

# The Unofficial Codex: Tyranids FAQ v1.0

by Gwar!

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## Glossary of terms:

[R.a.W] = Rules as Written.

[Clarification] = Clarifying ambiguous Rules.

[Rules Change] = Changes the functionality of a non-working or odd working rule. Should be corrected with errata.

[Rules Change/Typo] = Considered a typographical error. Should be corrected with errata.

[Clarification/Rules Change] = Combines both a Clarification and a Rules Change.

The change-log for this document may be found on the final page.

**Tyanids: General Queries**

TYR.GQ.01 – Q: Several Tyanid rules and powers affect 'units within x"', where x is a number. Can these powers affect units who have only a single model within this range or must the whole unit be within this range to benefit?

A: Units who have even a single model within range benefit from the rule or power. [R.a.W]

**Forces of the Tyanids: Special Rules**

TYR.33.01 – Q: If an enemy psyker who is within 12" of a Tyanid with the Shadow in the Warp special rule rolls a three 1's or three 6's, does this count as a "double 1 or double 6" and thus suffer a Perils of the Warp attack?

A: Yes. Three 1's is a double 1 and a 1, while three 6's is a double 6 and a 6. [R.a.W]

TYR.33.02 – Q: Do units subject to the "Fearless" Universal Special Rule take leadership tests caused by the Instinctive Behaviour special rule?

A: Yes. [R.a.W]

TYR.33.03 – Q: How is it determined for a Tyanid unit who has failed an Instinctive Behaviour Test and has the "Lurk" Instinctive behaviour subtype if there are no enemies "within range of at least one of its ranged weapons"?

A: If the unit is forced to lurk and has ranged weapons, resolve shooting against the closest enemy unit. If, at that point, no weapons are found to be in range, halt the normal shooting procedure and instead follow the "Run" rules, following the restrictions on that move found in the Tyanid codex. Of course, if the unit has no ranged weapons, it cannot attempt to shoot. [Rules Change]

- By the strict letter of the rules, the only time you can actually check to see if they are in range is when you have already declared your shooting and attempted to fire, at which point it is too late to run.

**Forces of the Tyanids: Hive Tyrant**

TYR.34.01 – Q: Is the bonus to reserves granted by "Hive Commander" optional?

A: No. It is mandatory. [R.a.W]

TYR.34.02 – Q: Is the bonus to reserves granted by "Hive Commander" cumulative if you have more than one Hive Tyrant?

A: No. [Clarification]

- This is going to be a bone of contention, no doubt about it. However, due to its wording being essentially identical to the Imperial Guard wording, which does not stack, neither should the Hive Tyrants. It seems Autarchs really are that special!

TYR.34.03 – Q: Is the bonus to reserves granted by "Hive Commander" cumulative with the bonus provided by a Lictor's "Pheromone Trail" special rule?

A: Yes. [R.a.W]

**Forces of the Tyanids: Tyrant Guard**

TYR.35.01 – Q: Does the "Shieldwall" special rule prevent the Hive Tyrant from being "picked out" during the Shooting phase and Assault phase?

A: Yes. Remember that while the Tyrant Guard are not a Retinue, the Hive Tyrant is also **not** an Independent Character, so is treated as a normal member of the unit during the Assault phase, so cannot be "picked out" in a close combat, nor can he be picked out in the Shooting phase as a Monstrous Creature who is an Independent Character may. [Clarification/Rules Change]

- This is a rather muddy one. One argument is that by the strict letter of the rules, nothing overrides the rule on page 49 of the Main Warhammer 40,000 Rulebook. As Tyrant Guard are not monstrous creatures, nor do they have a special rule "that offers [the character] protection", Hive Tyrants can technically still be "picked out" during the shooting phase. The other is that they only join *as if* they were Independent Characters so are not subject to that rule (which is pretty much how it has been ruled above). Another suggests that they cannot be picked out in Shooting but can in Assault because they join as if they were an Independent Character, so are picked out as Independent Characters. It truly is Jervis worthy writing.

