the Bio-Form Vessel. The marines have 3 rounds till bio-forms will arrive to fight them and this room is a large bowl shape, with the upper bowl being where the bioforms arrive and the lower the exit for this kidney that the assault pod is in.

Bowl Size:

80 meters Diameter: 20 wide meter edge at top of bowl with 3 hallways for enemies to enter.

Waves: (This is also for The Escape and roll randomly to see what happens, ignore rules of 85-89 until at least the 3rd wave). A wave spawns every 3 turns.

The Marines MUST fight their way out, the waves are ENDLESS!

Wave 1 - 3x Hordes Hormagaunt 37xSTR, 5x Warriors (Melee), 1x Horde Genestealer 41xSTR, 1 Trygon

Wave Chart:

1-20 - Same as Wave 1

21-27 - 20 Raveners, none horde

28-39 - 6x Hordes Hormagaunt 51xSTR, 3x Warriors (Ranged)

40-55 - 1x Horde Termagant 201xSTR, 5x Warriors (Melee), 1 Lictor

56-69 - 2 Full Size Wave 1's

71-84 - 5 Carnifex, 5x Hordes Hormagaunt 28x STR, 3x Warriors (Melee)

85-89 - Ship runs out of biomass to send, consider this a win by attrition but anyone in the NPC kill team not rescued is considered dead.

90-100 - Whatever you believe will kill your kill-team, do not hold back or hesitate a minimum of 10x Hordes, 15x Elites, and 3x Masters all at once; Make them afraid and make them flee.

Waves arrive every 5th Round. This is a LONG drawn out fight! That is a rolling fight! You should prepare at least 5-6 hours for this long brutal slugfest.

Make it very Obvious, these WON'T STOP coming and only get worse for the marines as the entire ship converts itself to new bioforms to keep assaulting them.

Tyranid Blood Vessel Hallways:

This is a 50x15 Meters. Blood vessel, with entrances formed by incoming Bio-Forms, you may roll 1d10+5 for how many meters the next bio-form comes in from the nearest marine to keep terrorizing the marines. Use whatever Wave they are on above and keep it coming.

End of the Hallway they have to go through a second hallway! As they change valves to go through to the brain chamber.

This hallway is 70x15 Meters.

Tyranid Brain Chamber:

This is a very large 80x80 Room!

Inside here is a wounded central structure (30x30) that is the Tyranid Ship Brain. All Marines must make a WP test at -10 or suffer 3 insanity points and 1d5 wounds, no toughness or armor as the mind screams at their presence.

Roll 1d10 for each member of Team Malleus Procidens, on a 8-10 they are still standing. A 3-7, they are wounded and unable to fight, unconscious and dying. On a 1-2, they are dead. Except the Carcharodon Librarian and Salamander Devastator, they are up and fighting but surrounded by swarms of Tyranids beyond just the Dagon Overlord and barely fending them off. Their efforts are why the Kill-Team has a shot at the Tyrant and Ship Brain, you should emphasize this.

Description:

As you enter the brain chamber, a psychic scream assaults your minds and several Tyranids cry out in agony as the ship shudders and ruptures. The vessel is clearly in pain and trying to scour more bioforms to kill you! Bolt fire brings you back to reality, bolter fire that isn't yours.

In the corner are the kill-team gathered and making a final stand. Carcharodon Librarian holding his own but his friends in various states of wounded or dead as the kill-team sees you and you hear a shout of defiance, "Brothers! We are saved!" As they renew their fighting spirit. However, they are lost from view by the horde and the Tyranid Hive Tyrant, now bearing down upon you with a horde of bioforms.

Situation:

This is a BOSS FIGHT. The current wave is the last wave, make note of what it is and how many is in it. This is Important.

The team must fight through the Tyranids and secure the room, upon doing so, within 2 rounds the Tyranids will resume pouring in. This is also their way out, as they must activate their beacon and hold out for 13 rounds before the assault boat reaches them. Good Luck. (Modify this for your own personal taste)

Allies:

Each Marine stats are up to you but assume average stats with a preference for Close Combat. You may replace or change all members of Kill-Team Malleus Procidens for your own LIKING! The Carcharodon Librarian, Mako, is the only one who has to stay the same, if he is saved there is something nice for the marines afterward.

Enemies:

Boss: 1 Dagon Overlord:

Acid Blood

Psyker Powers: Dominion, Psychic Scream, Warp Lance

6x Hormagaunt Horde 39xSTR (Will use Look out Sir if within 2 meters of Dagon Overlord)

8x Warriors (Melee)

1x Genestealer Horde 28xSTR

2x Tyrant Guard

Note the NPC Marines are pinned in a corner being assaulted by a HUGE 600+ Horde of Hormagants lead by 2 of the 8 warriors.

