

Hive Fleet Dagon v4.71 Special Rules

Dagon Synapse

The following rules applies to Primary and Secondary Synapse Swarm formations only. Synapse creatures are any unit with the "Dagon Synapse" special rule.

- A Synapse Swarm with no remaining Synapse creatures has an initiative of 3+ and may neither capture nor contest objectives, including They Shall Not Pass.
- A Synapse Swarm with remaining Synapse creatures can absorb other synapse swarm formations with no remaining Synapse creatures 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 objective.

Hive Mind Locus

- As long as the Tyranid army still contains a Dagon Dominatrix and/or a Dagon Overlord it may re-roll a single failed Initiative test (of any type) once per turn (unless all models with Hive Mind Locus are located offboard).
- Hive Mind Locus also allows for the removal of an additional blast marker when rallying.
- Formations with at least one model with Hive Mind Locus ignores the -2 modifier for being broken when it is attempting to rally.

"Shoot the Big Ones!"

The enemies of the Dagon Hive Fleet have learned that destroying the Hive Mind's Synapse Creatures will cause Tyranid swarms to become disorganized. For this reason certain units which normally would be Infantry are instead Light Vehicles.

Extreme Mobility

Tyranid Armored Vehicles and War Engines units do not take dangerous terrain tests. Tyranid Light Vehicles move through terrain and receive cover as if they were infantry. Fortified positions such as minefields or razorwire, and special terrain features such as lava flows affect Tyranids normally.

Gaunts

Termagaunts, Hormagaunts, Dagon Gargoyles and Raveners that are killed in an assault do not count for combat resolution as long as the controlling Tyranid player initiated the assault and there is at least one model with Dagon Synapse still present in the formation.

Tunnelers

Tunnellers are set up touching their own side's table edge before the battle starts at the same time that spacecraft are set up (see 4.3.1). Any units transported in tunnellers should be placed to one side at this time too. Secretly write down the location where the tunneller will surface at the same time and in the same manner that you record the coordinates of a drop zone (see 4.3.1). You must also secretly record the turn the tunneller 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 tunneller units at the start of the stated turn, before determining who wins the strategy roll, at the location you wrote down. Surfacing does not count as movement for the purposes of triggering enemy overwatch fire. If a tunneller would have surfaced 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 would divert it towards another entry point. The unit should be moved to the nearest area where it can surface.

Formations of multiple tunnellers need only record one location where they will surface. Place the first tunneller unit at this location. All other tunneller units must be placed within 5cm of another tunneller unit that has already been placed and fully within a 15cm radius of the original surfacing coordinates. After all tunnellers have been placed any units being transported are allowed to disembark immediately. Disembarking triggers overwatch fire as normal. Tunnellers, and any units being transported in them, may take an action on the turn they appear.

Vanguard Organisms

Only Genestealers, Lictors and **Nest** Swarms may deploy as garrisons.

Hive Fleet Dagon Tyranids have a Strategy Rating of 1
All Tyranid formations have an initiative of 1+

Synapse Swarms			
Primary Synapse Swarms			
Formation	Synapse Creatures	Instinctive Swarms (Compulsory)	Cost
0-1 Nexus Swarm	1 Dagon Dominatrix	2-4 of any instinctive swarms (with the exception of Mycetic Spore).	400 points
Major Swarm	1 Hive Tyrant, 4 Tyranid Warriors and/or Zoanthropes	2-4 instinctive swarms. All Hive Tyrants and/or Tyranid Warriors may be upgraded to Shrikes (Wings) for no extra cost. 1 Hive Tyrant in the army may be replaced with the Dagon Overlord for 100 points.	175 points
Minor Swarm	3 Tyranid Warriors and/or Zoanthropes	2-4 instinctive swarms. At least one Gaunts, Gargoyles or Biovores upgrade must be chosen. Tyranid Warriors may be upgraded to Shrikes (Wings) for no extra cost.	100 points
Secondary Synapse Swarms			
A maximum of 1 Secondary Synapse Swarm may be bought for each Primary Synapse Swarm			
Nest Swarm	1 Hive Nest	1-2 instinctive swarms chosen from the Gaunts, Gargoyles, Biovores or Bio-Support upgrades. At least one Gaunts, Gargoyles or Biovores upgrade must be chosen.	125 points
Attack Swarm	1 Hierodule Prime (Barbed or Scythed)	1-2 instinctive swarms chosen from the Gaunts, Carnifex, Bio-Attack, Bio-Support or Hierodule upgrades.	150 points
Infestation Swarm	1 Trygon Prime or 3 Ravener Alphas	1-2 instinctive swarms chosen from the Burrower upgrade.	150 points 100 points
Harasser Swarm	1 Harridan	1-2 instinctive swarms chosen from the Gargoyles or Bio-Bombers upgrades.	150 points

