

## HIVE FLEET GORGON TYRANID ARMY LIST

### Forces

The Hive Fleet Gorgon Tyranid Army List uses the datasheets from the Tyranid Forces section.

### Using The Army List

Hive Fleet Onachus Tyranid formations come in three types: synapse swarms, independent swarms and war engines. Each tyranid swarm you include in the army allows you to field one independent swarm and one terror or brute swarm. **No more than one third 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

**Cost:** The points cost of a formation without upgrades.

**Upgrades:** A formation may add any of the units noted here for their listed cost.

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 Tyranid 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 Tyranids is a single coordinating sentience. 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 swarms, not independent swarms (ie swarms that start the game without synapse units) 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.
- **In addition a tyranid formation may ignore one hack down kill for each point of synapse remaining.**

### SPECIAL RULE

Vanguard Organisms 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

## Synapse Swarm Formations

(One Terror or Brute swarm may be taken per Tyranid swarm)

| Type          | Core Units   | Cost    | Upgrades  |
|---------------|--|---------|---|
| Tyranid Swarm | One Hive Tyrant or two Tyranid Warrior units, and any six of the following units: Hormagaunts, Termagants.                               | 200 pts | <p>Add any number of the following units for +15pts per unit: Gargoyles, Hormagaunts, Termagants</p> <p>Add any number of the following units for +25 pts each: Biovores, Pyrovores, Tyranid Guards</p> <p>Add any number of raveners for + 25 pts</p> <p>Add any number of the following units for + 50 pts each: Carnifex, Exocrine, Haruspex</p> <p>Tyrannocyte + 50 pts (requires a space ship)</p> <p>Add up to three units of Tyranid warriors or Zoantropes in any combination for + 50 pts each</p> <p>Replace a Hive tyrant with a tervigon for +25 pts or a dominatrix for + 225 pts.</p> <p>Add any number of Trygons or Tyrannofex for + 60 pts each</p> <p>Add up to one Maleceptors for + 75 pts each</p> <p>Add up to one Symbiote character per army to a Hive Tyrant, Dominatrix or tervigon unit.</p> <p>Add one Barbed or Scythed Hierodule for + 125 pts.</p> |
| Terror Swarm  | One Hive Tyrant (with wings) or two Tyranid Warrior units (with wings) and any six of the following units gargoyle or sky-slasher units. | 225 pts | <p>Add any number of gargoyles or sky-slasher units +20 pts each</p> <p>Add up to one Symbiote character per army to a Hive Tyrant</p> <p>Add any number of Harpys or Hive Crones for + 50 pts each.</p> <p>Add up to one Harridan for + 125 pts.</p> <p>Add up to two Tyranid Warrior units (with wings) for + 50 pts each.</p>  |
| Brute Swarm   | One Hive Tyrant and any three of the following units: Carnifex variants, Exocrine or Haruspex.   | 250 pts | <p>Add up to three of the following units carnifex variants, Exocrine or Haruspex for + 50 pts each.</p> <p>Add up to one Symbiote character per army to a Hive Tyrant, Dominatrix or tervigon unit.</p> <p>Tyrannocyte + 50 pts (requires a space ship)</p> <p>Add up to two Trygons or Tyrannofex for + 60 pts each</p> <p>Add one Barbed Hierodule or Scythed Hierodule for + 125 pts.</p>   |

## Independent Swarm Formations

(One independent swarm may be fielded per Tyranid Swarm formation)

| Type                | Core Units  | Cost    | Upgrades   |
|---------------------|---|---------|--|
| Bio-Artillery Swarm | Five Biovores and/or Pyrovores and one Gorgon Zoanthrope unit | 175 pts | Add any number of Biovore or Pyrovore units for +25 pts each   |
| Genestealer Swarm   | Six Genestealer units   | 150 pts | Add any number of genestealers for + 25 pts each<br>Add up to one Brood Lord character for + 50 pts. |
| 0 – 2 Lictor Swarm  | Four Lictors  | 150 pts | Add up to two lictors for + 35 pts each.   |
| Sky Swarm           | Any three of the following units; Harpy, Hive Crone           | 175 pts | Add up to three Harpy of Hive Crone units for + 50 pts each.   |

