

Steel Legion (NetEA Army Compendium v2014)

vs

Ulthwé Craftworld (NetEA 4.2.1 under development)

Graf_Spee, 3000 POINTS
Steel Legion (NetEA Army Compendium v2014)

STRATEGY +2

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REGIMENTAL HQ [550] **(BTS)**
Supreme Commander, 12 Infantry, 7 Chimera, Hydra

INFANTRY COMPANY [250]
Commander, 12 Infantry

SUPER-HEAVY TANK COMPANY [500]
3 Shadowsword

ARTILLERY BATTERY [250]
3 Manticores

FLAK BATTERY [150]
3 Hydra

SENTINEL SQUADRON [100]
4 Sentinels

SENTINEL SQUADRON [100]
4 Sentinels

STORM TROOPER PLATOON [200]
8 Storm Troopers

SUPER-HEAVY TANK PLATOON [200]
Baneblade (new experimental rules!! 2 shot battlecannon)

WARHOUND TITAN [275]

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THUNDERBOLT FIGHTERS [150]
2 Thunderbolts

12 activations

Ulthwé Forces (Saukopfblende former Beelzemetz), 3000 POINTS

STRATEGY +5

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WRAITHGATE [50]

AVATAR [0]

BLACK GUARDIAN WARHOST [275]

3 Guardians, Farseer, Seer Council, 2 Heavy Weapon Platform

BLACK GUARDIAN WARHOST [325]

6 Guardians, 2 Farseer, 2 Heavy Weapon Platform, +4 Guardians, +2 Wraithguards

BLACK GUARDIAN WARHOST [275]

6 Guardians, 2 Farseer, 2 Heavy Weapon Platform, Swap 4 Guardians for 2 Vyper, +2 Wave Serpents

BLACK GUARDIAN WARHOST [350] **(BTS)**

6 Guardians, 2 Farseer, +3 Wraithlords

RANGER TROUPE [100]

4 Ranger

RANGER TROUPE [100]

4 Ranger

RANGER TROUPE [125]

4 Ranger, +1 Ranger

SWORDS OF VAUL TROUPE [250]

2 Fire Storm, 3 Falcons

NIGHT SPINNER TROUPE [175]

3 Night Spinners

NIGHT SPINNER TROUPE [175]

3 Night Spinners

ENGINE OF VAUL TROUPE [250]

Storm Serpent

ENGINE OF VAUL TROUPE [250]

Scorpion

NIGHTWING INTERCEPTORS [300]

