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Crusade: Tyrannic War

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Product description

Crusade: Tyrannic War

From the dark depths of the Segmentum Pacificus, a fresh alien threat stretches forth tendrils towards Holy Terra itself. Seething Tyranid invasion swarms pour from the void in incalculable numbers, devouring world after world in their slow but relentless advance toward the Segmentum Solar. Resolved never to permit such horrors, the Imperium's greatest war leaders rush to meet the xenos invasion with a devastating counter-offensive of Solblade Fleets. Yet the Hive Mind is possessed of infinite cunning and terrible hunger, and its plans may yet undo Humanity altogether...

This 184-page hardback book is a Crusade expansion for Warhammer 40,000 that lays out the grim narrative of the Fourth Tyrannic War, along with all the rules you need to play narrative games, build and upgrade a Crusade army between games, and run your own campaigns - it also includes the full Warhammer 40,000 Core Rules module.

THE SHADOW DESCENDS

This richly detailed background section gives an insight into the brutal conflict between the forces of the Imperium and the Tyranid Hive Mind at the outset of the Fourth Tyrannic War - which, if not stopped, could see Holy Terra itself threatened by the Shadow in the Warp. From the re-emergence of Hive Fleet Leviathan to the desperate siege of the Bastior Sub-sector and the arrival of the Solblade Fleets, the tale of this apocalyptic xeno-war is told through stories, maps, and terrifying illustrations.

SHOWCASE

A stunning showcase of Citadel miniatures painted by the 'Eavy Metal team, representing forces embroiled in the Fourth Tyrannic War - hulking monsters, mighty war machines Imperial heroes, and alien swarms alike. Each sweeping diorama includes narrative notes on that conflict and the combatants involved.

CRUSADE RULES

All the rules you will need to take your army of Citadel miniatures on a Crusade across the stars. Crusade campaigns allow you to track the development of your army between games, acquiring resources and injuries with each victory or defeat, turning the greenest of recruits into hard-bitten veterans over the course of many battles.

You'll learn how to muster a Crusade army, track Experience points, purchase Requisitions, suffer Battle Scars, and rank up to gain Battle Honours.

TYRANNIC WAR

A wealth of exciting Crusade rules content to help you wage the Fourth Tyrannic War on the tabletop, in a two-sided campaign for any number of players. It includes Battle Traits, Crusade Relics, Agendas, and Crusade Blessings, plus a pair of full upgrade paths for Monsters And Those Who Hunt Them - themed around the Tyrannic War, but usable by any faction.

MISSIONS

An array of 15 immersive and exciting Crusade missions set on the battlefields of Sanctum and beyond, perfect for narrative games and your Tyrannic War campaign. Purge or protect gestation sacs as they hatch in Spawning Grounds, fight over a surrounded landing pad ahead of a Planetary Evacuation, and secure supplies as The Gathering Shroud of the Hive Mind's

presence grows in power.

CORE RULES

The Warhammer 40,000 Core Rules contain everything you need to know in order to wage glorious battle across the 41st Millennium. These basic rules are used for games of all sizes and styles, and provide a foundation for use with other supplements. You'll learn the general principles of Warhammer 40,000, the datasheets and characteristics used by your models, and the rules that apply to the five phases of the game: the Command phase, the Movement phase, the Shooting phase, the Charge phase, and the Fight phase. You'll also find Stratagems and abilities used by all armies, as well as additional rules for elements like Strategic Reserves, terrain features, and aircraft.