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Tyranid hive fleets 8th

One of the most tangled parts of the 8th edition army building with new books so far is given the specific cunning, traits and war features for each – What I found quite useful is to list them with each other and then look. Tyranids make this more complex with Genestealer cults and are in a rather unique position in their access to other armies through the keyword Tyranids for Genestealer cults, which then provide access to detachment of Astra Militarum. It's very important to consider if you're after a few Hive Fleet bonuses as you'll start chewing into your distributed passages (this complexity will also increase as Genestealer cults get their specific –rules, although it still smooths the awareness that they removed regimental doctrines for Blood Brothers). So as a foreword to Codex Review (eh, screw it, call it Part 1), let's dive into the Behemoth Adaption Hive Park: Rewinding failed charging rollers. Strategy: 1CH; For each unit model within 1 of an enemy model, rolling the D6, the 6 (2+ for monster), which unit suffers from a deadly wound. Bio-artifacts: Replace Monsting Coupons for +1S, -3AP, 3D and generate additional hit rolls on 6+. Warlord trait: Run rolls of 6+ in the wrestling phase increase their damage by 1. The Behemoth hive is all about fighting and rewinding the failure of accusations is great for an army that has many fighting opportunities. Trygons pop out of tunnels (along with Hormagaunts or Genestealers) besides cheap Carnifexes all love the extra reliability of getting longer charges and more normal charging lengths (i.e. 7). Stratification of the face of things seems quite solid for many of the small units, such as Hormagaunts, where you can get a lot of bites in the apple to fish for 6's and it copes well with the hive of adaptability in that unit to fight more often. That being said, you don't protect for/planning your army around. Blood caused by blood is similar, but also from a dying point of view, to which each of them has access to the hive. The +1S bio-artifact for monstrous scyths is a quietly solid option. S7's tyrant hive is much more important if you want it hunting vehicles or other monsters. This is your only option, although any other character model is either a special character or has massive coupons. If you are rolling a flyrant with some Behemoth is probably a strong choice here. Warlord traits are easily replaced by a toxin– – – although at 4 points, you can usually just buy this ability. Behemoth loves stormtroopers, especially those who like the charge / have charging benefits (Deathleaper, Carnifexes / Old One Eye, etc.). This is Histrat is fine and if you are looking for a combat flyrant, a bio-artifact is a must. The warlord trait is easy to ignore, though, so you really rely on this highly improved fight to get the most out of Behemoth. This may not be the best choice for an attack-based squad though ... Hive Adaptation Kraken Kraken: Throw three dice when unit forward and choose the highest. Units can be turned off and charged in the same turn. Strategy: 1CH; double the result of advance movement (i.e. 2(D6)+M). Bio Artifact: Subtract 1 of all to hit rolls for cannon weapons that target this model. Warlord Trait: During each wrestling phase, select a unit within 6 of the Warlord and this unit acts as if this turn is loaded (if the other player has units with this ability / units that charge, alternate units with a control player begins). Kraken's fast. While advancing limits on what devices can charge, your units will move quickly — whether clogging up traffic space, reaching targets, or protecting your more important units— anything in Kraken can move in a pinch. This doubles with a strategist to get a Advancing block twice - roll 5 or 6 (on 3D6 no less) and you have a unit moving M+10/12. That's a pretty large number of eldar. Oh, and let's throw in onslaught and / or the ability of Hive Commander of Swarmlord - this device now flies across the table and charges. This does not even take into account the ability to charge and effectively resist the following rotation after falling backwards. You can't tie Kraken. Kraken's bio artifact may be one of the best for the monsters of tyrants – unfortunately Swarmlord can't take it, but Hive Tyrants will be happy to be much more durable. Tervigons are probably still best to stay on the shelf, but again, nice endurance uptick. Even Malanthor/Neurothrope as backline heroes will enjoy -1 to hit (extra in Malenforp's case) when they become exposed. Oh, hey, trigon prime are heroes too... Solid all round Bio-Artifacts, most obviously the characters that can already be directed. The warlord is also a sweaty good - follow a large department of Hormagaunts back who have advanced crazy fast and suddenly a usually easy battle now has 30 Hormagaunts (minus what died from the first squad that attacked) piling up in their face and playing Edward Scissorhands. If the armies fight each other in battle already and your Warlord is closer to fresh, a more deadly Monster or Genestealer unit suddenly throws out additional attacks. is limited and there is very little But it should be a unit closer to the other units (so Flyrants may not be a good choice here). In general, Kraken can be alarmingly fast for a combat army. Behemoth has the raw pre-blitz, but Kraken makes you turn mainly to 1; you just have to survive a counterattack. Unlike Behemoth, Kraken also controls their increased