3 Nightwings

13 activations + Avatar

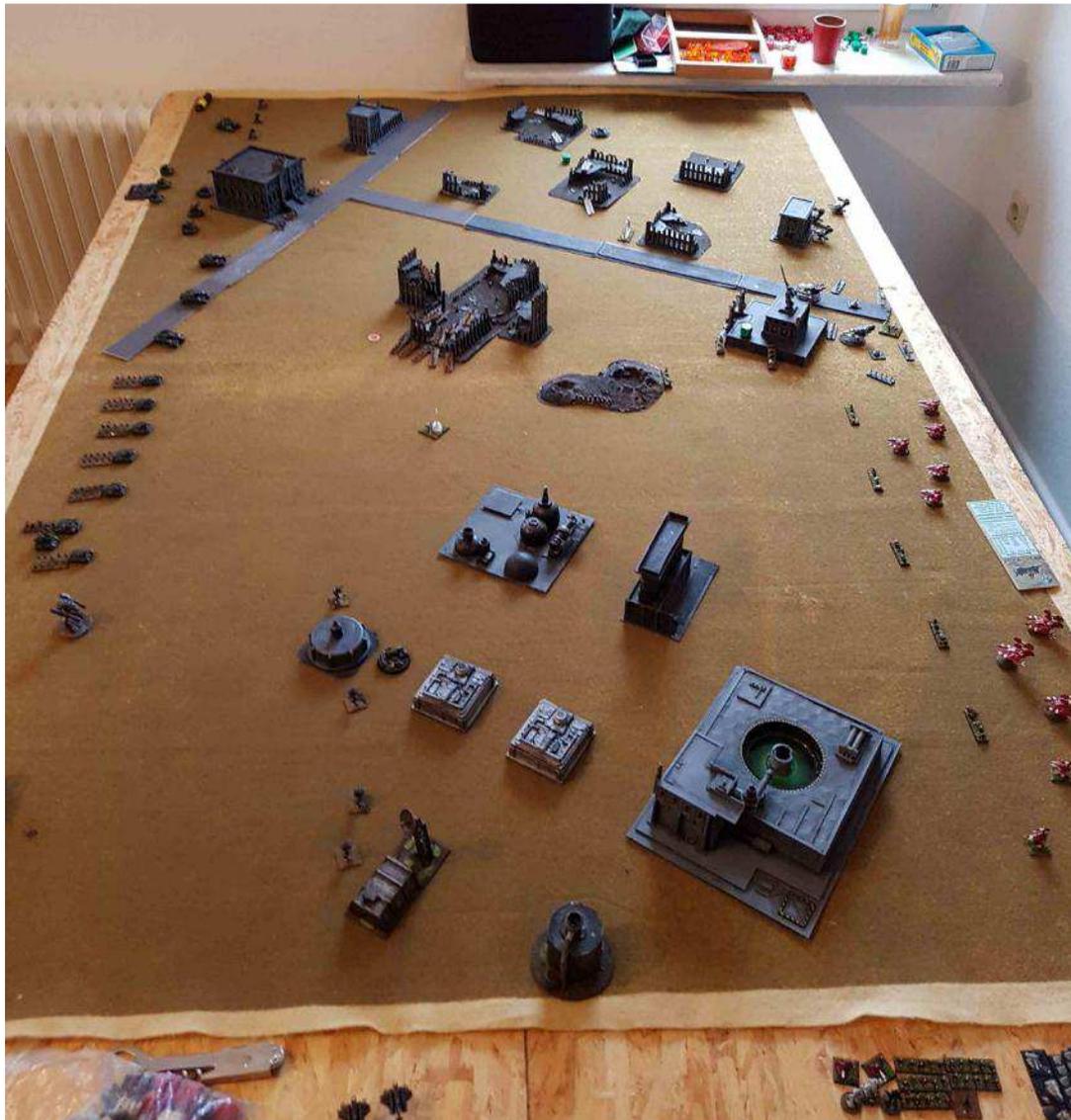
Eldar BTS (BGWH Wraithlord) + and BGWH Wraithguard start off table

