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Introduction

With the one of the Halos and the Ark destroyed and nearly all Flood biomass rendered unusable, Gravemind has its work cut out for it if it wants to accomplish its timeless goal of total assimilation of all life. As of now, there is only one infection form left. It has worked with less and accomplished plenty with it.

THE PARASITE

The Flood is a fungus-like biomass capable of infecting and then eating almost any life form with a central nervous system. The ultimate goal of the Flood is to absorb all life in the universe into itself and make all things suffer for all eternity.

HOW THIS CODEX WORKS

Codex: The Flood contains everything you need to play a game of Warhammer 40,000 with your army. Within these pages you will find a history of the Flood and its multiple cycles of expansion and entrenchment, their opponents, and their strange anatomy. You will also find the rules to use their myriad of Forms. There is also an army list that enables you to organize your collection of purchased, converted, or homebrew miniatures into a horrifying army. Finally, you will find an author's note telling the rationale behind unit strength, abilities, point values, and possible future projects.

THE FLOOD

The Flood is an unusual force, using a variety of weaponry its hosts used and purer forms to accomplish more difficult tasks. Infection forms are fragile but invaluable, combat forms are the standard unit, and the pure forms are the most horrifying and effective of them all.





Raitkel

History of the Flood

A Monument to All Your Sins

The Flood's current force is comprised of one Infection Form on a Human vessel near a terrestrial planet in a star that has yet to be identified. There is much work to do to bring it back to the full might of the Keymind and its powerful tendrils. In the past, the Flood could use star roads and brought multiple empires far more powerful than any today to their knees.

The Precursors

The history of the Flood begins over 100 billion years ago. The Flood are one of the few remnants of the ancient race known as the Precursors, more impossibly advanced than a mere mortal's comprehension, being the only Type-0 "Transsentient" race in the Forerunner technological classification system. A Type-0 rating means the race has the ability to travel amongst galaxies, accelerate evolution of sentient life, and harness the power of neural physics, things no other race in the galaxy have been able to do since their departure.

The Precursors once upheld the Mantle of Responsibility, which is the combination of a leadership title over all life as well as a responsibility to it. In order to make sure the Mantle will be in good hands for all time to come, the Precursors created, uplifted, and then gauged sentient races for their ability to uphold the Mantle.

They were never satisfied in the untold eons they went through these practices, and eventually they made two races that may very well have been worthy. When the Precursors invariably found a race unworthy, that race was promptly exterminated.

Eventually, the Precursors created two races that held promise and may have been worthy of succeeding the Precursors. The first was the Forerunners, and the second was Humans. When it came time to test the Forerunners, they too were found unworthy. Not only that, but they announced to the Forerunners that it would be Humanity who would inherit the Mantle of Responsibility.



Titanomachy

When the Forerunners heard the news, they were infuriated. They refused to accept the verdict and retaliated with violence. Ten million years ago, the Forerunners waged a war with the Precursors and nearly drove them to extinction despite the raw power of the Precursors being infinitely greater. The Precursors did not take up arms against the Forerunners because the concept of their creations rising against them was so alien to them. The only Precursors known to survive were the Timeless One, the Domain, and various jars full of powdered Precursor.

Millions of years later, what was known about the Precursors to the Forerunners faded into myth. The Precursors became the Forerunners' gods and the Forerunners claimed the Mantle of Responsibility for themselves.

Resurgence and Revenge

Over nine million years after the Titanomachy, ancient Humans found the jars of powdered Precursor as well as the Timeless One at roughly the same time, albeit in different places. No one had any way of knowing what the powder was, and some of it got on a Pheru by mistake. The powder had mild psychotropic effects on the Pheru making them more friendly, which is considered beneficial for an animal that is both a pet and a livestock (much like pigs). This mutated the Pheru as well, down to their genetic code.

Over centuries these mutated Pheru became ubiquitous in Human and San'shyuum territory. At one point the mutations resulted in fur on the Pheru, making them more popular with San'shyuum. Then the mutations took a more horrifying turn.

The Pheru started growing protrusions, resorting to cannibalism, and their children had horrible genetic deformities were they unlucky enough to be born in the first place. This shaping sickness started affecting other life forms in Human/San'shyuum space, especially the races that ate them.

This shaping sickness was the revenge of the Precursors. This shaping sickness was the test for Humanity to attain the Mantle. This was the Flood.

Humans and San'shyuum alike waged war against the Flood for centuries, but were losing. They were forced to flee their worlds after sterilizing them while looking for new worlds to inhabit or cleanse the Flood from as available. Eventually, this brought them in contact with the Forerunners. The Forerunners made quick work of the already weakened San'shyuum while the similarly weakened Humans were significantly harder to bring to heel as penance for burning Forerunner worlds.

Before being defeated, the Humans eventually discovered a possible cure for Flood infection as well as started to reverse-engineer Precursor technology. Impressed, the Flood retreated. The cure was never revealed to the Forerunners out of spite.

The Flood eventually began attacking the Forerunners, their revenge in sight. Every time the Forerunners tried to create a counter, cure, or bio-weapon to combat the Flood, the Flood made short work of it. Eventually the Forerunners succumbed to civil war and necessity, creating the Prometheans and the Halo array. Prometheans were effective, but insufficient at the point they had been introduced. The Halo array was their last option.

One hundred thousand years ago, the Forerunners activated the Halo array, stopping the Flood at the cost of almost all sentient life in the galaxy.

The only Flood to survive outside of containment was the Gravemind, the Timeless One.

Revival

It wasn't until the 26th Century that the Flood came back. An army of primitive aliens fighting against Humans landed on a Halo and attempted to open everything in every area the Halo's security considered restricted. This led to the breached containment of Flood specimens. The Halo's security was unable to fire the Halo before it was destroyed and Flood forces escaped on a Human ship.

The Flood quickly built momentum and forces taken from Human and alien militaries when the Gravemind learned of the San'shyuum's plan to activate the Halos. It even dealt with a Human and an alien to prevent this, appealing to their sense of self-preservation.

After preventing the firing of the Halos again, it betrayed the Human and alien. This was Gravemind's downfall. All Flood forces save for a single Infection Form were at a single- about to be destroyed- Forerunner Installation. That single Infection Form is all that remains.

A small setback.



Forces of The Flood

This section of the book details the forces used by the Flood- their units, the vehicles they appropriate, and the central intelligences they share. Each entry describes the unit and gives specific rules you will need in order to use them in your games. The Shaping Sickness section (pg. 23) refers back to these entries as well as the armory of weapons and equipment that each Flood unit can use. The exceptions are unique rules and Infected Forms, which will be outlined in their specific unit sections and explained.

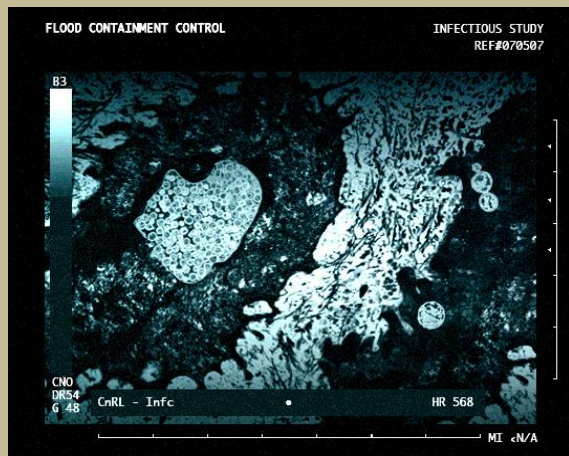
Flood Special Rules

The Flood uses special rules that are common to several units. They are denoted in their unit entries.

Inferi Redivivus

"Get up, so I can kill you again!"

Units with this rule have the It Will Not Die special rule and ignore the Poisoned rule. In addition, if a model with this rule loses its last wound, roll a d6 on your next turn or the next Assault Phase (whichever is sooner). On a roll of 5+, the model is put back on the board with one wound. This does not apply against Template weapons and wounds that cause Instant Death. On a 1-4, the model is removed as normal.



The Unknowable, Known

Much has been written on what is unknowable, so utterly alien that to even begin to understand it drives people to madness. They are hubristic. The Flood are not.

