

HIVE FLEET ONACHUS TYRANID ARMY LIST

“Named after the Terran beast from ancient legends, Hive Fleet Onachus set the Homeworlds ablaze with its abhorrent touch.”

Forces

The Hive Fleet Onachus Tyrannid Army List uses the datasheets from the Tyrannid Forces section.

Using The Army List

Hive Fleet Onachus Tyrannid formations come in three types: synapse swarms, independent swarms and war engines. Each synapse swarm you include in the army allows you to field one independent swarm. **No more than one fourth of the points available may be spent on war engines.**

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. The core units of a formation may be doubled or tripled. A formation with the normal number of core units is called a small (S) formation, a formation with double the number of core units is called a medium (M) formation, and a formation with triple the number of core units is called a large (L) formation.

Cost: The point costs of a formation are listed under S, M and L (the costs for a small, medium or large formation, respectively).

Upgrades: A formation may add any of the units noted here for their listed cost. If there is a limit on the number of units that may be added then this limit is doubled for medium formations and tripled for large formations.

All of a formation’s core and upgrade units count as being part of one formation. The different units may not activate on their own.

Special Rules

The *Mobility* rule applies to all Tyrannid units (see *Xeno-Biology*). Additionally, formations with synapse units may return brood units to play via *Swarming* (see *Xeno-Sociology*).

SPECIAL RULE

The Hive Mind

The Hive Mind of the Tyrannids is a single coordinating sentence. Its influence is projected through synapse creatures that communicate with their lesser kin via a form of telepathy. Under the control of synapse creatures the slave organisms act in perfect unison. However, should the synapse creatures be slain the basic creatures revert to their animalistic behaviors until other synapse creatures can exert control over them. This is represented by the following rules for synapse swarm, **not independent swarm or war engine**, formations:

- Synapse swarms ignore brood units for the purposes of determining formation strength during tiebreak.
- A synapse swarm with no synapse units has an initiative of 3+ and may not capture objectives.
- A synapse swarm with at least one synapse unit ignores the -2 modifier for being broken when it is attempting to rally. Additionally, it can absorb other synapse swarm formations with no synapse units at the end of its action. The formation must have one unit within 5cm of a unit from the formation(s) being absorbed. The units and blast markers of an absorbed formation become part of the formation. An absorbed formation is considered completely destroyed for the purposes of tiebreak and the *Break Their Spirit* goal.

SPECIAL RULE

Vanguard Organisms

Only Genestealer and Lictor Swarm formations may be set up on the table as “garrisons” at the start of the Epic tournament game scenario.

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Hive Fleet Onachus Tyranid armies have a strategy rating of 1. All Tyranid formations have an initiative rating of 1+ but synapse swarm formations have an initiative of 3+ if they do not contain synapse units. If a synapse swarm does contain a synapse unit it ignores the -2 modifier for being broken when rallying (see *The Hive Mind*).

SYNAPSE SWARM FORMATIONS					
TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
Tyranid Swarm	One Hive Tyrant or two Tyrand Warriors, and any six of the following units: Hormagaunts, Termagants	200	375	550	Add any number of the following units for +20 points each: Gargoyles, Hormagaunts, Termagants Add any number of the following units for +25 points each: Biovore, Zoanthrope Add any number of Raveners for +30 points each Add any number of the following units for +50 points each: Carnifex, Exocrine, Haruspex, Malefactor Add any number of Trygons for +60 points each Add any number of Dactylis for +75 points each Add up to one Tyranids Warriors unit for +50 points Replace up to one Hive Tyrant in the army with a Dominatrix for +225 points Add up to one Symbiote character per army to a Hive Tyrant or Dominatrix for +50 points

INDEPENDENT SWARM FORMATIONS					
<i>(One independent swarm may be fielded per each synapse swarm.)</i>					
TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
Biovore Swarm	Five Biovores	150	275	400	Add any number of Biovores for +25 points each
Dactylis Swarm	Three Dactylis	300	575	850	Add any number of Dactylis for +100 points each
Exocrine Swarm	Three Exocrine	175	325	475	Add any number of Exocrine for +50 points each
Genestealer Swarm	Six Genestealers	150	n/a	n/a	Add any number of Genestealers for +25 points each Add up to one Brood Lord character for +50 points
0–2 Lictor Swarm	Three Lictors	150	n/a	n/a	Add up to three Lictors for +50 points each

