

Ghazgkhull Thraka's War Horde(NetEA Tournament Pack 2013)

vs

Ulthwé Craftworld (NetEA 4.2.1 under development)

Ork Forces (Saukopfblande former Beelzemetz), 3000 POINTS

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WARBAND [200]

2 Nobz, 6 Boyz, 2 Grotz, Warlord

WARBAND (BIG) [500] **BTS**

4 Nobz, 12 Boyz, 4 Grotz, 2 Big Gun, 2 Oddboy

KULT OF SPEED [250]

10 Skorcha

KULT OF SPEED (BIG) [350]

4 Warbuggy, 12 Skorcha

BLITZ BRIGADE [200]

3 Flakwagon, Gunwagon, Oddboy

BLITZ BRIGADE [200]

3 Flakwagon, Gunwagon, Oddboy

STORMBOYZ WARHORDE [150]

6 Stormboyz

STORMBOYZ WARHORDE [150]

6 Stormboyz

FIGHTA SKWADRON [300]

6 Fighta Bomba

FIGHTA SKWADRON [300]

6 Fighta Bomba

LANDA [200]

LANDA [200]

12 activations

Eldar Forces (Graf_Spee), 2950 POINTS

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WRAITHGATE [50]

AVATAR [0]

BLACK GUARDIAN WARHOST [300]

3 Guardians, Farseer, Seer Council, 3 Heavy Weapon Platform

BLACK GUARDIAN WARHOST [300]

6 Guardians, 2 Farseer, 2 Wraithguards

BLACK GUARDIAN WARHOST [300]

6 Guardians, 2 Farseer, 2 Wraithguards

ASPECT WARRIOR TROUPE [350]

3 Dark Reaper, Fire Dragon, Exarch, Wave Serpent, 2 Falcon

ASPECT WARRIOR TROUPE [175]

4 Swooping Hawk

RANGER TROUPE [150]

6 Ranger

SWORDS OF VAUL TROUPE [250]

2 Fire Storm, 3 Falcons

NIGHT SPINNER TROUPE [175]

3 Night Spinners

ENGINE OF VAUL TROUPE [250]

Storm Serpent

REVENANT TITANS [650] **BTS**

2 Revenant Titans

10 activations + Avatar

I made a mistake in the build and calculated with the cost of Fire Prisms but actually used only Falcons. So I was 50pts under par and could have taken another Falcon.