## War Engine Formations

(Up to a third of the points available may be spent on these formations)

| Type                 | Core Units  | Cost    | Upgrades   |
|----------------------|---|---------|--|
| Harridan Swarm       | One Harridan  | 150 pts | Add four Gargoyle units per Harridan in the formation for +75 pts per each four.<br>Add up to two Harridan for + 150 pts each.   |
| Hierodule Swarm      | One Scythed or Barbed Hierodule   | 150 pts | Add up to two Barbed och Scythed Hierodules for +125 pts each  |
| Hierophant Bio-Titan | One Hierophant, with 4DC, Lashwhip pods and 2x Massive scything talons. | 275 pts | Choose two weapons from the list below.<br>Bile Launcher for + 50 pts each, Bio-Titan Bio-Cannon for + 25 pts each, Dire Bio-Cannon + 50 pts each, Razor Claw + 25 pts each.<br><br>Add up to one of the following two options:<br>+2 DC, increase Lashwhip pods to EA(+2), add one Pyro Acid spray and replace the Massive Scything Talons with 2x Gigantic Scything Talons for + 200 pts<br>+4 DC, increase Lashwhip pods to EA(+3), add one Pyro Acid Spray and replace the Massive Scything Talons with 2x Gigantic Scything Talons for + 300 pts. |
| Burrower Swarm       | One Trygon Prime and three Ravener units                                | 200pts  | Add up to two Trygons for + 60 pts each.<br>Add up to three raveners units for + 25 pts each.  |
| Hive Ship            | One Hive Cruiser  | 150 pts | -  |

