

Invasion of Hydator

The fall of Tyrell was a closely guarded secret within the upper echelons of the Administratum and the Imperial Guard and Navy. But even as the planet was overrun, no one had any inkling how serious the Xenos Infestation was. There happen to be two Cobra class escorts on tour of duty in the system, and these were scrambled with an escort of smaller vessels and half the system's fleet of eight defence monitors. As a matter of course, asistance was also requested from Battlefleet Pavonis, and evacuations of key personel from Hydator were prepared, in an effort to save as much manpower and foodstuffs as possible.

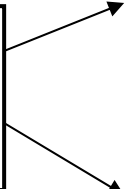
However, Imperial commanders did not appreciate the deadly speed of the Xenos, and before the last ships had left orbit around Tyrell, the first reports of Xenos infestation began to be radioed in Hydator Prime. The local PDF had already been alerted and armed, but as the scale of the infestation began to be suspected, and the Cobra class escort relayed vid picts of a massive Hive Fleet, they were ordered to fall back with all the orbital defences that could be evacuated. With her orbital defences stripped bare, Hydator was effectively naked to arial assault, and the Xenos drones moved into low orbit and began to disgorge their foul cysts into the atmosphere.

The men of Hydator put up a brave fight, but many were overwhelmed within the first few days of spore attack. It was a race against time to bring even a fraction of the twenty million agro-workers and foodstuffs into Hydator Prime. A race which it was thought would be impossible to win. And the men to perform the impossible, were once again, scattered units of the Crinan IVth.

1. **Air Defence Platforms:** after the evacuation of antiquated lance and ordinance platforms to defend Gothmar the only defences capable of holding back the bloated spore-hives were the antiquated lance installations around Hydator Prime, dating back to the time of the Oscarl Civil Strife. The Hive Mind has singled these installations out as a prime target. Destroy these and death will rain unhindered. If the lance platforms survive the attack then spore-hives will not be able to disgorge their noxious cargo over the crucial area of Hydator Prime and it's space docking facilities.

**Kill Team:
Sabotage**

Specially
bred Tyranid
troops



**Nid Victory. Strongpoint
attack**

Power is reinstalled, but not
after a deadly salvo of spores
rains to earth. IG commanders

IG victory Seek and Destroy

Power supplies are not cut and
a deadly salvo of laser shots
rip through the Tyranid spores
as they descend. Enough reach

If the Tyranids win
the second battle
then any units deep
striking in the final
battle can re-roll
scatter dice.

If the IG win then
any Tyranid units

Mass Evacuations: even before the spores began to fall it was deemed impossible to remove all 20 Million inhabitants of Hydator, even though the more genetic material left behind was known to ultimately increase the Xenos threat. A short list was quickly drawn up by the Governor of Hydator, including key family members and staff, members of the ecclesiasty and Adeptus Mechanicus, and key units of the planet's PDF. Foodstuffs were also evacuated, as these had a higher monetary value than the local populace, many of whom only had a rudimentary association with technology. IG units were assigned the job of keeping roads open for these convoys, even though the situation across Hydator was dire.