Eldar: 2x BGWH and SH start OFF-table



Orks: WB starts OFF-table in Landa

View of the table



Eldar choose corner deployment

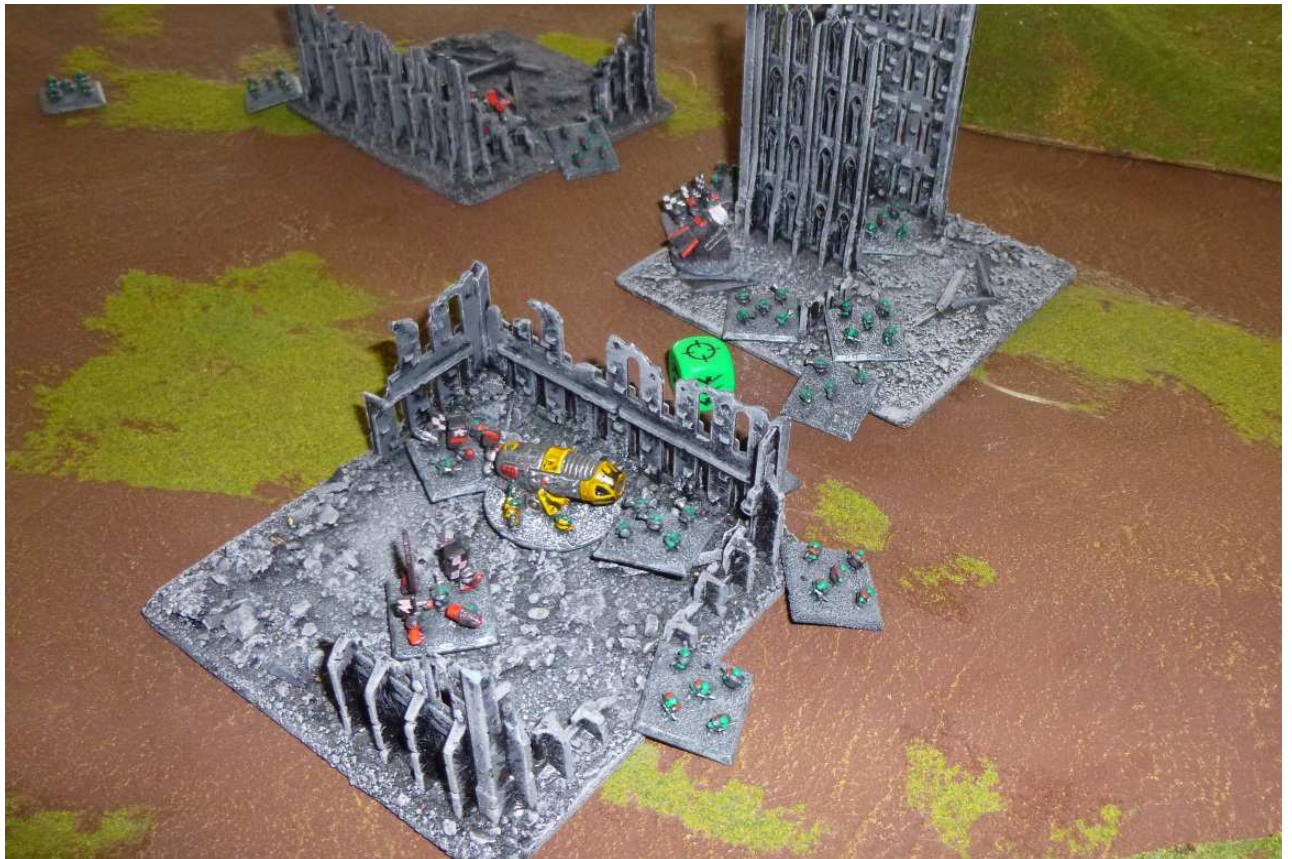




Eldar garrison Ranger on OW



Orks garrison WB (big) and SB on OW



Round 1

Eldar win strategy

1E: Revenants double up in ruins to provide air cover

2E: DR Aspects follow up titans into AA screen



3E: BGWH (SC) goes on overwatch on Blitz

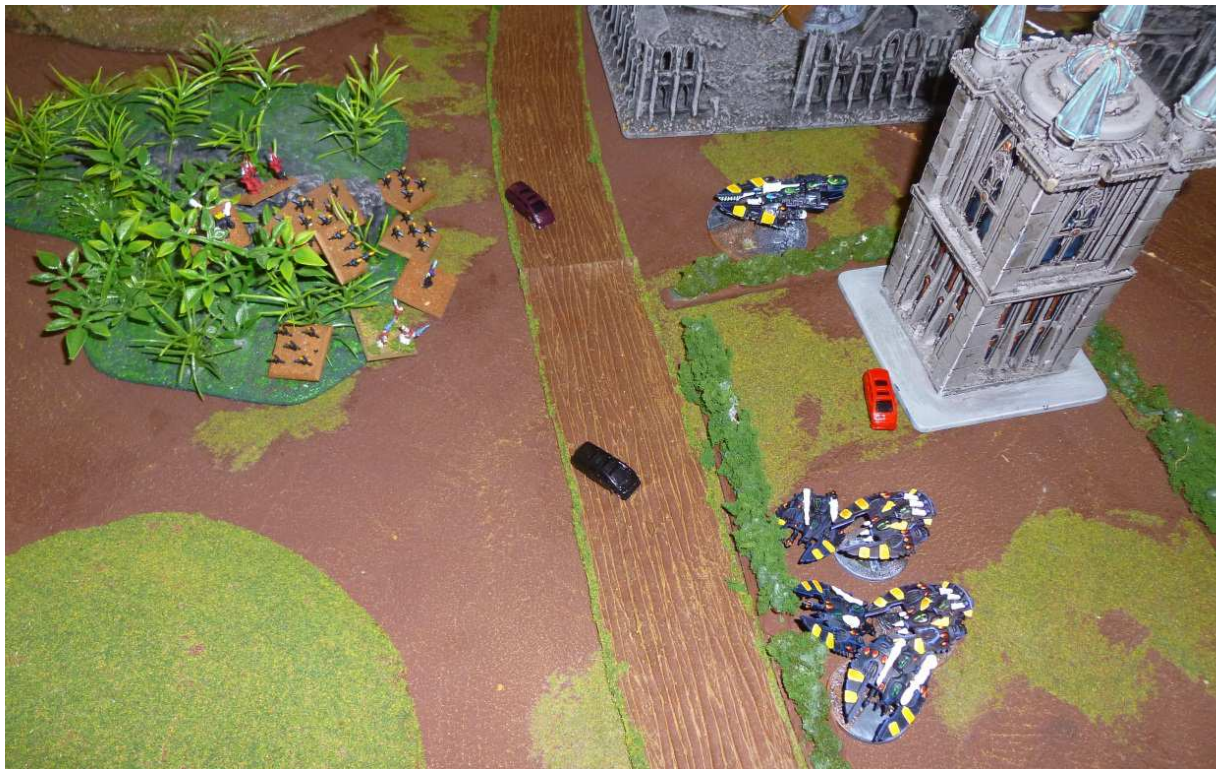
4O: FB ground attack on NS artillery; kill all 3 (lose 1 FB to AA) (damn. Artillery gone)



