



ATTACK OF THE TYRANIDS

This month the entire range of Tyranid models is released for Epic 40,000. To help you in your bid for galactic domination we've put together some advice for all you would-be Hive Tyrants out there.

A TYRANID ARMY HAS SEVERAL MAJOR ADVANTAGES IN EPIC 40,000, AND YOU'LL HAVE TO MAKE THE MOST OF THEM IF ULTIMATE VICTORY IS TO BE YOURS...

1 First and foremost the Tyranids are fast, allowing you get to the enemy quickly. Their manoeuvrability is also aided by Mycetic swarms which can land anywhere on the table. Have a look at the Drop Pod rules on page 15 of the Epic Battles Book to see how Mycetic Spores work.

2 Tyranid armies can be very large. You get lots of Tyranids for your points so you can swamp the enemy with lots of monsters.

3 The Tyranids have some of the largest assault factors in the game. Creatures like Genestealers, Carnifexes and Hive Tyrants are exceptionally good in close assaults.

4 The Hive Mind is implacable. Casualties and enemy fire do not affect the Tyranids advance in the same way as other forces.



The basic Tyranid tactic is not subtle. Attack, attack, attack, don't hesitate just go, go, go. Pile towards the enemy and defy his guns to stop you. The longer you hesitate the more damage you will take. This plan is not for the faint-hearted, casualties are likely to be high, but when those Genestealers and Carnifexes do make it into close combat the enemy is all but doomed.

As well as examples of some tried and tested Tyranid tactics, we've also included some tips for the opposition! *Although prolonging your miserable lives for perhaps a few more minutes is all it will achieve ha, ha, haaaaaa.....*



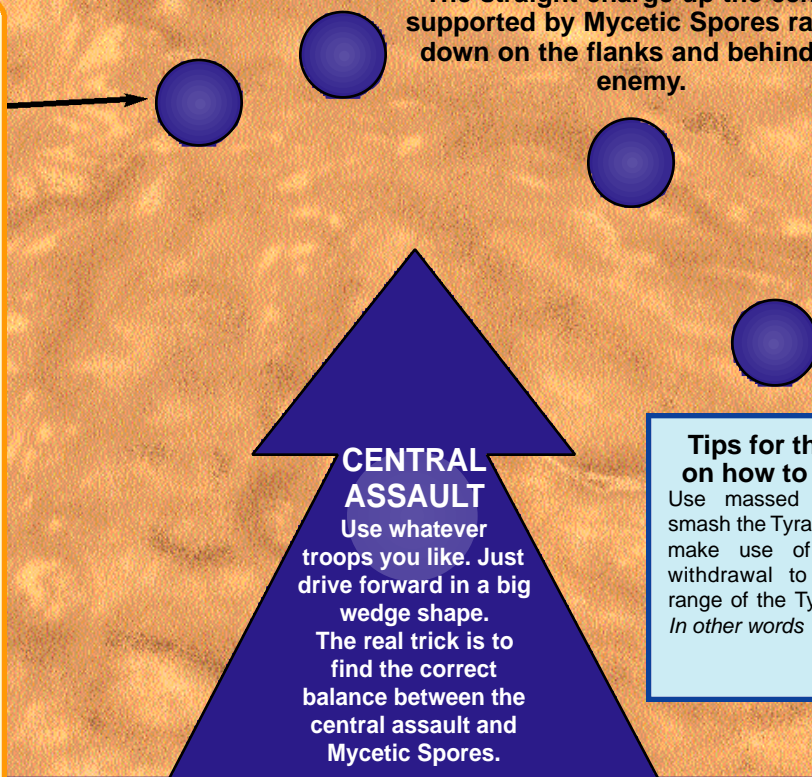
Mycetic Spores

Ahhh, that special Drop Pod rule. If you're thinking of collecting a Tyranid army, you're going to like it! Here's a summary of how it's done (see p. 15 of the Epic Battles Book for details). If you successfully make the dice roll to see if they can come on, deploy the Spores at the start of your movement phase. To determine where they land, make some card markers (about 1cm across). Next write one number or letter on each bit of card that corresponds to each unit. Place all the cards on a barrage template and hold it above the area you want to drop the Spores on. Now for the fun bit... Flip the template over quickly, see where the cards land and deploy from there.



