

# WARHAMMER 40,000

# CODEX: TYRANIDS

## Official Update Version 1.2

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### ERRATA

#### Page 101 – Biovores, Spore Mine Launcher

Change the first sentence of the second paragraph to read:

'Each time a spore mine launcher misses its target, set up a single **<HIVE FLEET>** Spore Mine model anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed).'

#### Page 109 – Harpy, Spore Mine Cysts

Change the first sentence of the second paragraph to read:

'Each time a Spore Mine misses its target, set up a single **<HIVE FLEET>** Spore Mine anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed).'

#### Page 110 – Sporocyst, Spawn Spore Mines

Change the second sentence to read:

'If it does so, add a new unit of 3 **<HIVE FLEET>** Spore Mines or 1 **<HIVE FLEET>** Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the Sporocyst and more than 1" from the enemy (any models that cannot be placed are destroyed).'

#### Page 110 – Sporocyst, Spore Node

Change the first sentence of the second paragraph to read:

'Each time a spore node attack misses its target, add a new unit of 3 **<HIVE FLEET>** Spore Mines or 1 **<HIVE FLEET>** Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the target unit and more than 3" from any enemy model (any models that cannot be placed are destroyed).'

#### Page 116

Change the first sentence to read:

'In this section you'll find rules for Battle-forged armies that include Tyranids Detachments.'

Add the following section before 'Abilities':

#### 'Tyranids Units

In the rules described in this section we often refer to 'Tyranids units'. This is shorthand for any **TYRANIDS** unit that also has the **<HIVE FLEET>** keyword. A Tyranids Detachment is therefore one which only includes units with both the **TYRANIDS** and **<HIVE FLEET>** keyword.

Note that although Genestealer Cults are devoted to the Hive Mind and will willingly fight alongside their xenos masters, they deviate significantly in terms of organisation and tactics, not to mention physiology! **GENESTEALER CULTS** units therefore cannot make use of any of the rules listed in this section (this includes the Detachment abilities, Stratagems, bio-artefacts, psychic powers, Warlord Traits and Tactical Objectives described in this section), and instead have their own rules.'

#### Page 117 – Jormungandr: Tunnel Networks

Change the second sentence to read:

'If the unit Advances or declares a charge, however, it loses the benefit of this adaptation until the start of your next Movement phase.'

#### Page 119 – Pathogenic Slime

Change the first sentence of the rules text for this Stratagem to read:

'Use this Stratagem at the start of your Shooting phase.'

#### Page 119 – Sporefield

Change the first sentence of rules text to read:

'Use this Stratagem after both armies have deployed but before the first battle round begins.'

#### Pages 119 and 120 – Sporefield and Call the Brood

Add the following sentence:

'This unit must belong to the same Hive Fleet as another unit from your army.'

#### Page 119 – Pheromone Trail

Add the following sentence:

'You cannot use this Stratagem to affect a unit of reinforcements being set up by the Genestealer's Infestation ability, or that are added to your army due to a unit's ability.'

### Page 120 – The Enemy Below

Change the third sentence to read:

‘Whenever you set up a unit of **RAVENERS**, a **MAWLOC**, **TRYGON** or a **TRYGON PRIME** at the end of your Movement phase (a burrowing unit), you can also set up any number of units you set up within the tunnels.’

### Page 120 – Hyper-toxicity

Change the first sentence to read:

‘Use this Stratagem at the start of the Fight phase.’

### Page 124 – Alien Cunning

Change the first sentence of rules text to read:

‘At the start of the first battle round, but before the first turn begins, you can remove your Warlord from the battlefield and set them up again as described in the Deployment section of the mission you are playing.’

## FAQs

*Q: Does the Instinctive Behaviour ability apply to Tyranids units whilst they are embarked within a Fortification?*

**A: Yes – that means that you must subtract 1 from hit rolls made for that unit when shooting at any target other than the nearest visible enemy unit.**

*Q: When a unit is set up in a locale other than the battlefield, can they change that locale (other than to be set up on the battlefield)? For example, if a unit is set up ‘within the tunnels’ as part of The Enemy Below, must they be set up on the battlefield following that Stratagem, or can they be set up in another fashion?*

**A: They cannot change their locale. In the example, they can only be set up on the battlefield following the conditions of The Enemy Below.**

*Q: When a unit is chosen to make a charge move and fails the charge, do they still count as having charged? Specifically, can a unit that has failed a charge move be chosen to pile in – and potentially consolidate – towards the enemy?*

**A: A unit only counts as having charged if they made a charge move. If a charge fails, and no models make a charge move, they do not count as having charged. As such, they cannot be chosen to fight in the Fight phase (and so cannot pile in or consolidate) unless an enemy unit moves within 1" of them.**

*Q: Can a unit ever Advance twice in a single phase?*

**A: No.**

*Q: If a unit has Advanced in a phase, and is given the opportunity to move again in the same phase, what is their Move characteristic?*

**A: Their Move characteristic for the second move would still be the value as modified from the Advance.**

For example, if a unit with a Move characteristic of 5" Advances in a Movement phase, and the result of the dice rolled for the Advance is 4, its Move characteristic would be modified for that phase to 9". As such, if it was given the opportunity to move again in that phase, its Move characteristic would still be 9".

