

Tyranids Datasheets (v.1.0.1)

The “unit superior” rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- As long as a Tyranid unit from your army is within 24" of one or more other Tyranid models from your army, that unit receives a +1 to morale test rolls

Infantry

Termagants (5-10 models) Move 12" Save 5+ Wounds 1 Morale 4+ Control 1

Unit abilities

- This unit may shoot even after Advance move

JoyToy × WARRHAMMER



JoyToy Tyranids Hive Fleet Leviathan Termagant with Fleshborer, **55pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Fleshborer	36"	2	4+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Chitinous Claws and Teeth	Melee	1	4+	0	-

Tyranid Warriors with Melee Bio-Weapons (3-5 models) Move 12" Save 4+ Wounds 3 Morale 3+ Control 2

Unit abilities

- When Charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)
- Regeneration. When taking a wound, roll one die. On a 5+ it is ignored
- Once per this unit's activation, before attacking, pick one enemy unit within 24", which gets -2 to its next morale test roll

JoyToy × WARRHAMMER



JoyToy Tyranids Hive Fleet Leviathan Tyranid Warrior with Boneswords, **200pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Tyranid Warrior claws and talons	Melee	4	3+	-2	-