

CZ0494: "TYRANID SWARM" BUDGET PRECON UPGRADE GUIDE

- 1) UPKEEP STEP
 - 2) MAIN TOPIC
 - 3) TO THE LISTENERS
 - 4) THE END STEP
 - 5) CLEAN-UP PHASE
-

- 1) INTRO JLK and Jamie

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It's "Tyrannid Swarm," the Warhammer 40K Temur Tyrannid Commander precon deck. We're gonna go over the STATS and suggest 10 cards to add and 10 to take out for under \$30!

BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: RICARDO PILA****

- 2) MAIN TOPIC: - **"TYRANID SWARM" PRECON BUDGET UPGRADE GUIDE**

The rules: 10 cards in, 10 cards out. Total budget of around \$30. We'll leave the mana base as-is.

NEW COMMANDERS:

The Swarmlord (main commander)

- *This is pretty simple: Put counters on stuff, go big, be reckless. The deck isn't built to sacrifice things, so you're just looking to go all-out aggro with countered-up creatures and make your opponents' blocks bad. It's a pretty simple effect, but it seems strong.*

Magus Lucea Kane (secondary commander)

- *A four-mana 1/1 is tough but wow is she packing some powerful abilities. Just an absolutely incredible option to have in the command zone for an X-spells deck, or even an X-abilities deck. Copying things is an incredibly strong ability.*

a“LEGENDS’ LEGACY” DECK STATS

- Ramp - 17
- Card Draw - 7* (+11 Ravenous Cards)
- Single Target Removal - 5
- Wipes - 3

- +1/+1 Counters - 19
- X Spells - 14 (*Including 11 Ravenous)
- Token-Making 8

WHO SHOULD YOU RUN AS THE COMMANDER?

The Swarmlord

- *This deck has only 14 X-spells in it out of the box but a ton of counter synergies. If you’re building one of these two commanders from scratch, Lucea Kane will let you build something more unique probably more powerful. But for our purposes, The Swarmlord is certainly strong on its own and is the ideal choice when doing a 10-card swap.*

REPRINT VALUE:

*PRICES TAKEN PRIOR TO DECK REVEAL

This only takes into account the value of the reprints (36) NOT the new cards.

Total Reprint Value is \$35.50

*This is the lowest number we’ve ever seen by A LOT

Necron Dynasties = \$67

Ruinous Powers = \$42

Imperium = \$53

There are so many new cards included in the precon that it’s very difficult to compare this to decks of the past. To help with this comparison, Truc did some math:

Interpolated Deck Price: \$78.47

Commander 2019 - Average Reprint Value \$80 (Adjusted \$94)

Commander 2021 Forgotten Realms - Average Reprint Value \$115 (Adjusted \$130)

Crimson Vow Precons - Average Reprint Value \$76 (Adjusted \$90)

New Capenna Precons - Average Reprint Value \$94 (Adjusted \$111)

Baldur’s Gate Precons - Average Reprint Value \$104 (Adjusted \$114)

Imperium Deck Interpolated Price: \$96.63

Necron Deck Interpolated Price: \$110.15

NOTABLE REPRINTS (all cards worth MORE than \$2)

2 cards that are \$5 or more, and 1 card \$2 or more

Reprints \$5 and Above:

- Hardened Scales \$9.60
- Herald's Horn \$8.50

Reprints Between \$2 and \$5

- Icon of Ancestry \$4.75

YES. That is it. It's hard to spin this as anything besides really disappointing.

DECK VALUE CONTEXT

Looking at presale prices, it's not promising. The cleanest comparison is to the other 40K decks, where the deck's total presale price (looking at singles) is the lowest among the four.

And when looking at the top 10 most expensive new 40K cards as of today, this deck makes appearances in the #5 and #10 slots (w/Shadow in the Warp and Toxicrene). Overall, this deck isn't THAT far behind the Ruinous Powers deck by any metric, but it's still definitely in last place.