*Q: If a new unit is added to an army – for example as a result of the Sporefield or Call the Brood Stratagems – is it part of a Detachment?*

**A: No.**

*Q: How many heavy venom cannons and stranglethorn cannons can a model be armed with?*

**A: A model can be armed with either one heavy venom cannon or one stranglethorn cannon, not one of each.**

*Q: Can a Broodlord use the Genestealers’ Infestation ability to be set up during the battle near an infestation node?*

**A: No.**

*Q: If you use a Maleceptor’s Psychic Overload ability, can that Maleceptor attempt to manifest any psychic powers in that Psychic phase?*

**A: No.**

*Q: If a model has more than one pair of scything/monstrous scything/massive scything talons, does it make 1 additional attack with one of those pairs, or 1 additional attack with each of those pairs?*

**A: 1 additional attack with one of those pairs.**

*Q: If a model has more than one ‘pair’ of boneswords, does it make 1 additional attack with one of those pairs, or 1 additional attack with each of those pairs?*

**A: 1 additional attack with one of those pairs.**

*Q: Do Hive Fleet Jormungandr units gain the cover bonus twice if they are in ruins?*

**A: No.**

*Q: Does the Psychic Barrage Stratagem prevent all three units of Zoanthropes from attempting to manifest psychic powers that turn?*

**A: Yes.**

*Q: If a Genestealer, **LICTOR**, Toxicrene or Venomthrope from my army attacks an enemy **CHARACTER** in the Fight phase, reducing it to 1 wound, and I use the Implant Attack Stratagem to kill that character, can I then use the Feeder Tendrils Stratagem?*

**A: Yes.**

*Q: If I use the Metabolic Overdrive Stratagem on a unit in the Movement phase, and then Onslaught on the same unit in the Psychic phase, can that unit charge?*

**A: No.**

*Q: Do you pay reinforcement points in matched play for Spore Mines brought into the game using the Sporefield Stratagem?*

**A: Yes.**

*Q: If my opponent has units that are set up after both armies have deployed, when do I use the Sporefield Stratagem – before or after those units are set up? If before, how do you determine who would place their units first?*

A: You use the Stratagem before any such units are set up. If both players then have units with abilities that allow them to be set up after both armies have deployed, the players should roll off and the winner decides who sets up their units first.

*Q: When using the Pheromone Trail Stratagem, can you bring the Lictor onto the battlefield in the same turn as the unit that it acts as a homing beacon for?*

A: Yes – simply bring the Lictor onto the battlefield before the other unit.

*Q: If a **CHARACTER** with a damage table uses the Death Frenzy Stratagem to make a final attack before it is removed from the battlefield, which line on its damage table should you use for that attack?*

A: Treat the character as having 1 wound remaining when referring to its damage table.

*Q: Do you pay reinforcement points in matched play for units brought back into the game using the Endless Swarm Stratagem?*

A: Yes.

*Q: Can the Opportunistic Advance Stratagem be used when a unit is affected by the Swarmlord's Hive Commander ability, the Overrun Stratagem, or the Mind Eater Warlord Trait?*

A: Yes in all cases. Please note the FAQ above regarding moving multiple times in a single phase.

*Q: If a unit with adrenal glands is affected by the Opportunistic Advance Stratagem, how is their movement for that phase calculated?*

A: Adrenal glands don't modify either the Movement characteristic of a unit, or the dice rolled for an Advancing unit. As such, you would use Opportunistic Advance, roll the dice, double the result, add that to the Movement characteristic, and then use the adrenal glands to add 1" to the distance the unit can move.

*Q: If a unit is under the effects of the Paroxysm psychic power, can the Counter-Offensive Stratagem be used on it?*

A: No, because it is not 'eligible' to Fight until every other unit has done so.

*Q: Do the Scythes of Tyran allow you to re-roll hit rolls of 1?*

A: No.

*Q: My Behemoth Hive Tyrant, armed with toxin sacs and the Reaper of Obliterax, has the Monstrous Hunger Warlord Trait. If I were to roll a 6 to wound in the Fight phase, would the final damage be (3 for the bonesword lash + 1 for toxin sacs + 1 for the Warlord Trait) × 2 for the Reaper of Obliterax's ability for a total of 10, or 3 for the bonesword lash × 2 for the Reaper of Obliterax's ability + 1 for toxin sacs + 1 for the Warlord Trait for a total of 8?*

A: You multiply the weapon damage for the Reaper of Obliterax ability, and then add 2 for the combination of Monstrous Hunger and toxin sacs for a total of 8.