TYR.35.02 – Q: If a Hive Tyrant is killed whilst part of a unit of Tyrant Guard before the Tyrant Guard have made their attacks that turn (for example, something with Initiative 5 or higher killed the Hive Tyrant) and have also assaulted that turn, do they benefit from Furious Charge that turn?

A: No. They will, however, benefit from it in any subsequent close combats they assault into. [Clarification]

- In all honesty, the wording is really muddy, but not as muddy as if something with Initiative 5 kills the Tyrant, thus causing the Tyrant Guard to suddenly also become Initiative 5.

TYR.35.03 – Q: Do Tyrant Guard benefit from "Blind Rampage" if The Swarmlord is killed whilst attached to them?

A: Yes. [Rules Change/Typo]

- By the strict letter of the rules, Blind Rampage happens only when a Hive Tyrant dies.

**Forces of the Tyanids: Lictors**

TYR.41.01 – Q: Is the bonus to reserves granted by "Pheromone Trail" optional?

A: No. It is mandatory. [R.a.W]

TYR.41.02 – Q: Is the bonus to reserves granted by "Pheromone Trail" cumulative if you have more than one Lictor?

A: No. [R.a.W]

TYR.41.03 – Q: Is the bonus to reserves granted by "Pheromone Trail" cumulative with the bonus provided by a Hive Tyrant's "Hive Commander" special rule?

A: Yes. [R.a.W]

**Forces of the Tyranids: Gargoyles**

TYR.42.01 – Q: Does a Gargoyle's "Blinding Venom" effect work against models with a Toughness so high that it cannot normally harm them?

A: Yes. [R.a.W]

**Forces of the Tyranids: Harpy**

TYR.43.01 – Q: How are Spore Mine Cysts resolved if the D3 result is 2 or 3?

A: Resolve them as a Multiple Barrage. [Rules Change]

- By the strict letter of the rules, a multiple barrage needs multiple weapons and does not adequately cover a single weapon firing more than one barrage shot. As such, you should technically resolve each blast separately.

TYR.43.02 – Q: What is meant by "If, after the final position of the first **template** in the barrage[...]?"

A: "Template" should be replaced by "Blast Marker". [Rules Change/Typo]

- By the strict letter of the rules, this rule does nothing, as Barrages use Blast Markers, not Templates, so the final position of the **Template** is never determined.

**Forces of the Tyranids: Venomthrope**

TYR.45.01 – Q: Does the cover save effect of the "Spore Cloud" special rule allow Monstrous Creatures to benefit?

A: Yes. [R.a.W]

**Forces of the Tyranids: Hive Guard**

TYR.47.01 – Q: In a game turn where the Night Fight rule is in effect, do Hive Guard who wish to fire their Impaler Cannon have to roll to "see" their target, even if it isn't in LoS anyway?

A: Yes. If the target is beyond the maximum distance permitted by the Night Fighting roll, the Hive Guard cannot fire. [R.a.W]

**Forces of the Tyranids: Biovores**

TYR.48.01 – Q: What is meant by "If, after the final position of the first **template** in the barrage[...]?"

A: "Template" should be replaced by "Blast Marker". [Rules Change/Typo]

- By the strict letter of the rules, this rule now does nothing, as Barrages use Blast Markers, not Templates, so the final position of the **Template** is never determined.

**Forces of the Tyranids: Spore Mines**

TYR.48.02 – Q: Do Spore Mines each award a Kill Point when destroyed or do KPs count as a "Mission Objective" (and thus may be ignored)?

A: Spore Mines never award Kill Points under any circumstances. [Clarification/Rules Change]

- It can, however, be interpreted that Kill Points do not count as "Mission Objectives" and thus award a Kill Point per Spore Mine model.

TYR.48.03 – Q: Can Spore Mines contest objectives?

A: No. They are ignored completely and cannot even contest objectives. [R.a.W]

TYR.48.04 – Q: When Spore Mines move at the beginning of the Movement phase, do they have to move the full distance rolled on the D6?

A: Yes. [R.a.W]

TYR.48.05 – Q: If a "Hit" is rolled on the scatter die for the "Living Bomb" special rule, can the Tyranid player opt to "double back" when moving the Spore Mine?