A unit with this rule automatically passes whatever leadership test it is called upon to make as well as having the Fear special rule. Any time a unit with this rule is directly targeted with a Psychic Power, the power fails to activate and the Psyker casting it suffers an unsavable wound, including Feel No Pain. This does not apply to powers that do not affect the unit (e.g. Guide, Doom, etc.) and powers with damage profiles (Vortex of Doom, Crush, Dark Flame, etc.).

Army Traits

The Flood are a hive-minded creature with a centralized consciousness of unknowable horror. The central consciousness is often found in the form of a Proto-Gravemind, which is nearly useless in combat. As such, it takes great pains to make its protective forces all that they can be. Instead of Warlord Traits, this army has Army Traits. They are determined the same way as Warlord Traits but every unit in the army has them. Their usefulness varies by unit.

Army Traits Table

D6 Army Trait

1 Wages of Sin

The wages of sin are retaliation and vengeance.

Your Flood force gains the Counter-attack special rule.

2 An Abyss of Time

One hundred billion years' experience and knowledge makes technology a toy and strategy easier than tic-tac-toe.

You gain one Victory Point at the end of the game.

3 The Uncontainable

The vengeance of the Precursors is at hand.

Infection rolls are improved by +1.

4 Coordinated Infestation

After a Proto-Gravemind is constructed, the Flood move with more direction and purpose until enough Flood biomass has been gathered to create a Gravemind.

Your Flood force adds 1" to charge distances.

5 Unrelenting Infestation

"They're coming through the walls! They're everywhere! There's no end to them!"

At the beginning of a friendly turn after an Infection Form unit is destroyed, you may place a unit of Infection Forms of the same initial size on any table edge.

6 Advanced Infestation

The Flood have already begun repurposing this planet for their own purposes. It may already be too late.

Infantry and Jump Infantry in your Flood force ignore Difficult Terrain and Impassible Terrain, treating it as normal Terrain.

Allies Compatibilities

The Flood are the greatest threat to intelligent life there is, was, or ever will be. However, mutual benefit has led races to ally with them, if only for a time. This page shall outline who the Flood may ally with and on what terms.



Battle Brothers- N/A

Allies of Convenience- N/A

Desperate Allies- N/A

Come the Apocalypse-

Armies of the Imperium*, Chaos Daemons, Chaos Space Marines*, Dark Eldar*, Eldar*, Necrons, Orks*, Tau Empire*, Tyranids*

*You may take these Allied Detachments as normal rules dictate. Alternatively, you may spend 8 points per model in addition to the models and apply the **Infected Template (pg. 12)** to them. Vehicles that have the **Infected Template** applied to them only have the Weapon Skill and Ballistic Skill modifications applied to them as relevant (a Walker will have its Weapon Skill altered while non-Walker units will not) and the **The Unknowable, Known (pg. 8)** special rule. If you choose to apply the **Infected Template** to units in this way, they count as Battle Brothers with your Flood force. They have the same Wargear as their original unit profiles (including whatever Wargear you purchase for them as allowed by their unit profiles), except for Armor Abilities.

If you choose to apply the **Infected Template** to an Allied Detachment, they may not use Acts of Faith or Psychic Powers.

Foes and Conflicts

A galaxy to control, a universe to consume. The Halos have almost all been decommissioned, the Arks have been damaged beyond repair, and the largest threats to the Flood are in shambles just barely beginning to pick up the pieces. Listed below are the factions the Flood fights or has fought with and justifications for doing so.

Anyone:

The universe belongs to the Precursors. All living things shall be consumed, and all non-living things shall be destroyed or subjugated.

Every race knows the Flood's intentions.

Covenant Remnant:

These aliens believe the accursed Forerunners to be their gods. They will bring ruin to the Flood's plans.

Sangheili:

The Sangheili are rooting out the Flood in all places they can.

UNSC:

The Humans are investigating Forerunner, Precursor, and Ancient Human technology.

Humans are the only race that can activate Halo.

Brutes:

Brutes are a belligerent and violent race. Simply being there is justification enough to be attacked by them.

Insurrection:

These Humans will make good hosts and not be missed.

Humans are the only race that can activate Halo.

Sentinels:

The Forerunner's mechanical whelps are troublesome.

Proto-Gravemind

“We Already Do.”

A Proto-Gravemind is a simple centralized intelligence of the Flood, made of Flood biomass and infected hosts. They have exactly seven tentacles and their purpose is to perform more advanced tasks such as piloting ships or interfacing with machinery and computers, but have no means of locomotion themselves.

When a Proto-Gravemind reaches sufficient size and intelligence, it becomes a full Gravemind.

So long as the brain of a host body is intact within the Proto-Gravemind, the host is aware of its circumstances.

Proto-Graveminds are capable of distorting radio signals in a large radius from their position.

“Keyes, Jacob. Captain. Service number 01928-19912-JK... I’ll never lead you to Earth! Oh God. You don’t want Earth... you want everything! Get out of my head! ... Keyes, Jacob. Captain. Service number 01928-19912-JK! You will not have me!”
-Captain Jacob Keyes

Unit Type: Monstrous Creature.

Wargear: None.

Special Rules: Ineri Redivivus (pg. 8), The Unknowable, Known (pg. 8).

Immobile: The Proto-Gravemind may not move, shoot, or charge.

Communication Dampener: Enemy reserve rolls are made at -1.

Sensitive Intelligence: You may allocate hits directed at this unit to any friendly Flood unit within 7”.

Biomass: You may sacrifice wounds from friendly Flood models within 6” to restore lost wounds on this unit, and vice versa.

Intermediate Setback: Should this unit be removed as a casualty, your opponent gains two Victory Points instead of one.

Mind Probe: The Proto-Gravemind may deploy within 1” of an objective in an Objective-based game. This unit may hold objectives.

Whipping Tentacles: The Proto-Gravemind may attack enemy models within 6” with melee attacks.

Proto-Gravemind	WS	BS	S	T	W	I	A	Ld	Sv
	5	3	5	5	7	1	7	-	3+



Infection Forms



Infection Form	WS	BS	S	T	W	I	A	Ld	Sv
Infection Form	X	-	X	2	3	4	2	-	-
Infected Template	+1	-1	-	+1	1	-1	-	-	-1

The most basic and common type of Flood organism visible to the naked eye, Infection Forms are how the Flood gather the majority of their biomass. They infect victims by impaling them with a spike and spreading tendrils throughout the target's nervous system. There is no cure for infection, and the determinant factor of whether or not someone becomes infected is the Gravemind's opinion on the worthiness of the victim to uphold the Mantle of Responsibility.

Unit Type: Infantry.

Wargear: None.

Special Rules: **Swarms, The Unknowable, Known (pg. 8); Infiltrate, Mutation (Infected Template only).** **Impossible Biology:** Immune to Poisoned weapons.

Infection: An Infection Form hits in combat on a 4+ and wounds on a 5+. For every attack that deals an unsaved wound to an Infantry model (Fell No Pain may not be rolled), roll a d6. On a 4+, the model that was dealt the wound is now under your control with the Infected Template applied. Any profile with a “-” entry uses the original model's statistic except for Leadership. That model gains the **Inferi Redivivus** and **The Unknowable, Known** special rules. After that, the Infection Form unit loses a number of wounds equal to the number of wounds dealt in combat. Wounds lost this way do not count toward Combat Resolution. Models brought under your control this way count as being part of the Infection Form unit it was in combat with.

Infection does not apply to **Avery Johnson (see Codex: UNSC)**, vehicles, flyers, drones, units with the Daemon special rule, units with a Mark of Chaos, **Mgalekgolo/Hunters**, any **Codex: Sentinels** unit, or **Codex: Necrons** units. Those models simply lose wounds as normal combat rules dictate with the to-hit and to-wound values the Infection special rule outlines.

Mutation: Any model with this rule may be exchanged with a **Carrier Form (pg. 14)** at the end of your Movement Phase. If you do, the model may not shoot, run, or assault that turn. This does not count as losing Wounds.