It is compulsory to buy the minimum amount of instinctive swarms indicated by each Synapse Swarm formation.

Upgrade	Units	Cost
Gaunts	5 Termagaunts and/or Hormagaunts	50 points
Biovores	4 Biovores	75 points
Gargoyles	4 Dagon Gargoyles	50 points
Bio-Bombers	2 Harpies	100 points
Carnifex	3 Carnifex	125 points
Bio-Support	3 Dagon Dactylis or 4 Dagon Exocrine	125 points
Bio-Attack	2 Dagon Haruspex or 2 Malefactors	75 points
Hierodule	1 Barbed Hierodule or 1 Scythed Hierodule	125 points
Burrower	2 Trygons or 5 Raveners	100 points
Mycetic Spore (0-1 per formation)	Permits deployment via planetary assault rules if a Razorfiend or Hive Ship has been bought. This option is not allowed if the Dagon Overlord, Hive Tyrant and/or Tyranid Warriors have been upgraded with Wings.	50 points

One Common Independent Swarm may be bought for each Primary Synapse Swarm.
No more than one third of the army may be chosen from the Common Independent Swarm section.

Formation	Units	Upgrade	Cost
Genestealer Swarm	6 Genestealers, 1 Brood Lord	0-3 Genestealers for +25 points per unit.	175 points
Lictor Brood	5 Dagon Lictors	0-2 Dagon Lictors for +25 points per unit.	225 points

One Rare Independent Swarm may be bought for each Primary Synapse Swarm.
No more than one third of the army may be chosen from the Rare Independent Swarm sections.

Formation	Units	Upgrade	Cost
Bio-Titan	1 Dagon Hierophant Bio-titan	Hydraphant Bio-titan +200 points	350 points
Bio-Vessel	1 Razorfiend	Hive Ship +100 points	150 points

