CODEX: TYRANIDS

Indomitus Version 1.1

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.

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 55 – Leviathan, Psychic Power: Hive Nexus
Change the second sentence to read:
'If manifested, select one friendly **Leviathan Core** unit within Synaptic Link range of this **Psyker** and select one Synaptic Imperative ability of a friendly **Leviathan Synapse** model that is also within Synaptic Link range of this **Psyker**.'

Page 62 – Stratagems, Power of the Hive Mind
Change the second sentence to read:
'Select one **Hive Tendril Psyker Character** unit from your army.'

Page 64 – Stratagems, Overrun
Change the last sentence to read:
'If there are no enemy models within Engagement Range of that unit, models in that unit can make a Normal Move.'

Page 64 – Stratagems, Encircle the Prey
Change the first sentence to read:
'Use this Stratagem at the end of your Movement phase.'

Page 72 – Shadow Operations, Spore Nodes
Change the third sentence to read:
'If this action is successfully completed, place one objective marker anywhere within 1" of the unit that completed this action.'

Page 86 – Abilities, Synapse
Change the title to 'Synapse (Aura)'

Page 90 – Hive Tyrant, Wargear Options
Add:
'*This model cannot be equipped with more than 1 heavy venom cannon and cannot be equipped with more than 1 stranglethorn cannon.*'

Page 105 – Zoanthropes, Keywords
Add '**Synapse**'

Page 118 – Tyrannocyte
- **Battlefield Role**
  Change the Battlefield Role symbol to Dedicated Transport
- **Abilities, Aerial Seeding**
  Change the second sentence to read:
  'This **Transport** model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules, anywhere on the battlefield that is more than 9" away from any enemy models.'

Page 126 – Glossary, Adaptive Physiologies
Change to:
'A unique upgrade that can be given to **Hive Tendril Monster** models (excluding **Character** and **Titanic** models).'

FAQS

Q. If a Maleceptor model has the Enraged Reserves Adaptive Physiologies, is it considered to have double the number of wounds remaining for the purpose of the Psychic Overload ability?
A. No. Enraged Reserves only does this for characteristics, not any other rules.

Q. The Psychic Oversight Synaptic Imperative allows units performing a psychic action to still manifest psychic powers. If a unit performs a psychic action, does it count as one of the psychic powers that a unit is allowed to manifest that turn?
A. Yes. Performing a psychic action is treated the same as if attempting to manifest a psychic power and so counts against the number of psychic powers a unit can manifest in that turn.

Q: Enemy models cannot use any rules to ignore wounds inflicted by the Reaper of Obliterax Relic – does this also apply to mortal wounds inflicted by this Relic?
A: Yes.