

Manik Gudimani 3rd Place Glass City GT 2022 – Tyranids

++ Battalion Detachment 0CP (Tyranids) [105 PL, 9CP, 2,000pts] ++

+ Configuration +

Army of Renown - Crusher Stampede

Battle Size [12CP]: 3. Strike Force (101-200 Total PL / 1001-2000 Points)

Detachment Command Cost

Gametype: Matched

Hive Fleet: Leviathan

+ Stratagems +

Bounty of the Hive Fleet [-1CP]: 1 Extra Bio-artefact

Progeny of the Hive [-1CP]

+ HQ +

Hive Tyrant [11 PL, -1CP, 210pts]: 2x Monstrous Scything Talons, Adrenal Glands, Power: Aggressive Surge, Power: Smite, Power: Synaptic Barrier, Relic: Biomorphic Carapace, Stratagem: Alpha Leader-Beast, Warlord, Warlord Trait: Rampaging Beast, Warlord Trait: Strategic Adaptation, Wings
. Adaptive Physiology: Murderous Size

Malanthrope [8 PL, 150pts]: Relic: Adaptive Neural Lobe

The Swarmlord [14 PL, 240pts]: Power: Catalyst, Power: Onslaught, Power: Smite

+ Troops +

Tyranid Warriors [5 PL, 69pts]: Adrenal Glands, Synaptic Link: Bioweapon Bond

. Tyranid Warrior: 2x Scything Talons

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Tyranid Warriors [5 PL, 66pts]: Synaptic Link: Bioweapon Bond

. Tyranid Warrior: 2x Scything Talons

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Tyranid Warriors [4 PL, 51pts]

. Tyranid Warrior: 2x Scything Talons

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+ Elites +

Hive Guard [12 PL, 270pts]

. 6x Hive Guard (Impaler): 6x Impaler Cannon

Lictor [2 PL, 37pts]

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+ Fast Attack +

Dimachaeron [12 PL, 255pts]

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+ Heavy Support +

Stone-crusher Carnifex [6 PL, 105pts]: 2x Bio-flail

. Adaptive Physiology: Murderous Size

++ Total: [105 PL, 9CP, 2,000pts] ++