| Name              | Type    | Speed          | +          | CC  | FF        | Weapons   | Range                          | Firepower  | Notes   |
|-------------------|---------|----------------|------------|-----|-----------|---|--------------------------------|--|---|
| Brood Lord        | Ch      | n/a            | n/a        | n/a | n/a       | Rending Claws and Talons  | (bc)                           | Assault EA(+1), FS   | <i>Inspire, Invulnerable Save, Leader,</i>  |
| Symbiote          | Ch      | n/a            | n/a        | n/a | n/a       | -   | -                              | -  | <i>Supreme Commander, Synapse (+1).</i> If added to a Dominatrix the unit will additionally lose <i>supreme commander</i> and <i>synapse (+1)</i> on a critical hit effect roll of a 6.   |
| Gargoyles         | Inf     | 30cm           | -          | 6+  | 5+        | Flamespurs  | (15cm)                         | Small Arms   | <i>Brood (1), Expendable, Jump Packs</i>  |
| Genestealers      | Inf     | 20cm           | 6+         | 2+  | -         | Rending Claws   | (bc)                           | Assault, FS  | <i>Infiltrator, Scout.</i>  |
| Homagants         | Inf     | 20cm           | -          | 3+  | -         | -   | -                              | -  | <i>Brood (1), Expendable, Infiltrator</i>   |
| Ravens            | Inf     | 20cm           | 5+         | 4+  | -         | Twin Scything Talons  | (bc)                           | Assault EA(+1)   | <i>Brood (2), Expendable, Infiltrator, Tunneler</i>   |
| Sky-Slashers      | Inf     | 30cm           | -          | 4+  | 6+        | Spinemaw  | (bc)                           | Assault  | <i>Brood (1), Expendable, Jump Packs</i>  |
| Termagants        | Inf     | 20cm           | -          | 6+  | 5+        | Fleshborers   | (15cm)                         | Small Arms   | <i>Brood (1), Expendable</i>  |
| Tyranid Warriors  | Inf     | 20cm<br>(30cm) | 5+         | 2+  | 5+        | Deathsplitters  | 30cm                           | AP5+, S  | <i>Fearless, Synapse (1).</i> Tyranid warriors may have wings, the unit gains <i>jump packs</i> and a move of 30cm.   |
| Biovore           | LV      | 15cm           | 6+         | 6+  | 5+        | Spore Mines   | 30cm                           | AP5+/AT6+,D,ind  |   |
| Lictor            | LV      | 20cm           | 5+         | 3+  | 6+        | Flesh Hooks<br>Lictor Talons  | 15cm<br>(bc)                   | (Small Arms)<br>Assault, S                                   | <i>First Strike, Invulnerable Save, Infiltrator, Scout, Teleport</i>  |
| Pyrovore          | LV      | 15cm           | 6+         | 5+  | 4+        | Flamespurt  | 15cm<br>(15cm)                 | AP4+, IC<br>Small Arms, IC                                   |   |
| Tyranid Guard     | LV      | 20cm           | 3+         | 4+  | 5+        | Acid Maw<br>Impaler Cannon<br>Twin Scything talons  | (bc)<br>30cm<br>(bc)           | Assault<br>AP5+/AT6+, IC<br>Assault EA(+1)                   | <i>Expendable</i>   |
| Gorgon Zoanthrope | LV      | 20cm           | 4+         | 6+  | 5+        | Warp Blast  | 30cm<br>(15cm)                 | AP5+<br>(Small Arms), MW                                     | <i>Fearless, Invulnerable Save, Synapse (1)</i>   |
| Scythed Carnifex  | AV      | 20cm           | 4+         | 3+  | 5+        | Bio-Plasma<br>Large Scything Talons   | 15cm<br>(bc)                   | (Small Arms)<br>Assault EA(+1), MW                           | <i>Fearless, Reinforced Armour</i>  |
| Barbed Carnifex   | AV      | 20cm           | 4+         | 4+  | 4+        | Heavy Venom Cannon<br>Twin Devourers  | 30cm<br>15cm                   | AP5+/AT4+<br>AP4+, D   | <i>Fearless, Reinforced Armour</i>  |
| Exocrine          | AV      | 20cm           | 4+         | 5+  | 4+        | Bio-Cannon  | 45cm                           | 2xAP4+/AT5+  | <i>Reinforced Armour</i>  |
| Harpy             | AV      | 35cm           | 5+         | 4+  | 4+        | 2x Stranglethorn Cannon<br>Spore Cyst<br>Scything Wings                                       | 30cm<br>15cm<br>(bc)           | AP4+/AT6+, D<br>1BP, D<br>Assault                            | <i>Reinforced Armour, Skimmer</i>   |
| Haruspex          | AV      | 20cm           | 4+         | 3+  | 5+        | Acid Jets and Frag Spines<br>Claws and Mandibles  | 15cm<br>(bc)                   | 2xAP5+/AT6+<br>Assault (+1), MW                              | <i>Reinforced Armour</i>  |
| Hive Crone        | AV      | 35cm           | 5+         | 4+  | 5+        | Tentaclids<br>Drool Cannon  | 30cm<br>15cm<br>(15cm)         | AP5+/AA5+<br>AP4+, IC, D<br>Small Arms, IC                   | <i>Reinforced Armour, Skimmer,</i>  |
| Hive Tyrant       | AV      | 20cm<br>(30cm) | 4+<br>(5+) | 3+  | 5+<br>(-) | Scything Wings<br>0-1x Venom Cannon<br>0-1x Large Scything talons<br>Lash Whip and Bone Sword | (bc)<br>30cm<br>(bc)<br>(bc)   | Assault<br>AP4+/AT5+<br>Assault (+1), MW<br>Assault (+1), MW | <i>Commander, Fearless, Leader, Reinforced Armour, Synapse (2).</i> A Hive Tyrant may have wings, the unit gains <i>skimmer</i> and a move of 30cm, while its armour value is reduced to 5+. Armed with either a Venom Canon or Large Scything talons, it loses its FF value if the latter is chosen.   |
