

Michael Duke 1st Place No Respite 2022 - Tyranids

++ Battalion Detachment 0CP (Tyranids) [106 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

Hive Fleet: Leviathan

+ Stratagems +

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

Progeny of the Hive [-1CP]

+ HQ +

Hive Tyrant [11 PL, 220pts]: Adrenal Glands, Lash Whip and Monstrous Bonesword, Power: Aggressive Surge, Power: Synaptic Barrier, Relic: Biomorphic Carapace, Two Devourers with Brainleech Worms, Wings

Malanthrope [8 PL, -1CP, 150pts]: Relic: Adaptive Neural Lobe, Stratagem: Alpha Leader-Beast, Warlord, Warlord Trait: Strategic Adaptation, Warlord Trait: Swarm Leader

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

+ Troops +

Tyranid Warriors [5 PL, 75pts]: Synaptic Link: Bioweapon Bond

. Tyranid Warrior: Lash Whip and Bonesword, Scything Talons

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+ Elites +

Hive Guard [12 PL, 225pts]

. Adaptive Physiology: Enhanced Resistance

. 5x Hive Guard (Impaler): 5x Impaler Cannon

+ Fast Attack +

Dimachaeron [12 PL, 255pts]

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+ Heavy Support +

Barbed Hierodule [14 PL, 275pts]

+ Flyer +

Harpy [8 PL, 155pts]: 2x Stranglethorn Cannon

++ Total: [106 PL, 9CP, 2,000pts] ++