WAR ENGINE FORMATIONS					
<i>(Up to a fourth of the points available may be spent on these formations.)</i>					
TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
Harridan Swarm	One Harridan	150	300	450	Add any number of Gargoyles for +20 points each
Hierodule Bio-Titan	One Hierodule Bio-Titan	350	n/a	n/a	None
Hierophant Bio-Titan	One Hierophant Bio-Titan	525	n/a	n/a	None
Trygon Swarm	Three Trygons	225	n/a	n/a	Add up to three Trygons for +65 points each Add any number of Raveners for +30 points each

TYRANID FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Brood Lord	CH	n/a	n/a	n/a	n/a	Rending Claws and Talons	(bc)	Assault Weapons, EA(+1), FS	<i>Inspiring, Invulnerable Save, Leader.</i>
Symbiote	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander, Synapse (+1). If added to the Dominatrix the unit will additionally lose supreme commander and synapse (+1) on a Critical Hit Effect roll of a 6.</i>
Gargoyles	INF	30cm	-	6+	5+	Flamespurts	(15cm)	Small Arms	<i>Brood (2), Expendable, Jump Packs.</i>
Genestealers	INF	20cm	6+	2+	-	Rending Claws	(bc)	Assault Weapons, FS	<i>Infiltrator, Scout.</i>
Hormagaunts	INF	20cm	-	3+	-	-			<i>Brood (1), Expendable, Infiltrator.</i>
Ravengers	INF	20cm	5+	4+	-	Twin Scything Talons	(bc)	Assault Weapons, EA(+1)	<i>Brood (2), Expendable, Infiltrator, Tunneler.</i>
Termagants	INF	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	<i>Brood (1), Expendable.</i>
Tyrannid Warriors	INF	20cm	5+	2+	5+	Deathspitters	30cm	AP5+	<i>Fearless, Synapse (1).</i>
Biovore	LV	15cm	6+	6+	5+	Spore Mines	30cm	AP5+/AT6+, D, Ind	
Lictor	LV	20cm	5+	3+	6+	Flesh Hooks	(15cm)	Small Arms	<i>First Strike, Infiltrator, Invulnerable Save, Scout, Teleport.</i>
						Lictor Talons	(bc)	Assault Weapons, S	
Zoanthrope	LV	15cm	4+	6+	5+	Warp Blast	30cm	AP5+/AA6+	<i>Invulnerable Save.</i>
						and	(15cm)	Small Arms, MW	
Carnifex	AV	20cm	4+	3+	5+	Bio-Plasma	(15cm)	Small Arms	<i>Fearless, Reinforced Armour.</i>
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Dactylis	AV	15cm	4+	5+	5+	Bile Pods	45cm	1BP, D, Ind	<i>Reinforced Armour.</i>
Exocrine	AV	15cm	4+	5+	4+	Bio-Cannon	45cm	2× AP4+/AT5+	<i>Reinforced Armour.</i>
Haruspex	AV	20cm	4+	3+	5+	Acid Jets and Frag Spines	15cm	2× AP5+/AT6+	<i>Reinforced Armour.</i>
						Claws and Mandibles	(bc)	Assault Weapons, EA(+1), MW	
Hive Tyrant	AV	20cm	4+	3+	5+	Venon Cannon	30cm	AP4+/AT5+	<i>Commander, Fearless, Leader, Reinforced Armour, Synapse (2).</i>
						Lash Whip and Bonesword	(bc)	Assault Weapons, EA(+1), MW	
Malefactor	AV	25cm	4+	4+	5+	Frag Spines	15cm	2× AP5+	<i>Reinforced Armour, Transport. May transport two infantry units without Jump Packs or Mounted.</i>
						Arms	(bc)	Assault Weapons, EA(+1), MW	
Dominatrix	WE	20cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3× AP4+/AT5+, FxF	<i>Damage Capacity 4, Commander, Fearless, Invulnerable Save, Leader, Regeneration, Reinforced Armour, Synapse (2). May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses commander, leader and synapse (2).</i>
						Energy Pulse	60cm	3BP, MW	
						and	45cm	AA5+, MW	
						2× Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK	
Harridan	WE	35cm	5+	5+	5+	Twin Harridan Bio-Cannon	45cm	2× AP4+/AT5+, FxF	<i>Damage Capacity 3, Fearless, Reinforced Armour, Skimmer, Transport. May transport four Gargoyles. Critical Hit Effect: The unit takes an extra point of damage.</i>
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Hierodule Bio-Titan	WE	25cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3× AP4+/AT5+, FwA	<i>Damage Capacity 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour.</i>
						0-1× Cluster Spines	45cm	4BP, FwA	<i>May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with either a Cluster Spines or a Razorclaw. Critical Hit</i>
						0-1× Razorclaw	(15cm)	Small Arms, EA(+2)	<i>Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm</i>
						or	(bc)	Assault Weapons, EA(+1), TK(D3)	<i>take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.</i>
						2× Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK	