A: No. While the Tyranid player does indeed get to choose a direction, the rest of the rule still applies and thus the Spore Mine must move in the direction chosen the full distance determined by the roll of the D6. [R.a.W]

TYR.48.06 – Q: Does the random movement dictated by the "Living Bomb" special rule replace the Spore Mines normal move or may the Spore Mine move after this random movement?

A: It replaces the Spore Mines normal move. [Rules Change]

- By the strict letter of the rules, it does not prohibit the Spore Mine from making a normal move in addition to the random movement (as it is Infantry). However, I honestly believe this is an oversight, thus the above ruling.

TYR.48.07 – Q: Are Spore Mines permitted to make Assault moves?

A: No. [Rules Change]

- By the strict letter of the rules, nothing prohibits them from making Assault moves, even when they have just been freshly fired. However, I honestly believe this is an oversight, thus the above ruling.

TYR.48.08 – Q: What exactly does the phrase "touches an enemy unit" mean?

A: If, at any point during its move, a Spore Mine would move into base contact with an enemy model, it immediately detonates rather than complete the rest of its move.

- The rules as written do not adequately define what "touches an enemy unit" means. The above ruling is thus inferred.

TYR.48.09 – Q: What exactly does the phrase "drift off the table or into a friendly unit" mean?

A: If, at any point during its move, a Spore Mine would move beyond the edge of the table or into base contact with a friendly model, it does not detonate but is simply removed from play. [Clarification]

- The rules as written do not adequately define what "drift off the table or into a friendly unit" means. The above ruling is thus inferred.

TYR.48.10 – Q: What happens of a Spore Mine "drifts" into a close combat?

A: Resolve it as follows. If it contacts a friendly model, simply remove it from play. If it contacts an enemy model, it detonates. Note that casualties caused by the Spore Mine will not affect combat resolution and remember that units locked in close combat do not take Morale checks for 25% casualties. [Clarification]

- The rules as written do not adequately address this situation. The above ruling is thus inferred.

**Forces of the Tyranids: Spore Mines (Cont.)**

TYR.48.11 – Q: What happens if a Spore Mine is assaulted by an enemy unit?

A: Should a Spore Mine be declared the target of an assault by an enemy unit and, after each model in the unit completes its assault move, finds itself in base contact with an enemy model, it will then detonate before any models attempt their close combat attacks. If, at this point, the assaulting unit no longer has models locked in combat, they may make a consolidation move but (obviously) cannot declare another assault that turn. [Clarification]

- The rules as written do not adequately define what “touches an enemy unit” means, nor does it cover the eventuality of a multiple assault involving a Spore Mine. The above ruling is thus inferred.

TYR.48.12 – Q: What happens if, by some freak occurrence, a Spore Mine would come into contact with both a friendly model and an enemy model at the same time?

A: Roll-off to determine if it detonates or if it is removed from play. [Clarification]

- This really, really will not happen, since even if it drifts into an assault it will more than likely hit one before the other. However, in the unlikely event that it does happen, the rules do not cover this situation, thus the simplest solution is indeed to roll-off.

TYR.48.13 – Q: Can the Blast from a Spore Mine wound other Spore mines or other friendly models?

A: Yes. [R.a.W]

**Note:** Due to (what I hope is) an editing oversight, the second to last sentence of the “Living Bomb” special rule is written in English. The clause “resolve any hits at a Strength 4 and AP of 4” should read “resolve any hits at a Strength of 4 and AP value of 4.”

TYR.48.14 – Q: What happens if a Spore Mine Cluster lands in difficult or dangerous terrain during an “Orbital Deployment”?

A: Roll dangerous terrain tests for each individual model as normal. After all tests have been taken, any Spore Mines that suffer a wound due to the test detonate simultaneously. Determine which of the remaining Spore Mines are hit and how many times, and roll to wound individually. If any of the remaining Spore Mines suffer a wound, repeat this process until no wounds are dealt or the Spore Mines are all dead. Yes, dropping them into Terrain is a Very Bad Idea Indeed™, especially since there are no enemies around to explodinate while you are at it. [Clarification]

- It can, however, be interpreted that because the game hasn't started, the Spore Mines cannot take wounds. This has no basis in the rules and is a result of wishful thinking however, but be aware that it can be an issue.