ENEMY ANNIHILATION PLAN 1

The straight charge up the centre, supported by Mycetic Spores raining down on the flanks and behind the enemy.



CENTRAL ASSAULT
Use whatever troops you like. Just drive forward in a big wedge shape. The real trick is to find the correct balance between the central assault and Mycetic Spores.

Tips for the enemy on how to survive...

Use massed firepower to smash the Tyranid centre and make use of the tactical withdrawal to stay out of range of the Tyranid assault. In other words 'run away!'

Big, sharp, pointy bity things coming to eat your brains...

When faced with this kind of pincer assault, the best bet is to simply attack the centre!

**YOU'RE GONNA GET YOUR... PLAN 2**

The pincer attack with powerful assaults coming simultaneously on both flanks to envelop the enemy, whilst your centre rains bio-artillery fire on them.

BIO-ARTILLERY
(Heavy firepower such as Biovores, Exocrines, Dactylis etc)

FLANK ASSAULT
(Hormagaunts, Termagants, Genestealers, etc)

FLANK ASSAULT
(Hormagaunts, Termagants, Genestealers, etc)

Shamelessly confident Tyranid player wonders if you should really bother, but if you insist...

Use war engines to hold up the flank whilst your main force deals with the Mycetic Spores.



Mycetic Spores

**Yum yum, more armies to eat. Plan 3**

The flank attack, where you load one flank with an unstoppable mass of creatures and sweep around one of the enemy's flanks, whilst Mycetic Spores distract the enemy's fire.

FLANK ASSAULT
(Hormagaunts, Termagants, Genestealers, etc)

SWARMIN' & SPAWNIN'

Each of your Tyranid swarms can be chosen from the army list to perform a very specific battlefield role. To help you along the way I've chosen some example swarms and explained the thinking behind my choices.

1 - ASSAULT SWARM

My first choice of swarm is a general assault swarm. I want it to be fast moving and very hard hitting. This is the sort of swarm that will rip the heart out of the enemy army with close assaults. It needs to be large so that casualties won't affect its close combat potential too badly.