movement – you choose when to progress, rather than having to be at least within 12 to restore your charging. While 12 is quite easy to enter the 8th edition, but fail to leave all this space between you empty; Kraken fills it up and combines well with some other Tyranids abilities. Leviathan Adaption Hive Park: Rotate the D6 each time block within 6 of the friendly model Synapse loses wound, on 6 that the damage is ignored. This does not stack up with Catalyst. Strategy: 1CH; during the battle phase, select an enemy unit that is within 1 of at least one Leviathan unit that can fly and one that cannot; You can roll the strokes and roll 1 in this phase for attacks from levitan models that target this unit. Bio-artifact: Replaces monstrous bones for SUser; -2AP, 3D and +1 attack. Scroll the D3 at the end of the wrestling phase for any infantry model or biker who has not been killed but suffered a wound from that weapon; if the result is greater than the remaining number of wounds, this pattern is killed. Warlord Trait: Once for each battle, you can roll one punch/early/damage/Advance/Charge/Save roll for your Warlord. Another option 6+++ but this is the key to having a Synapse model around. Fortunately, this is a unit and not a model based (so your large squads won't have to stack around the Synapse model), but one of the best things the new Tyranid code has reduced the need for Synapse models, such as instinctive behavior less punishable and increasing the Synapse range. It can be seen as better than Jormungand +1 save through the cover as it can not be ignored or drilled through AP, but is not as good as the flat 6+++ other armies have access. It's great that your older creatures last a little longer or have more wounds. The bio-artifact is mn; it's great for finishing characters, but you don't get much above and beyond the normal BonesWords and -3AP of monstrous Scything Talons along with rewinding 1 can often be better against most goals than what BonesWords (waiting so you can eat my words!). Similarly, cunning requires a few hoops to jump through (well a few is an exaggeration...) and while the benefits are fantastic for units with lots of attacks, it can be a pain to make happen. The number of fly units that Tyranids have access to, especially cheap access, is limited. Sashley through the index, Boils of Svavi, Gargoyles, Flyrants and Harpy/Crone. Many of them are not strong in List. [Edit: Realised controversial mines also have a flight so easy than initially thought.] [Edit 2: Whoop! The controversial mines would have exploded as the charge phase was over, although in theory your opponent may have moved within 10 of them in their phases, but not reliable, to return to the original list!] The warlord is standard allowing multiple pre-rolls for a hero that can be saved on valuable command points but do not allow re-turn on the psychic test *sad face *. Free re-rolls are great, so there's nothing wrong with saying about this trait and it's more about what options you're losing. In general, the Leviathan adds some strength (6+ in small units is so frustrating and can also prolong the life of Monsters), but requires short contact with Synapse creatures - the opponent takes them down and you have no advantages from adaption, along with the need for more Synapse than other Hive Fleets. Warlord trait is a great option that will always be used by but Cunning and Bio-Artifact are a missing lustra. This combination makes Leviathan seem one of the weakest options, taking into account all the bonuses, but have Adapting and Warlord read can still be very strong all by itself. Hive Gorgon Adaption: You can roll the wound rolls on 1 in the wrestling phase. Strategy: 1CH; Use during the wrestling phase, gorgon unit with the toxin biomorph Sacs does the additional damage to 5+ instead of 6+. Bio-artifact: At the end of the first phase this model loses wound, add 1 to its durability for the rest of the game. Warlord Trait: At the end of the wrestling phase, rotate D6 for each unit with 1 of warlord, on 4+ that the department suffers from a lethal wound. Gorgon is about fighting its adaptation of hive fleet, but we have already seen two really strong fleets in Vihemot and Kraken (and we have already given Kraken know). Gorgon struggled with one hit to increase the damage in his adaptation. Stratification also takes care to increase damage through actual damage; However, stratification requires a toxin bag, not always best to take, depending on the units. The toxin bag works best with units that have many attacks (i.e. Hormagaunts), but these units are not always the most effective targets against very wounded models. However, the Trigons or Carnifexes would love to start ticking their damage over four in half of their wounds (more often than usual). I personally like geneticaries with a toxin bag in theory, but I still haven't figured you out. Genestealers are almost the most effective units against almost any target for Tyranids, so a toxin bag making their blinds -4AP 2D is great; that of the 5 is even better. Unfortunately, Tyranids do not have access to + ability of the wound, otherwise this can become stupid. Adaption prelores also help to trigger these toxins more frequently. What appears to be Bio-Artifact to make its warlord more durable - Flyrant at T8 is Flyrant at T8, but if they can shave a significant part of their wounds that the first phase takes damage, less cool. Similarly, the warlord trait requires you to be in close proximity