

**Charles Morrow 2nd Place Kent Coastal Wargaming and Warp Charged Gaming 2022 -
Tyranids**

++ Battalion Detachment 0CP (Tyranids) [108 PL, 3CP, 2,000pts] ++

+ Configuration +

Battle Size [6CP]: 3. Strike Force (101-200 Total PL / 1001-2000 Points)

Detachment Command Cost

Gametype: 4. Chapter Approved: War Zone Nephilim

Hive Fleet: Adaptive, Kraken

+ Stratagems +

Hive Predator [-1CP]: Extra Warlord Trait

Rarefied Enhancements [-1CP]: Extra Bio-artefact

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+ HQ +

Neurothrope [5 PL, 100pts]: Power: Catalyst, Power: Onslaught, Power: Synaptic Lure, Warlord
. Relic: Resonance Barb: Power: Paroxysm

Tervigon [11 PL, 225pts]: Adrenal Glands, Massive Scything Talons, Power: Paroxysm, Power:
Synaptic Lure, Relic: The Maw-claws of Thyrax, Warlord Trait: Heightened Senses

Tyranid Prime [5 PL, 85pts]: Devourer, Lash Whip and Bonesword

+ Troops +

Termagants [12 PL, 210pts]: Fleshborer, 30x Termagant

Termagants [4 PL, 70pts]: Fleshborer, 10x Termagant

Tyranid Warriors [8 PL, 175pts]: Adrenal Glands, Toxin Sacs

. Tyranid Warrior: Devourer, Lash Whip and Bonesword

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+ Elites +

Deathleaper [5 PL, 120pts]

Venomthropes [10 PL, 140pts]
. 4x Venomthrope: 4x Toxic Lashes

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Zoanthropes [7 PL, 150pts]: Power: Neuroparasite, 3x Zoanthrope

+ Heavy Support +

Tyrannofex [11 PL, 205pts]: Adaptive Physiology: Voracious Ammunition, Rupture Cannon

Tyrannofex [10 PL, 190pts]: Rupture Cannon

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++ Total: [108 PL, 3CP, 2,000pts] ++