



CODEX: TYRANIDS

Indomitus 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; these can be identified by the presence of an asterisk before the page reference. 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.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

UPDATES & ERRATA

*Page 88 – Old One Eye, Alpha Leader

Add the following to the end of this ability:

'In addition, while any other friendly <HIVE FLEET> CARNIFEX units are within 3" of this model, enemy models cannot target this model with ranged attacks.'

*Page 93 – Lictor, Abilities, Chameleonic Skin

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 93 – Deathleaper, Abilities, Superior Chameleonic Skin

Change the second sentence to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 99 – Mucolid Spores and Spore Mines, Living Bomb

Add the following to the end of this ability:

'This unit cannot perform actions. In addition, if this unit is included as part of a Crusade force, it can never gain experience points, it can never have any Battle Honours, and any Out of Action tests taken for it are automatically passed.'

*Page 100 – Tyrannofex, Bio-tank

Delete this ability.

*Page 101 and 113 – Toxicrene and ranged weapons list, massive toxic lashes (shooting), Abilities

Change to read:

'You can re-roll failed wound rolls for this weapon.'

Page 101 – Biovores, Abilities, 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, Abilities, 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, Abilities, Bio-fortress

Delete this ability.

Page 110 – Sporocyst, Abilities, 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, Abilities, 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 110 – Sporocyst, Abilities, Bombardment Organism

Change this ability to read: 'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Page 116, The Shadow in the Warp

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 – Hive Fleet Adaptations, Jormungandr: Tunnel Networks, rules text

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 – Stratagems, Pathogenic Slime, rules text

Change the first sentence to read:

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

Page 119 – Stratagems, Sporefield, rules text

Change the first sentence to read:

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

Pages 119 and 120 – Stratagems, Sporefield and Call the Brood, rules text

Add the following:

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

Page 119 – Stratagems, Pheromone Trail, rules text

Add the following:

'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 – Stratagems, The Enemy Below, rules text

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 – Stratagems, Hyper-toxicity, rules text

Change the first sentence to read:

'Use this Stratagem at the start of the Fight phase.'

***Page 120 – Stratagems, Digestive Denial**

Change to read:

'Use this Stratagem after deployment but before the first battle round begins. Select one Area Terrain feature. Until the end of the battle, that terrain feature loses the Light Cover and Heavy Cover terrain traits (see Warhammer 40,000 Core Book).'

Page 121 – Hive Mind Discipline, The Horror, rules text

Change the second sentence of this psychic power to read:

'If manifested, select one enemy unit within 24" of and visible to the psyker.'

Page 124 – Warlord Traits, Alien Cunning, rules text

Change the first sentence 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: Can a unit affected by the Onslaught psychic power Advance and fire Heavy weapons?

A: No.

Q: Is a unit under the effect of the Onslaught psychic power treated as remaining stationary, even if it has moved (for example, for the purposes of the Weapon Beast ability)?

A: No.

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: How many heavy venom cannons and strangletorn cannons can a model be armed with?

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

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

A: No.

Q: **DEATHLEAPER**'s Superior Chameleonic Skin infers a -2 modifier on attacks that target it. Given that these rolls cannot be modified by more than -1 or +1, when would this ability ever be useful?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, an enemy **RED TERROR** model makes a melee attack against **DEATHLEAPER**. The **RED TERROR**'s Feeding Frenzy ability applies a +1 modifier to that attack's hit roll, and the **DEATHLEAPER**'s Superior Chameleonic Skin also gives a -2 modifier to the roll. Applying both of these modifiers to the hit roll results in a final modifier of -1.

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 **ZOANTHROPE**s 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: 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: Is a unit that is affected by the Opportunistic Advance Stratagem treated as having Advanced for the purposes of shooting or charging later in that turn?

A: Yes.

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.

*Q: If a **WARLORD** has been given the Heightened Senses Warlord Trait, can it still suffer from negative modifiers to its Weapon Skill or Ballistic Skill?*

*A: Yes, the Heightened Senses Warlord Trait only exempts it from penalties to the hit roll, not to any negative modifiers to the **WARLORD**'s characteristics.*