

Chapter Approved – Codex: Tyranids Q&A (v2.0)

Q. Pertaining to Old One Eye and the Red Terror, the Codex never refers to them as special characters, or even characters for that matter.

A. Nope, they're Tyranid monstrous creatures. You don't need your opponent's permission to take them, although you may not use them in the variant Seeding Swarm army.

Q. Also, can you take more than one of these (seems obvious but they don't have the 0-1 and the fluff text indicates that there are more than just one.)

A. No, a maximum of one of each can be chosen, the *background* text is to make it clear they could appear in other places than where first reported. If chosen as part of a mutable hive fleet each will count as a species for the purpose of determining how many species are in the fleet.

Q. On page 9 of the Codex it says that the victim of a bio-plasma attack gets a normal save. Does this also allow a save when used by a monstrous creature?

A. Bio-plasma always permits a save, regardless of what kind of beastie is using it – it's an enhancement/bonus spit before the creature can bring its strength to bear.

Q. How do rending claws work with monstrous creatures?

A. The benefits of rending claws are added to the benefits of being a monstrous creature. Such a creature ignores Armour saves, and on a To Hit roll of 6 it will wound automatically or roll 3D6 to penetrate vehicles.

Q. Using the rules from Codex: Tyranids can Spore Mines still crossfire enemy units falling back into them? Since you can shoot at Spore Mines, will a Spore Mine within 6" prevent a unit from regrouping?

A. With the revised rules in the Codex I'd say no, they cannot crossfire, and so I don't see that they should prevent regrouping either.

Q. Do multiple Lictors/Biovores/Zoanthropes count as a single brood when determining if one (or more, in rare cases) may be a mutant? For example, if a hive fleet has nine different species in it, and the Tyranid player takes three Lictors, may one be a mutant? With 3 Wounds apiece, they do have enough if they're all counted together.

A. They count as individuals for the purposes of mutation (they're kind of like specialist mutations anyway).

Q. Can Tyrant Warriors which take a venom cannon or barbed strangler, take any biomorphs from the upper list (the list with scything talons, rending claws etc...) or can they only have the venom cannon/barbed strangler and no other bio-weapons?

A. No, it's not terribly clear but the idea is that the 'heavy weapon' 'Nid can take one pick from the lower list but must still choose one from the upper list.

Q. This might be a silly question but what do these different plastic close combat biomorphs from the Tyrant plastic frames represent?

A. The small blade-like arms for the warrior are scything talons, the large mantis-like claws are scything talons too, and the 'hands' from the Tyrant frame are rending claws (read the description and you'll see what I mean).

Q. If I create a new Hive Tyrant species using the rules in the back, can that creature take a Tyrant Guard brood?

A. Assuming you have chosen Tyrant Guard as one of your species, yes.

Q. Are the Tyrant Guard supposed to be Synapse Creatures?

A. Nope, if they were it would say so in their special rules.

Q. A Space Marine with a power fist is hit four times by the Red Terror. His S and T are 4, but the power fist makes him fight with a S of 8. Can the Terror make lunch of him? He may not swallow anyone with a S and/or T of 5 or more.

A. Count S and T after any modifications for Marks, power fists, frost blades etc, so no.

Q. Rending claws that hit on a 6 and monstrous creatures ignore Armour saves, but the implant attack only causes a second wound if the target fails its save. The problem is that there is no save taken, so no save is failed. Should the implant attack cause a second wound, even though the Armour save is not failed because it is ignored in the first place?

A. The save is ignored in these cases – which I would interpret as being 'failed' automatically.

Q. How do you determine how many mutations a unit of a Hive Tyrant and several Tyrant Guards may have?

A. They are two separate broods, so you do not add their wounds together for the purposes of working out mutations.

Q. May the Tyrant Guards 'guard' a Carnifex? The Codex says that Tyranid monstrous creatures don't get the benefits of joining other units, except Tyrant Guards.

A. Yep, that's a perfectly legitimate use of Tyrant Guard. Carnifexes can be guarded too.

Q. Is there any reason that a Hive Tyrant couldn't leave his Tyrant Guard? All other bodyguard/retinue types from the other Codexes state that the commander ceases to be an Independent Character when joined by them (and all that that implies), but the Tyrant Guard bodyguard has no similar statement. Is this a correct assessment?