All Flyers start off table

Eldar chose normal deployment

2 Eldar Ranger formations garrison on overwatch

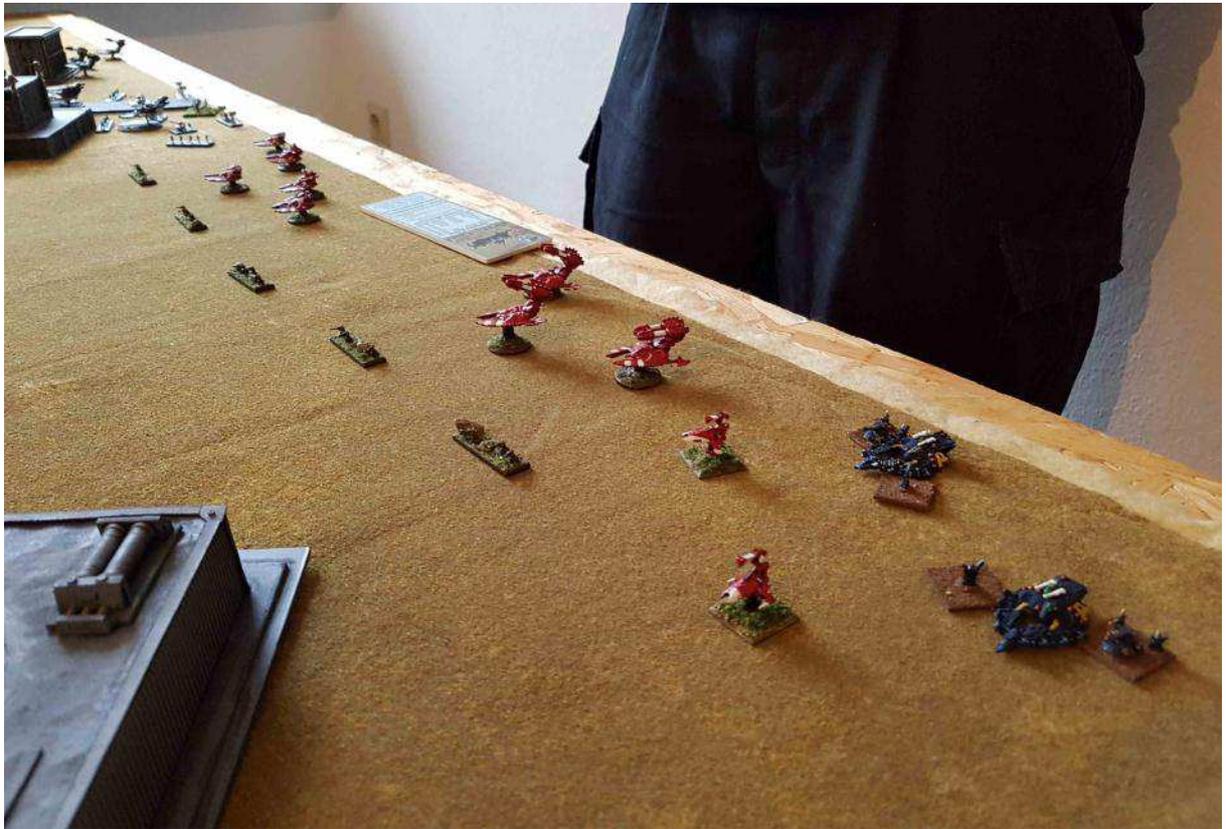
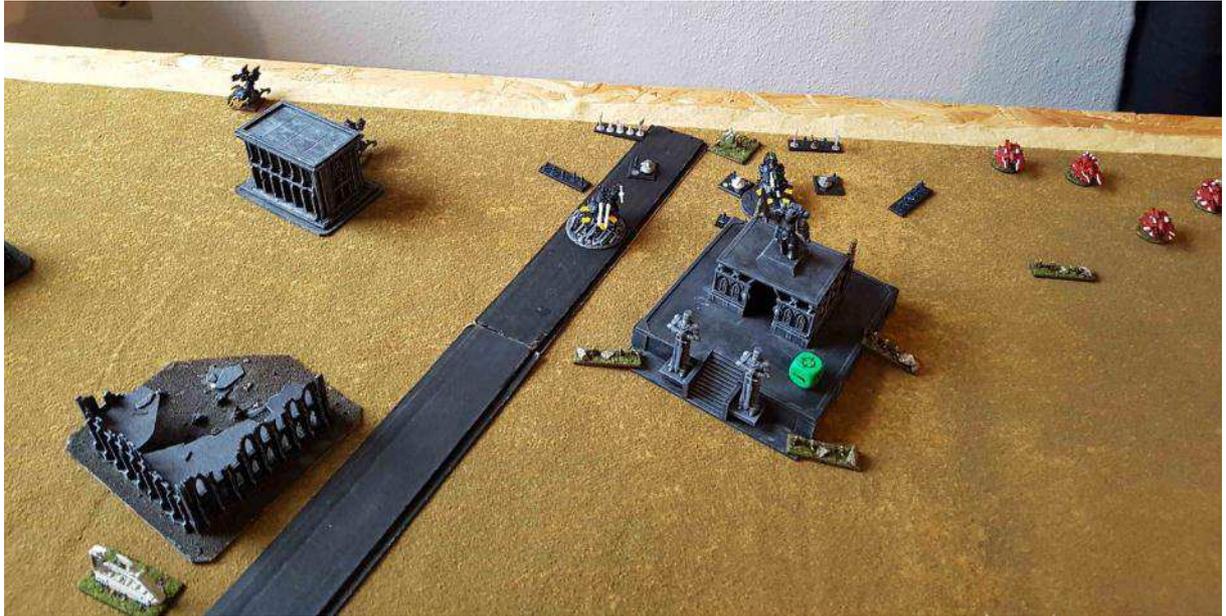
1 Sentinel formation and Infantry Comp garrison on overwatch



Board shot

Following some more deployment shots from bot sides





Round 1

Strategy : Ulthwé

with a solid win in strategy Ulthwe goes first

1E: Scorpion double shoot → Hydras → 1 kill 2BM → break → move back

2E: Nightwings ground attack → Manticores → no hit 1BM

3IG: Manticore sustain → SOV + Ranger → kill 2 Firestorm + 1 Falcon + 1Ranger
→ SOV break, Ranger 2 BM → SOV move behind cover on right flank

4E: Night Spinners → sustain → garrison Infantry Comp in cover → 6 hits and
7BM (!) 1 kill → 5 manage their save (Holy Emprah YESS!!!)