to many units and then there is only one mortal wound. Much better opportunities here. Adaptation and stratification for Gorgon are both solid options - many of the Tyranids can now flip the 1s into battle, so adding some roll 1 is convenient to have, Kraken/Behemoth are better wrestling opportunities and Stratagem requires a toxic jacket to jump through. Gorgon may be a semi-decent option for some Geneticists who walk around in toxic slings popping out of trygon tunnels, but I lean toward them, moving from 3D6 and attacking or overturning my assault as I jump out of tunnels. Gorgon's bio artifact looks good on paper, and it would be fantastic if it was straight +1T. Instead, it only gave your opponent a round of your warlord. Hive Fleet Jormungandr Adaption: Units (other than those with Fly) benefit from coverage for shooting attacks. If the appliance is moving or charging, it loses the benefit of this Adaption until the beginning of your next phase of motion. Strategy: 1CH; when setting up an infantry module can be set up in tunnels. When digging units (Ravengers, Trygons, or Mawlocs) appear, you can set up any number of units, entirely within 3 of that unit and more than 9 from the enemy. Models that cannot be installed have been destroyed. Bio-Artifact: Only monster - enemy units within 6 have -1 for their leadership. Warlord trait: Enemy units never win the bonus of coverage saved against attacks made by jormungandr's warlords or units within 3 of the Warlord. Hormungand gets a reserve for a CP hit, but with a catch. Unlike leviathan's adaptation, this ruse is easy to work with and super worth it. Ravensers are cheap (a team of three is 69 points and can stretch for a lot of space) and triangles are scary when they battle (by the way, Maluloci can be penalty cheap at 104 points, but not a good choice for the Enemy below, they take into account 90 000). Importantly, you do not need to dig to be Jormungandr so please take the Jeeemo from the tunnelers to roll over on your charges. Be prepared to be away from frequently asked questions. While trygon tunnels are still something, it allows you to put an infantry department (so, hive, Pyrovos, Ventropopes, Zoantrop and Tyranns Garde can be used and are viable options - Biovoles we can keep on the back, yes?) along with troop options in the normal T chase tunnels. Great to minimize damage to the first turn, especially if you buy cheap controversial to make sure you have deployed half your army. But be careful with your presence on the board... Well. Sufficient for their Jormungandr's adaptation is decent – less useful than the Leviathan 6+ and can be filmed by cover, ignoring weapons or AP, but also does not require proximity to Synapse models. However, as all the main weapons give a little gribbles 5+ save (or Genestealers 4+ or 3+ with Extended Carapace! ha who does it? Also, doubling -1AP weapons basically back to zero AP is great - Autocannons, Heavy Bolters, Rocket Floor Pads, etc. may not be as amazing as they once were (good for Autocannons/rocket floors), they're still common. Fly keyword units do not get this so best to deviate from them in this detachment. The bio-artifact is not of utmost importance; -1 Leadership is great, especially for an aggressive monster like Trygon Prime, but perhaps the best option here, Flyrant, doesn't get a bonus adaption. Warlord traits are also not as important as it may have been in previous editions - there are units where it will be really important against (like Rangers), but there are better generic options. In general, Jormungandr is a strong choice, only on the basis of its strategy and the important thing is that it can be used in conjunction with tunnel units that are not from Jormungandr. This allows you to protect the units from the first turn, get units really close and with their Adaption, have a little better endurance. Their cunning is what puts them ahead of Leviathan, although Leviathan is more resilient when the bonus is available. I think Hormungand will be a great addition to another read. They help an army of veemos by enabling them to take a place (but there are nine more no-man's land that Kraken can fill). Kraken can also act as a first wave with cheap working Hormagaunts, which can subsequently tie units / be a pest with stronger units landing behind them for one or two punch. There are better war features/bio-artifacts though, so look elsewhere. Hive Fleet Hydra hydrate adaptor: You can roll hit rolls into the wrestling phase for units that target units containing fewer models than their own. Strategy: 2CH; At the end of your movement phase, choose the Hydra infantry unit from your army, which is completely destroyed. Add an identical unit to your army and set it up as reinforcements entirely within 6 on each board and more than 9 enemy units. Bio-artifact: replace two deathspitters with thin worms; Attack 6, 24, S7, AP-1, D1 and can overturn unsuccessful wounds with this weapon. Warlord trait: At the beginning of each of your turns, throw the D6 for each lost wound. On the 6th roll, your warlord regains the lost wound. Heil Hydra. Hydra's Adaption is all about large units of small gribbles - Monsters never get bonuses here unfortunately. Roll over hits for small which are usually To lower yourself in – Hormagaunts, Gargoyles and Genestealers will all love this and with the new Chart To Hack, the more dice you can get to pick up some 6s you can drag down even the most durable of models. Once these units start to