

Tyranids Datasheets (v.1.0.5)

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. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- *Synapse*: Each Tyranid unit from your army receives a +1 to hit in melee and +1 to morale test rolls while any other friendly Tyranid unit is within 24" of it
- *Synaptic Augmentation*: When any Tyranid unit from your army takes hits and any other friendly Tyranid unit is within 24" of it, add +1 to AP stat. of those hits, to a max. of AP(0)
- *Adrenal Glands (optional)*: Before battle begins, any Tyranids unit can be upgraded with the *Adrenal Glands* ability for additional points. This unit gets +2" to its Move characteristic and an additional -1 to AP in melee

Infantry

Hormagaunts (3-8 models) Move 20" Save 5+ Wounds 2 Morale 4+ Control 1

Unit abilities

- *Bounding Leap*: This unit is eligible to declare a Charge after making an Advance move

Upgrade all models with ability

- *Adrenal Glands*

Cost

+10pts per model

JOYTOY x WARHAMMER



JoyToy Tyranids Hive Fleet Leviathan Hormagaunt (1/2/3), 95pts per model

| Melee weapons | Range | Att | Sk | AP | Features |
|-------------------|-------|-----|----|----|----------|
| Hormagaunt Talons | Melee | 2 | 4+ | -1 | - |

Ripper Swarm (4-9 models)

Move 12" Save 5+ Wounds 1 Morale 4+ Control 0,5

Upgrade all models with ability

- **Deep Strike:** Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+5pts** per model
- **Swarm:** Models in this unit can move through models of any other units and any terrain features on the battlefield as if they were not there **+5pts** per model
- **Adrenal Glands** **+10pts** per model

JOYTOY x WARHAMMER

JoyToy Tyranids Hive Fleet Leviathan Ripper, 40pts per model



| Ranged weapons | Range | Att | Sk | AP | Features |
|----------------------------|-------|-----|----|----|----------|
| Spinemaw (Pistol) | 12" | 1 | 4+ | 0 | - |
| Melee weapons | Range | Att | Sk | AP | Features |
| Chitinous Claws and Teeth | Melee | 2 | 4+ | 0 | - |



Termagants (3-8 models)

Move 12" Save 5+ Wounds 2 Morale 4+ Control 1

Unit abilities

- **Assault Weapons:** This unit may shoot even after Advance move

Upgrade all models with ability

- **Adrenal Glands** **+5pts** per model

JOYTOY x WARHAMMER

JoyToy Tyranids Hive Fleet Leviathan Termagant with Fleshborer, 75pts 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 | - |

JOYTOY x WARHAMMER

JoyToy Tyranids Hive Fleet Leviathan Termagant with Spinefists, 75pts per model



| Ranged weapons | Range | Att | Sk | AP | Features |
|--|-------|-----|----|----|----------|
| Termagant Spinefists (Pistol) | 24" | 2 | 4+ | 0 | - |
| Melee weapons | Range | Att | Sk | AP | Features |
| Chitinous Claws and Teeth | Melee | 1 | 4+ | 0 | - |

JOYTOY x WARRHAMMER



JoyToy Tyranids Hive Fleet Leviathan Termagant with Spike Rifle, **100pts** per model

| Ranged weapons | Range | Att | Sk | AP | Features |
|---------------------------|-------|-----|----|----|----------|
| Spike Rifle | 48" | 2 | 4+ | -1 | - |
| Melee weapons | Range | Att | Sk | AP | Features |
| Chitinous Claws and Teeth | Melee | 1 | 4+ | 0 | - |

Tyranid Warriors with Melee Bio-weapons (2-4 models)

Move 12" **Save 4+** Wounds 3 **Morale 3+** Control 2

Unit abilities

- *Bioregeneration*: When taking a wound, roll one die. On a 5+ it is ignored

Upgrade **all** models with ability

- *Adrenal Glands*

Cost

+25pts per model

JOYTOY x WARRHAMMER



JoyToy Tyranids Hive Fleet Leviathan Tyranid Warrior with Boneswords, **215pts** per model

| Melee weapons | Range | Att | Sk | AP | Features |
|----------------------------------|-------|-----|----|----|----------|
| Tyranid Warrior Claws and Talons | Melee | 4 | 3+ | -2 | - |