1

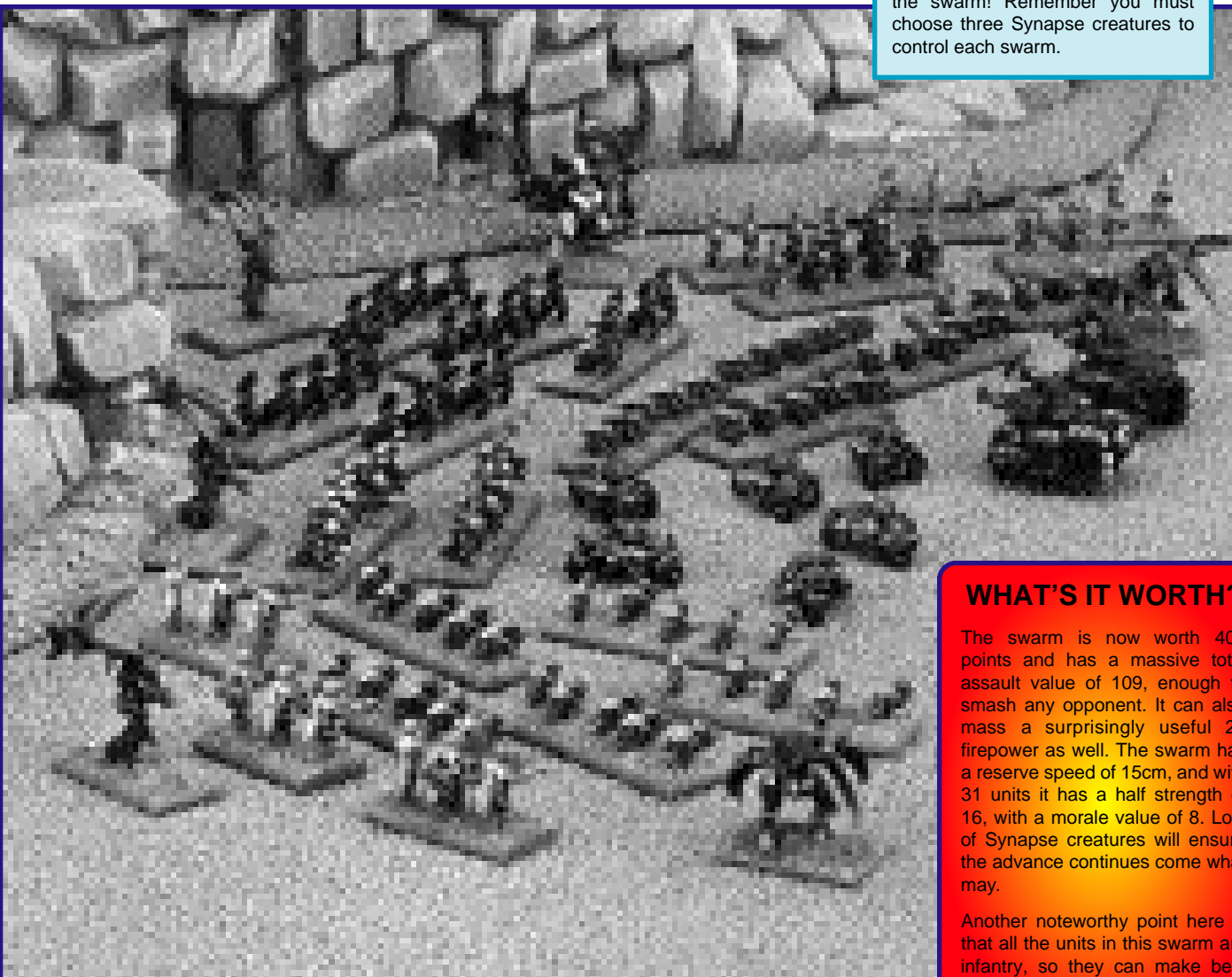


Hive Tyrant

A Hive Tyrant is all round mean. Armour 6, firepower 2, assault 6 and a pysker with a save! They are prone to be picked off by special weapon shots, especially anti-tank weapons. However, this is perhaps because they scare the enemy so much and attract a large amount of fire!

BE AFRAID, BE VERY AFRAID

Tyranids always pass Leadership tests and are never broken if they have any Synapse creatures left in the swarm! Remember you must choose three Synapse creatures to control each swarm.



WHAT'S IT WORTH?

The swarm is now worth 400 points and has a massive total assault value of 109, enough to smash any opponent. It can also mass a surprisingly useful 28 firepower as well. The swarm has a reserve speed of 15cm, and with 31 units it has a half strength of 16, with a morale value of 8. Lots of Synapse creatures will ensure the advance continues come what may.

Another noteworthy point here is that all the units in this swarm are infantry, so they can make best use of cover bonuses whilst they advance.

2

**3 Tyranid Warrior Units**

My next Synapse creature choice is 3 Tyranid Warrior units. Tyranid Warriors are vital to a swarm because as Synapse creatures their presence means the swarm doesn't have to take leadership tests, and they can keep on moving despite heavy enemy fire. Taking plenty of them should mean the swarm keeps fighting to the end.

3

**3 Tyranid Warrior Units**

I opt for more warriors as extra insurance against losing contact with the Hive Mind. Another Hive Tyrant is tempting, if only for the extra psyker to give me an extra advantage in close assaults, but I'm afraid it will be picked off too easily (wimp – Ed).

4

**5 Termagant Units**

Whilst not very powerful, Termagants are very cheapskate and will make a good screen for my swarm. Termagants absorb the first enemy fire, and any survivors can lend support in close combat or firefights.

5

**5 Termagant Units**

More screening troops. My thinking here is that the bigger the screen the longer it will take the enemy to kill them all and get to the better stuff behind. Ask any 40K Tyranid player how well this works against most enemies.

6

**5 Hormagaunt Units**

Like Termagants Hormagaunts are cheap, they are also *very* fast and mean in close combat. The Hormagaunts are also expendable, but should any survive to assault the enemy then their speed will allow them to attack units deep in the enemy lines, towards the rear of enemy detachments. This makes it hard for defeated enemy units to withdraw without ending up with 15cm of a Hormagaunt and being automatically destroyed.

10

**2 Carnifexes**

Carnifexes give my swarm a little more flexibility. As well as lending their rampaging might to the close combat they have firepower 2, so they will be useful should I want to soften up the enemy first by going onto overwatch for a turn. Surprise moves like this can throw your opponent's plans. Like Hive Tyrants, your Carnifexes are likely to be picked out by special weapons though, which is why I've taken 2 of them.