Unit	Type	Move	Armour	CC	FF	Armament	Range		Notes
Dagon Dominatrix	WE	25cm	4+	3+	5+	Monstrous Claws Bio-Plasmic Ray and Bio-Plasma Bio-titan Bio-Cannon	(base-to base) 30cm (15cm) 15cm 60cm	(assault) EA +2, TK(D3) AP4+/AT4+/AA5+, MW (small arms) EA +1, MW 4BP, MW, FxF 4 x AP3+/AT4+, FxF	Damage Capacity: 6 Notes: Hive Mind Locus, Dagon Synapse, Leader, Commander, Reinforced Armour, Invulnerable Save, Fearless, Inspiring Crit: Roll a d6: 1. Units in base contact is hit by a MW attack on 6+ 2-5. Suffers an additional damage. 6: Suffers an additional d3 damage. <i>May step over units and impassable or dangerous terrain that is lower than its body and up to 2cm wide.</i>
Brood Lord	Char	-	-	-	-	-	-	-	Notes: Inspiring, Invulnerable Save, Leader
Dagon Overlord (Wings)	AV	20cm (30cm)	3+ (4+)	2+	-	Quad Boneswords	(base-to-base)	(assault) EA +2, MW	Notes: Hive Mind Locus, Inspiring, Dagon Synapse, Reinforced Armour, Commander, Leader, Fearless (Wings: Jump Pack)
Hive Tyrant (Wings)	AV	20cm (30cm)	4+ (5+)	3+	5+	Venom Cannon Large Claws	30cm (base-to-base)	AP4+/AT5+ (assault) EA +1, MW	Notes: Dagon Synapse, Reinforced Armour, Commander, Leader, Fearless (Wings: Jump Pack)
Tyrantid Warriors (Wings)	LV	20cm (30cm)	5+ (6+)	2+	5+	Deathspitters	30cm	AP5+	Notes: Dagon Synapse, Fearless (Wings: Jump Pack)
Zoanthrope	LV	15cm	4+	6+	5+	Warp Blast and	30cm (15cm)	AP5+/AA6+ (small arms) MW	Notes: Dagon Synapse, Fearless, Invulnerable Save
Harridan	WE	35cm	5+	5+	5+	Bio-Cannon Large Fangs	45cm (base-to-base)	2 x AP4+/AT5+ FxF (assault) EA +1, MW	Damage Capacity: 3 Notes: Dagon Synapse, Reinforced Armour, Skimmer, Fearless, Transport (0-4 Gargoyles) Crit: Takes an extra point of damage
Harpy	AV	35cm	5+	4+	5+	Stranglethorn Cannon Spore Cyst Grasping Talons	30cm 15cm 15cm	AP4+/AT6+, D 1BP, D AA5+	Notes Reinforced Armour, Skimmer
Ravener Alpha	LV	20cm	4+	4+	-	Claws	(base-to-base)	(assault) EA +1	Notes: Dagon Synapse, Infiltrators, Tunneler, Fearless
Raveners	Inf	20cm	5+	4+	-	Claws	(base-to-base)	(assault) EA +1	Notes: Infiltrators, Tunneler, Expendable, Gaunts
Trygon Prime	WE	25cm	4+	3+	6+	Large Claws	(base-to-base)	(assault) EA +1, MW	Damage Capacity: 2 Notes: Dagon Synapse, Tunneler, Fearless, Reinforced Armour Crit: The Trygon Prime is killed.
Trygon	WE	25cm	5+	4+	6+	Large Claws	(base-to-base)	(assault) EA +1, MW	Damage Capacity: 2 Notes: Tunneler, Reinforced Armour Crit: The Trygon is killed.
Termagaunts	Inf	20cm	-	6+	5+	Fleshborers	(15cm)	(small arms)	Notes: Expendable, Gaunts
Hormagaunts	Inf	20cm	-	3+	-	Claws	(base-to-base)	(assault)	Notes: Expendable, Infiltrators, Gaunts
Dagon Gargoyles	Inf	30cm	-	6+	6+	Swarm Strike	15cm	AA6+	Notes: Expendable, Jump Pack, Gaunts
Biovore	Inf	15cm	6+	6+	5+	Spore Mines	30cm	AP5+/AT6+, D, Ind F	-
Carnifex	AV	20cm	4+	3+	5+	Large Claws	(base-to-base)	(assault) EA +1, MW	Notes: Reinforced Armour
Dagon Dactylis	AV	25cm	5+	5+	5+	Bio-Acid-Venom Pods	45cm	1BP, D, Indirect Fire	-
Dagon Exocrine	AV	25cm	5+	5+	5+	Bio-Plasmic Cannon	30cm (and) (15cm)	2 x MW5+ (small arms) MW	-
Dagon Haruspex	AV	25cm	5+	4+	5+	Acid Jets Massive Claws	(15cm) (base-to-base)	(small arms) EA +1 (assault) EA +2, MW	Notes: Reinforced Armour
Dagon Malefactor	AV	25cm	5+	5+	5+	Frag Spines Large Claws	15cm (b-t-b)	2 x AP5+ (assault) EA +1, MW	Notes: Reinforced Armour, Transport (2) (May transport Termagaunts, Hormagaunts, Gargoyles, Tyrantid Warriors, Zoanthropes, Raveners, Biovores. Light Vehicles take 2 spaces each).
