

FRAG Tyrannid FAQ v1.1

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

Q. Do Tyrannid Close Combat weapon's abilities stack?

A. Yes and no. The following two abilities may be used in conjunction with others: Lash Whip and Scything Talons. Given the wording on these two items, they work if the model is equipped with the weapon. All of the other weapons require that you choose which weapon to use via the standard rules for multiple special weapons in the BRB.

Q. Does the Doom of Malan'tai Spirit Leech ability affect units in Transports?

A. Yes. And the unit receives a 4+ cover save against wounds caused by this ability, they may not go to ground to increase their save. They also do not take morale tests or fall back out of vehicles.

Q: Does "Shadow in the Warp" affect embarked psykers who are taking a Psychic test?

A: Yes, as "Shadow in the Warp" is a special rule, not a psychic power. Measure range to the hull of the transport vehicle to see if the psyker is in range.

Q: How does "Shadow in the Warp" interact with Eldar Runes of Witnessing?

A: They cancel each other out.

Q. Are Fearless units affected by the special ability of Boneswords?

A. Yes. Fearless units automatically pass all Morale tests. Boneswords are a Leadership test, not a Morale test.

Q. Can a Mawloc Deep Strike on top of another model on purpose?

A. No. As per the BRB, a model from the unit must be placed on the battlefield before rolling for scatter.

Q. Can a Mawloc Deep Strike within 1" of an enemy model?

A. Yes. The BRB says to place the model anywhere on the table. That means that you can place the model anywhere it will stand, much like the rules for Skimmers landing in Impassable Terrain.

Q: If a unit fails its Instinctive Behavior test, but that same turn a Synapse Creature moves within 12" of that unit does it immediately ignore the Instinctive Behavior rules from that point of the turn on?

A: No, a unit that starts the turn out of Synapse Range and fails its Instinctive Behavior test must follow those rules for the entire turn.

Q: Can the Hive Commander Reserves bonus be utilized even if the Hive Tyrant is in Reserve?

A: No, as the ability does not specify that it can be used while not in play.

Q: Is the Hive Commander bonus to reserve rolls cumulative with another Hive Commander?

A: No.

Q: Is the Hive Commander bonus to reserve rolls cumulative with other reserve roll bonuses like the Lictor, the Swarmlord, and Deathleaper?

A: Yes.

Q: When Lictors are placed on the table using Chameleonic Skin, do they have to be placed within unit coherency of each other?

A: Yes.

Q: Is the Pheromone Trail Reserves roll bonus cumulative if you have more than one Lictor (including Deathleaper)?

A: No, you only get +1 to your Reserve rolls no matter how many Lictors (including Deathleaper) you have on the table.

Q: Are Termagant units spawned by the Tervigon worth any Kill or Victory Points when destroyed? What about if a new unit is spawned, but the Tyranid player then finds there is no room to place any models on the table?

A: They are worth a kill point, but not victory points. A model must have been placed on the table for them to count as destroyed for the purposes of Kill Points.

Q: Can a Mycetic Spore shoot the turn it Deep Strikes?

A: Yes, it actually must fire.

Q: What happens with Bone Sabres vs. special rules that re-roll failed invulnerable saves like Fortune or Oracle of Eternity?

A: They cancel each other out. No rerolls are made; the original results must be used as is.