

# Hive Fleet Dagon v4.51b Special Rules

## Dagon Synapse

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

Armoured Vehicles and Tyranid War Engines ignore dangerous terrain tests, while Light Vehicles move through terrain and receive cover as if they were infantry. Fortifications and special scenario terrain affect them normally.

## Gaunts

Termagaunts, Hormagaunts and Dagon Gargoyles 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 Synapse still present in the formation.

## Tunnelers

Tunnelers are declared at the same time as Spaceships. Units transported by tunnelers are kept in the reserve. Define where they will emerge in the same fashion as described in section 4.3.1.

Tunnelers may appear on the friendly half of the table during turn 2, and on the entire table on turn 3. They are deployed during the strategy phase, before initiative is rolled, on the predefined coordinates. The tunneler and all transported formations may act as normal the turn they arrive.

## Vanguard Organisms

Only Genestealers and Lictors may deploy as garrisons.

## Tyranid Hive Fleet Dagon v4.51b

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 Hive Nexus Swarm	1 Dagon Dominatrix	3-5 of any instinctive swarms (with the exception of Mycetic Spore)	400 points
Major Swarm	1 Hive Tyrant, and 3 units of Tyranid Warriors and/or Zoanthropes	3-5 instinctive swarms. The Hive Tyrant 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.	150 points
Minor Swarm	3 Tyranid Warriors. Up to 2 Tyranid Warriors may be replaced with Zoanthropes	2-4 instinctive swarms (except Bio-Support). 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

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 or the Gaunts upgrade (Max 1 Gaunts upgrade per Infestation Swarm). Gaunts gain the Tunneler rule at no extra cost).	150 points 100 points
Harasser Swarm	1 Harridan	1-2 instinctive swarms chosen from the Gargoyles or Bio-Bombers upgrades.	150 points

### Instinctive Swarms

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

Upgrade	Units	Cost
Gaunts	4 units of Termagaunts and/or Hormagaunts	50 points
Biovore	4 Biovores	75 points
Gargoyles	4 Dagon Gargoyles	50 points
Bio-Bombers	2 Harpies	100 points
Carnifex	3 Carnifex	100 points
Bio-Support	3 Dagon Dactylis or 3 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	1 Trygon or 3 Dagon Raveners	50 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 Hive Tyrant and/or Tyranid Warriors have the Shrike upgrade (Wings).	50 points