TYR.48.15 – Q: How is it even possible for Spore Mines to deploy via “Orbital Deployment”? Are they not immediately removed from play because they are touching another friendly model (i.e each other)?

A: Spore Mines are only removed from play if they “drift [...] into a friendly unit”. Deep Striking is not drifting, so the Spore Mines will not be removed from play (though as detailed above, they may prematurely detonate if they land in Terrain). However, when they make their first move, any Mines that move back into the cluster and through another Spore Mine will be removed from play, so it is advised to attempt to move the outer members of the cluster first. [R.a.W]

**Forces of the Tyranids: Trygon**

TYR.50.01 – Q: Can models arriving from reserve via Deep Strike opt to arrive via “Subterranean Assault” instead?

A: Yes, though remember that models with Wings still cannot use it. [Clarification]

- It can, however, be interpreted that the use of “instead of arriving as normal” precludes its use by Deep Striking units.

**Forces of the Tyranids: Mawloc**

TYR.51.01 – Q: Can a Mawloc deliberately opt to deep strike onto a point occupied by another model?

A: Yes. [R.a.W]

**Forces of the Tyranids: Tervigon**

TYR.52.01 – Q: If a Tervigon rolls a “triple” (i.e. the roll results in all three dice showing the same number) when spawning a unit of Termagaunts does this also count as a double?

A: Yes. This is because as well as being a triple, it is a “double and another result”. For example, you roll a triple 6, this is a result of double 6 and a 6, so follows the rules for when it rolls a double. [R.a.W]

**Forces of the Tyranids: Mycetic Spores**

TYR.54.01 – Q: Can a Mycetic Spore ever opt to use alternative means of arriving from reserve (for example, via “Subterranean Assault”)?

A: No. “A Mycetic Spore **always** enters play using the Deep Strike rules”. It may never enter play in any other fashion. [R.a.W]

TYR.54.02 – Q: Can a Mycetic Spore shoot the turn it arrives from reserves?

A: Not only *can* the Mycetic Spore shoot, it *must*! [R.a.W]

TYR.54.03 – Q: Can a unit “transported” by a Mycetic Spore be accompanied by an Independent Character?

A: No. The Mycetic Spore can only “transport” a single unit, similar to Transport vehicles. However, unlike normal transport vehicles, have no provision for carrying an Independent Character with that single unit. [R.a.W]

TYR.54.04 – Q: What happens if a Mycetic Spore is **forced** to move due to another special rule?

A: Unless the special rule forcing it to move has a clause or section detailing the effects on models unable to move (for example, the Mawlocs “Terror from the Deep” rule) move it the absolute minimum distance necessary, and even then only if the movement is actually forced with no other alternative action available. [Clarification]

- A good old fashioned “Immovable Object meets Irresistible Force” problem. The above Clarification is the easiest way to resolve the situation, short of auto destroying the Spore, which has even less basis in rules than the above solution.

**Forces of the Tyranids: Mycetic Spores (Cont.)**

TYR.54.05 – Q: How do Tank Shocks affect Mycetic Spores?

A: They affect them as they would any other Fearless unit. If a Death or Glory! Attempt is not made, the Mycetic Spore “will simply let the tank move through, as if it was not there”. [R.a.W]

However, if a Mycetic Spore “would end up underneath a Tank Shocking vehicle when it reaches its final position”, follow the normal procedure despite the “Immobile Pod” Special Rule. [Clarification/Rules Change]

- Pretty much the same good old fashioned “Immovable Object meets Irresistible Force” problem from before! The above Clarification is the easiest way to resolve the situation, short of auto destroying the Spore, which has even less basis in rules than the above solution.

TYR.54.05 – Q: What happens if a Mycetic Spore is involved in a Multiple Close Combat and, after casualties have been removed and other models complete their Pile-In moves, finds itself to be not on Base to Base contact with an enemy model but still within 1” of an enemy model?

