

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.

HIVE FLEET ONACHUS TYRANID ARMY LIST

Hive Fleet Onachus Tyrannid armies have a strategy rating of 1. All Tyrannid 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 | |
| Tyrannid Swarm | One Hive Tyrant or two Tyrannid Warriors, and any six of the following units: Hormagaunts, Termagants | 200 | 375 | 525 | Add any number of the following units for +15 points each: Hormagaunts, Termagants Add any number of Gargoyles for +20 points each 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 Tyrannid 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 | 375 | Add any number of Biovores for +25 points each |
| Dactylis Swarm | Three Dactylis | 300 | 575 | 825 | Add any number of Dactylis for +100 points each |
| Exocrine Swarm | Three Exocrine | 175 | 325 | 450 | 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 +25 points |
| 0–2 Lictor Swarm | Four Lictors | 150 | n/a | n/a | Add up to two Lictors for +35 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 | - | | | <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> |
| Raveners | 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+ | 0-1× Bile Launcher | 60cm | 3BP, FwA | <i>Damage Capacity 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour.</i> |
| | | | | | | 0-1× Bio-Titan Bio-Cannon | 45cm | 3× AP4+/AT5+, 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 two weapons chosen from the following list (only a Razorclaw may be chosen twice): Bile Launcher, Bio-Titan Bio-Cannon, Cluster Spines, Pyro-Acid Spray, Razorclaw. Critical Hit Effect: The unit takes a point of damage.</i> |
| | | | | | | 0-1× Cluster Spines | 45cm | 4BP, FwA | |
| | | | | | | 0-1× Pyro-Acid Spray | 15cm | 3BP, FwA, IC | |
| | | | | | | 0-2× Razorclaw | (15cm) | Small Arms, EA(+2) | |
| | | | | | | | or (bc) | Assault Weapons, EA(+1), TK(D3) | <i>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> |
| | | | | | | 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 two weapons chosen from the following list (only a Razorclaw may be chosen twice): Bile Launcher, Bio-Titan Bio-Cannon, Cluster Spines, Pyro-Acid Spray, 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> |
| | | | | | | 0–1× Bio-Titan Bio-Cannon | 45cm | 3× AP4+ /AT5+, FwA | |
| | | | | | | 0–1× Cluster Spines | 45cm | 4BP, FwA | |
| | | | | | | 0–1× Pyro-Acid Spray | 15cm | 3BP, FwA, IC | |
| | | | | | | 0–2× Razorclaw | (15cm) | Small Arms, EA(+2) | |
| | | | | | | | or | (bc) | |
| 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.

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). Fortified positions 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.