A. Gah! That is correct, not what was intended but hey, you want to buy Tyrant Guard and then leave them, it's your choice I guess.

Q. Spinefists in the Codex are Assault X. In White Dwarf they are listed as Assault 2X. Which is correct? (I assume the Codex, but it is always best to check.)

A. Assault X.

Q. Do any of the Tyranid weapons which have an Ordnance template (Spore Mines, barbed strangler etc) count as 'real' Ordnance, getting 2 dice against vehicle armour or using the Ordnance Damage tables?

A. Nope, they just use the large blast marker.

Q. Can I take Tyrant Guard as an HQ choice without taking a Hive Tyrant?

A. No.

Q. Can a psychic hood nullify, for a turn, any of the Tyranid constant powers, like Synapse Creature, Psychic Scream, etc?

A. Tsk tsk, you should read page 9. The Hive Mind powers intro paragraph states 'Only those powers which require a Psychic test to use may be cancelled by enemy psykers' – so the hood can only be used on Catalyst and an over-charged Warp Blast.

Q. It is my understanding that the preliminary barrage affects all units, except for vehicles and Independent Characters. Thus, if the bugs have no

vehicles or Independent Characters it would seem that all of the bugs are at risk.

A. That's what it means.

Q. Can I really have a brood of Tyrant Guard protecting 3 Carnifexes and 2 Hive Tyrants at once?

A. A nasty oversight has become apparent in Codex: Tyranids, as a brood of Tyrant Guard can only protect a single Tyranid monstrous creature at a time, not six or more as has been suggested by some unscrupulous Hive Minds. And for those of you wondering, Tyranid monstrosities created using Pete Haines' guide to spawning cannot be protected by Tyrant Guard at all – they're just too big.

Q. Is the bonus Toughness a mutant gets from the Exceptional Size mutation taken into account for Instant Death?

A. Yes.

Q. What would be the result of shooting a Venom Cannon at an Imperial Guard hellhound.

A. They are treated as glancing hits - just like if the hellhound has fired off smoke launchers, taken a hull down position etc.

Q. Should Gargoyles have Ld 10 or is it a misprint. A lot of GW staffers are claiming misprint.

A. Ld 10 it is.

Q. Poison Spore Mines: They cause an auto glance on an open-topped vehicle. Do they get the bonus hit for being a template weapon. (ie, a template weapon counts as two hits on an open topped vehicle)

A. No, just one (says it scores a single hit).

Q. Is it OK to place a Spore Mine marker in contact with an enemy model so that if it does not scatter it automatically explodes?

A. Yes.

Q. Can Spore Mines be detonated by Synapse creatures in close combat?

A. No.

Q. Does the effect of The Horror apply to enemy charging a unit a Hive Tyrant has joined or just to units charging the Hive Tyrant model itself.

A. Just to those charging the Hive Tyrant.

Q. The new Tyranid Codex states that monstrous creatures are treated like units with regard to allocating victory points. SO.... Do players get awarded say 1/2 victory points for reducing a Tyranid monstrous creature to 1/2 its wounds total? Say I blast a Hive Tyrant for 2 wounds and it has 2 wounds left, do I get 1/2 its point total in victory points?

A. If you take a look in the 40K rulebook you'll see that under the scenario special rules for victory points it states that models with two or more wounds are worth half their victory points if they take half their wounds.

Q. Folks around here are wondering how to treat mutants in squads for shooting. Assuming identical statlines, I would imagine that they count as heavy weapons troopers in that they aren't going to die until you kill the whole squad/kill everything under the template. Others want a hit assigned to the mutant which is rolled separately, in hopes of nailing him with a simple bolter round. Which way should this be played?

A. The mutant should be treated like a heavy weapon trooper.

Q. If a unit is in hand-to-hand, is forced to make an Instinctive Behaviour roll, and rolls either 'Lurk' or 'Fall back', does this take the unit out of hand-to-hand? If so, and if their opponent will no longer be in hand-to-hand, can they pursue or consolidate?

