

In your worst nightmare, you couldn't imagine this creature. It's the size of a building, with thousands of tentacles, mouths, and grabbing appendages sprouting from everywhere. When you think you've seen the whole beast, you run behind cover to see a gigantic eye look at you before hot slime spews from an open sore at your feet. It's as if the whole place is alive.

"This can't be happening. This can't be happening..." you repeat over and over to yourself as your friends are torn apart around you.

It comes as no comfort to realize that, in the end, you are right.

The Unspeakable

THE UNSPEAKABLE										
	Points	WS	BS	S	T	W	I	A	Ld	Save
The Unspeakable Root Node	Varies 70 + options	2	0	4	5	6	2	3	10	-/4+
Tentacled Node	50	5	0	6	6	4	4	5	10	-/4+
Gigantic Mouth Node	45	4	0	10	6	3	2	2	10	-/4+
Oozing Node	60	4	0	4	4	5	2	D6	10	-/4+
Spiny Node	50	5	5	4	6	3	6	4	10	-/4+

The Unspeakable's appearance varies widely, and is customizable to the daemon world player's desires as described below, although bringing The Unspeakable to battle presents several obstacles. It is recommended that battles against such a creature be considered special scenarios, and that the opponent must agree before hand.

The Entire: The Unspeakable is in command of the entire daemon world on which any battle against it takes place. No other units may be chosen. Terrain is set up as normal, however, because the beast desires to lull its opponent into confidence before unleashing in battle.

SPECIAL RULES

Fearsome: Any enemy losing combat to The Unspeakable immediately falls back without a Morale Check being taken, unless its opponents are immune to such things

Fearless: The Unspeakable has no mind in the proper sense, although it is certainly aware. It is considered *Fearless*, will never fall back, cannot be pinned, and is assumed to pass any leadership-based test that it is forced to make.

Body of a Daemon World: While the body of The Unspeakable is essentially the whole battlefield, the more important parts are subdivided into Nodes. There are five classifications of nodes, each of which has their own profile and special rules. Rules that apply to all of the nodes are:

Size: A node is represented by an appropriate terrain piece the size of the small Blast Marker.

Armour: As The Unspeakable is a daemon its 4+ armor save is considered *Invulnerable*. It may be attempted against any and all wounds suffered, even those that normally would ignore armor.

Immobile: None of the nodes may move. Once they are deployed, they must stay where they are unless specified otherwise. They may never make Pursuit rolls unless specified otherwise.

Cluster: Nodes must be purchased in clusters of one Root Node and one to four secondary nodes. When deployed, all nodes in a cluster must be within 2" of at least one other node in the same cluster. A cluster functions as an individual unit in circumstances such as shooting, close combat, and being shot at.

Combat: Nodes may fight in close combat against any model within 2" using their full abilities.

Nodes:

Root Node:

Root: Each Root Node can support up to four secondary nodes. The secondary nodes do not need to be of the same type, but may not be additional Root Nodes. If a cluster's Root Node is destroyed before the rest of the nodes, each surviving node, individually, must test for Instability on 3D6 at the end of each of their turns like a Greater Daemon that possessed a dead host.

Mastery: Each Root Node has the Daemonic Mastery special ability, which may be used once per turn per Root Node.

Quality: A Root Node may be given a single special quality that applies to all nodes in its cluster.

Brain Node: For +5 points, the node is blessed with psychic powers and may take a single psychic power available to models with the Mark of Chaos Undivided at the normal cost.

Re-knit: For +10 points, the node has the ability to regenerate. During the daemon world's shooting phase, the Root Node may attempt to regenerate a single lost wound. On a D6 roll of 4+, it recovers a wound. If the Root Node does not desire to recover a wound, it may recover a wound on one of its secondary nodes on a D6 roll of a 6+. This wound may not be used to take the total number over the starting amount. This ability may be used when the cluster is in combat.

From Underground: For +10 points per secondary node, the cluster gains the ability to Deep Strike even in scenarios when the rule is not in

effect. In addition, in the beginning of the movement phase, the cluster may be pulled off of the table and put back into reserve, even if it was in close combat. Note that any turn in which a cluster Deep Strikes it counts as moving, which may effect how some of the nodes shoot ranged weaponry.

Tentacled Node:

Grabbing: Instead of shooting a weapon, a Tentacled Node may attempt to ensnare opponents and drag them into combat with itself and the rest of the cluster. Nominate one unit, independent character, or vehicle within 24" of the Tentacled Node. The Tentacled Node rolls a D6 and adds its strength, and the opponent does the same. If the Tentacled Node beats the opponent's roll, the opponent is moved D6 x4" directly towards the cluster, ignoring terrain. The entire unit is moved, even if it is quite large, due to the rest of the members of the unit attempting to free their comrades. If this move puts any of the models within 2" of any node in the cluster, they are considered to be in close combat, although neither side counts as assaulting. For units with mixed strengths, add the majority strength. For vehicles without a Weapon Skill, count them as having strength 10. Additional Tentacled Nodes in the same cluster may add their strengths.

Rending: Tentacled Nodes have the Daemoniac Talons special ability.

Snagging: Tentacled Nodes may pursue fleeing opponents in close combat, rolling 2D6 as normal, although the node never actually moves. Any further combat takes place in the original location.

Giant Mouth Node:

Disgusting Bite: A Giant Mouth Node counts as a Monstrous Creature. It rolls 2D6 vs. vehicle armour and ignores armour saves in close combat.

Snagging Tongue: The tongue of a Giant Mouth may pursue fleeing opponents in close combat, rolling 2D6 as normal, although the node never actually moves. Any further combat takes place in the original location.

Oozing Node:

Squirt: An Oozing Node may shoot acidic liquid, stomach bile, or molten lava in a disgusting fountain. It functions as a ranged weapon with the following profile: Range 36" S8 AP3 Ordinance 1 Guess. Multiple Oozing Nodes in the same cluster function as Barrage weapons.

Spiny Node:

Shards: A Spiny Node shoots a cloud of barbed needles at its enemy. It functions as a ranged weapon with the following profile: Range 24: S5 AP4 Heavy 2D6 or Assault D6.

Hooks in the Back: A Spiny Node may pursue fleeing opponents in close combat, rolling 3D6 as if equipped with a Jump Pack, although the node never actually moves. Any further combat takes place in the original location.

