



CODEX: TYRANIDS

VERSION 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. **New or revised text is presented in red**, with a **text highlight applied to revisions made previously** (excluding passages that were added or replaced in full).

UPDATES & ERRATA

Page 72 – Vanguard Onslaught, Neuronode Enhancement

Change to:

'TYRANIDS model only. After both players have deployed their armies, **you** can select up to three **VANGUARD INVADER** units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.'

Page 73 – Surprise Assault Stratagem

Change to:

'WHEN: Your Shooting phase or the Fight phase, **just after a VANGUARD INVADER unit from your army has selected its targets.**

TARGET: That **VANGUARD INVADER** unit.

EFFECT: Select one enemy unit that was selected as the target of one or more of your unit's attacks. That enemy unit must take a Battle-shock test. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, add 1 to the Hit roll. If the Battle-shock test was failed, add 1 to the Wound roll as well.'

Page 83 – The Swarmlord, Abilities, Malign Presence

Change to:

'Malign Presence (Aura): If this model is your **WARLORD**, each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

Designer's Note: *This ability takes precedence over the Lord of Deceit ability presented in the Balance Dataslate June 2024.'*

FAQS

Q: *What is the effect of the Unseen Lurkers Stratagem with respect to the Balance Dataslate ruling on Stratagems that prevent units from being targeted?*

A: The effect of the Unseen Lurkers Stratagem becomes:

'EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18" or, if your unit has the Lone Operative ability, if the attacking model is within 6". Your opponent can select new targets for the attacking unit's attacks.'

Q: *Do units that are repositioned by rules that do not specify that the unit being repositioned is first placed into Reserves (e.g. the Grey Knights Teleport Assault rule) need to take a Battle-shock test on a roll of 2+ if a **TYRANIDS CHARACTER** with the Hunting Grounds Enhancement is on the battlefield?*

A: Yes. Rules that are triggered by or apply to Reserves units are also triggered by and apply to a repositioned unit when it is set back up.

Q: *Can I use the Rapid Regeneration Stratagem when an ability like Doombolt or Vortex of Doom would inflict mortal wounds on a **TYRANIDS** unit from my army?*

A: No.

Q: *When resolving a Mawloc's Terror From the Deep ability, which units need to take a Battle-shock test: every unit within 12" of the Mawloc, or only those units for which a 5+ was rolled when resolving that ability?*

A: Only those units for which a 5+ was rolled.

Q: *If my opponent uses a rule to place a unit into Strategic Reserves during the first battle round, and that rule states that the unit must arrive on the battlefield in the next battle round, what happens if a model from my army uses the Psychostatic Disruption Enhancement in the second battle round when that enemy Strategic Reserves unit is due to arrive?*

A: The 'cannot arrive' rule takes precedence over the rule stating that the unit 'must arrive' from Strategic Reserves. Roll one D6: on a 4+, that enemy unit cannot arrive on the battlefield this turn.

Q: *If I select a unit of Neurogaunts for a Neurotyrant's Neuroloids ability that is not led by a **SYNAPSE** unit, does that unit of Neurogaunts gain the **SYNAPSE** keyword?*

A: No.

Q: *When using the Reclaim Biomass Stratagem, can the Stratagem effect be used on the unit that was just destroyed?*

A: No.

Q: *Does an Attached unit containing a Hive Tyrant and Tyrant Guard receive the Stealth ability from a Venomthrope's Foul Spores ability?*

A: No. The unit has the **MONSTER** keyword and the ability excludes **MONSTERS**.

Q: *Are **SPORE MINES** units that are added to an army during a battle restricted by abilities that prevent Reserves from being set up within a certain range (e.g. Space Marines Infiltrators' Omniscrambers)?*

A: No.

Q: *Do rules such as the Insurmountable Odds Detachment rule and the Carnifexes' Blistering Assault ability let me choose between not moving the unit in question or moving the unit as far as possible following the conditions?*

A: Yes.

Q: *If I roll one D6 for a **CARNIFEXES** unit's Blistering Assault move and then choose not to move the models, do they still count as having made a Blistering Assault move that phase?*

A: Yes, they have made a Blistering Assault move of 0".

Q: *When a **CARNIFEX** model makes a Blistering Assault move or an **ENDLESS MULTITUDE** model makes a Surge move, does that model have to move the full amount allowed by the dice result?*

A: No, it can move any distance up to that allowed distance.

Q: *Does a unit affected by the Psychostatic Disruption Enhancement have to arrive from Reserves in the next Movement phase?*

A: No.

Q: *Does the Synaptic Goading Stratagem allow a unit to leave Engagement Range and move towards the closest objective marker?*

A: Yes.

Q: *Can units targeted by the Shadow in the Warp army rule use the Insane Bravery Stratagem?*

A: No. Insane Bravery can only be used in your Command phase.