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.

Using The Army List

Hive Fleet Onachus Tyranid formations come in two types: synapse swarms and independent swarms. Each synapse swarm you include in the army allows you to field one independent swarm. **In addition to this restriction 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. 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 Tyranid units (see the *Xeno-Biology* rule). Additionally, formations with synapse units may return brood units to play via *Swarming* (see the *Xeno-Sociology* rule).

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 swarm, **not independent swarm**, 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 victory condition.*

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* rule). **No more than one third of the points available may be spent on war engines.**

SYNAPSE SWARM FORMATIONS

TYPE	CORE UNITS	S	M	L	UPGRADES
0-1 Nexus Swarm	One Dominatrix	350	n/a	n/a	Add any number of the following units for +20 points each: Gargoyles (745.M41), Hormagaunts, Termagants
					Add any number of the following units for +25 points each: Biovore, Zoanthrope (745.M41)
					Add any number of Raveners for +35 points each
					Add any number of the following units for +50 points each: Carnifex, Exocrine, Haruspex, Malefactor
					Add any number of Tyrgons for +60 points each
					Add any number of Dactylis for +75 points each
Tyranid Swarm	One Hive Tyrant or two Tyrand Warrior, and any six of the following units: Hormagaunts, Termagants	200	375	550	Add any number of the following units for +20 points each: Gargoyles (745.M41), Hormagaunts, Termagants
					Add any number of the following units for +25 points each: Biovore, Zoanthrope (745.M41)
					Add any number of Raveners for +35 points each
					Add any number of the following units for +50 points each: Carnifex, Exocrine, Haruspex, Malefactor
					Add any number of Tyrgons for +60 points each
					Add any number of Dactylis for +75 points each
					Add up to one Tyranids Warriors unit for +50 points

INDEPENDENT SWARM FORMATIONS
(One independent swarm may be fielded per each synapse swarm)

TYPE	CORE UNITS	S	M	L	UPGRADES
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
Harridan Swarm	One Harridan	150	300	450	Add any number of Gargoyles (745.M41) for +20 points each
Hierodule Bio-Titan	One Hierodule Bio-Titan (745.M41)	350	n/a	n/a	None
Hierophant Bio-Titan	One Hierophant Bio-Titan (745.M41)	525	n/a	n/a	None
0-2 Lictor Swarm	Three Lictors	150	n/a	n/a	Add up to three Lictors for +50 points each
Trygon Swarm	Three Trygons	225	n/a	n/a	Add up to three Trygons for +75 points each
					Add any number of Raveners for +35 points each