| Maleceptor        | AV      | 20cm           | 4+         | 4+  | 5+        | Large Scyting Talons<br>Psychic Overload  | (bc)<br>15cm<br>(15cm)         | Assault (+1), MW<br>MW4+<br>Small Arms, MW                   | <i>Fearless, Invulnerable save, Reinforced, Armour, Synapse (1)</i>   |
| Dominatrix        | WE      | 20cm           | 4+         | 3+  | 5+        | Bio-Titan Bio-Cannon<br>Energy Pulse  | 45cm<br>60cm<br>45cm           | 3xAP4+/AT5+, FxF<br>3BP, MW<br>AA5+, MW                      | <i>DC 4, Commander, Fearless, Invulnerable Save, Leader, Regeneration, Reinforced Armour, Synapse (2).</i> Critical Hit Effect: May step over units and pieces of terrain that are lower than the unit's abdomen and less than 2 cm 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 <i>commander, leader</i> and <i>synapse (2)</i> . |
| Barbed Hierodule  | WE      | 25cm           | 5+         | 4+  | 5+        | 2x Bio-Cannon<br>Massive Scything Talons  | 45cm<br>(bc)                   | 2xAP4+/AT5+, FwA<br>Assault (+1), TK                         | <i>DC 3, Fearless, Reinforced Armour, Critical hit effect: The unit is destroyed, any units within 5cm take a hit on 6+.</i>  |
| Harridan          | WE      | 35cm           | 5+         | 5+  | 5+        | Twin Harridan Bio-Cannon<br>Large Scything Talons   | 45cm<br>(bc)                   | 2xAP4+/AT5+, FxF<br>Assault, EA(+1), MW                      | <i>DC 3, Fearless, Reinforced Armour, Skimmer, Transport.</i> May transport four Gargoyles. Critical hit effect: The unit takes an extra point of damage.   |
| Hierophant        | WE      | 25cm           | 4+         | 3+  | 5+        | Lashwhip pods<br>0-1x Pyro-Acid Spray   | (bc)<br>15cm                   | Assault (EA+1)<br>3BP, FwA, IC                               | <i>DC 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Walker.</i> 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.   |
|                   |         |                |            |     |           | 0-2x Bio-Titan Bio-Cannon<br>0-2x Bile Launcher<br>0-2x Dire Bio-Cannon<br>0-2x Razorclaw     | 45cm<br>60cm<br>45cm<br>(15cm) | 3xAP4+/AT5+, FwA<br>3BP, FwA<br>2xMW4+<br>Small Arms, EA(+2) |   |
|                   |         |                |            |     |           | OR  | (bc)                           | Assault (EA+1), TK(D3)                                       |   |
|                   |         |                |            |     |           | 0-2x Massive Scything Talons<br>0-2x Gigantic Scything Talons                                 | (bc)<br>(bc)                   | Assault (EA+1), TK(1)<br>Assault (EA+1), TK(D3)              |   |
| Scythed Hierodule | WE      | 25cm           | 5+         | 3+  | 5+        | Pyro-Acid Spray<br>2x Massive Scything Talons   | 15cm<br>(bc)                   | 3BP, FwA, IC<br>Assault, EA (+1), TK                         | <i>DC 3, Fearless, Reinforced Armour, Critical hit effect: The unit is destroyed, any units within 5cm take a hit on 6+.</i>  |
| Tervigon          | WE      | 20cm           | 5+         | 4+  | 6+        | Stinger Salvo<br>Massive Crushing Claws   | (15cm)<br>(bc)                 | Small arms<br>Assault EA(+1), TK                             | <i>DC2, Fearless, Invulnerable Save, Leader, Reinforced Armour, Synapse (2).</i> The units formation may swarm one extra termagant unit, whenever it is allowed to swarm. Critical Hit Effect: The unit is destroyed, any units within 5cm take a hit on 6+   |
| Trygon            | WE      | 25cm           | 5+         | 4+  | 6+        | Bio-Electric Field<br>Large Scything Talons   | (15cm)<br>(bc)                 | Small Arms<br>Assault EA(+1), MW                             | <i>DC2, Fearless, Reinforced Armour, Tunneler.</i> Critical Hit Effect: The unit is destroyed, any units within 5cm take a hit on 6+  |
| Trygon Prime      | WE      | 25cm           | 5+         | 4+  | 6+        | Bio-Electric Field<br>Large Scything Talons<br>Prehensile Pincertail                          | (15cm)<br>(bc)<br>(bc)         | Small Arms<br>Assault EA(+1), MW<br>Assault EA(+1)           | <i>DC2, Fearless, Invulnerable Save, Reinforced Armour, Synapse (2), Tunneler.</i> Critical Hit Effect: The unit is destroyed, any units within 5cm take a hit on 6+  |
| Tyrannofex        | WE      | 15cm           | 5+         | 5+  | 5+        | Rupture Cannon<br>Stinger Salvo   | 45cm<br>(15cm)                 | 2xAP6+/AT4+<br>Small arms                                    | <i>DC2, Reinforced Armour.</i> Critical Hit Effect: The unit is destroyed, any units within 5cm take a hit on 6+  |
| Hive Cruiser      | SC      | -              | -          | -   | -         | Orbital Bombardment   | n/a                            | 5BP, MW  | May carry 4 tyrannocyte and the units being carried in them.  |
| Tyrannocyte       | Special | -              | -          | -   | -         | Deathspitters   | 15cm                           | AP5+   | <i>Planetfall, Transport</i> (May transport a formation of 10 infantry or light vehicle units and up to one AV, or a formation of up to 4 AVs). After all Tyrannocytes have made planetfall, they attack any enemy formations within 15cm. After this, transported formations set up within 5cm of the point the Tyrannocyte landed, or within 5cm of another already disembarked unit from the same  |

**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:

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-Sociology*

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.