Basically, the reprint value is so low that most of the value here is speculative, and who knows where prices on any of these cards are going to land.

BEST CARDS IN THE DECK (* denotes a reprint)

- Winged Hive Tyrant
- Exocrine
- Inspiring Call***

*****MIDROLL BREAK*****

Quick discussion about our evaluation of the deck right out-of-the-box and what the goal of the adds/subtractions were going into the "cards to add" section:

CARDS TO ADD

(remember: our total budget is around \$30~ for this exercise)

- **Master Biomancer \$0.50**
This feels like a genestealer. And obviously in this deck you want counters on everything, so why not get at least two on everything?
- **Fangren Firstborn \$2.00**

This feels like a Tyranid. You can swing out and get the counters and if you have your commander out, even if you lose a creature or two in combat, they're replaced.

- **Greater Good \$4.00**

The Tyranids are a hive mind so this feels like a flavor win. And then it's just great to play some giant Ravenous tyranid then, when needed, sac it to draw a ton of cards.

- **Forgotten Ancient \$0.75**

Just another very good way to spread counters throughout the team.

- **Klauth's Will \$1.00**

Plays well with the X-spell enablers in the deck and, if you've got the biggest board stats-wise, can be an overwhelming swing in your favor, and/or pick off a lot of artifacts/enchantments.

- **Rishkar's Expertise \$2.00**

Commander is a 7/7 after one cast. Deck is full of giants. This can be huge.

- **Shaman of the Great Hunt \$0.75**

Plays well with both themes: get counters and draw cards. The draw ability is a great mana sink since this deck ramps so much, if you run out of other things to use it on.

- **Garruk's Uprising \$2.00**

Big creatures want trample, and you want cards.

- **Animar, Soul of Elements \$5.00**

If you curve well, this can be the best kind of ramp with Ravenous, since cost reduction and X spells play super well together.

- **Kodama of the West Tree \$9.00**

Again, big creatures want trample, and you ALSO want to ramp. Getting your creatures modified in this deck should be a non-issue.

Total = \$27.00

HONORABLE MENTION

- **Selvala, Heart of the Wilds \$15.00**

This scales so well with a lot of X-cost creatures. Each one can be pretty much twice as big as the last one, and you'll draw every time.

CARDS TO TAKE OUT

- **Ghyrson Starn, Kelermorph**

This is a cool pinger-tribal commander, but this is not a pinger-tribal deck.

- **Deathleaper, Terror Weapon**

There just aren't enough hasty creatures. This is cool on its own with flash, but holding up 4 in an X-spell heavy deck is a big ask.

- **Genestealer Locus**

Just feels too low-impact, even if it's good against swarms of 1/1s.

- **Goliath Truck**

Too slow/too much investment required.

- **Tyranid Invasion**

Not a big enough effect for commander.

- **Lictor**
Very similar to the previous, it's an okay flicker target but this deck doesn't even have that.
- **Haruspex**
Seems great in sacrifice-themed decks, but runs the risk here of being way too slow
- **Bone Sabres**
Four counters is a lot, but so is six mana.
- **New Horizons**
3-mana ramp that only nets you one mana isn't great, and there's better ways to get counters.
- **Hierophant Bio-Titan**
This is a strong creature, but I think it might just not quite be impactful enough. Ward and minor evasion is good here, but it might just not do enough.

HOW THE DECK PLAYS

Ramp quickly, then have all your early permanents either give counters or get counters so that by the time you have the swarmlord, you can draw cards through reckless aggression. Keep the ramp and card draw going until you're attacking with a bunch of Ravenous trampling giant Tyranids.

3) **TO THE LISTENERS**

What do you think of the "Tyrantid Swarm" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

****CARD KINGDOM OUT** **ULTRA PRO #2****

4) **THE END STEP**

Something cool outside the world of Magic.

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Ashlen Rose, Arthur Meadowcroft, Craig Blanchette, Ladee Danger, Manson Leung, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Evan Limberger and Mitch Trafford**

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