This fight is represented by you rolling 4d10 per turn to show the beleaguered kill team killing hormagants and then 1d10 on a 8-10, a member of the NPC kill team is rendered unconscious and cannot be resuscitated till they get to a medical facility. This is done via rolling 1d5. If you roll the same number twice such as 4 and then 4 again, to determine member who is down, they are killed.

If the marines kill the warriors or help thin that massive horde, the roll for one of the Kill-Team Malleus Proctigen members to fall is delayed by 1 turn per attempt to thin the horde or per warrior killed.

The players cannot kill enough Tyranids to get the Kill-Team Free however, until the Dagon Overlord falls.

Every 5 Rounds roll 1d5, on a 1-4 a marine from the other kill-team falls, on a 5 they do something heroic and get to keep fighting by dealing 2d10+10 damage to a random enemies that isn't the big boss.

The Escape:

After slaying the lord, all remaining Tyranids in the room DIE immediately, exploding in a shower of blood, gore, and sharp carapace. This is dangerous and any marine in close combat with a elite takes 2d10+5 Pen 3 while in combat with a horde take 3d10+5 Pen 4. If in combat with an elite, agility check to avoid the damage. If in combat with a horde, Agility Check to take half damage. This only effects those directly in melee with any bioform that is NOT the Dagon Overlord.

Now they must secure the remaining marines, harvest geneseed of the fallen, and deploy the beacon. The beacon will inform them how long till the pod arrives and to get back at least 15 meters away. During this time, the waves of Tyranid Bio-forms RESUMES, even if th players kill the brain, the waves keep coming.

The survivors of Kill-Team Malleus Procidens should be too wounded to fight or be brought back to consciousness to be functional, this will require a full apothecarium as they are in a regenerative coma due to their injuries.

The ship arrives in 2d10+2 Rounds.

Upon arrival, all players roll 1d10, upon a result of 9 or 10, their seat in the pod is damaged from entry and they must either make a heroic sacrifice or stay for another

pod. This is due to the pod already needing seats for Malleus Procidens and the remaining seats are for the players. However, if any of Malleus Procidens are deceased their geneseed recovered, add +1 seat available to the players to use.

Goodluck!

Conclusion:

The Tyranids' new technique of sending out unknown signals that will attract Imperial Curiosity. This is not like them and places the possibility that there is an intelligence beyond simple devouring inside the hive mind as a whole. The fact that a cosmic devouring horde could have actual tactical and strategic intelligence is truly not something the Imperium can afford to take lightly.

If Mako survived, he confirms this was the purpose of the signal and there are others like it coming from dead worlds devoured by Tyranids in hopes of luring more victims and sapping the strength of the galaxy by eating smaller amounts of ships and their crews while gaining strength as it does. He is however, now clearly suffering from his time inside the Bio-Form's Psyche and will require months or possibly years of rehabilitation to properly function again.

A package will be waiting for the team back on Jericho reach if Mako Survived, granting each member 25 requisition for upgrades or an upgraded version of their basic class kit.

Experience:

If the Cook Survives, they receive 50XP

If the Armoury Remained Secure they receive 200XP

If the Chapter Serfs all survived, they receive 20XP and each chapter serf will become a marine to their chapter

Each Secured Sector of the Ship Grants 100XP

If they completed ACT III, they receive 140XP

For Each Inquisitorial Retinue member to Survive, they receive 50XP

For Each Armsmen to survive, they receive 10XP

For every kill they receive 1XP (Hordes killed count as 5)

If they killed the Dagon Overlord and did retreat, they receive 110XP

For each wave they survived in the hive ship, they receive 300XP

They receive a fate point if the Chapel was Secured by them

They receive 50XP and 1 Fate Point if the Captain's Room was secured and intel prevented from being taken IF NOT this is an adventure seed for later as Tyranids will show up to intercept them on their next mission as a SURPRISE!

Each Player may Take Peer:

Carcharodon if Mako Survived for 100XP

They may take Peer with each other's chapter if all Serfs Survived for 100XP Each

If the Cook Survives and at least 3 officers were rescued including the First Officer or Captain, the team may spend 100XP for Peer Imperial Navy

They may also requisition Orbital Bombardment One Time on a Future Mission just once for 50 Requisition Points.

Please check players for Special Deeds and Rewards from this, this is one hell of a module and definitely worthy of an Epic or Heroic Deed!

