



CODEX: TYRANIDS FAQ

Errata

Page 28 – The Hive Mind and Synapse Creatures, second bullet point.

The second sentence should be changed as follows:

Tyranids within Synapse range as described above (including the Synapse Creature itself) are not affected by the Instant Death rule. Note that this does not apply to Ripper Swarms.

Page 28 – Instinctive Behaviour, second paragraph.

The first sentence should be changed as follows:

If all models in a Tyranid brood begin their Movement phase more than 12” away from a Synapse Creature, and that unit is not Fearless, falling back or already in combat, it will revert to Instinctive Behaviour.

Page 30 – Ranged Weapon-symbiotes, first paragraph.

The last sentence will be changed to:

A Tyranid carrying two of the same ranged weapon counts them as a single twin-linked weapon.

Page 31, Lash Whips, second paragraph.

The paragraph should be changed as follows:

Enemy models fight with one less attack (to a minimum of 1), for each Tyranid equipped with a lash whip they are in base contact with.

Page 46, Carnifex, Weapon Symbiotes.

The cost of the Barbed Strangler should be changed to 20 points instead of the current 20/25 points.

FAQs

Q. The Tyranid Codex doesn't designate unit types for its Codex entries. How does this work?

A. All Tyranids are Infantry, unless otherwise specified in their special rules or Biomorphs.

Q. Is the Hive Tyrant an independent character?

A. No, so it cannot join other units. The only exception to this is, of course, its retinue of Tyrant Guard. This unit follows the rules for retinues (except that the Hive Tyrant counts as an upgrade character with this unit) until the Guards are all destroyed, at which point the Hive Tyrant reverts to the normal rules for monstrous creatures.

Q. Do Spore Mines cause pinning as they are resolved as barrage weapons?

A. Yes, they are barrage weapons in all respects, except when their rules specify otherwise. After all, explosive jellyfish raining from the sky is a pretty unsettling experience for any enemy!

Q. If a Spore Mines Cluster deep strikes and lands on an enemy unit or impassable terrain, does it suffer a deep strike mishap, or does it detonate?

A. It detonates – resolve the barrage in exactly the same way as you would for a cluster fired in the Shooting phase (including Pinning tests).

Q. If my Biovores fire a Spore Mines Cluster at an enemy model and score a hit, the rules say that I should resolve the explosion at the end of the phase. How does this work?

A. If the cluster lands on an enemy model it detonates immediately, as it would be awkward to have to hold models on top of each other. In any other case, the cluster explodes at the end of the relevant phase.

Q. *If a bio-acid Spore Mine detonates and hits a vehicle, its Strength is listed as 2D6+3. As it is a blast weapon, is this Strength value halved if the hole in the centre of the template is not over vehicle in question?*

A. No, because they do not use their basic strength and apply a special rule instead. Bio-acid Spore Mines always roll 2D6+3 to penetrate vehicle armour, giving an average value of 10.

Q. *If a Carnifex or Hive Tyrant has two twin-linked devourers or deathspitters (ie. four of the same weapon), does it get to fire two twin-linked weapons? In other words, does firing a twin-linked weapon count as firing one or two weapons?*

A. Firing a single twin-linked weapon counts as firing one weapon, so a Carnifex/Tyrant so armed gets to fire two twin-linked weapons.

Q. *After a Synapse creature detonates Spore Mines, if it wishes to assault in the subsequent Assault phase, must it assault an enemy that was hit by the Spore Mines?*

A. Detonating Spore Mines does not mean the Synapse creature has to charge any particular unit.

Q. *If a creature has Rending Claws, do Bio-Plasma or attacks from its tail benefit from the rending ability?*

A. No, as these attacks are covered by their own special rules.

Q. *How long does a target unit benefit from the Catalyst psychic power?*

A. For the Assault phase during which it is cast.

Q. *How do the Eldar Runes of Witnessing work when facing a Hive Tyrant with Shadow in the Warp?*

A. The Runes neutralize the effect of the *Shadow in the Warp* for that Farseer, so the Farseer will take psychic tests using 2D6, as normal.

Q. *Which Tyranid psychic powers are psychic shooting attacks?*

A. *Warp Blast.*

Q. *Can a single creature take both types of Adrenal Glands at once?*

A. Yes, they count as separate Biomorphs.

Q. *If an enemy unit is attacked by two (or more) creatures with Toxic Miasma, are the effects cumulative?*

A. The effects are not cumulative.

Q. *When a Hive Tyrant with Toxic Miasma has Tyrant Guards, are all attacks made against the unit at -1 WS?*

A. Only if all Tyrant Guard in the unit have been killed, or if the Hive Tyrant is the only model engaged. Otherwise, Toxic Miasma has no effect on attacks directed at the Hive Tyrant/Tyrant Guard unit.

Q. *How does a monstrous creature's 2D6 roll for armour penetration in close combat work if the creature has Rending Claws as well?*

A. When rolling for armour penetration, the creature gets to add a D3 to the total for each dice that comes up with a 6. So, if either of the two dice is a six, the total penetration roll will be 2D6+D3+S; if both were 6s, the total would be 12+2D3+S (which is more than enough to penetrate the thickest armour!).