A: It ceases to be engaged in Close Combat. [Clarification]

- It can, however, be interpreted that an enemy model must utilise its Pile-In move to get into Base Contact with the Mycetic Spore. Exactly how it can be interpreted this way is a mystery, but it can be, so keep it in mind.

**Forces of the Tyranids: The Swarmlord**

TYR.56.01 – Q: Does “Blade Parry” allow an Invulnerable save to be taken against shooting attacks that scatter onto the Swarmlord while he is locked in combat?

A: No. Only wounds caused by Close Combat Attacks may use the Invulnerable save granted by “Blade Parry”. [Clarification]

- It is never clearly explained what exactly “Close Combat” is, thus the above ruling is inferred.

TYR.56.01 – Q: Does “Psychic Monstrosity” allow The Swarmlord to use the same psychic power twice in one turn?

A: No, as all the Psychic Powers available to him/her/it are Psychic Shooting Attacks. [R.a.W]

TYR.56.02 – Q: How do the “Bone Sabres” interact with special rules that re-roll failed invulnerable saves (for example, Eldar “Fortune”)?

A: An individual die can never be re-rolled more than once. If a model wounded by the “Bone Sabres” has a rule or effect that re-rolls failed invulnerable saves, the two effects essentially “cancel” each other out. Technically, you must make a saving throw, and then re-roll it no matter the result, taking the second result as the true result. This is the preferred solution in a competitive environment, as it eliminates potential errors or opponent misunderstandings. Mathematically however, the result is the same as rolling the saving throw once and accepting the result without re-rolling. [R.a.W]

TYR.56.03 – Q: Does The Swarmlord allow a unit of Troops to Outflank (the way a Hive Tyrant does)?

A: No. [R.a.W]

**Forces of the Tyranids: Old One Eye**

TYR.57.01 – Q: How do Old One Eye's Crushing Claws interact with the “Living Battering Ram” special rule?

A: They do not interact. While he *strikes* at Initiative 1 due to the Claws, his actual Initiative remains. [R.a.W]

TYR.57.02 – Q: How exactly does “Living Battering Ram” special rule work for Old One Eye?

A: For the purposes of “Living Battering Ram”, Old One Eye counts as a Carnifex. [Rules Change/Typo]

- By the strict letter of the rules, “Living Battering Ram” works only for Carnifex, which Old One Eye is not.

TYR.57.03 – Q: For the purposes of the “Rapid Regeneration” special rule, does “each wound lost” include wounds that have since been recovered? For example, if Old One Eye loses two wounds, rolls and recovers one, then loses another two wounds, does he roll 4 dice at the start of the turn to determine if he recovers any wounds?

A: No. Roll a number of dice equal to the Old One Eyes initial number of wounds minus the number of current wounds he has remaining.

[Clarification/Rules Change]

- By the strict letter of the rules, it really does seem to *suggest* that you would roll 4 dice. However, the rule does not go on to mention what happens if you recover more wounds than you initially had, nor does it explicitly state that you count recovered wounds. As such, the above ruling is the simplest way to play it.

TYR.57.04 – Q: Are units in range able utilise the “Alpha Leader” special rule even if their own Leadership characteristic would be higher?

A: Yes. [R.a.W]

**Forces of the Tyranids: The Doom of Malan'tai**

TYR.58.01 – Q: How exactly does the “Warp Field” special rule work for The Doom of Malan'tai?

A: For the purposes of “Warp Field”, The Doom of Malan'tai counts as a Zoanthrope. [Rules Change/Typo]

- By the strict letter of the rules, “Warp Field” works only for Zoanthropes, which The Doom of Malan'tai is not.

TYR.58.02 – Q: Does “Spirit Leech” affect units embarked upon Transport vehicles?

A: Yes. Measure range to the hull of the transport as per page 66 of the Main Warhammer 40,000 rulebook. [R.a.W]

TYR.58.03 – Q: What happens if “Spirit Leech” deals enough wounds to a unit embarked upon a Transport vehicle to force a Morale check at the end of the phase?

A: Nothing. The embarked unit simply does not take a morale check and will not fall back. [Clarification]

- The rules as written do not cover this situation (that is, embarked models having to fall back). As such, the above ruling is made to keep things simple.