The glorious armour of contempt in action

5IG: Sentinesl double → broken SOV → kill 1 Falcon

6IG: 7BM Infantry Comp marshall → remove all BM

7E: Ranger double into cover → Sentinels → 1BM

8IG: Shadowswords double → Stormserpent → not hit 1BM (sucks)

9E: BGWH (Wave Serpents) assault → sentinels right flank → kill all for no losses → consolidate back behind cover



10IG: Thunderbolts intercept → Nightwings → 1 kill 2 BM

11E: Ranger double → Inf comp → 1 hit, 1 save, 1BM

12IG: Warhound double → Ranger in cover → no kill, 1 BM

13E: Seer Council double into hard cover

14IG: Sentinels double → Ranger → trigger OV → no kills no losses 1 BM each

15E: Night Spinner sustain → Inf Comp in cover → no kills 2 BM (those guys are tough buggers)

16IG: Warhound double → Ranger → no hit 1BM

17E: Portal BGWH (Wraithlords) double → Shadowswords → 1BM

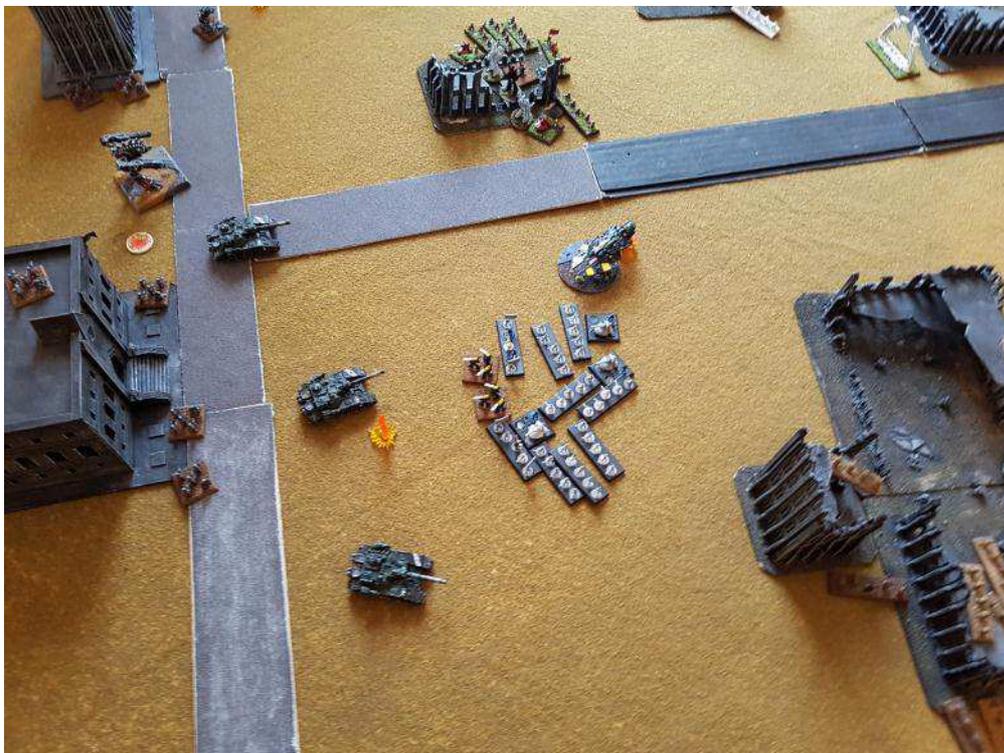
18E: Stormserpent march forward

19E: BGWH (Whraithguards) assault → Shadowsswords intermingled with Stormtrooper → Trigger OV → 1 BM → 7 hits for 1DC on each Shadowsword → with 3 DC 2 criticals!! 2 Shadowsswords including Commissar die → 3 own losses → BGWH win assault → all Shadowsswords gone; Stormtroopers broken

Comment: this was the most unlikely outcome of an assault as it could be. Super risky triple retain running into OV, having less numbers, no inspiring, running vs reinforced with only two armoured units. 2 criticals out of 3 points damage. Brutal. The beginning of the end for IG

20IG: Baneblade double → bolter range on ranger → no hit!! 1 BM

21IG: Inf comp (SC) double → shoot BGWH (Wraithguards) at 30cm → 24dice, only 2 Hits, 2 kill 3 BM



The BGWH assault..