A. Yes, the Tyranids fall back from combat and normal options for the winners apply.

Q. Tyranid creatures must make an 'All On Your Own' test each turn when outside the influence of the Hive Mind. If they fail the test or fail a Pinning/Morale check they use the Instinctive Behaviour table instead of 'normal' falling back. At the beginning of the next turn (after behaving instinctively), do the Tyranids need to test to regroup and then make the 'All On Your Own' test again? Do they continue to behave in the same manner if they fail or have to re-roll for a different possible result? Can you make this a bit clearer for us?

A. OK let's try to get this straight:

1. Test at the start of the turn if the unit is eligible for an 'All On Your Own' test.
2. Apply whatever applicable result you roll on the Instinctive Behaviour table if you fail the test.

3. Next turn, the 'All On Your Own' test happens at the start of the turn and so it is ignored as instinctive behaviour is already in force. The regroup test happens at the start of the Movement phase. Therefore, whatever instinctive behaviour the Tyranids may be suffering from applies again unless they manage to regroup.
4. The brood instinctively behaving will be affected twice (once when they fail their test, and again at the start of the next turn) with the same effect. Then at the start of the Movement phase they can test to regroup. If they fail, they would do the same Instinctive Behaviour again in the next turn (but not again that turn, since they failed a test to regroup, not a Morale test).
5. Remember the behaviour won't actually take effect until they move; the regroup attempt happens first.
6. If they don't fulfil all three of the regrouping criteria on Page 73 of the rulebook, they cannot test at all and will behave instinctively again in the next turn.
7. If at the start of Movement phase they are close enough to a Synapse creature, they automatically regroup.
8. If a unit instinctively attacks but does not make contact and is charged in the enemy turn it is still nominally falling back and must pass a Leadership test or be removed from play just like a normal unit charged while falling back. It is the same if the Tyranid unit is under any other instinctive reaction but attack is the most extreme example and the one that causes most confusion.

Can the members of a Ravener brood be armed with different weapon combinations?

Yes, they can, as long as each of them has two weapons.

Creating your own Hive Fleet Q&A

Q. As I understand it when you 'create your own Hive Fleet' you are making a list of broods to replace the ones printed in the Codex (the thirteen detailed in the army list section of the book) entirely. The new army list must have between 4 and 12 brood types that you may then choose an army from. This (the Hive Fleet you have created) REPLACES the army list in the book, and this is where you choose your broods for the army list that you take to a game.

A. Right on both counts.

Q. Just for the record: The MINIMUM number of species in a Hive Fleet would be 3, correct? A Heavy, Troops, and Elite that includes at least one species of Warrior means HQ is covered, correct?

A. Yes.

Q. Pages 38 and 39 of the Codex seem to contradict each other with respect to Warriors with heavy weapon bio-modifications. On page 38 it says that Warriors with heavy weapons are HQ or Heavy Support, and on

page 39 it says that more than one heavy weapon makes them Heavy Support. What is the correct way to interpret this?

A. Page 39 contains the error, they should be HQ or Heavy Support in either case.

Q. When creating your own Hive Fleet, does simply giving the broods different weapons constitute a new species, even if all the biomorphs and biomorph enhancements are exactly the same? It seems to say that any changes in the brood would make it a different species, but I just want to make sure.

A. In the case of Warriors where the weapon can be changed within the brood, a species would have to have different biomorphs to be a new species (so the examples are wrong in that respect). However, in the case of something which can't have different weapons as standard, a weapon change will create a new species. For example, Gaunts must have identical weapons or they count as different species, but Warriors can vary their weapons.

Q. In Codex: Tyranids army list (page 13) it has Ripper Swarms listed as 3-10 in a brood. The Ripper Swarm Biomorph Table (page 40) it has the brood listed as 5-10. Which is correct?

A. The army list.

Q. In Codex: Tyranids the Hive Tyrant psychic power 'Warp Blast' has a different cost depending on whether you use the army list one versus a genomorphed one. All of the other powers are the same cost. Is this a typo or is it correct?

A. Again, use the army list as the guide here, making it 20 pts.

Q. Are Hive Mind powers counted in the overall number of biomorphs for design-your-own bugs which they can have them?

A. Hive Mind powers don't count towards biomorphs.