



WTC FAQ - ARMY & CODEX

TYRANIDS

1. When a unit with Swarming Masses fights, models in that unit can target enemy units they are within 2½" of if at least one model from their unit is also within Engagement Range of that same unit.
2. Hive Fleet Adaptations are lost as soon as units without the <Hive Fleet> keyword are present in an army (barring exceptions listed in Codex: Tyranids)
3. If a Toxicrene dies while an enemy unit is under the effects of the Toxic Entanglement Stratagem, that unit can then declare a charge without having to declare that Toxicrene as a target as well.
4. If a Mawloc cannot be placed within 12" of its Terror From The Deep marker following the rules listed in the ability the model is destroyed after resolving the ability.
5. Ripper Swarms generated by Parasitic Infection cannot have unit upgrades.
6. A Culexus Assassin or Anathema Psykana unit, or any unit that cannot be affected by Psychic Powers, like Black Templars under the effect of Plea for Deliverance, never suffer the MW from a Maleceptor's Psychic Overload ability.
7. Units spawned by a Tervigon gain the Biomorphology/Hive Fleet Adaptation of the army when spawned and can move normally in their next movement phase.
8. A unit of spore mines created by the Seed Spores action or via Spore Mine Cysts (Harpy) cannot move after being set up as they count as having moved their maximum distance already.
9. Any type of movement triggers Floating Death. This includes consolidation moves and the likes. Rolling to see what effect is triggered is NOT optional. Players may not decide NOT to use the Floating Death rule. The "can explode" part of the rule points to the result of a "1" on the roll not causing a mortal wound. It does not give players agency to not apply the rule.
10. If you are unclear as to whether a given model counts as a Unit Champion for the purposes of Cranial Feasting, call a referee to the table.
11. When a Parasite of Mortrex uses the Enfolding Strike stratagem, VEHICLE units never count as infected by parasites.
12. Spore Mines with the Drone Bioform ability never prevent enemy units from starting or completing Actions that require there to be no enemy models in a specified location (e.g. within 6" of the center of the battlefield).
13. With Unparalleled Ferocity, attack as if it's unit has been selected to fight only applies to the models that were destroyed, and not the unit as a whole.
14. A Tyrannocyte cannot embark on a Tyrannocyte.
15. When a unit that is currently suffering from Infected by Parasites embarks upon a transport, keep on rolling for it's effects. If a Ripper Swarm is generated in such cases, set it up within 3" of the transport instead.