**Forces of the Tyranids: Deathleaper**

TYR.59.01 – Q: How exactly do the “Chameleonic Skin” biomorph and “Pheromone Trail” special rule work for the Deathleaper?

A: For the purposes of “Chameleonic Skin” and “Pheromone Trail”, the Deathleaper counts as a Lictor. [Rules Change/Typo]

- By the strict letter of the rules, “Chameleonic Skin” and “Pheromone Trail” work only for Lictors, which the Deathleaper is not.

TYR.59.02 – Q: Does “It's after me!” affect character's who are “Stubborn”?

A: Yes. It is not a modifier. It simply reduces the base characteristic while the Deathleaper is alive. [Clarification]

- It can, however, be interpreted that it *is* a modifier, and thus cannot affect “Stubborn” models.

TYR.59.03 – Q: How does “It's after me!” interact with the various “Soulless” rules, “Mob Rule!” or other such rules that replace the leadership characteristic with another value?

A: “It's after me!” will affect the changed Leadership score in this case. It isn't a modifier, it simply reduces leadership. So a model who is affected by “Soulless” will be Leadership (7 – D3) and an Ork Mob may still opt to use the number of models instead of it's normal leadership and this value will be reduced by D3 also. [Clarification]

- It can, however, be interpreted that the new Leadership value is not reduced.

TYR.59.04 – Q: How does “It's after me!” interact with rules that allow other models to use the targeted character's Leadership value (for example, Rites of Battle)?

A: If such a model is targeted by “It's after me!”, models that use this character's leadership use the lowered leadership. The Deathleaper is so pants-bricking scary that it is affecting the orders being given to his troops! [Clarification]

- It can, however, be interpreted that while the character itself uses the lowered leadership, other models may use the unaltered leadership.

**Weapons and Biomorphs: Close Combat Weapons**

TYR.83.01 – Q: Do Tyranid models with more than one Non-Normal Close Combat Weapon have to choose which one to benefit from each turn or do they always benefit from their effects?

A: Tyranid models armed with more than one Non-Normal Close Combat Weapon have attacks that always benefit from every close combat weapon they have. This is because, as per page 33, “Tyranids do not wield Close Combat Weapons”. Furthermore, each Close Combat Weapon Biomorph has wording that makes it clear that the Tyranid themselves has the effect, not the weapon. For example, Crushing Claws states “A Tyranid **with** crushing claws gains” as opposed to “A Tyranid **using** crushing claws gains”. This essentially means that the Close Combat Weapon Biomorphs “stack”, so (for example) a model with Scything Talons and Rending Claws will benefit from both the re-roll effect and the rending effect with each of it's attacks. [Clarification]

- It can, however, be interpreted that Tyranid Models with more than one Non-Normal Close Combat Weapon must choose which one to use each turn, even if armed with “passive” close combat weapons like Lash Whips, and can only benefit from a single one in a turn.

TYR.83.02 – Q: How do Lash Whips interact with Sweeping Advance?

A: They do not interact. While Lash whips cause the model to count as Initiative 1, Sweeping Advance uses a models unmodified Initiative that is printed on it's profile. [R.a.W]

TYR.83.03 – Q: How do Lash Whips interact with Initiative Checks?

A: Models affected by Lash Whips make Initiative checks as though their Initiative was 1. This is because, unlike Sweeping Advance, Initiative checks are not stated to use the models unmodified Initiative. [R.a.W]

**Weapons and Biomorphs: Biomorph Upgrades**

TYR.84.01 – Q: When is the Initiative test caused by Acid Blood rolled? As soon as the unsaved wounds are dealt, at the end of the current Initiative step or at the end of the whole combat?

A: They are resolved at the end of the Initiative step that the Tyranid suffered unsaved wounds after all other Hits, Wound and saves have been resolved in that step. [Clarification]

- It can, however, be interpreted that Acid Blood is resolved at the end of the combat, potentially allowing models with lower initiative in the unit (for example, a Sergeant with a Power Fist) to attack without risk of being killed before they strike. As written, the rule does not state when exactly it takes place, thus the above Clarification.

TYR.84.02 – Q: Further to the above question, does this mean Acid Blood's effect can occur multiple times a turn?

