WARHAMMER 40,000 CODEX:
TYRANIDS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Amendments, Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

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 – Pheremone 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.

ERRATA
None.

FAQs
None.

Last updated May 2014.