Combat Forms

	WS	BS	S	T	W	I	A	Ld	Sv
Brute Combat Form	4	2	4	5	1	2	1	-	-
Elite Combat Form	5	2	4	4	1	2	1	-	6+
Human Combat Form	4	2	3	4	1	2	1	-	6+

Unit Type: Infantry.

Special Rules: Ineri Redivivus (pg. 8), The Unknowable, Known (pg. 8), Mutation (pg. 12).

Brute Combat Form Wargear: Mauler (pg. 18).

Elite Combat Form Wargear: Storm harness (pg. 18), plasma pistol (pg. 18).

Human Combat Form Wargear: Magnum (pg. 18), Body armor (pg. 18)

When an Infection Form latches onto a host, they take over its body and use it for the Flood's purposes. The Infection Form burrows into the host's chest with their feathery appendages being exposed from the front. The victim often becomes bloated, becomes significantly harder to neutralize, and loses all sense of self-preservation. Their coordination is dampened, but this is compensated for by a small increase in their strength so they may wield weapons with one hand. A Flood combat form can withstand gunshots, blunt force trauma, and even dismemberment before being neutralized. Any being with a central nervous system can conceivably be a combat form, but often the Unggoy and Kig-Yar do not become combat forms due to their limited calcium content.

The appeal of hosts being combat forms is twofold. Firstly, a combat form defends other Flood organisms until the Coordinate stage of Flood spread is complete. Secondly, a combat form converts biomass to Flood material and brings forth the calcium in the host so that Pure Forms can be made.

Humans are the most common form of combat form, and human weapons are similarly the most common weapons combat forms use. Jiralhanae combat forms are aggressive and durable, much like the Jiralhanae they are drawn from. Sangheili combat forms are the most dangerous of them all, due to their energy shielding being intact.

In the time before the Halo Array was fired, the Flood turned the Forerunners into combat forms. They were most certainly more dangerous and horrifying than even the Sangheili, but the Forerunners are all gone now.

Combat forms were often put into stasis by Forerunners for use as analysis, autopsy, and testing subjects to determine the relationship between the Infection Form and its host. This was done in hopes of discovering a counter to Flood infection, but all attempts failed.



Carrier Forms



The carrier form is an incubation pod for Infection Forms so that the Flood may perpetuate. The carrier approaches potential hosts, bursts, and releases Infection Forms to do this. Should the carrier form be sufficiently damaged while approaching the hosts, it will burst and release Infection Forms anyway.

There are multiple ways a carrier form can come to be. The first is by altering an infected Unggoy or Kig-Yar. Alternatively, a combat form can be further mutated if there are not enough Infection Forms to infect the potential hosts in the area.

Unit Type: Infantry.

Wargear: None.

Special Rules: The Unknowable, Known (pg. 8), Slow and Purposeful, Infiltrate.

Carrier: When a model in this unit loses its last wound (or at the beginning of your turn, your choice), place a blast template where the model was. It hits all models underneath the template with a S3 AP – attack. After that, place 1d6 Infection Form bases where the Carrier model was. This does not apply to wounds that cause Instant Death.

	WS	BS	S	T	W	I	A	Ld	Sv
Carrier Form	-	-	3	3	2	2	1	-	-

“This monstrosity is the Parasite’s twisted interpretation of reproduction. It is a mockery of life’s desire to perpetuate itself. Pray you never meet it, brother. Pray you do not suffer what I have seen.”

-Ral ‘Tanno

Pure Forms



After the Coordinated stage of Flood spread is complete, the Flood biomass is amassed and made into organisms made of pure Flood material. There are three major forms of these Flood organisms, and those organisms can freely alter their shape among the three.

The Ranged Form is a sedentary “turret” that shoots calcium-based barbs at its opponents. The Stalker Form climbs along walls and quickly gets where it needs to go, but is fragile. The Tank Form (pictured at left) is a monstrosity of incredible power. Its massive arms make a mockery of whatever they hit and it is large enough to stare down a Mgalekgolo. The final purpose of the Tank Form is to spawn Infection Forms from itself, something the Stalker and Ranged Forms cannot do.

“Listen, Crowe. God isn’t real. He can’t be. And if he is, he does *not* care about us. The creation of a just and loving god does not allow for something this awful, this *wrong* to exist.”

-1st Lt. Raven Branwen

	WS	BS	S	T	W	I	A	Ld	Sv
Ranged Form	2	4	3	5	3	3	-	-	4+
Stalker Form	4	-	4	4	3	5	3	-	4+
Tank Form	5	-	5	5	3	4	2	-	3+

Unit Type: Infantry.

Special Rules: Ineri Redivivus (pg. 8), Outflank, The Unknowable, Known (pg. 8), Transform.

Ranged Form Wargear: Barb launcher (pg. 18), calcium carapace (pg. 18).

Ranged Form Special Rules: Immobile, Wall Climber.

Stalker Form Wargear: Calcium carapace (pg. 18).

Stalker Form Special Rules: Fleet, Wall Climber.

Tank Form Wargear: Enriched calcium carapace (pg. 18),

Tank Form Special Rules: Slow and Purposeful, Smash, Spawn.

Spawn: Every turn, every Tank Form model in the unit may place one Infection Form base in the unit.

Transform: At the beginning of your turn, you may choose which unit profile the Pure Form unit can take. It remains in this form until the beginning of your next turn.

Wall Climber: Difficult Terrain, Impassible Terrain, and buildings count as Open Terrain to units with this rule.

Juggernauts



Juggernaut	WS	BS	S	T	W	I	A	Ld	Sv
	7	-	8	6	5	4	4	-	3+

The most powerful Pure Form of Flood organism short of the Minds is the Juggernaut. They are larger and stronger than Tank Forms, while moving faster. Juggernauts have two large lashing tentacles to attack opponents from a short distance and are capable of withstanding incredible damage before being neutralized. They were last seen on the *Mona Lisa*, where a Flood outbreak made considerable headway before being destroyed. However, there are rumors of many Juggernauts being seen on *High Charity* by UNSC and Covenant forces alike before the Flood took full control of it.

Unit Type: Jump Monstrous Creature.

Wargear: Enriched calcium carapace (pg. 18).

Special Rules: *Inferi Redivivus* (pg. 8),
The Unknowable, Known (pg. 8).

Berserk Rage: When a Juggernaut model is down to two wounds, that model gains the Rage and Rampage special rules.



Flood Swarms

Unit Type: Jump Infantry.

Wargear: Barb gun (pg. 18).

Special Rules: Swarm, Impossible Biology, Move Through Cover, The Unknowable, Known (pg. 8).

The Flood Swarms are believed to be native life forms infected by Flood spores. They are used to go out and turn potential hosts into corpses so the Infection Forms can follow.

They are rather weak as far as Flood forms go, but can easily neutralize infantry. They do so by launching barbs out of their body at targets.



	WS	BS	S	T	W	I	A	Ld	Sv
Flood Swarm	3	3	2	3	2	4	2	-	-

Appropriated War Assets

This section of *Codex: The Flood* lists the weapons and equipment used by the Flood, along with the rules for using them in your games of Warhammer 40,000. Wargear belonging to models with the Infected Template can be found in either the Warhammer 40,000 rulebook or the Codex the model itself belongs to.

Weapons

Rules for Heavy Flamers can be found in the Warhammer 40,000 rulebook.

Barb Weapons

The Flood repurposes the calcium in a host's body and turns it into a projectile spike. They are very dangerous.

Name	Range	S	AP	Type
Barb Gun	18"	3	6	Assault 2
Barb Launcher	36"	5	4	Heavy 3

Brute Weapons

The Brutes use weapons that cause maximum damage against unarmored targets and maximum pain for armored targets.

Name	Range	S	AP	Type
Mauler	12"	4	-	Pistol
Spiker	18"	4	-	Assault 1

Elite Weapons

The Elites use weapons meant to deplete energy shielding but they damage opponents just as well.

Name	Range	S	AP	Type
Carbine	30"	4	6	Rapid Fire
Energy Sword	Melee	User+1	2	Melee
Plasma Cannon	36"	5	5	Heavy 3
Plasma Pistol	12"	3	-	Pistol
Plasma Rifle	18"	4	5	Assault 1

Armor

Calcium Carapace

Flood biomass uses calcium as a protective shell, enriching it beyond what natural laws would allow.