A: Yes. [Clarification]

TYR.84.03 – Q: Does Acid Blood's effect occur if the unsaved wounds suffered by the Tyranid model would cause it to be removed as a casualty?

A: Yes. [R.a.W]

TYR.84.04 – Q: How exactly do units (as opposed to models) take the Initiative test caused by Acid Blood?

A: Follow the normal rules for taking Characteristic Tests, but use the majority Initiative value of the unit, or the highest if there is no majority, rather than any one individual models characteristic. For each test failed, the unit suffers a wound which is allocated as per page 39 of the Warhammer 40,000 Main Rulebook. [Clarification/Rules Change]

- By the strict letter of the rules, there is no way for a **unit** to take a characteristic tests, only individual models can. Furthermore, it can be interpreted that “the unit takes an initiative test” means that each individual model takes a test for each unsaved wound. e.g. a unit of 30 Ork Boyz cause 2 wounds on a Tervigon with Acid Blood. The Ork player must now make 60 Initiative tests, two for each boy, and suffer a wound for each failed one. As you can appreciate, this seems way, way, **WAY** off-kilter, hence the above ruling.

TYR.84.05 – Q: If a Tyranid model with Adrenal Glands also has the Counter-Attack Universal Special Rule, do they benefit from them when they are assaulted?

A: Short Answer: No. Long Answer: No and go stick your Space Wolf FAQ so far the up your digestive tract it doesn't come back out. [R.a.W]

**Weapons and Biomorphs: Biomorph Upgrades (Cont.)**

TYR.84.06 – Q: When a model with an Implant Attack rolls a 6 to wound, does this inflict Instant Death on models with a Toughness so high that it cannot normally harm them?

A: No. They must still successfully score an unsaved wound with a roll of 6 in order to cause Instant Death. If the creatures Toughness is too high, or the wound is subsequently saved, then Instant Death is not inflicted. [Clarification]

- It can, however, be interpreted that a roll of 6 causes Instant Death even if he fails to wound.

TYR.84.07 – Q: In the final sentence of Acid Blood, regarding Walkers, does “instead” refer to the Initiative test, the wounds suffered or both?

A: It refers to the wounds suffered. Walkers still take an Initiative test (following the procedure described for TYR.84.06 if they are a squadron) and suffer the hit instead of taking a wound. [R.a.W]

TYR.84.08 – Q: For the purposes of Regeneration, does “each wound lost” include wounds that have since been recovered? For example, if a model with the Regeneration biomorph loses two wounds, rolls and recovers one, then loses another two wounds, does it roll 4 dice at the start of the turn to determine if it recovers any wounds?

A: No. Roll a number of dice equal to the models initial number of wounds minus the number of current wounds it has remaining.

[Clarification/Rules Change]

- By the strict letter of the rules, it really does seem to *suggest* that you would roll 4 dice. However, the rule does not go on to mention what happens if you recover more wounds than you initially had, nor does it explicitly state that you count recovered wounds. As such, the above ruling is the simplest way to play it.

TYR.84.09 – Q: If a model with Toxin Sacs would normally wound on a lower number due to it's profile strength, does it still have to roll a 4+ to wound or can it choose to use it's normal strength?

A: Tyrannids with Toxin Sacs do not roll to wound as normal, they instead always wound on a 4+ and follow the “Poisoned” rules with regards to Strength vs. Toughness. They may never opt to use their normal strength against except vehicle models (where the Poisoned rule does not apply and so Strength is used as normal). [R.a.W]

TRY.84.10 – Q: How do Toxin Sacs interact with non-normal Close Combat Weapons?

A: Non-Normal Close Combat Weapons on a model with Toxin Sacs wound on a 4+, follow the “Poisoned” rules with regards to Strength vs. Toughness and follow whatever additional rules they have. [R.a.W]

TYR.84.11 – Q: Do Wings alter the unit type of a model with them?

A: No. Models with Wings do not change unit type. They simply move as though they were Jump Infantry while not actually becoming Jump Infantry themselves. [R.a.W]

Change-log:

v1.0

- Initial FAQ Release.