Secondary Deeds:

If 4 of the 5 members of the other kill team live:

This grants 1 of the players the right to upgrade their armour to artificer armor of their current armor mark. This armor gains a number of histories equal to the Mark + 1 and has the Artificer armor stats + its mark stats. It is from the M33 Era and is given by the Blood Angel's Chapter, as such it has Blood Angel's Markings and you may customized it to be such instead of rolling the Histories.

NOTE: Only Grant the Characters 2 of the following 5 Relics at most. Period. Only one of each and the players must decide who gets what; BLIND, that is to say the chapter giving the reward DOES NOT reveal what it is only that the chapter is given an reward to them as a thank you.

Carcharodon - Kill Team is given a Relic Chain Halberd that has the Lathe Property.

Following Stats:

The Great White

Damage: 1d10+11 Pen 6 Type Rending Special: Tearing, Lathe, Master-Craft (Damage and Pen Factored In), Special, Silent

This weapon radiates with unknown energies of the deep black void. Its forging is beyond the Adeptus Mechanicus and Cardon dating places the weapon at somewhere in the M21 Era of the Dark Age of Technology.

Special Effect: When Struck by this weapon, the enemy must make a fear test, even if they are normally immune to such things. If they fail, they receive a roll on the fear chart as normal with those results. What they see is a vision of floating in deep pitch black

water. As they look down, the visage of a massive Great White Shark is propelling itself towards them, jaws open, in a full on breaching strike that they experience from the first person perspective of a seal.

The Wielder of this axe, in this split second, experiences the vision from the perspective of the shark. They understand, the seal is the creature they just struck.

This causes their target to also gain +5 Insanity points if applicable.

Crimson Fist - A Power Fist is assigned to a team member with the following Stats:

The Hand of Mirhen

Damage: 2d10+4 Pen 10 Type: Impact/Energy Special: Unbalanced, Power Field

This is said to be the very weapon that Chapter Master Cassus Mirhen wielded during the war of the beast. It comes with the terrible knowledge that he fell in his duty and the Imperial Fists were destroyed then secretly resurrected from their successor chapters.

The weapon has the names of every marine who donated a piece of his geneseed to the effort to resurrect the Imperial Fists back to life. It also comes with a promise, lose this weapon and the Successor Chapters of the Fists will hunt you down to the last.

Have this weapon, and be recognized as a friend and worthy adversary.

Gain Peer (Imperial Fists) while you have this weapon and if you lose it or it is destroyed, the whole Kill-Team gains Enemy (All Imperial Fists and Successor Chapters). If an Imperial Fist loses this weapon, he must become a black shield.

Flesh Tearer

Gain the Relic: Mercy to the Black Rage

Storm-Bolter

Damage: 2d10+6 Pen 5 Explosive Clip 40 Reload Full S/3/5 Range 65m

Special: Tearing, Frenzy Ender, Storm

Frenzy Ender: Any creature in frenzy or a frenzy like state, receive double damage from this weapon and always receive the shot to the head instead of any other location. The machine spirit of this weapon being specialized for ending the Black Rage in marines and seeking out those who lose control in battle.

If you fire into melee with an ally who is in Frenzy and the enemy is NOT, roll 1d10, on a 1-3, you hit the ally instead with this effect.

Howling Griffon

Gain the Relic: The Knightly Guardian

Astartes Combat Shield

Damage 1d5+2 Pen 5 Impact Special: Balanced, Power Buckler

Power Buckler: This is not a normal combat shield but instead immits a small power field into a solid void shield the size of an astartes combat shield. It Functions for up to 5 hours without power armor and so long as the armor has power with it. The shield also

does not take up a hand or weapon slot as it attaches to the forearm and only turns on when the marine wills it, as it is integrated into the Black Carapace.

It does not provide a Protection Rating, instead providing a flat +3 Armor as rounds are slowed by this field rather than destroyed. It cannot overload. It only adds in your front arc but explosive weapons that hit it have their penetration reduced to 0 due to exploding on the shield and not the marine.

You may activate as a free action but doing so alerts all enemies to your presence and cannot be used in stealth.

Salamander

Gain The Relic: The Dragon's Roar

Astartes Heavy Flamer - Hellfire Compound

Range: Damage: 2d10+6 Pen 7 Clip 6 Reload 2 Full, Two Handed, Range 100m S/-

Special: Hellfire Compound, Flame, Spray, Jet-Spray

Hellfire Compound - This compound does +1d10 damage against all targets it fully penetrates the armor of and are NOT classified Machines or have The Stuff of Nightmares.

Jet-Spray: Instead of spraying a 40m Cone, you can switch the nozzle (half action to change; free-action if equipped with an ammo selector). This gives it a 100m Line rather than a cone attack, allowing for long range attacks or down narrow corridor attacks.