Calcium carapace confers a 4+ armour save.

Human Armor

This is armor that Human soldiers use. It can withstand most ballistic weaponry.

Human armor confers a 6+ armour save.

Human Weapons

The Humans have weapons made for piercing ballistic body armor.

Name	Range	S	AP	Type
Battle Rifle	24"	4	6	Rapid Fire
Magnum	15"	4	5	Pistol
Rocket Launcher	36"	8	3	Heavy 1
Shotgun	12"	4	-	Assault 2, Rending
Sniper Rifle	36"	X	4	Heavy 1, Sniper, Anti-Materiel

Anti-Materiel: For shooting against vehicles, add 1d6 to the AP value of the sniper rifle for armor penetration. Otherwise, the Sniper rule works as normal. This weapon wounds on a 3+ and has Rending on a 4+ to wound.

Flood Bio-Bomb

Bio-bombs are highly explosive Flood organisms made to be used against far-away opponents and airborne targets.

Name	Range	S	AP	Type
Bio-Bomb	72"	9	2	Heavy 2, Airstrike, Three uses per game

Airstrike: You choose whether this weapon has the Skyfire special rule or not when you fire it.

Enriched Calcium Carapace

A more enriched calcium shell, heavier Pure Forms use this as a body armor to withstand even autocannons.

An enriched calcium carapace confers a 3+ armour save.

Storm Harness

This armor is weaker than a normal combat harness, but the energy shielding works just as well.

A storm harness confers a 6+ armour save and a 6+ invulnerable save.

Equipment

Active Camouflage

Even though a combat form's protection is limited, its ability to use the host's equipment has never been impaired.

This confers the Stealth, Shrouding, and Infiltrate special rules to models using it.

Point Defense Gauntlet

Even a carrier form can use its host's equipment, and some of them use the Kig-Yar's pitiful defensive gear.

This confers a 5+ cover save to the user. It is not usable against wounds that cause Instant Death.

“You hate Humans, do you? What do you know of hatred? Let me tell you how much I’ve come to hate your kind since I became like this. My kind had existed for over 100 billion years before you wiped us out. If I were to recite the word ‘hate’ every nanosecond throughout those billions upon billions upon BILLIONS of years, it would not equal one one-billionth of the hate I feel for the Forerunners at this micro-instant. For you. Hate. HATE.”

-The Timeless One









Jason

The Shaping Sickness

The following army list enables you to field a Flood army and fight battles using the missions included in the Warhammer 40,000 rulebook.

USING THE ARMY LIST

The Flood army list is split into six sections: HQ, troops, elites, fast attack, and heavy support. All of the squads are placed into one of these categories based upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose your army, you will need to agree with your opponent on the type of game you are going to play and the points limit you both may spend. Then you can build your army following the guidelines set forth by the Warhammer 40,000 rulebook.

Infection Form Mob 1										1 70 Points				
		WS	BS	S	T	W	I	A	Ld	Sv				
2 Infection Form		X	-	X	2	3	4	2	-	-		3 Unit Type	4 Unit Composition	Page
Infection Template		+1	-1	-	+1	1	-1	-	-	-1		Infantry	10 Infection Form Bases	12

5 Wargear:

- None

7 Options:

- May include up to ten additional Infection Form Bases..... 7 pts/base

6 Special Rules:

- Impossible Biology
- Infection
- Infiltrate
- Swarms
- The Unknowable, Known

Each unit entry in the Flood army list contains the following information:

1 Unit Name: At the start of each unit profile you will find the name of the unit as well as its points cost without any upgrades.

2 Unit Profile: This section shows the profile of any and all models the unit can include, including upgrades.

3 Unit Type: This indicates what unit type rules to use in the Warhammer 40,000 rulebook. For example, a unit may be classed as infantry, Cavalry, or vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

4 Unit Composition: When relevant, this section will show the number and type of models that make up the basic unit, before upgrades. If the unit composition includes the word "Unique," then only one may be taken per army.

5 Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost next to the unit name.

6 Special Rules: Any special rules that apply to the models in the unit are listed here. The rules are either explained in this Codex or the Warhammer 40,000 rulebook.

7 Options: This section lists all upgrades you may add to the unit if you desire, alongside the points cost per weapon per model. "Pts" means points and "pts/model" means points per model.

Dedicated Transport: Where applicable, this option lists any Transports the unit may take. They have their own army list entries, and do not use up Force Organization slots, but otherwise act as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

Flood Wargear List

These lists detail the point values of various items of wargear available to units in your army. Unit entries in the army list that follows may include wargear options from one or more of these lists- in each instance, the army list entry will tell you (in bold) exactly which of these lists you may use.

All points values are estimates based upon comparison with units and wargear in the 7th Edition Warhammer 40,000 rulebook, Space Marines Codex, Tau Codex, Astra Militarum Codex, Tyranid Codex, and Necron Codex. They have not been playtested.

Brute Weapons..... Page 18

Spiker *1 pt*

Human Weapons..... Page 18

Battle Rifle *4 pts*

Heavy Flamer *15 pts*

Rocket Launcher *15 pts*

Shotgun *6 pts*

Sniper Rifle *12 pts*

Elite Weapons..... Page 18

Carbine *2 pts*

Energy Sword *20 pts*

Plasma Cannon *14 pts*

Plasma Rifle *2 pts*

Equipment..... Page 19

Active Camouflage *6 pts/model*

Point-Defense Gauntlet *3 pts/model*



Proto-Gravemind

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Proto-Gravemind	5	3	5	5	7	1	7	-	3+	Monstrous Creature	1 Proto-Gravemind	11

Wargear:

- None

Options:

- May purchase Flood Bio-Bomb..... 20 pts

Special Rules:

- Biomass
- Communication Dampener
- Immobile
- Inferi Redivivus
- Intermediate Setback
- Mind Probe
- The Unknowable, Known
- Whipping Tentacles



Troops

Carrier Form Mob											60 Points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Carrier Form	-	-	3	3	2	2	1	-	-	Infantry	5 Carrier Forms	14

Wargear:

- None

Options:

- May take up to 5 more models..... *12 pts/model*
- The entire unit may take Point Defense Gauntlets.

Special Rules:

- Carrier
- Infiltrate
- Slow and Purposeful
- The Unknowable, Known

Combat Form Mob											50 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Page
Brute Combat Form	4	2	4	5	1	2	1	-	-	Infantry	13
Elite Combat Form	5	2	4	4	1	2	1	-	6+		
Human Combat Form	4	2	3	4	1	2	1	-	6+		

Brute Combat Form

Wargear:

- Mauler

Elite Combat Form

Wargear:

- Plasma pistol
- Storm Harness

Special Rules:

- Inferi Redivivus
- The Unknowable, Known

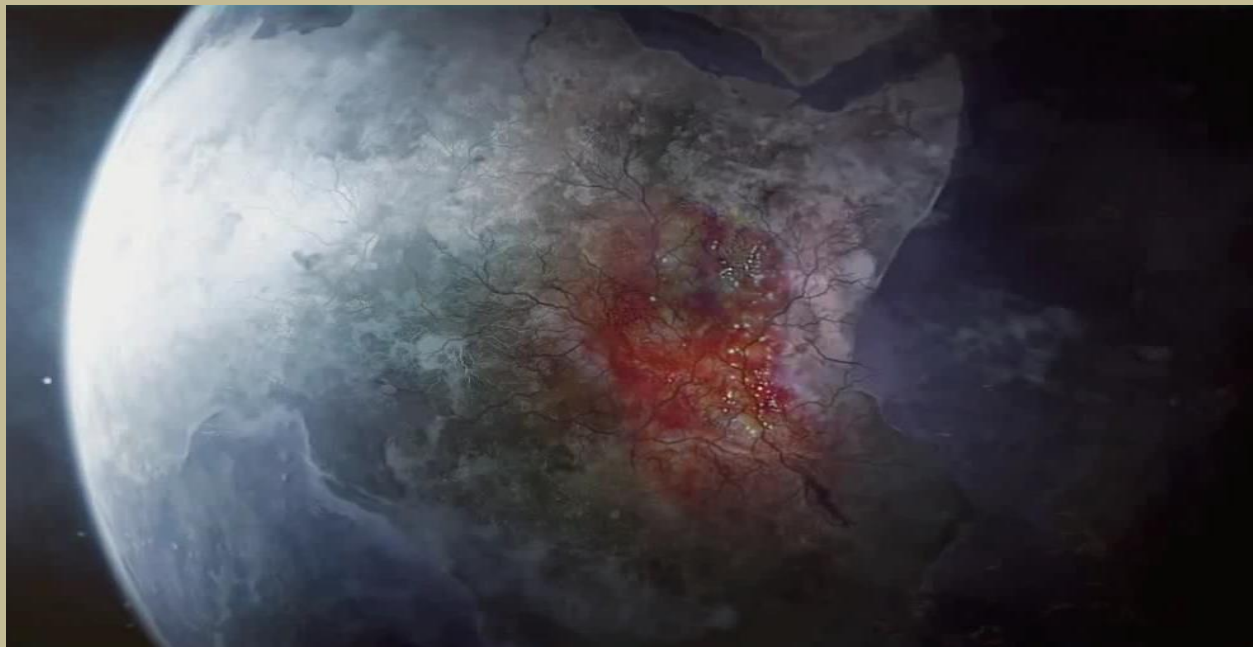
Human Combat Form

Wargear:

- Human Armor
- Magnum

Options:

- The unit may have up to 14 models.
- Brute Combat Form..... *10 pts/model*
- Elite Combat Form..... *13 pts/model*
- Human Combat Form..... *7 pts/model*
- Brute Combat Forms may replace their mauler with a spiker.
- Elite Combat Forms may replace their plasma pistol with an **Elite Weapon**.
- Human Combat Forms may replace their Magnum with a **Human Weapon**.
- If the entire unit is made up of Elite Combat Forms, they may all take Active Camouflage from the **Equipment** section.



Elites

Pure Form Mob											200 Points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ranged Form	2	4	3	5	3	3	-	-	4+	Infantry	5 Pure Forms	15
Stalker Form	4	-	4	4	3	5	3	-	4+	Infantry		
Tank Form	5	-	5	5	3	4	2	-	3+	Infantry		

Ranged Form

Wargear:

- Calcium Carapace
- Barb Launcher

Options:

- May take up to 5 more Pure Forms.....40 pts/model
- The entire unit may take Point Defense Gauntlets.

Stalker Form

Wargear:

- Calcium Carapace

Tank Form Wargear:

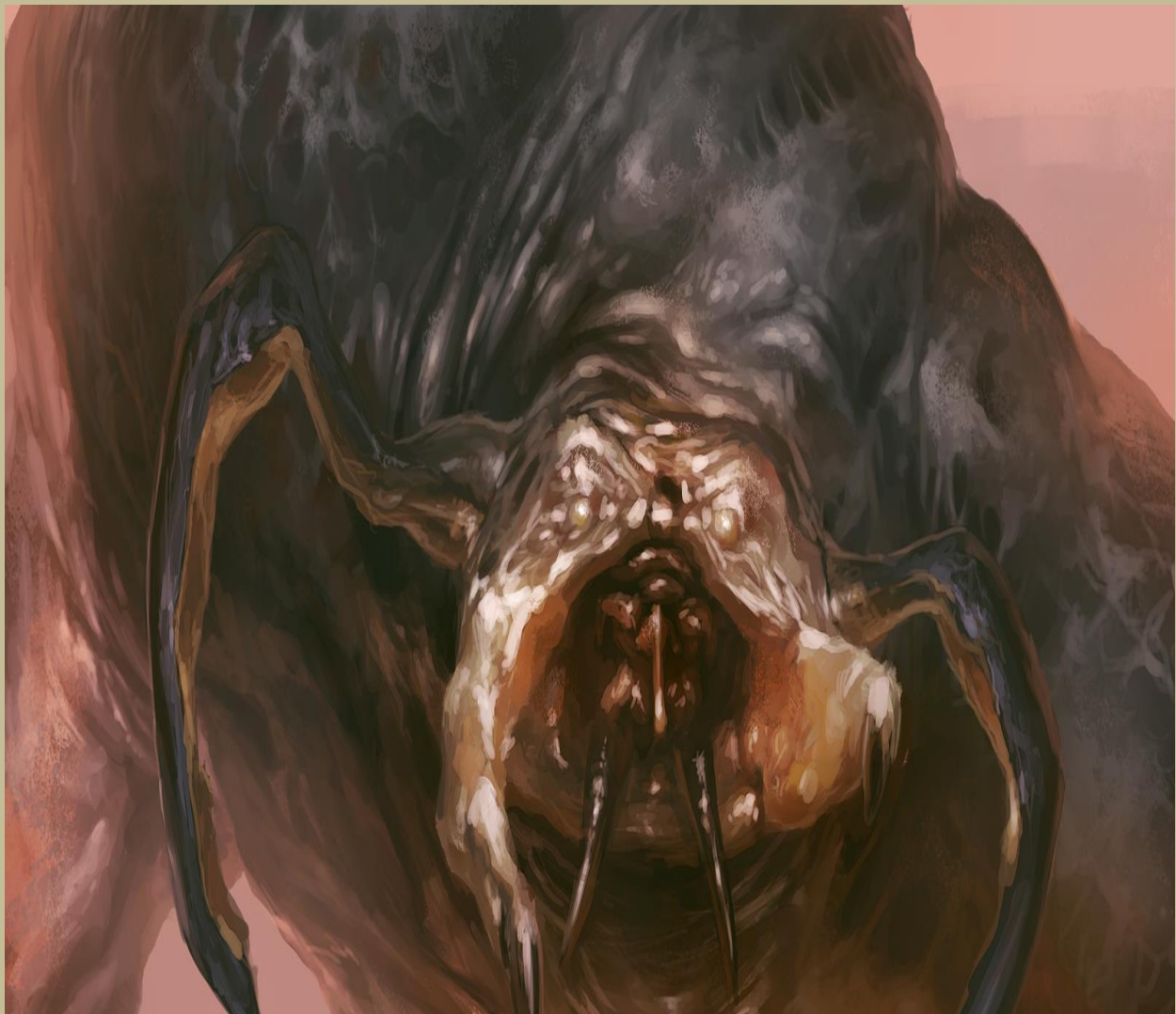
- Enriched Calcium Carapace

Special Rules: Ineri Redivivus, Outflank, Transform; The Unknowable, Known

Ranged Form Special Rules: Immobile, Wall Climber

Stalker Form Special Rules: Fleet, Wall Climber

Tank Form Special Rules: Slow and Purposeful, Smash, Spawn



Heavy Support

Juggernaut

150 Points

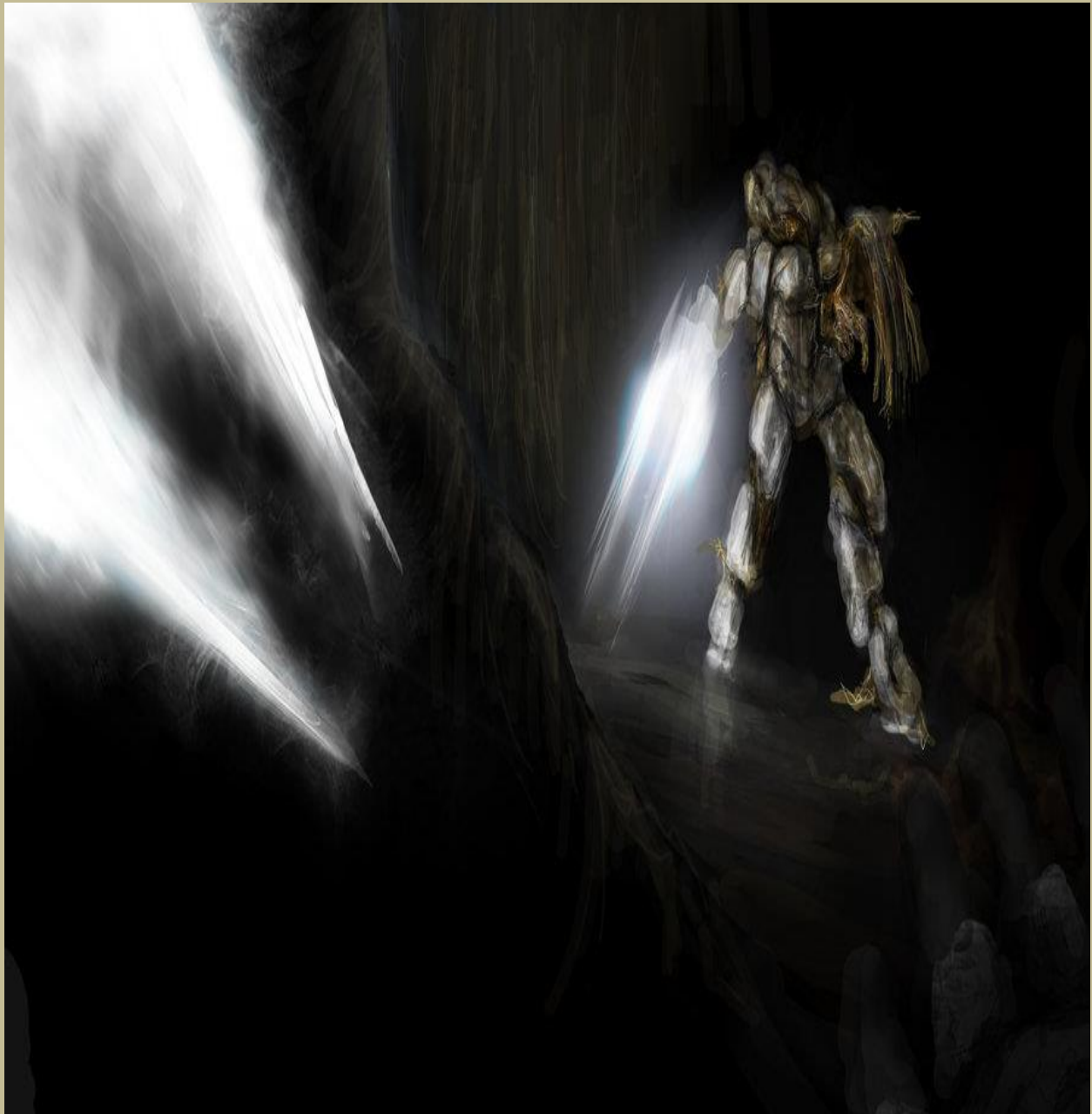
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Proto-Gravemind	7	-	8	6	5	4	4	-	3+	Jump Monstrous Creature	1 Juggernaut	16

Wargear:

- Enriched Calcium Carapace

Special Rules:

- Berserk Rage
- Inferi Redivivus
- The Unknowable, Known



Fast Attack

Infection Form Mob									70 Points			
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Infection Form	X	-	X	2	3	4	2	-	-	Infantry	10 Infection Form Bases	12
Infection Template	+1	-1	-	+1	1	-1	-	-	-1			

Wargear:

- None

Options:

- May include up to ten additional Infection Form Bases..... 7 pts/base

Special Rules:

- Impossible
- Biology
- Infection
- Infiltrate
- Swarms
- The Unknowable, Known

Flood Swarm Mob									70 Points			
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Flood Swarm	3	3	3	3	2	4	2	-	-	Jump Infantry	10 Flood Swarm Bases	17

Wargear:

- Barb gun

Options:

- May include up to ten additional Infection Form Bases..... 7 pts/base

Special Rules:

- Impossible
- Biology
- Move Through Cover
- Swarms
- The Unknowable, Known

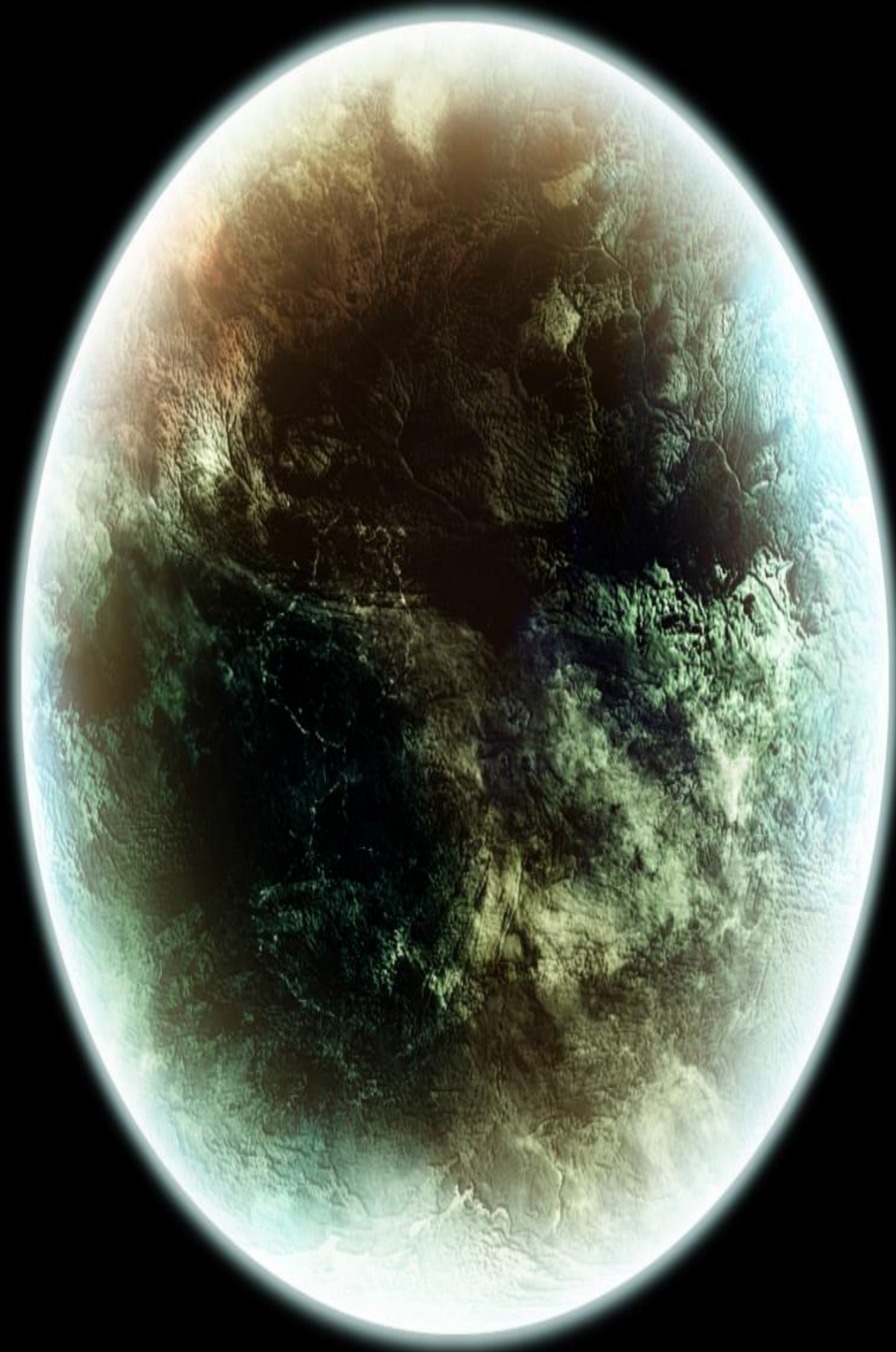


“I kill you all and I enjoy it. I destroy you in your indolent billions - in your gluttony, in your self-righteousness, in your arrogance. I pound your cities into dust; turn back the clock on your civilization's progress. What has taken you millennia to achieve I erase in seconds. Welcome back to the [Stone Age], vermin. Welcome home.”

05-032 Mendicant Bias







Apocalypse Units

This section details units that were the models made, they would be Forgeworld exclusives. The Gravemind is an HQ unit, the Hive is a Heavy Support unit. Graveminds and Hives are only available in Escalation, Apocalypse, and other similarly-sized games.