### Common Independent Swarms

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

### Rare Independent Swarms

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	<b>Damage Capacity: 6</b> <b>Notes:</b> Hive Mind Locus, Synapse, Leader, Commander, Reinforced Armour, Invulnerable Save, Fearless, Inspiring <b>Crit:</b> 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	-	-	-	-	-	-	-	<b>Notes:</b> Inspiring, Invulnerable Save, Leader
Dagon Overlord	AV	20cm (Wings: 30cm)	3+ (Wings: 4+)	2+	-	Quad Boneswords	(base-to-base)	(assault) EA +2, MW	<b>Notes:</b> Hive Mind Locus, Inspiring, Synapse, Reinforced Armour, Commander, Leader, Fearless (Wings: Jump Pack)
Hive Tyrant	AV	20cm (Wings: 30cm)	4+ (Wings: 5+)	3+	5+	Venom Cannon Large Claws	30cm (base-to-base)	AP4+/AT5+ (assault) EA +1, MW	<b>Notes:</b> Synapse, Reinforced Armour, Commander, Leader, Fearless (Wings: Jump Pack)
Tyrannid Warriors	LV	20cm (Wings: 30cm)	5+ (Wings: 6+)	2+	5+	Deathspitters	30cm	AP5+	<b>Notes:</b> Synapse, Fearless (Wings: Jump Pack)
Zoanthrope	LV	15cm	4+	6+	5+	Warp Blast and	30cm (15cm)	AP5+/AA6+ (small arms) MW	<b>Notes:</b> 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	<b>Damage Capacity: 3</b> <b>Notes:</b> Synapse, Reinforced Armour, Skimmer, Fearless, Transport (0-4 Gargoyles) <b>Crit:</b> Takes an extra point of damage
Harpy	AV	35cm	5+	4+	5+	Stranglehorn Cannon Spore Cyst	30cm 15cm	AP4+/AT6+, D 1BP, D	<b>Notes:</b> Reinforced Armour, Skimmer
Ravener Alpha	LV	20cm	4+	4+	-	Claws	(base-to-base)	(assault) EA +1	<b>Notes:</b> Synapse, Infiltrators, Tunneler, Fearless
Dagon Raveners	LV	20cm	5+	4+	-	Claws	(base-to-base)	(assault) EA +1	<b>Notes:</b> Infiltrators, Tunneler, Expendable
Trygon Prime	WE	25cm	4+	4+	6+	Large Claws	(base-to-base)	(assault) EA +1, MW	<b>Damage Capacity: 2</b> <b>Notes:</b> Synapse, Tunneler, Fearless, Reinforced Armour <b>Crit:</b> The Trygon Prime is killed.
Trygon	WE	25cm	5+	4+	6+	Large Claws	(base-to-base)	(assault) EA +1, MW	<b>Damage Capacity: 2</b> <b>Notes:</b> Tunneler, Reinforced Armour <b>Crit:</b> The Trygon is killed.
Termagaunts	Inf	20cm	-	6+	5+	Fleshborers	(15cm)	(small arms)	<b>Notes:</b> Expendable, Gaunts
Hormagaunts	Inf	20cm	-	3+	-	Claws	(base-to-base)	(assault)	<b>Notes:</b> Expendable, Infiltrators, Gaunts
Dagon Gargoyles	Inf	30cm	-	6+	6+	Swarm Strike	15cm	AA6+	<b>Notes:</b> Expendable, Jump Pack, Gaunts
Biovore	LV	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	<b>Notes:</b> Reinforced Armour
Dagon Dactylis	AV	25cm	5+	5+	5+	Bio-Acid-Venom Pods either or	45cm 60cm	1BP, D, Indirect Fire AP5+/AT6+, D	
Dagon Exocrine	AV	25cm	4+	5+	5+	Bio-Plasmic Cannon	30cm (and)	2 x MW5+ (small arms) MW	
Dagon Haruspex	AV	25cm	4+	3+	5+	Acid Jets Massive Claws	(15cm) (base-to-base)	(small arms) EA +1 (assault) EA +2, MW	<b>Notes:</b> Reinforced Armour
Malefactor	AV	25cm	4+	4+	5+	Frag Spines Large Claws	15cm (b-t-b)	2 x AP5+ (assault) EA +1, MW	<b>Notes:</b> Reinforced Armour, Transport (2) (May transport Termagaunts, Hormagaunts, Gargoyles, Tyrannid Warriors, Zoanthropes, Raveners, Biovores. Light Vehicles take 2 spaces each).
Barbed Hierodule Prime	WE	25cm	5+	5+	5+	Twin Bio-Cannon Large Claws	45cm (base-to-base)	2 x AP3+/AT4+, FxF (assault) EA +1, MW	<b>Damage Capacity: 3</b> <b>Notes:</b> Reinforced Armour, Synapse, Fearless, Invulnerable Save <b>Crit:</b> The Hierodule Prime is killed.
Barbed Hierodule	WE	25cm	5+	5+	5+	Twin Bio-Cannon Large Claws	45cm (base-to-base)	2 x AP3+/AT4+, FxF (assault) EA +1, MW	<b>Damage Capacity: 3</b> <b>Notes:</b> Reinforced Armour <b>Crit:</b> 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	<b>Damage Capacity: 3</b> <b>Notes:</b> Reinforced Armour, Synapse, Fearless, Invulnerable Save <b>Crit:</b> 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	<b>Damage Capacity: 3</b> <b>Notes:</b> Reinforced Armour <b>Crit:</b> The Hierodule is killed.
Mycetic Spore	-	-	-	-	-	Tentacles	15cm	AP6+, D	<b>Notes:</b> Planetfall, Transport (May transport a formation that consist exclusively of the following types of units: Termagaunts, Hormagaunts, Biovores, Carnifex, Raveners, Hive Tyrant, Dagon Overlord, Tyrannid Warrior, Zoanthropes) After all Mycetic Spores have made planetfall, they attack any enemy formations within 15cm. 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)	<b>Notes:</b> First Strike, Infiltrators, Scout
Dagon Lictor	LV	15cm	5+	3+	6+	Rending Claws	(base-to-base)	(assault) EA +1, Sniper	<b>Notes:</b> 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	<b>Damage Capacity: 6</b> <b>Notes:</b> Reinforced Armour, Invulnerable Save, Fearless <b>Crit:</b> 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	<b>Damage Capacity: 8</b> <b>Notes:</b> Reinforced Armour, Invulnerable Save, Fearless <b>Crit:</b> 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	<b>Notes:</b> Transport (2 Mycetic Spores including cargo)
Hive Ship	Ship	-	-	-	-	Orbital Bombardment	-	8BP, MW	<b>Notes:</b> Slow and Steady, Transport (5 Mycetic Spores including cargo)