

# WARHAMMER 40,000 CODEX:

# TYRANIDS

## Official Update for 7th Edition, Version 1.1

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.

### AMENDMENTS

#### Page 38 – Forces of The Hive Mind

Add to this page:

'All units described in this codex have the Tyranids Faction.'

#### Page 38 – Nature's Bane

Replace this rule with the following:

'At the beginning of each of your Movement phases, you may select one Twisted Copse within 12" of your Warlord. That Twisted Copse becomes Dangerous Terrain and remains so for the remainder of the game.'

#### Page 38 – Synaptic Lynchpin

Add to the end of the rule:

'If your Warlord does not already have the Synapse Creature special rule, it instead gains the Synapse Creature special rule and has a synapse range of 6".'

#### Page 39 – Seek Cover

The second sentence of this rule should be replaced with the following:

'In the Shooting phase, the unit can Run or shoot. If the unit shoots, models in open ground cannot shoot (models that are in open ground but are in base contact with another type of terrain can shoot normally).'

#### Page 44, 47, 59, 69 – Pheromone Trail, Spore Cloud, Swarm Leader and Catalyst

Replace the words 'from *Codex: Tyranids*' with 'with the Tyranids Faction' in all instances.

#### Page 64 – Grasping Tongue

Replace the 'Gulp!' special rule with the 'Precision Shots' special rule.

#### Page 69 – Dominion

Add the following sentence to the end of Dominion's rule:

'If the Psyker does not have the Synapse Creature special rule, it gains it for the duration of this power and has a synapse range of 6".'

#### Page 96 – The Scuttling Swarm

Replace 'your army' with 'a detachment'. Add '...in that detachment' to the end of the sentence.

### FAQs

*Q: Can a unit of Spore Mines run or charge in the turn they were placed by the Biovore's Spore Burst rule?*

**A: Yes.**

*Q: If more than one Biovore fires, when is it that they can spawn the mines? Only when the first shot misses or can they be spawned when all shots miss?*

**A: When a unit of Biovores fires, resolve all the shots at once using the normal rules for a Multiple Barrage. If the first shot misses entirely, place the Spore Mines beneath the template as described in the Spore Burst rule, then roll scatter dice for the remaining shots from the unit as normal for a Multiple Barrage. These subsequent shots will not spawn Spore Mines.**

*Q: Can Mawlocs arrive from Deep Strike Reserve via Terror From the Deep onto units in combat?*

**A: Yes.**

*Q: Can Look Out, Sir rolls be made against Wounds inflicted by a Mawlocs' Terror From the Deep? Can this ability be used on invisible units?*

**A: Look Out, Sir rolls can be taken, and this ability can be used against invisible units.**

*Q: What happens when Spore Mines scatter on top of an enemy unit when arriving from Deep Strike? Do they explode or suffer a Deep Strike Mishap?*

**A: They suffer a Deep Strike Mishap, as normal.**

*Q: Does the Poisoned special rule granted by the toxin sacs biomorph apply to a Gargoyle's Blinding Venom?*

**A: No.**

*Q: How does the acid blood biomorph work with models that are attacking with an Unwieldy weapon? Is the Initiative test taken against the model's normal Initiative or against Initiative 1?*

**A: It is taken against the model's normal Initiative (so a Terminator with a thunder hammer would take the test against Initiative 4).**

*Q: If a Tervigon is taken as a Troops option (per The Scuttling Swarm rule) and spawns Termagants, do these new models have Objective Secured? Do they have Objective Secured if they were spawned by a Tervigon which is an HQ choice?*

A: Yes to both questions, as long as the Tervigon is taken as part of a Detachment that confers the Objective Secured Command Benefit (for example, the Combined Arms Detachment).

*Q: The Trygon's Subterranean Assault rule allows one Infantry unit to emerge from its tunnel from Reserve each turn. With the rule only coming into play after the Trygon has arrived from Reserve, and no way of holding back Reserves you intend to bring out of the tunnel, how is this rule ever going to be used?*

A: As described under 'Reserves' in *Warhammer 40,000: The Rules*, in a mission with the Reserves rule (which includes all Eternal War and Maelstrom of War missions), players can choose not to deploy some of their units, keeping them as Reserves to arrive later. If these units arrive from Reserves after the Trygon has arrived, one Infantry unit per turn can enter the battlefield from the tunnel rather than the Tyranid player's table edge.

*Q: Do Broodlords gain Psychic Focus and have access to the Powers of the Hive Mind primaris power?*

A: Yes.

*Q: If I have a Hive Tyrant inside a unit of Tyrant Guard, can he leave it during the game like Independent Characters can normally do?*

A: Yes.

*Q: When a unit contains a Psyker, does it count as a Psyker unit for all rules purposes? For example, does Shadow in the Warp cause all models in the Psyker's unit to suffer the -3 Leadership penalty?*

A: No. Only models that are Psykers (that have the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rules) are affected. A Tactical Squad that had been joined by a Librarian affected by the Shadow in the Warp would use its own Leadership rather than the Librarian's modified Leadership of 7.

*Q: I want to field a Genestealer Cult force alongside my Tyranid army. Many of the models in the Genestealer Cult force have Infiltrate. How does this work with the Allies of Convenience rules?*

A: Allies of Convenience are ignored for the purposes of setting up Infiltrators. So you could, for example, set up within 12" of an Allies of Convenience model when infiltrating.

**Designer's Note:** *This applies to all Allies of Convenience in Warhammer 40,000, not just Genestealer Cults and Tyranids.*

## LEVIATHAN RISING DATASLATE

*Q: When using a Living Artillery Node's Organic Bombardment rule to reroll the scatter on a Barrage from the Biovore Brood, does the re-roll apply to just the direction dice, or both that and the distance? What about the subsequent Barrage hits after the first from a unit with more than one Biovore?*

A: The re-roll applies to both the scatter and the distance dice, following the normal rules for re-rolling Blast weapons. The subsequent barrage shots are determined using just a scatter dice – you can re-roll this for each subsequent shot.

*Q: The Manufactorum Genestealers Formation cannot add extra Genestealers, but can you add Broodlords?*

A: No.