shrink, however, they lose their pre-rolls and larger units see the playing time in the 8th, as opposed to the 5th edition. The strategy is useless in the way these types are formulated / FAQ; you need to set aside points to bring the device back - just buy a second appliance. Hydra does it better, as it can be any infantry unit, but still. Buy two. The bio-artifact is great; Yes, to give it to Flyrant or Dhakaphex, and half their powers to go through wounds, one of the biggest problems for the repayment power of tyrants. He can even drive a flarant with just that and a melee weapon, I guess... Either way, one of the best bio-artifacts for the Tyranides. Warlord traits are also nothing to collapse - I've had games in edition 5, where 6W models doubled their wounds during the tournament. With the increased number of wounds, this has much more ability to trigger and make an impact on a warlord. Hydra has a useless hit, licking small units when they outnumber the opponent, fantastic shooting Bio-Artifact and so Warlord Trait. That's enough, which unfortunately goes in the wrong direction and puts Hydra alongside Leviathan/Gorgon – useful possibilities, especially that Bio-Artifact, but Kraken/Behemoth's ability to get into battle and the usefulness of saying Horgangandry or Kronos (see below) outweighed this awesome weapon. Hive Cross Adaptation: You can roll hit rolls of 1 for units with this adaptation in your shooting phase if the device has not moved to the slot phase of motion. Strategy: 1CH; When enemy Pisker tries to show mental strength within 24 of the kronos unit, your opponent can only roll 1D6 for a mental test. Bio-artifact: Replace the long guns; Assault D6, 36, S7, AP-1, D2, added 1 to hit rolls for this weapon when attacking a unit with 10+ models in it and you can not take invulnerable savings against this weapon. Warlord trait: When enemy Psyker fails a mental test within 18 of your warlord, they suffer D3 mortal wounds. Well. Let's skip Adaption and see what makes Kronos such a good secondary hive to take - the combination of Hitagem and Warlord Let's cast the shadow in the light. If the opponent is within 18 of the Warlord, at the cost of CP, one of their mental forces will be on D6-1 instead of 2D6, and the rest of their powers will be at 2D6-1. Every time they fail, they suffer mortal D3 wounds. It's crazy huge as you can unlock really important mental strength (nothing with WC6+ can be thrown with the combination of The Deepest Shadow and Shadow in Warp) and can put Plink damage / kill Psykers. Psykers. not every army has Psykers. Smit spam is still something and many armies have some mental strength. You don't even need a Warlord to reduce the pressure on enemy psykers. Adaption is great for certain units - Hive Guard, Biovores, Exorcines and Tyrannofexes, which are all units that want to stay still or hide from LoS and thus do not mind if they do not move, everyone will benefit from overturning 1. This reinforces with the above, Kronos is not your primary hive park, but a large secondary (or tertiary) option, since not every element needs or even cares for this Adaption. Bio-artifact is easily the weakest link of Kronos' Arsenal – The Cannons strander is not bad, but the only benefit here is to ignore invulnerable savings, since it is not exactly a weapon that kills character, regardless. Great at pushing out demons, though... We've really already done our Kronos r sum , but they're a big little read link to provide improved mental protection and improved shooting for seated stationary units. Even if it's just neurothrope and three Bios (178 points), as he remembers, Spore mines are kronos units, it's great to have. It makes you not a cult of blood brothers. It's the only way to convince me why you don't have Kronos in your Tyranidi army. Remember that you can mix Hive Fleets and lose Adaptions, but still access tricks. Walk on text (with a few photos), mostly, over. There are no obvious bad options and no WTF have thought options here. Kraken is probably the one who takes the cake for me – they are fast and work well with so many of Tyranid's other options (Genestealers, Hive Commander, Onslaught, etc.) and we all know movement is the most important phase of the game. Kraken maximize what Tyranids offer there. Kronos and Hormungand are great for secondary squads, but they're probably not the best for the primary, unless you look at the addition of Cults and Blood Brothers as the other two I read. Behemoth is also a strong option – reloading all the strong combat options for Tyranids is not a bad thing and pairs very well with Jormungand tunnel fun. While I said above, there are no obvious, obvious bad options, the other fleets (Leviathan, Gorgon and Hydra) just don't do it for me. They are not terrible choices – Leviathan, when the scope of synapse is annoying, but they have little other way to offer; Gorgon improves its combat defenses, but does not help Tyranids get into battle, has a bad warlord trait and a bio-artifact that can be around/minimized; and Hydra requires units larger than the opponent, useless cunning, the best weapon you could want Bio-Artifact and Warlord Traits that while nice, it is not worth sacrificing other Hive Fleets for. Again, they all their armies that can work, especially in combination with other hive fleets, ingenious cults and Blood Brothers. Well, this is the first step - we will consider the mental forces, special rules, cunning and war traits in the following articles. Articles.