9

**3 Lictors**

Lictors are very useful to a swarm. Not only are they good assault troops, but their Infiltrate ability makes them perfect for revealing hidden Set-up markers before I commit my main strength to an attack. Their increased command radius also makes them good at picking off stray enemy units. Because they infiltrate they get an extra move in their first turn, so they can start threatening the enemy early. All round nasty.

8

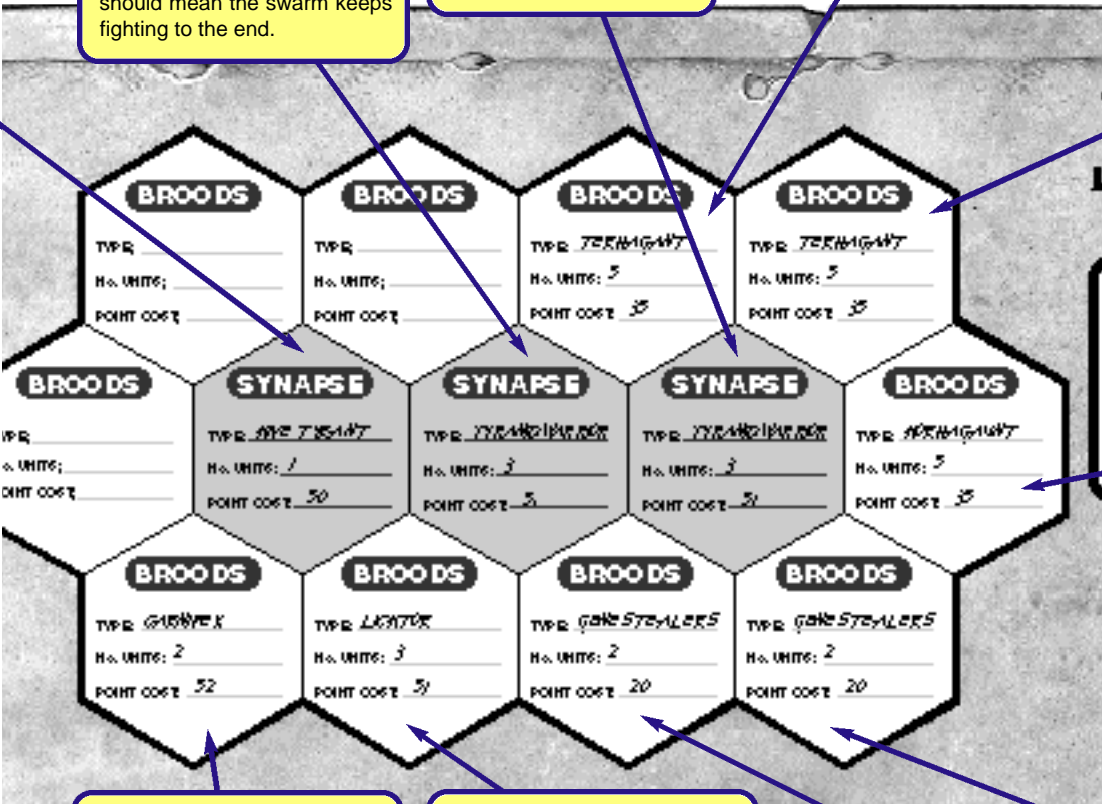
**2 Genestealer Units**

More Genestealers just in case some are killed during the advance. It's also worth saying that 10 points per unit is cheap. Excellent value madam!

7

**2 Genestealer Units**

Genestealers are the real strength of my swarm. Their assault value of 6 will mean I should massively beat the enemy's assault total, making winning the close combat a certainty.



1



2 Tyranid Warrior Units

I don't intend to get too close to the enemy with this swarm. Hopefully my Tyranid Warriors won't take much fire and their small numbers will keep the other creatures in touch with the Hive Mind (it's good to talk!). I really want the swarm on overwatch to maximize their firing potential, with Tyranid Warriors lurking near the back to protect the bio-artillery.

2 – BIO-ARTILLERY SWARM

Tyranids may be the most powerful close combat force in the galaxy but their attacks still need some long range support. The bio-artillery will place so many Blast markers that an enemy detachment will be unable to escape your main attack, dooming them to a messy end!