5E: advance SS

6E: BGWH (portal) assault SB; kill all no losses; consolidate into woods on objective

7E: advance SOV to center AA screen



80: double BB shoot SOV; kill 1

9E: double Ranger ; 1BM on WB(big) to prep for webway assault and to provoke OW-fire (no success though)

100: double SB into position for turn 2

110: double KOS (big), shoot ranger; kill 1



120: double up KOS along street

130: double BB; shoot SOV, 1BM

140: FB ground attack on SOV; all AA suppressed; 1BM; SOV break → flee back

150: Landa ground attack BGWH; 8 attacks; kill 3; 1BM titan AA

160: Landa ground assault BGWH; 1BM titan AA; kill all BGWH at 4 losses

End of round 1

no aircraft are shot down but FBs and Landas take BM

Eldar do not rally SOV and do not remove BM from other formations

Orks remove all BM

Total 12 AA shots fired, 1 downed FB

Round 2

Eldar bring SH aspects teleport (1BM)

Eldar win strategy

1E: Ranger sustain on BWB; kill 1 boy; 2BM

2E: SH clip assault BWB; trigger OW-fire; 3 dice at 6+; 2 hit; 2 kill; SH break → flee → assault stalls



3E: Revenants advance shoot BB; kill all



4O: BB doubles shoots EO; cause 1 DC and 2 BM

5O: FB fail to activate; reroll fails again; stand down

6E: EO advance shoot WB (SC) for 1BM

7E: BGWH assaults WB (SC) kills all at no losses; consolidate full move

8E: DR aspects double up on hill shoot KOS (hope to break); 10dice; 3 hit; 3 save (damn!!!)



9O: SB assault ranger; kill all at no losses

10O: Landa ground attack on DR aspects; 8 shots AP; kills 3 in hard cover and WS (crazy); breaks → flees back

11O: FB stand down

12O: Landa ground attack on broken SOV; kill 3

O13: KOS doubles shoots BGWH; kills 2



O14: KOS (big) doubles shoot BGWH; kills 3; BGWH breaks and flees out of auto kill range

End of round 2

no aircraft are shot down but Landa takes BM

Eldar do rally SOV but do not rally BGWH and Aspects, does not remove BM from other formations

Orks do not remove BM from KOS

Total 6 AA shots fired; no damage

Round 3

Eldar bring Avatar

Orks win strategy

1O: FB ground attack on Revenants; 1 DC damage; no AA loss

2O: KOS (big) assault Revenats; cause 2 DC kill → 1 Revenant; Revenants broken → flee on Ork Blitz into cover



3E: Avatar assaults COV; kills 5 at no loss; COV breaks and flee back; Avatar consolidates back into woods

4O: FB ground attack on EOv; cause loss 1 DC → broken

5E: SH marshal and move onto objective

6O: Landa ground attack SH; 8 dice; kill all SH

[illegible]

9E: BGWH (SC) double back on own Blitz and form cordon around 15cm

100: Landa ground attack on SOV; wipes out formation

120: BB double shoot Revenant with Zzap; cause loss of 2DC

no aircraft are shot down no BM placed

Eldar rally Revenant and EOV but not BGWH and Aspects

Orks really all

Total 4 AA shots fired; no damage

End of game!

Orks are leading 1:0 (take and hold) → but we cancelled this game here, since there is virtually nothing that the Eldar player could do any more in Round 4 and we wanted to squeeze in the return game. Orks would most probably have taken out the BTS early on next round and then pushed me from their half turning the game into a solid 4:0 win for sure.

So we called it win for the Orks.

Fighting those 1000pts of 12 Fighta Bommerz and 2 Landas proved to be beyond the capabilities of this build. Also the AA rolls were really bad and Aircraft saves very exceptionally good. AA only caused 1 downed Fighta Bomma with 22 shots fired. So no real chance. It had been a challenging game for Eldar with quite some bad luck involved (losing artillery to just one flight of 5 Fighta Bommas round 1) or the spectacularly failing Aspects (they didn't roll bad for hitting, but the Orks virtually saved everything and killed all in return because the Aspects couldn't even pass a single hard cover or RA save). Also those friggin Zzap Guns managed to hit everything they shot at on 5+! But I think the matchwinner was Strategy win for the Orks in round 3, which did cost me the Revenants (I had to gamble here).

The BGWH performed ok, but I only choose engagements I could really win and cancelled a doomed assault on the last second but thus sacrificed my rangers for my mistake. So they didn't cause that much damage. The Ini 1+ was good but a 2+ wouldn't have made much difference as all BGWH activation were well passed (if I remember correctly) and out of the webways their activation was 2+ anyways. Still that one BGWH never got to really again, even though both Farseers were still alive.

Well.. rubbing my hands because now we play this thing vice versa with exactly the same builds :D