...and its outcome

End of round 1

No Aircraft shot down but Nightwings take another BM

All formations rally

Round 2

Strategy : Ulthwé

Again with a solid win in strategy Ulthwe goes first and summons the AVATAR

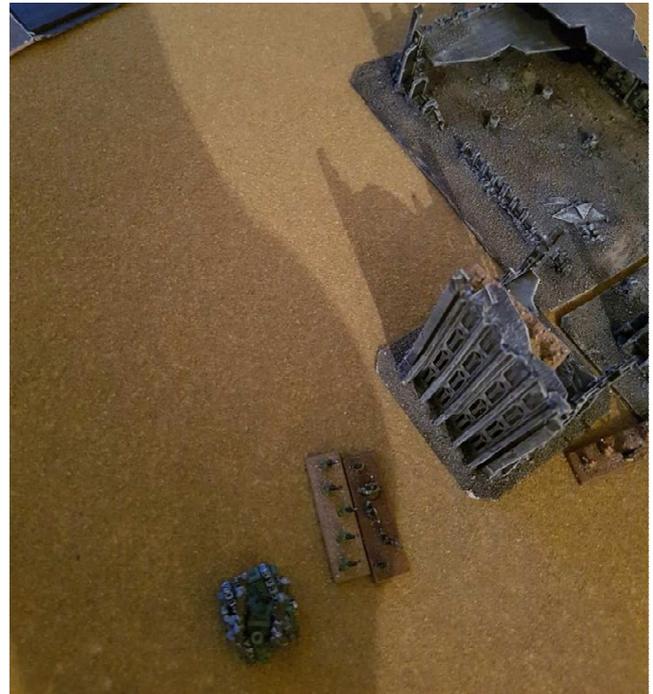
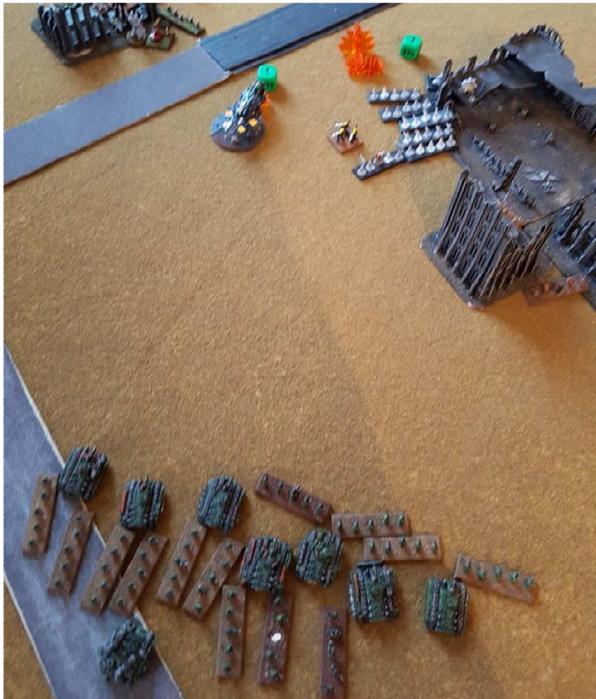
1E: Storm Serpent advance → Banblade → 1 DC 2BM

2E: BGWH (Wraithlords) sustain → Baneblade → no damage → break → fall back behind cover

3E: Avatar assault → Warhound → kill 3DC for no damage

4IG: Inf Comp (SC) assault → BGWH (Whraithguard) → after 2 rounds of assaults the Inf Comp (SC) is reduced down to 3 stands having lost 7 chimeras, 12 Infantry stands → unbelievable saves on Eldar side and unbelievable no saves on any chimera

Comment: again something that shouldn't have been possible to happen. A full strength no BM, inspiring, triple numbers, motorized Inf comp with support fire from another Inf Comp assaults a 3 BM, no inspiring, numbers down BGWH and losses 19 units will the eldar side only losing 4 units. The game somehow ended for me here.