2



1 Tyranid Warrior Unit

The warriors will be useful in protecting the swarm from close assaults by fast-moving enemy, and to snipe at any enemy that come too close for comfort.

3



1 Tyranid Warrior Unit

Notice the almost minimum expenditure possible on Synapse creatures, so I can afford a few extra broods.

TYRANID DETACHMENT CARD

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TYPE		TYPE		TYPE		TYPE	
N.O. UNITS		N.O. UNITS		N.O. UNITS		N.O. UNITS	
POINT COST		POINT COST		POINT COST		POINT COST	

BROODS		SYNAPSE		SYNAPSE		SYNAPSE		BROODS	
TYPE		TYPE	TYRANID WARRIOR	TYPE	TYRANID WARRIOR	TYPE	TYRANID WARRIOR	TYPE	SYNAPSE
N.O. UNITS		N.O. UNITS	2	N.O. UNITS	1	N.O. UNITS	1	N.O. UNITS	2
POINT COST		POINT COST	20	POINT COST	5	POINT COST	20	POINT COST	40

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3 – MYCETIC SWARM

A personal favourite of mine. I think you have two options with your mycetic swarms. They can be either large assault units, which can be deployed close to the enemy and charge straight in. This is risky because you will have a lot of points in reserve, and a few bad dice rolls for reserves will leave you fighting against a stronger enemy. Or you can have small swarms, which can land in front of the enemy as a diversion from your main attack. This means the swarm is doomed to taking high casualties, but the more enemy fire they attract the better, it means your main attack is advancing unmolested. The second example is the one I've chosen to show in a little more detail.



1



Hive Tyrant

Big and scary, his presence will force the enemy to direct special weapons fire at the swarm.

2



2 Tyranid Warrior Units

Not too many Synapse creatures here. The Mycetic swarm shouldn't have that far to advance after landing and therefore won't take much incoming fire (so the theory goes).

3



1 Tyranid Warrior Unit

The minimum requirement, to save points for more fodder troops.

4



5 Termagants

The cannon fodder. Their main purpose is to die first and support any close assaults.



RESERVE SPEED	100
HAIF STRENGTH	100
NORALE VALUE	100
TOTAL POINT COST	100

8



2 Zoanthropes

Zoanthropes will give the swarm an advantage in close assaults for having more pyskers, and if they survive the enemy fire the swarm may still have enough hitting power to beat them. Zoanthropes are slow but this should not be too much of a problem because arriving in Mycetic Spores means they won't have far to go in order to reach the enemy.

7



2 Lictors

More nasty infiltrate moves to surround the enemy and get him really worried.

6



2 Lictors

The Lictors' extra infiltrate move makes them exceedingly useful when deployed from Mycetic Spores. They can threaten to surround the enemy forces straight away.

5



4 Hormagaunt Units

Fast and deadly, hopefully the enemy will be worried enough by the threat of the Hormagaunts to commit a lot of firepower to stopping them. All the better for my overall plan (imagine hands rubbing together with glee, slanty eyes, evil grin, that sort of thing).

FALLING DEATH

The swarm weighs in at only 194 points, which is cheap, but they still have a reasonable assault value, and deploying from Mycetic Spores means they can threaten the enemy in their first turn, especially with all those Lictors.

CONSUME ALL

I've covered Assault Spawn, Bio-Artillery and Mycetic Spores, but there is more to the Tyranid invasion than this. Here are some other suggestions for using the Tyranid army lists. Total galactic domination here we come...

BIO-TITANS

For me Bio-titans are best used as war engine killers. War engines can be very hard for the Tyranids to destroy because of their massive assault values and refusal to break. The best answer to them is to take your own Bio-titans equipped with ripper tentacles and razor claws, and scuttle towards the enemy war engine as fast as possible. Once in close combat the enemy war engine is in big trouble.

ARMoured ASSAULT SWARM

Assault spawn carrying lots of Hive Tyrants, Carnifexes, Genestealers and Tyranid Warriors storming into battle at very high speed (25cm a turn actually). This is a good way to include lots of Zoanthropes as well and because they are being transported their low speed will not slow down the entire swarm. The swarm could also include some Exocrines for anti-tank support, or Dactylis, but they will slow down the advance.