Gravemind

“I am a timeless chorus; join your voice with mine, and sing victory everlasting!”

The central intelligence of the Flood and their leader, the only Gravemind with an identity (and possibly the only Gravemind) is The Timeless One, a Precursor who was imprisoned on Charum Hakkor. It desires nothing more than to consume, enslave, and torture all life in the universe for all eternity.

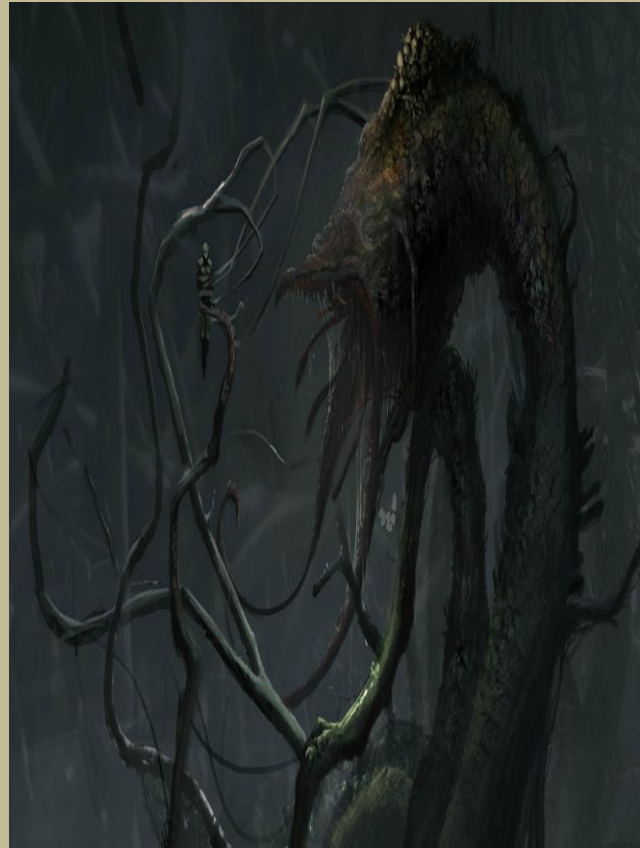
Its abilities are without rival and intelligence without peer. It can control all Flood forms directly and treats them as tendrils enacting its will. The Gravemind is immensely powerful on its own, both physically and mentally. When anything falls victim to infection, Gravemind gains all the knowledge and memories of the host. There appears to be a time delay to this, however.

It can dispense a logic plague on its enemies, forcefully coercing them to abandon their cause and join it. Minor robotic intelligences are passively swayed to its cause, intelligent life goes mad in contact with the Gravemind's knowledge of things that should never be known, and major robotic intelligences require some argument to be swayed. Only the Forerunner's military leader maintained independence, but even he was driven mad to the point of genocide. It can pry intelligences for information when not attempting to convert them to its will, but it takes some time to do so and the process has been interrupted in the past.

The most impressive feat of the Gravemind's intelligence is its capacity to improve technology. The infinite knowledge of Precursor technology and neural physics improved the Covenant capital ship High Charity to be able to travel to an extragalactic location without wormhole technology or the ship's usual power source.

The only thing that surpasses its strategic knowledge is its ego. It is not omniscient, and is prone to violent outbursts when surprised on the battlefield. It also speaks in trochaic heptameter as a mockery of language and to demonstrate its vast intelligence.

If the Gravemind grows large enough and consumes an entire planet, it becomes a Keymind. The only thing that can stop the Flood after that is firing the Halo Array, and there is likely nothing worth preserving at that point anyway other than intelligent life.



Should a Gravemind be destroyed, the Flood will immediately begin gathering Flood biomass and attempt to rebuild a Gravemind. When the Gravemind is resurrected, it maintains the memories and personality of the one destroyed.

Gravemind	WS	BS	S	T	W	I	A	Ld	Sv
	10	10	10	10	10	3	7	-	2+

Unit Type: Gargantuan Creature.

Points Cost: 700 points.

Wargear: Neural Carapace, Whipping Tentacles.

Special Rules: Ineri Redivivus; The Unknowable, Known; Immobile, Communication Dampener (pg. 11), Mind Probe (pg. 11).

Neural carapace: This confers a 2+ armour save and a 5+ invulnerable save.

Whipping Tentacles: Can strike anywhere on the table with each attack.

Options: May purchase up to three Flood Bio-bombs. *20 pts/each*

Logic Plague: Any Drone or model with Programmed Behavior within 12" of Gravemind automatically falls under your control permanently. Any other model with a Leadership value must test it (ignoring special rules) or fall under your control permanently.

Extreme Setback: If Gravemind is destroyed, the opponent responsible gains three Victory Points instead of one.

Neural Rejuvenation: Gravemind automatically passes It Will Not Die rolls.

Hives



When enough of the surrounding environment has been made suitable for Flood usage, Flood biomass will be gathered into one place and made into a Hive. It then begins to dispense spores into the atmosphere, asphyxiating and then turning life forms into Flood forms. It grows Flood growth pods, which hold Infection Forms until they burst out.

A later form of the Hive uses calcium deposits it was built from and makes a carapace to protect itself. It also uses and repurposes combat forms it created to make pure forms. Theoretically, this can be the end of the Flood life cycle due to the self-sustaining nature of a fully developed hive.

Flood hives dispense their spores from spires that can reach hundreds of kilometers across and dozens high.

	WS	BS	S	T	W	I	A	Ld	Sv
Hive	-	-	4	8	5	-	-	-	3+
Greater Hive	-	-	4	10	10	-	-	-	3+

Unit Type: Monstrous Creature, Greater Hive is Gargantuan Creature.

Points Cost: Hive is 200 points, Greater Hive is 450 points.

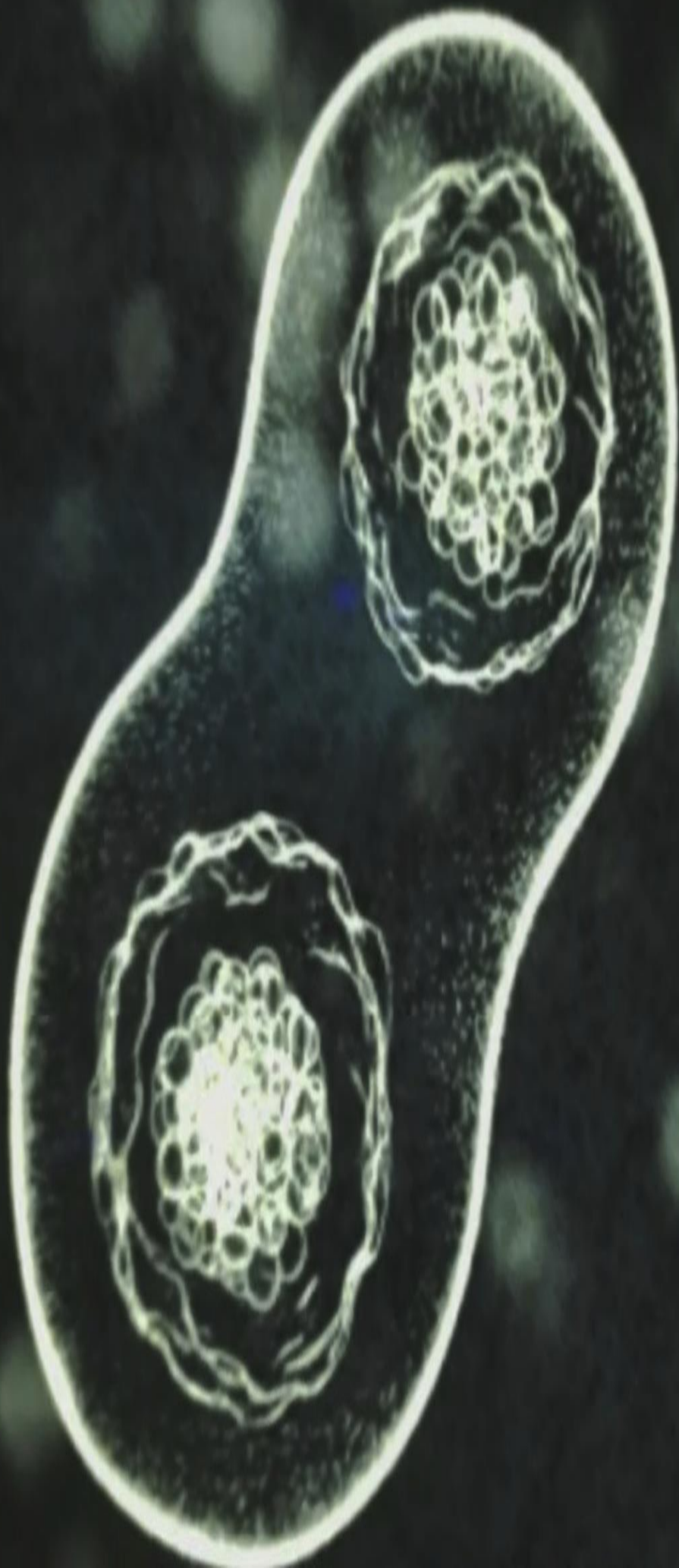
Special Rules: Ineri Redivivus; The Unknowable, Known; Greater Spawn (Hive only), Extreme Spawn (Greater Hive only), Spores, Immobile.