after the assault

5IG: Manticores sustain → Night Spinners → No hit 1 BM

6E: Falcon hold → autobreak

7IG: Inf comp sustain → Rangers → 1BM

8E: Ranger hold → marshall → remove all bm

9IG: Warhound double → Nightspinner → kill 2 → break

10E: Nightspinner sustain → inf comp → kill 2, 3BM

11IG: Hydra marshall → move forward AA screen

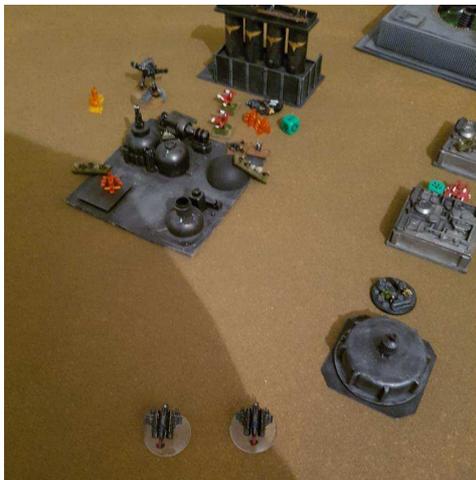
12E: Wave Serpent BGWH advance → crossfire Warhound → no hit 1BM

13IG: Sentinels double → block Wraithlord GBWH → 1 BM



14E: Ranger double → Warhound → 1BM

15IG: Thunderbolts ground attack → Wave Serpent BGW → 1 Kill (Wave Serpent), 2BM



16E: Nightwings stand down

17IG: Stormtrooper hold → marshall → lose all BM

18E: Scorpion advance → SC inf comp → 2 kill, SC last man standing

19E: Ranger sustain → inf Comp → 1 kill, 2BM



End of round 2

No Aircraft shot down

All Eldar formations rally

IG rally SC, Warhound, Baneblade no, inf comp no

Round 3

Strategy : Ulthwé

1E: Seer council BGWH double → block Warhound from Blitz → 1 shield, 1BM

2E: advance Scorpion → kill SC → secure BTS

3E: Wraithlord BGWH assault → sentinels → kill all, no losses

4IG: Warhound marshall shoot → Seer Council BGWH → 1 kill, 2BM

5IG: Inf comp marshall shoot → ranger → lose 6BM, 1BM to Rangers

6E: Falcon sustain → Hydras → 1 Kill, break

7IG: Manticores sustain → Wave Serpent BGWH → 5 hits, 3 Kills, break

8IG: Thunderbolts ground attack → Rangers → 1 BM

9E: single Nightspinner sustain → Inf comp in cover → 7 dice, 6+ needed, 5 hits
→ 4 kills, break (unbelievable dice again)

10IG: stormtrooper hold....

Called the game off here as there was nothing IG could do anymore

Eldar WIN 3:0 (BTS, TAH, DTF)



End of game shot

Comments on game

That one sucked for IG. There were 2 highly unlikely events in the game that broke the backbone and offensive capabilities. First the loss of the whole Shadowsword comp with 2 criticals out of 3 DC suffered in the assault and the second one was the catastrophic assault of the SC Inf comp that started off with every single favour on the IG side (no BM, opponent has BM, triple numbers, inspiring, support fire) and resulted in a carnage with a loss of 17 units on IG side. The rolls were ridiculously high for Eldar and ridiculously low for IG. Nothing I could have done afterwards. Yeah..

happens.. Overall interesting though a bit frustrating for IG. We both agreed that with the outcome of those 2 critical assaults as it should have been the picture would have been very different.

The updated Baneblade though being able to shoot with absolutely everything one turn failed to hit anything. Disappointing.

Comments on Ulthwè army list

The initiative 5 for Ulthwe Eldar is tough, but also with 4+ IG would not have won a single strategy roll. The triple retain kicks in hard and it was wondrous that not a single critical activation was failed on Eldar side (even though he was pushing his luck). The beefed BGWH definitely are up to stand on their own. Boosted with extra guardians they are so much more durable for low cost and also often have numbers on their side in an assault. Using also Wraithguards or Lords furthers those aspects even more and makes them really nasty. We both were satisfied with their performance.

Beelze completely skipped Aspect Warriors in this game to see whether Ulthwe could hold its own relying only on high numbers of guardians and succeeded. With only 2 troupe unlocks per BGWH it is also tricky to fit more than one or two 4 unit strong formations in.

Nevertheless I am quite happy with the Ulthwe performance and flexibility by now.

Still we had some ideas concerning the use of single Revenant titans and garrison BGWH.

Best regards

Graf_Spee