

Tyler Bortel SoCal Open 2022 – Tyranids - Genestealer Cults

++ Battalion Detachment 0CP (Tyranids) [85 PL, 2CP, 1,560pts] ++

+ Configuration [6CP] +

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

Detachment Command Cost

Game Type: 4. Chapter Approved: War Zone Nephilim

Hive Fleet: (Lurk) Naturalised Camouflage, Behemoth

+ Stratagems [-4CP] +

Hive Predator [-2CP]: 2x Extra Warlord Trait [-2CP]

Rarefied Enhancements [-2CP]: 2x Extra Bio-artefact [-2CP]

+ HQ [16 PL, 325pts] +

Neurothrope [5 PL, 100pts]: Power: Catalyst, Power: Onslaught, Power: Unstoppable Onslaught,
Warlord Trait: Direct Guidance

.. Relic: Resonance Barb: Power: Paroxysm

Winged Hive Tyrant [11 PL, 225pts]: Adrenal Glands [15pts], Lash Whip and Monstrous Bonesword,
Power: Catalyst, Power: Psychic Scream, Power: Unstoppable Onslaught, Prehensile Pincer Tail, Relic:
The Reaper of Obiliterax, Tyrant Talons, Warlord

+ Troops [12 PL, 270pts] +

Gargoyles [4 PL, 80pts]

.. 10x Gargoyle [80pts]: 10x Fleshborer

Tyranid Warriors [4 PL, 95pts]

.. Tyranid Warrior [35pts]: Dual Boneswords, Venom Cannon [5pts]

.. Tyranid Warrior [30pts]: Deathspitter, Dual Boneswords

.. Tyranid Warrior [30pts]: Deathspitter, Dual Boneswords

Tyranid Warriors [4 PL, 95pts]

.. Tyranid Warrior [35pts]: Dual Boneswords, Venom Cannon [5pts]

.. Tyranid Warrior [30pts]: Deathspitter, Dual Boneswords

.. Tyranid Warrior [30pts]: Deathspitter, Dual Boneswords

+ Elites [40 PL, 655pts] +

Deathleaper [5 PL, 120pts]: Flesh Hooks, Lictor Claws and Talons, Warlord Trait: Alien Cunning

Tyrant Guard [15 PL, 215pts]: Adrenal Glands [15pts]
.. Tyrant Guard (Lash/Sword) [40pts]: Lash Whip and Bonecleaver, Two Rending Claws
.. 4x Tyrant Guard (Scything) [160pts]: 4x Two Rending Claws, 4x Two Scything Talons

Tyrant Guard [15 PL, 215pts]: Adrenal Glands [15pts]
.. Tyrant Guard (Lash/Sword) [40pts]: Lash Whip and Bonecleaver, Two Rending Claws
.. 4x Tyrant Guard (Scything) [160pts]: 4x Two Rending Claws, 4x Two Scything Talons

Venomthropes [5 PL, 105pts]
.. 3x Venomthrope [105pts]: 3x Toxic Lashes

+ Fast Attack [8 PL, 175pts] +

Ravener [8 PL, 175pts]
.. Ravener [35pts]: Deathspitter, Ravener Claws, Two Rending Claws
.. Ravener [35pts]: Deathspitter, Ravener Claws, Two Rending Claws
.. Ravener [35pts]: Deathspitter, Ravener Claws, Two Rending Claws
.. Ravener [35pts]: Deathspitter, Ravener Claws, Two Rending Claws
.. Ravener [35pts]: Deathspitter, Ravener Claws, Two Rending Claws

+ Heavy Support [9 PL, 135pts] +

Biovores [9 PL, 135pts]
.. 3x Biovore [9 PL, 135pts]: 3x Chitin-barbed Fists, 3x Spore Mine Launcher

++ Patrol Detachment -2CP (Tyranids - Genestealer Cults) [19 PL, -2CP, 345pts] ++

+ Configuration [-2CP] +

Cult Creed: Cult of the Four-Armed Emperor

Detachment Command Cost [-2CP]

+ HQ [4 PL, 90pts] +

Magus [4 PL, 90pts]: Autopistol, Force stave, Magus Bio-dagger, Power: Mass Hypnosis, Power: Might From Beyond, Power: Undermine, Psychic Familiar [10pts]

+ Troops [15 PL, 255pts] +

Acolyte Hybrids [4 PL, 65pts]: Proficient Planning: Lying in Wait [1 PL, 20pts]
.. 4x Acolyte Hybrid [36pts]: 4x Autopistol, 4x Blasting Charges, 4x Cult Claws and Knife, 4x Frag Grenades
.. Acolyte Leader [9pts]: Blasting Charges, Cult Claws and Knife, Cult Lash Whip, Frag Grenades

Acolyte Hybrids [3 PL, 45pts]
.. 4x Acolyte Hybrid [36pts]: 4x Autopistol, 4x Blasting Charges, 4x Cult Claws and Knife, 4x Frag Grenades

. . Acolyte Leader [9pts]: Blasting Charges, Cult Claws and Knife, Cult Lash Whip, Frag Grenades

Acolyte Hybrids [8 PL, 145pts]: Proficient Planning: A Trap Sprung [1 PL, 15pts]

. . 5x Acolyte Hybrid [45pts]: 5x Autopistol, 5x Blasting Charges, 5x Cult Claws and Knife, 5x Frag Grenades

. . Acolyte Hybrid (Heavy Weapon) [19pts]: Blasting Charges, Frag Grenades, Heavy Rock Drill [10pts]

. . Acolyte Hybrid (Heavy Weapon) [19pts]: Blasting Charges, Frag Grenades, Heavy Rock Drill [10pts]

. . Acolyte Hybrid (Heavy Weapon) [19pts]: Blasting Charges, Frag Grenades, Heavy Rock Drill [10pts]

. . Acolyte Hybrid (Heavy Weapon) [19pts]: Blasting Charges, Frag Grenades, Heavy Rock Drill [10pts]

. . Acolyte Leader [9pts]: Blasting Charges, Cult Claws and Knife, Cult Lash Whip, Frag Grenades

++ Fortification Network 0CP (Tyranids) [6 PL, 95pts] ++

+ Configuration +

Detachment Command Cost: Command Benefit [1CP]

Hive Fleet: (Lurk) Naturalised Camouflage, Behemoth

+ Fortification [6 PL, 95pts] +

Sporocyst [6 PL, 95pts]: 5x Deathspitter, Flensing Whips