

# WARHAMMER 40,000

## SHIELD OF BAAL: LEVIATHAN

### Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; 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.

#### FAQs

*Q: Do all five guns of a Tyrannocyte shoot at one target or are they supposed to be played as having fixed firing arcs?*

A: You should check line of sight from the barrel of each weapon – each gun will fire at the nearest unit it has line of sight to (so the Tyrannocyte can fire all five guns, and likely target more than one unit in a Shooting phase). If in doubt as to what each gun can fire at, treat them as if they were hull-mounted weapons on a vehicle.

*Q: Tyrannocytes don't use up slots on the Force Organisation Chart – does this mean that you can purchase unlimited Tyrannocytes (within points of course!) and deploy them 'empty'?*

A: Yes.

*Q: A Tyrannocyte can carry a single unit – does that include units with attached Independent Characters?*

A: Yes.

*Q: Can I directly drop a Mucolid Spore Cluster onto a unit and have it explode, following the rules for a Spore Mine Cluster?*

A: No – you cannot choose to Deep Strike onto an enemy unit as you can't put the model down on top of your opponent's models! Mucolid Spore Clusters follow the normal rules for Deep Striking, including suffering Deep Strike Mishaps.

*Q: How many psychic powers does a Maleceptor get?*

A: It gets three: *Psychic Overload*, one power generated from the Powers of the Hive Mind, and the primaris power from Powers of the Hive Mind due to Psychic Focus.

*Q: How many psychic powers does a Zoanthrope Brood get?*

A: If the unit doesn't include a Neurothrope, it knows three: *Warp Blast*, one additional power from the Powers of the Hive Mind, and the Powers of the Hive Mind primaris power due to Psychic Focus. If it includes a

Neurothrope, it knows a fourth power – *Spirit Leech* – so long as the Neurothrope is alive.

*Q: Can a Sporocyst arrive via Outflank?*

A: No. It can't move, so it can't move on from the edge of the table as described in Moving On From Reserve.

*Q: In regard to Tyranid Formations like Endless Swarms, Skyblight Swarms and Sporefields, can units that are placed in Ongoing Reserve through the respawn mechanics choose to arrive via Deep Strike if they have the Deep Strike rule and, by extension, Flyers/Flying Monstrous Creatures that leave combat airspace?*

A: No. They arrive from Reserve as described in Moving On From Reserve.