

+++ Bouv's tourney 2 (1850pts) +++

++ Tyranids: Codex (2014) (Combined Arms Detachment) (1850pts) ++

+ HQ (245pts) +

Hive Tyrant (245pts)

[Lash Whip & Bonesword (20pts), Old Adversary (15pts), Powers of the Hive Mind, Psyker (Mastery Level 2), Regeneration (30pts), Rending Claws (5pts), The Maw-claws of Thyrax (10pts)]

....Rules: Assimilate, Old Adversary, Powers of the Hive Mind, Psyker, Shadow in the Warp, Synapse Creature

....Profiles:

.....Hive Tyrant: Unit Type:Monstrous Creature (Character)|WS:8|BS:4|S:6|T:6|W:4|I:5|A:4|Ld:10|Save:3+|Codex: Tyranids p40

.....Regeneration: Description:At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less then its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.|Codex: Tyranids p67

.....Lash Whip & Bonesword: Range:-|Strength:User|AP:3|Type:Melee, Life Drain, Swiftstrike|Codex: Tyranids p63

.....Rending Claws: Range:-|Strength:user|AP:5|Type:Melee, Rending|Codex: Tyranids p83

.....The Maw-claws of Thyrax: Range:-|Strength:User|AP:5|Type:Melee, Assimilate, Rending|Codex: Tyranids

+ Elites (240pts) +

Venomthrope Brood (90pts)

....2x Venomthrope (90pts) [2x Lashwhips, 2x Toxic Miasma]

.....Rules: Instinctive Behaviour - Lurk, Poisoned (2+), Shrouded, Spore Cloud, Very Bulky

....Profiles:

.....Venomthrope: Unit Type:Infantry|WS:3|BS:3|S:4|T:4|W:2|I:3|A:2|Ld:6|Save:5+|Codex: Tyranids p47

Zoanthrope Brood (100pts) [2x Zoanthrope (100pts)]

....Rules: Brotherhood of Psychers, Powers of the Hive Mind, Psychic Brood, Shadow in the Warp, Synapse Creature, Very Bulky, Warp Field

....Profiles:

.....Zoanthrope: Unit Type:Infantry|WS:3|BS:4|S:4|T:4|W:2|I:3|A:1|Ld:10|Save:5+|Codex: Tyranids p45

Zoanthrope Brood (50pts) [Zoanthrope (50pts)]

....Rules: Brotherhood of Psychers, Powers of the Hive Mind, Psychic Brood, Shadow in the Warp, Synapse Creature, Very Bulky, Warp Field

....Profiles:

.....Zoanthrope: Unit Type:Infantry|WS:3|BS:4|S:4|T:4|W:2|I:3|A:1|Ld:10|Save:5+|Codex: Tyranids p45

+ Troops (430pts) +

Termagant Brood (80pts)

....20x Fleshborer Termagant (80pts) [20x Fleshborer]

.....Rules: Instinctive Behaviour - Lurk, Move Through Cover

....Profiles:

.....Termagant: Unit Type:Infantry|WS:3|BS:3|S:3|T:3|W:1|I:4|A:1|Ld:6|Save:6+|Codex: Tyranids p42

.....Fleshborer: Range:12"|Strength:4|AP:5|Type:Assault 1|Codex: Tyranids p64

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....20x Fleshborer Termagant (80pts) [20x Fleshborer]

.....Rules: Instinctive Behaviour - Lurk, Move Through Cover

....Profiles:

.....Termagant: Unit Type:Infantry|WS:3|BS:3|S:3|T:3|W:1|I:4|A:1|Ld:6|Save:6+|Codex: Tyranids p42

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.....Termagant: Unit Type:Infantry|WS:3|BS:3|S:3|T:3|W:1|I:4|A:1|Ld:6|Save:6+|Codex: Tyranids p42

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....20x Fleshborer Termagant (80pts) [20x Fleshborer]

.....Rules: Instinctive Behaviour - Lurk, Move Through Cover

....Profiles:

.....Termagant: Unit Type:Infantry|WS:3|BS:3|S:3|T:3|W:1|I:4|A:1|Ld:6|Save:6+|Codex: Tyranids p42

.....Fleshborer: Range:12"|Strength:4|AP:5|Type:Assault 1|Codex: Tyranids p64

Tyranid Warrior Brood (110pts)

[Venom Cannon (10pts)]

....Tyranid Warrior (35pts) [Deathspitter (5pts), Scything Talons]

.....Rules: Shadow in the Warp, Synapse Creature, Very Bulky

....Tyranid Warrior (35pts) [Deathspitter (5pts), Scything Talons]

.....Rules: Shadow in the Warp, Synapse Creature, Very Bulky

....Tyranid Warrior (30pts) [Devourer, Scything Talons]

.....Rules: Shadow in the Warp, Synapse Creature, Very Bulky

....Profiles:

.....Tyranid Warrior: Unit Type:Infantry|WS:5|BS:3|S:4|T:4|W:3|I:4|A:3|Ld:10|Save:4+|Codex: Tyranids p41

.....Deathspitter: Range:18"|Strength:5|AP:5|Type:Assault 3|Codex: Tyranids p64

.....Devourer: Range:18"|Strength:4|AP:-|Type:Assault 3|Codex: Tyranids p64

.....Scything Talons: Range:-|Strength:User|AP:6|Type:Melee|Codex: Tyranids p63

.....Venom Cannon: Range:36"|Strength:6|AP:4|Type:Assault 1, Blast|Codex: Tyranids p65

+ Fast Attack (285pts) +

Gargoyle Brood (120pts)

....20x Gargoyle (120pts) [20x Blinding Venom, 20x Fleshborer]

.....Rules: Instinctive Behaviour - Hunt

....Profiles:

.....Gargoyle: Unit Type:Jump Infantry|WS:3|BS:3|S:3|T:3|W:1|I:4|A:1|Ld:6|Save:6+|Codex: Tyranids p42

.....Blinding Venom: Range:-|Strength:3|AP:-|Type:Melee. Blind, Poisoned (6+)|Codex: Tyranids p67

.....Fleshborer: Range:12"|Strength:4|AP:5|Type:Assault 1|Codex: Tyranids p64

Harpy (165pts) [Regeneration (30pts), Twin-linked Stranglethorn Cannon]

....Rules: Fearless, Instinctive Behaviour - Hunt, Living Bomb, Sonic Screech, Spore Burst

....Profiles:

.....Harpy: Unit Type:Flying Monstrous Creature|WS:3|BS:3|S:5|T:5|W:5|I:5|A:3|Ld:10|Save:4+|Codex: Tyranids p57

.....Regeneration: Description:At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less then its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.|Codex: Tyranids p67

.....Spore Mine Cysts: Range:-|Strength:4|AP:4|Type:Assault 1, Barrage, Large Blast, Spore Bomb, Spore Burst|Codex: Tyranids p65

.....Stranglethorn Cannon: Range:36"|Strength:6|AP:5|Type:Assault 1, Large Blast, Pinning|Codex: Tyranids p63

+ Heavy Support (650pts) +

Exocrine (200pts) [Bio-plasmic Cannon, Regeneration (30pts), Scything Talons]

....Rules: Fearless, Instinctive Behaviour - Hunt, Symbiotic Targeting

....Profiles:

.....Exocrine: Unit Type:Monstrous Creature|WS:3|BS:3|S:6|T:6|W:5|I:3|A:3|Ld:7|Save:3+|Codex: Tyranids p50

.....Regeneration: Description:At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less then its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.|Codex: Tyranids p67

.....Bio-plasmic Cannon (Blast): Range:24"|Strength:7|AP:2|Type:Assault 1, Large Blast|Codex: Tyranids p55

.....Bio-plasmic Cannon (Streams): Range:24"|Strength:7|AP:2|Type:Assault 6|Codex: Tyranids p55

.....Scything Talons: Range:-|Strength:User|AP:6|Type:Melee|Codex: Tyranids p63

Tyrannofex (215pts) [Acid Spray, Electroshock Grubs (10pts), Regeneration (30pts), Stinger Salvo]

....Rules: Fearless, Instinctive Behaviour - Hunt

....Profiles:

.....Tyrannofex: Unit Type:Monstrous Creature|WS:3|BS:3|S:6|T:6|W:6|I:2|A:3|Ld:8|Save:2+|Codex: Tyranids p58

.....Regeneration: Description:At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less then its starting number of Wounds, but has not been removed as a casualty. On a 4+, that

model regains a single Wound lost earlier in the battle.|Codex: Tyranids p67

.....Acid Spray: Range:Template|Strength:6|AP:4|Type:Assault 1, Torrent|Codex: Tyranids p63

.....Electroshock Grubs: Range:Template|Strength:5|AP:5|Type:Assault 1, Haywire|Codex: Tyranids p64

.....Stinger Salvo: Range:18"|Strength:5|AP:4|Type:Assault 4|Codex: Tyranids p65

Tyrannofex (235pts) [Regeneration (30pts), Rupture Cannon (30pts), Stinger Salvo]

....Rules: Fearless, Instinctive Behaviour - Hunt

....Profiles:

.....Tyrannofex: Unit Type:Monstrous Creature|WS:3|BS:3|S:6|T:6|W:6|I:2|A:3|Ld:8|Save:2+|Codex: Tyranids p58

.....Regeneration: Description:At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less than its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.|Codex: Tyranids p67

.....Rupture Cannon: Range:48"|Strength:10|AP:4|Type:Assault 2|Codex: Tyranids p64

.....Stinger Salvo: Range:18"|Strength:5|AP:4|Type:Assault 4|Codex: Tyranids p65