TYRANID REFERENCE SHEET

STRATEGY RATING: 1　　　　**INITIATIVE RATING: 1+**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Biovore	LV	15cm	6+	6+	5+	Spore Mines	30cm	AP5+/AT6+, D, Ind	
Brood Lord	CH	n/a	n/a	n/a	n/a	Rending Claws and Talons	(bc)	Assault Weapons, EA(+1), FS	*Leader, Inspiring, Invulnerable Save*
Carnifex	AV	20cm	4+	3+	5+	Bio-Plasma	(15cm)	Small Arms	*Fearless, Reinforced Armour*
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Dactylis	AV	15cm	4+	5+	5+	Bile Pods	45cm	1BP, D, Ind	*Reinforced Armour*
Dominatrix	WE	20cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3x AP4+/AT5+, FwF	*DC4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Supreme Commander, Synapse (3). 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 the Supreme Commander and Synapse (3) abilities.*
						Energy Pulse	60cm	3BP, MW	
						and	45cm	AA5+, MW	
						2x Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK	
Exocrine	AV	15cm	4+	5+	4+	Bio-Cannon	45cm	2x AP4+/AT5+	*Reinforced Armour*
Gargoyles (745.M41)	INF	30cm	-	6+	5+	Flamespurts	15cm	Small Arms, IC	*Brood (2), Expendable, Jump Packs*
Genestealers	INF	20cm	6+	2+	-	Rending Claws	(bc)	Assault Weapons, FS	*Infiltrators, Scouts*
Harridan	WE	35cm	5+	5+	5+	Twin Harridan Bio-Cannon	45cm	2x AP4+/AT5+, FxF	*DC3, Fearless, Reinforced Armour, Skimmer, Transport (four Gargoyles). Critical Hit Effect: The unit takes an extra point of damage.*
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Haruspex	AV	20cm	4+	3+	5+	Acid Jets and Frag Spines	15cm	2x AP5+/AT6+	*Reinforced Armour*
						Claws and Mandibles	(bc)	Assault Weapons, EA(+1), MW	
Hierodule Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3x AP4+/AT5+, FwA	*DC4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. 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 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.*
						0-1 Cluster Spines	30cm	4BP, FwA	
						0-1x Razorclaw	(bc)	Assault Weapons, EA(+1), TK(D3)	
						or	(15cm)	Small Arms, EA(+2)	
						2x Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK	
Hierophant Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	0-1x Bile Launcher	60cm	3BP, FwA	*DC6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and pieces of terrain that are lower then 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.*
						Pyro-Acid Spray	15cm	3BP, FwA, IC	
						0-1x Razorclaw	(bc)	Assault Weapons, EA(+1), TK(D3)	
						or	(15cm)	Small Arms, EA(+2)	
						Ripper Tentacles	(bc)	Assault Weapons, EA(+2), FS	
						2x Gigantic Scything Talons	(bc)	Assault Weapons, EA(+1), TK(D3)	
Hive Tyrant	AV	20cm	4+	3+	5+	Venom Cannon	30cm	AP4+/AT5+	*Commander, Fearless, Leader, Reinforced Armour, Synapse (2)*
						Lash Whip and Bonesword	(bc)	Assault Weapons, EA(+1), MW	
Hormagaunts	INF	20cm	-	3+	-	Scything Talons	(bc)	Assault Weapons	*Brood (1), Expendable, Infiltrators*
Lictor	LV	20cm	5+	3+	6+	Flesh Hooks	(15cm)	Small Arms	*First Strike, Infiltrator, Invulnerable Save, Scout, Teleport*
						Lictor Talons	(bc)	Assault Weapons, S	
Malefactor	AV	25cm	4+	4+	5+	Frag Spines	15cm	2x AP5+	*Reinforced Armour, Transport (two of the following units: Genestealers, Hormagaunts, Raveners, Termagants or Tyranid Warriors)*
						Arms	(bc)	Assault Weapons, EA(+1), MW	
Raveners	INF	20cm	5+	4+	-	Twin Scything Talons	(bc)	Assault Weapons, EA(+1)	*Brood (2), Expendable, Infiltrators, Tunnelers*

Unit	Type	Speed	Armour	CC	FF	Weapons	Range	Notes	Special
Termagants	INF	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	*Brood (1), Expendable*
Trygon	WE	25cm	5+	4+	6+	Bio-Electric Field	(15cm)	Small Arms	*DC2, Fearless, Reinforced Armour, Tunneler. Critical Hit*
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	*Effect: The unit is destroyed.*
Tyranid Warriors	INF	20cm	5+	2+	5+	Deathspitters	30cm	AP5+	*Fearless, Synapse (1)*
Zoanthrope (745.M41)	LV	15cm	4+	6+	5+	Warp Blast	30cm	AP5+/AA6+	*Invulnerable Save*
						and	(15cm)	Small Arms, 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".*

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 EA 1.8).*

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.

2.1   SPECIALIST UNITS

2.1.22   Expendable

Some units are seen by their allies as ablative or just plain disposable. This may be because the units are specifically created to sacrifice themselves, because the units are simply not valued, or for a number of other reasons.

A formation does not receive a Blast marker when a unit with Expendable is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move.

If an expendable unit is hit by a weapon with Disrupt it does not inflict a Blast marker. If a formation is comprised completely of expendable units then they do not benefit from any of the rules above.

Expendable units killed in an assault count for the purposes of working out its result (see EA 1.12.7).

2.1.23   Tunnelers

Formations where all of the units have Tunneler (or are transported in units that have the ability) may be kept off the table and can appear at the start of the second turn or after. Set up the units touching their own side's table edge before the battle starts at the same time that spacecraft are setup (see EA 4.3.1). Any units transported in the tunneler should be placed to one side at this time too.

Secretly write down the location where the tunneler will surface at the same time and in the same manner that you record the coordinates of a drop zone (see EA 4.3.1). You must also secretly record when the tunneler will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneler at the start of the stated turn, before placing units with teleport, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering overwatch fire. Disembarking triggers overwatch fire as normal.

If the tunneler surfaces on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control then it is assumed that on-board sensor equipment will divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple tunnelers need only record one location where they will surface. Place a unit at this location, or within 5cm of another unit that has already been placed, so long as all units are placed within 15cm of the location and on the appropriate half of the table.

Tunnelers, and any units being transported in them, may take an action on the turn they appear.