

CODEX: TYRANIDS

Official Update (July 2010)

ERRATA

Page 35 – Tyrant Guard, Blind Rampage.

The first sentence should be changed to: "If a Hive Tyrant (including the Swarmlord) is killed..."

Page 43 – Harpy, Spore Mine Cysts.

The first sentence of the asterisked note should be changed to: "*If, after the final position of the first blast marker in the barrage..."

Page 48 – Biovores, Spore Mine Launcher.

The first sentence of the asterisked note should be changed to: "*If, after the final position of the first blast marker in the barrage..."

Page 48 – Spore Mines, Living Bomb.

The penultimate sentence of the second paragraph should be changed to: "...resolve any hits at a Strength of 4 and an AP of 4."

Page 51 – Mawloc, Terror from the Deep.

This rule refers to using a large blast template. The word "template" should be changed to "marker" throughout the paragraph.



FAQs

Q: Do Tyranid models combine the effects of multiple Tyranid Close Combat weapons in an assault? For example, if I have model that has both Scything Talons and Rending Claws, do I re-roll results of 1 To Hit and still have the Rending special rule.

A: Yes.

Q: Do Tyranid models have to test for Instinctive Behaviour on the same turn they arrive from reserve?

A: No.

Q: Do units who begin their turn more than 12" from any Synapse Creature have to test for Instinctive Behaviour if a Synapse Creature arrives from reserve within 12" at the beginning of the Movement phase?

A: Yes – the model has begun its Movement phase outside of synapse range.

Q: If I have more than one Hive Tyrant with the Hive Commander ability, do their bonuses to reserve rolls stack? Also, do I get to outflank with one Troops unit, or one Troops unit per Hive Tyrant with this upgrade?

A: No, the reserve roll bonuses do not stack. You can only choose to outflank with a single unit of Troops, regardless of how many Hive Tyrants you have with this ability.

Q: Is the reserve roll bonus for having a Hive Tyrant with the Hive Commander ability cumulative with the reserve roll bonuses granted by a Lictor's Pheromone Trail and/or the Swarmlord's Alien Cunning rules?

A: Yes.

Q: If a Hive Tyrant or the Swarmlord joins a unit of Tyrant Guard, is it treated as an Independent Character for the purposes of resolving shooting attacks (i.e. independent characters who are monstrous creatures can be targeted separately from the unit) and assaults (i.e. independent characters always count as separate units in an assault)?

A: No.

Q: Can a Hive Tyrant or the Swarmlord choose to leave a unit of Tyrant Guard once it has joined them?

A: No.

Q: If a unit of Tyrant Guard, joined by either by a Hive Tyrant or the Swarmlord, launches an assault in which the Hive Tyrant/Swarmlord is killed before the surviving Tyrant Guard have struck any blows, will they gain Strength and Initiative bonuses due to Furious Charge even though they didn't have this special rule at the time when they initiated the assault?

A: No.

Q: Can Harpies and Hive Tyrants with the Wings biomorph deep strike?

A: Yes.

Q: Are the blast markers for a Harpy's Spore Mine Cysts placed following the rules for multiple blasts, or multiple barrages?

A: Multiple barrages.

Q: Does a Spore Mine's random movement replace its normal movement, or is it in addition to it?

A: It replaces its normal movement.

Q: Also, can a Spore Mine move in the Assault phase?

A: No.

Q: What happens if an enemy unit assaults a Spore Mine?

A: As soon as an enemy model comes into base-to-base contact with the Spore Mine, it immediately explodes. Resolve any damage from the explosion. If the enemy model that initiated the explosion (presumably the model that was closest to the Spore Mine) has died, then the remaining squad members will not be within distance to assault the enemy and so no other model is moved. If the enemy model who initiated the explosion survives, any remaining squad members are allowed to complete their assault move to maintain squad coherency but they cannot then make a sweeping advance, consolidation move etc.

Q: Can Raveners in the same brood be equipped with a mixture of Scything Talons and Rending Claws?

A: No, all Raveners in the brood must have the same options.

Q: In scenarios where players are trying to capture objectives, are Spore Mine Clusters placed before or after the objectives?

A: After.

Q: If a brood of Hive Guard fail their Instinctive Behaviour test and are forced to lurk, can they still fire their impaler cannons at a target that is within range but not within line of sight?