Hierophant Bio-Titan	WE	25cm	4+	3+	5+	0-1× Bile Launcher	60cm	3BP, FwA	<i>Damage Capacity 6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and pieces of terrain that are lower than the unit's abdomen and less than 2cm wide. Armed with either Bile Launcher or a Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.</i>
						Pyro-Acid Spray	15cm	3BP, FwA, IC	
						0-1× Razorclaw	(15cm)	Small Arms, EA(+2)	
							or	(bc) Assault Weapons, EA(+1), TK(D3)	
						Ripper Tentacles	(bc)	Assault Weapons, EA(+2), FS	
						2× Gigantic Scything Talons	(bc)	Assault Weapons, EA(+1), TK(D3)	
Trygon	WE	25cm	5+	4+	6+	Bio-Electric Field	(15cm)	Small Arms	<i>Damage Capacity 2, Fearless, Reinforced Armour, Tunneler. Critical Hit Effect: Destroyed.</i>
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	

SPECIAL RULE

Xeno-Sociology

A Tyranid invasion is more akin to an infestation. Lesser creatures are everywhere, whether because they were separated from a swarm or because they just made planetfall via a Mycetic Spore. These creatures instinctively seek out the psychic conduits of the Hive Mind that are the synapse creatures. This is represented by the following rules:

Brood: Units with *brood* (brood units) are placed in the army's off-board "swarm pool" when they are destroyed. These units may be returned to play via swarming for a number of swarm points equal to their brood value. This is the number in parenthesis after "Brood".

Synapse: Formations that contain at least one unit with *synapse* (a synapse unit) may return brood units from the swarm pool to play via swarming. Each synapse unit has a synapse value, the number in parenthesis after "Synapse". Some characters are noted as having Synapse (+x). These increase the synapse value of the unit they are added to by a number equal to "x".

Swarming: After a formation regroups, or in the End phase after all formations have rallied, a formation with at least one *synapse* unit may "swarm".

Total up all the synapse values in the formation, this is the number of "swarm points" available to the formation. Units with *brood* in the swarm pool may be returned to play for a number of swarm points equal to their brood value. If a formation is broken or within 30cm of enemy units halve the number of swarm points available to it, rounding up. If a formation is broken **and** within 30cm of enemy units then it may not swarm. A formation may only return units to play if it started the game with that type of unit. For example, if a formation began the game with only Termagants then it could only return Termagants via swarming.

All units returned to play in this manner must be placed within 5cm of a unit from the formation that was there prior to swarming. These units may not be placed in enemy zone of control or in impassable terrain. Not all of the swarm points available need to be used, but any leftover are discarded.

SPECIAL RULE

Xeno-Biology

Tyranids are the most rapidly evolving species in the known galaxy. The developmental leaps exhibited in broods from the same hive fleet would normally take millions of years to achieve in other creatures. Their biology gives them certain benefits on the field of battle which are represented by the following rules:

Mobility: Tyranid armored vehicle and war engine units do not take dangerous terrain tests. In addition, Tyranid light vehicle units count as infantry for the purposes of terrain (see Terrain). Fortification terrain features such as minefields or razorwire, and special terrain features such as lava flows affect Tyranids normally.

Regeneration: War engine units with *regeneration* can regain lost damage capacity points. Each unit with regeneration regains one damage capacity point at the beginning of each turn's end phase. Regeneration cannot be used by a destroyed unit nor may it increase a unit's damage capacity beyond the starting amount.