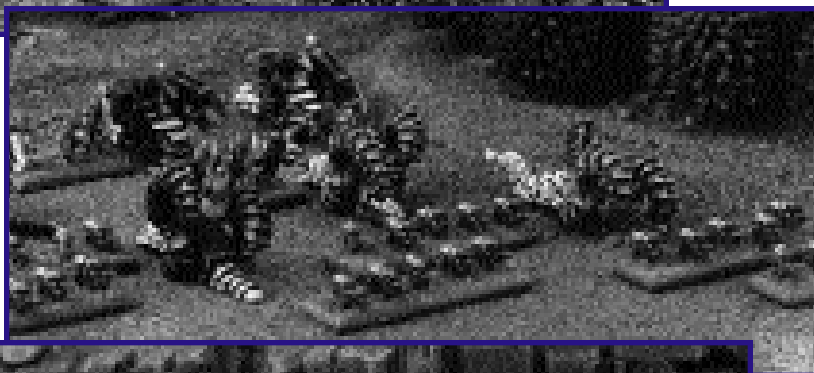
DOMINATRIX

Your army's supreme commander is the Dominatrix. The Dominatrix is one mean mother. It is a war engine which means it cannot be broken, can move, fire all its weapons and move again in the assault phase. You can only take one Dominatrix per 2,000 points in your army, but it does have an added advantage over other supreme commanders because it gives you a re-roll in close combats or fire fights even if it is only in support of the assault. Most supreme commanders have to actually be involved to give you the re-roll. It is a subtle difference but one which could be vital in a close fought assault. Your Dominatrix is best of supporting your assault swarms.



FLIGHT SWARMS

A good flight swarm might be 1 Harridan and 10 Gargoyles just to use as interceptors. Most flyers will drive off the Harridan and a few Gargoyles in a dogfight, leaving 6 or 7 Gargoyle units to attack back. This should be enough to blunt any enemy ground attack. If the enemy has no flyers then the Harridan is free to make its ground attacks, but otherwise just use them to cancel out your enemy's airpower, leaving your ground swarms free to get on with the real task of eating the enemy. Yum, yum.



WARWICK'S HIVE FLEET

When I started playtesting Epic 40,000 I elected to take on the task of galactic domination with the might of Hive Fleet Kraken. I already have a Tyranid army which I fight with in Warhammer 40,000 so it seemed natural to extend the army into Epic 40,000. Besides the only other option was the much despised Eldar, yuk!

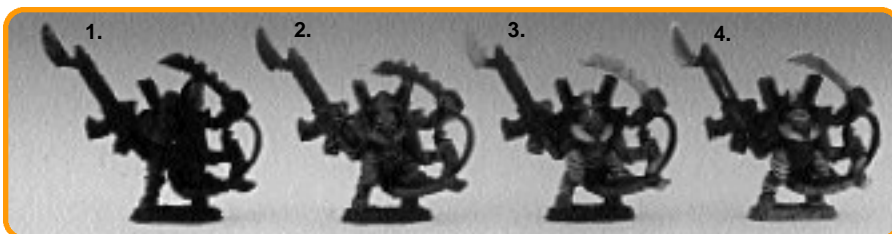
PAINTING MY 'NIDS

My first priority was to get a lot of Tyranids painted quickly. Individually each model did not have to be brilliantly painted, they just had to look good as part of a larger army. I could always go back and add some more details later.

I have a quick method for applying the first coat of paint to my models:

I started with the infantry. All my Tyranid Warriors, Termagants and Lictors were sprayed red. Then I gave them a quick dry brush with a red/ orange mix. Next I covered them in a thin black wash which I let dry before I picked out chitinous armour plates in bone and weapons in green. For the Genestealers and Hormagaunts I did exactly the same except I used blue instead of red spray.

For the larger models I developed a quick method for base coating and spent a little longer on the details.