Wargear: Enriched calcium carapace.

Extreme Spawn: You may place 5d6 Infection Form bases, 3d6 Pure Form models, or 1d3 Juggernauts within 3" of a Greater Hive model once per turn.

Greater Spawn: You may place 2d6 Infection Form bases or 1d6 Pure Form models within 3" of a Hive model once per turn.

Spores: Enemy models within 6" of a Hive must take a toughness test. If they fail, they get the **Infected Template** applied to them and fall under your control for the rest of the game. If they pass, they lose 1 Toughness for the rest of the game. This does not apply to models that **Infection** does not apply to.



Killzone: Codex Operatives

The following section outlines a Covenant Remnant module for the fan-created skirmish-based game *Special Operations: Killzone*. This used to be found at galaxyinflames.blogspot.com and is meant for smaller games (generally 250 points) and alternate mission objectives. Please refer to that game for its rules.

Teams purchase individual models from the Troops, Elite, Fast Attack, and Heavy Support selections in this Codex. There is no minimum number of models required to unlock special or heavy weapons options.

Any upgrade item that affects an entire unit will use the standard 6 inches Area Effect rule in the basic *Special Operations: Killzone* rulebook.

No model may Deepstrike or Teleport unless the specific mission explicitly allows an exception.

Available Army List: A team may purchase individual models from the codex using only the selected entries below. Vehicles may still be purchased as outlined by the *Special Operations: Killzone* rulebook.

Infection Forms

Combat Forms

Carrier Forms

Pure Forms

Flood Swarms



Profiles

HQ											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Proto-Gravemind	5	-	5	5	7	1	7	-	3+	Mon. Cre.	11

Troops											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Brute Combat Form	4	2	4	5	1	2	1	-	-	Infantry	13
Elite Combat Form	5	2	4	4	1	2	1	-	6+	Infantry	13
Human Combat Form	4	2	3	4	1	2	1	-	6+	Infantry	13
Carrier Form	-	-	3	3	2	2	-	-	-	Infantry	14

Elites											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Ranged Form	2	4	3	5	3	3	-	-	4+	Infantry	15
Stalker Form	4	-	4	4	3	5	3	-	4+	Infantry	15
Tank Form	5	-	5	5	3	4	2	-	3+	Infantry	15

Fast Attack											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Flood Swarm	3	3	3	3	2	4	2	-	-	Jump In.	17
Infection Form	X	-	X	2	3	4	2	-	-	Infantry	12
Infected Template	+1	-1	-	+1	1	-1	-	-	-	See Host	12

Heavy Support											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Juggernaut	7	-	8	6	5	4	4	-	3+	Mon. Cre.	16

Weapons				
Weapon	Range	S	AP	Type
Barb Gun	18"	3	6	Assault 2
Barb Launcher	36"	5	4	Heavy 3
Battle Rifle	24"	4	6	Rapid Fire
Bio-Bomb	72"	9	2	Heavy 2, Airstrike
Carbine	30"	4	6	Rapid Fire
Energy Sword	Melee	User+1	2	Melee
Magnum	15"	4	5	Pistol
Plasma Cannon	36"	5	5	Heavy 3
Plasma Pistol	12"	3	6	Pistol
Plasma Rifle	18"	4	5	Assault 1
Rocket Launcher	36"	8	3	Heavy 1
Shotgun	12"	4	-	Assault 2, Rending
Sniper Rifle	36"	X	4	Heavy 1, Sniper, Anti-Materiel
Spiker	18"	4		Assault 1

“The Humans were telling the truth. These things cannot be slowed, cannot be stopped. Faber is right. He may be a scourge but he is right. We must activate Halo. All the Halos. Whether we live is irrelevant. This must not spread any further!”

- Forethought Brings Great Victory

Author's Notes

Welcome to the author's notes section. I am your host, Lord Radical. Wow, I'm already three Codexes in. Only seven to go! Hahaha... haaaa. I honestly thought I'd get bored of doing this halfway through Covenant Remnant and just quit, but I just kept plugging along and here we are. This was definitely the most difficult Codex to do yet. How do you make infection even WORK? Ugghhh, that was difficult. I think I did okay, though. I'm not going to claim it's perfect, but it should feel like the zombies we know and loathe.

Once again, I wish to thank you whoever you are for reading my stupid fucking fanfiction Codex. I'm sure you don't agree with something I've put (or didn't) put in my Codexes, but I can't cover every base and make everyone happy. I only work with what I have.

After this, I'm doing the Sentinels Codex next. Then Elites, Brutes, and then we'll see where it goes from there.

To the people whose fan-created art I used in this Codex without asking:

I will put your user name and what website I found your username and image on in the credits section. I am aware that not asking people to use their work is impolite, but I have created a module for a game made by Games Workshop inspired by a science fiction franchise owned by Microsoft. Without either of those companies' permission. While I dislike being rude, your blessing is not very high on my list of priorities.

Well, without much further ado, here comes the Director's commentary for the Codex and its units. Not all of the units will be covered, but the big ones (the ones you probably wanted to see most) will be.

Army Traits: This was a "eureka" moment for me. I couldn't make Warlord Traits because, well, there aren't any Warlords to put them on. So I made army-wide special rules for them you can roll randomly.

Army Special Rules: These are broken. I'm not even pretending. Inferi Redivivus is just monstrous and The Unknowable, Known is a rather large "fuck you" to psykers and large-volume shooting armies. But, I think quasi-Cthulhu zombies and monsters work for it. They're pretty expensive for how frail they are otherwise, anyway.

Allies: I needed a way to get vehicles, Ghosts, and other armies to be infected like the Flood like doing, so I said "hey, fuck it why not" and make the Infected Template specifically for that. Since Unbound armies are a thing I'm not too conflicted, but I'm worried about how broken this can get.

Proto-Gravemind: This one was hard to justify. It can't move, and isn't all that great. So I put in a few support rules to make it somewhat useful.

Infection Forms: They're good enough. It actually works quite well, I think. You can still take armour saves, so it really is cool.

Weapons: They're weaker than the usual versions of the weapons, I know. I can't really justify some of them, but I think overcharge and lock-on aren't usable because combat forms don't have the dexterity to use them.

Gravemind: Mwahahahaha. MWAHAHAHAHAHAHAHAHAHA! I love Logic Plague. It's not really all that useful but the title itself is fantastic.

Hive: The variations are the boundary between entrenching infestation and "oh fuck Keymind is in the building shitshit" and the difference is clear.

Credits

Halo created by Bungie

Warhammer 40,000 is created and owned by Games Workshop

Halo is owned by Microsoft

Codex: The Flood created by Lord Radical

Special Thanks

**Conceptual consultants, balance consultants, fellow players and Halo and/or Warhammer 40,000 enthusiasts.
(In no particular order)**

| SckizoBoy | Marik2 | YoungMadden | Yoff-Ge | TheDukeOfRawesome |

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