A: No.

Q: Do all Zoanthropes in a brood have to use the same psychic power in the Shooting phase?

A: No.

Q: When a Zoanthrope brood uses a psychic power, do I need to take a Psychic test for each individual Zoanthrope in the brood, or just one test for the whole brood?

A: Each Zoanthrope in the brood must take a separate Psychic test. Note that this means that a wound caused by Perils of the Warp will be allocated to the Zoanthrope that suffered the attack.

Q: Can infantry units without wings that were going to arrive from reserves using the deep strike or outflank rules, instead choose to arrive via a Trygon's Subterranean Assault ability.

A: No.



Q: Can a Mawloc choose to Deep Strike onto a point occupied by an enemy model on purpose in order to use the Terror from the Deep special rule?

A: Yes.

Q: Can I take cover saves from a Mawloc's Terror from the Deep attack?

A: Yes.

Q: If an Independent Character has joined a unit of Termagants that are within 6" of a Tervigon when it is slain, could they suffer damage due to the Brood Progenitor rule?

A: Yes.

Q: Can a Tervigon who has used the Onslaught psychic power (a psychic shooting attack) on a friendly Tyranid unit, fire a weapon at an enemy unit or launch an assault in the same turn?

A: No.

Q: If a Tyranid unit takes a Mycetic Spore, can an Independent Character join the brood before deployment (and hence deep strike in with the brood)?

A: No.

Q: If a Tyranid unit takes a Mycetic Spore, can it choose to deploy normally whilst the empty Mycetic Spore deep strikes on its own?

A: No.

Q: A Mycetic Spore cannot move itself once it has entered the battle, but can it be moved by another model (e.g. by a Mawloc's Terror from the Deep special rule)?

A: Yes.

Q: Tyranid Special Characters. Are Tyranid Special Characters considered to be special versions of the standard creatures of their type for the purposes of using psychic powers, biomorphs and special rules? For example, is the Swarmlord considered to be a Hive Tyrant for the purposes of using Hive Tyrant psychic powers? Similarly, is Deathleaper considered to be a Lictor for the purposes of Chameleonic Skin and Pheromone Trail, is the Doom of Malan'tai considered to be a Zoanthrope for the purposes of Warp Field, is Old One Eye considered to be Carnifex for the purposes of Living Battering Ram and are Ymgarl Genestealers considered to be Genestealers for the purposes of Brood Telepathy?

A: Yes in all cases.

Q: If the Doom of Malan'tai successfully uses the Cataclysm psychic power but suffers a Perils of the Warp attack when making its psychic test, does it take the wound before or after determining the Strength of the attack?

A: Beforehand.

Q: Can cover saves be taken against wounds inflicted by the Doom of Malan'tai's Spirit Leech ability?

A: Yes.

Q: Does the Doom of Malan'tai's Spirit Leech ability affect units embarked in transport vehicles?

A: No.

Q: Can Psychic Scream affect units embarked within a transport vehicle?

A: No.

Q: Does Shadow in the Warp affect psykers who are taking a Psychic test whilst embarked within a transport vehicle?

A: No.

Q: If a model with Lash Whips is attacking a model with an Initiative-boosting rulepiece of wargear (e.g. Furious Charge, an Eldar Banshee Mask etc.), which order are the Initiatives modified?

A: The Lash Whips will reduce an enemy model's initiative to 1 before any other modifiers are applied. So, a model with Furious Charge that assaults a Tyranid with Lash Whips will strike at Initiative 2, and an Eldar with a Banshee Mask will strike at Initiative 10 in the first round of assault.

Q: Do Lash Whips affect Sweeping Advances?

A: No.

Q: When attacking models with the Acid Blood biomorph, when are the Initiative tests taken?

A: Resolve any tests and remove any casualties at the end of each Initiative step.

Q: When a Tyranid model with the Regeneration biomorph (including Old One Eye's Rapid Regeneration) rolls to recover lost wounds, can it attempt to recover wounds suffered in the battle that have already been regenerated?

A: No. When rolling to regenerate wounds roll a number of dice equal to the difference between the model's current number of Wounds and its starting number of Wounds.

Last updated 1st July 2010.