1. I sprayed them black. Simple enough so far.

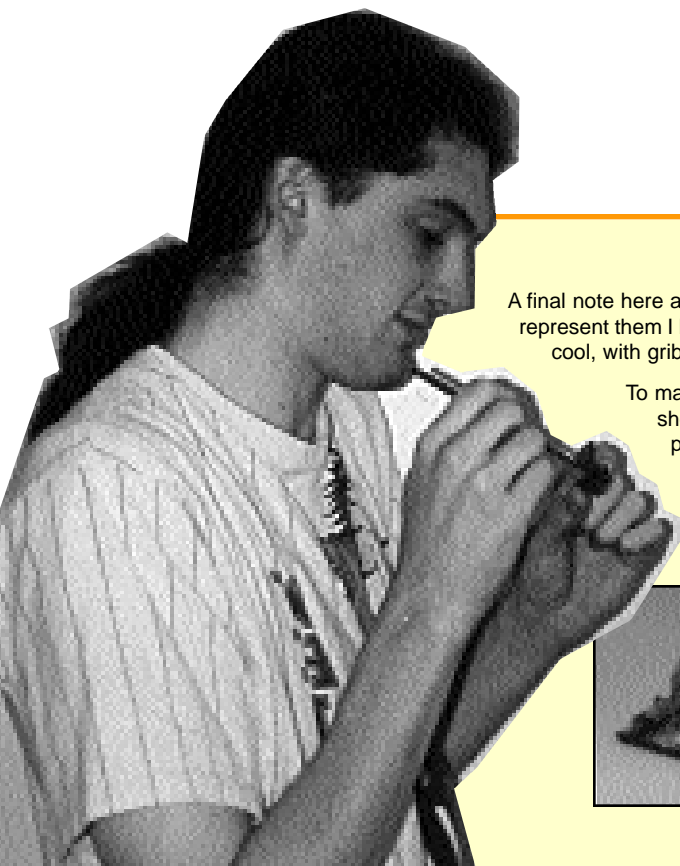
2. When they were dry I sprayed them with Blood Angels Red, making sure I kept the spray can a good distance away from the models so as to only lightly cover them. This leaves the black in the folds and detail of the models giving them instant shading. Another way of getting the same result would be to dry brush the model red, using a big brush for speed!

3. Next I drybrushed the entire miniature with a red/ orange mix, taking slightly more care this time to only highlight the raised areas of the model.

4. Now I had a red model with some shading, it was time for the details. I picked out flesh and muscles with purple or pink, and painted chitinous armour and claws with bone, then quickly highlighted each area. Over the top of all this I added a thin black wash into all the cracks and crevices.

5. Finally, all the units were given grey bases, because at the time we were using Robin's ash waste terrain a lot for play testing, and my own terrain is also ash wastes, so it made sense for them to be this colour. There is a stage-by-stage example of my Hive Tyrant above.

Et voila! By painting 5 or 6 models at a time and not being too precious about the details I had an entire Tyranid army in just 2 days!



MODELLING MYCETIC SPORES

A final note here about Mycetic Spores. I took to using lots of Mycetic swarms in battles. So to represent them I build some spore impacts, just to scatter around and make the battlefield look cool, with gribbly monsters emerging from all over the place.

To make them I used smashed up walnut shells, spare models off the Tyranid plastic sprue and lots of PVA glue oozed all over them for embryonic fluids. I let the gloopy mess dry then painted them to fit the rest of my army. Simple really!



CHOOSING MY SWARMS

I've already described the swarms I like to use in my army earlier in this article. There are, however, a number of notable exceptions.

My flight swarm consists of two Harridans and no Gargoyles, which I only use for ground attacks against enemy detachments. In the past my Harridans have been prone to being driven off by enemy interceptors, but now I can usually time my attacks well enough for this not to be a problem. Even if I have to wait a turn or two in order to launch a strike, the suspense can really distract my opponent.

In my army, one of the Mycetic Spore detachments is based on my own Warhammer 40,000 Tyranid army. One of the things I like about the game is that you can recreate your Warhammer 40,000 armies as detachments in Epic 40,000. They don't always work as well in an Epic 40,000 game but it just adds to the fun. I like to see my Warhammer 40,000 force battling away, and usually send them in to capture objectives or launch assaults. This is so I can play them out as Warhammer 40,000 games later. It's just a bit of fun really, but it does allow you to combine the two games. I've done the same with my Space Wolves army for my Epic Army of the Imperium.

As yet my Tyranid force doesn't include any Bio-titans although I'm in the

process of painting a Hierodule and a Hierophant. An army is never finished, it seems you always need something else!

WARWICK'S EPIC 40,000 ARMY



WARWICK'S WARHAMMER 40,000 TYRANID ARMY...



...AND THE SAME IN EPIC 40,000