Barbed Hierodule Prime	WE	25cm	5+	4+	5+	Twin Bio-Cannon Large Claws	45cm (base-to-base)	3 x AP3+/AT4+, FxF (assault) EA +1, MW	Damage Capacity: 3 Notes: Reinforced Armour, Dagon Synapse, Fearless, Invulnerable Save Crit: The Hierodule Prime is killed.
Barbed Hierodule	WE	25cm	5+	4+	5+	Twin Bio-Cannon Large Claws	45cm (base-to-base)	3 x AP3+/AT4+, FxF (assault) EA +1, MW	Damage Capacity: 3 Notes: Reinforced Armour Crit: The Hierodule is killed.
Scythed Hierodule Prime	WE	25cm	5+	3+	5+	Massive Scything Talons Pyro-Acid	(base-to-base) (15cm)	(assault) EA +2, TK(1) (small arms) EA +1, IC	Damage Capacity: 3 Notes: Reinforced Armour, Dagon Synapse, Fearless, Invulnerable Save Crit: The Hierodule Prime is killed.
Scythed Hierodule	WE	25cm	5+	3+	5+	Massive Scything Talons Pyro-Acid	(base-to-base) (15cm)	(assault) EA +2, TK(1) (small arms) EA +1, IC	Damage Capacity: 3 Notes: Reinforced Armour Crit: The Hierodule is killed.
Hive Nest	WE	0cm	4+	5+	6+	Ripper Swarms	(base-to-base)	(assualt) EA +1	Damage Capacity: 3 Notes: Reinforced Armour, Dagon Synapse, Fearless, Thick Rear Armour Crit: The Hive Nest is destroyed.
Mycetic Spore	-	-	-	-	-	Tentacles	15cm	AP6+, D	Notes: Planetfall, Transport (May transport a formation that consist exclusively of the following types of units: Termagaunts, Hormagaunts, Biovores, Carnifex, Raveners, Hive Tyrant, Dagon Overlord, Tyrantid Warrior, Zoanthropes) After the Mycetic Spore lands, they attack all enemy units within 15cm. Each enemy formation attacked receives a BM for coming under fire, and an extra BM for each casualty. Then transported formations set up within 5cm of the point the Mycetic Spore landed, or within 5cm of another already disembarked unit from the same formation (but a maximum of 15cm from the point the formation's Mycetic Spore landed).
Genestealers	Inf	20cm	6+	2+	-	Claws	(base-to-base)	(assault)	Notes: First Strike, Infiltrators, Scout
Dagon Lictor	LV	15cm	5+	3+	6+	Rending Claws	(base-to-base)	(assault) EA +1, Sniper	Notes: First strike, Infiltrators, Scout, Invulnerable Save, Teleport
Dagon Hierophant	WE	25cm	5+	3+	5+	Bio-Titan Bio-Cannon Massive Scything Talons Barbed Spears	60cm (base-to-base) (15cm)	4 x AP3+/AT4+, FxF (assault) EA +2, TK(1) (small arms) EA +1	Damage Capacity: 6 Notes: Reinforced Armour, Invulnerable Save, Fearless Crit: Roll a d6: 1. Units in base contact is hit by a MW attack on 6+ 2-5. Suffers an additional damage. 6: The Dagon Hierodule is killed. <i>May step over units and impassable or dangerous terrain that is lower than its body and up to 2cm wide.</i>
Hydraphant	WE	25cm	4+	3+	5+	Bio-Titan Bio-Cannon Bio-Plasma Monstrous Claws Huge Tentacles Hail of Barbed Spears	60cm 15cm (base-to-base) (base-to-base) (15cm)	4 x AP3+/AT4+, FxF 4BP, MW, FxF (assault) EA +2, TK(D3) (assault) EA +2, First Strike (small arms) EA +2	Damage Capacity: 8 Notes: Reinforced Armour, Invulnerable Save, Fearless Crit: Roll a d6: 1. Units in base contact is hit by a MW attack on 6+ 2-5. Suffers an additional damage. 6: The Hydraphant is killed. <i>May step over units and impassable or dangerous terrain that is lower than its body and up to 2cm wide.</i>
Razorfiend	Ship	-	-	-	-	Orbital Bombardment	-	3BP, MW	Notes: Transport (2 Mycetic Spores including cargo)
Hive Ship	Ship	-	-	-	-	Orbital Bombardment	-	8BP, MW	Notes: Slow and Steady, Transport (5 Mycetic Spores including cargo)