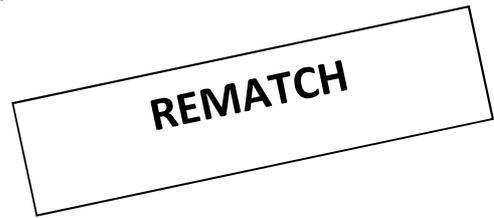


Ghazgkhull Thraka's War Horde(NetEA Tournament Pack 2013)

vs

Ulthwé Craftworld (NetEA 4.2.1 under development)



**Ork Forces (Graf\_Spee), 3000 POINTS**

=====

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 (Saukopfblende former Beelzemetz), 2950 POINTS**

=====

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. → for this rematch we did not correct for this to keep it even.



Eldar: again in this rematch 2x BGWH and SH start OFF-table



Orks: again in this rematch WB starts OFF-table in Landa (we took no new pics here as we deemed it not necessary)

View of the table (same terrain setup to keep it as close as possible so same pic.)



Eldar again choose different table edge than first game but again corner deployment



Eldar garrison Ranger on OW near wraithgate

Orks garrison WB (big) on OW at forward objective



## Round 1

### *Orcs win strategy*

10: FB mirror the first game and ground attack NS in cover; no hit/kill but lose 1 to revenant AA fire (damn 5 times on 5+ and no hit; in the first game he managed to kill all 3 of them in one go)



2E: sustain fire with NS on WB (big); 3 dice 3 hit; kills Nob and Oddboy (that hurt. don't know what I'm doing wrong with my saves OR what he is doing right with his roll to hits for that matter)

3O: Landa comes with ground attack and tries to incapacitate SOV and AA within; 0 hit/kill but loses 1 DC to AA fire (didn't dare to bring in the other flimsy FB on them with my lucky saves, Landa looked much more resistant.. but hey..)

4E: Revenants use the advantage of last suppressed Oddboy and double up on WB (big) but staying out of 30cm range; killing 3 boyz and 1 grot placing 4 BM



50: FB try their luck on SOV with ground attack and manage to kill 1 AA with 6 shots! Hooray! (Eldar manage 3 out of 4 saves)

60: retain with last Landa and ground assault Aspect host with WB (SC); landa takes 1dc damage from AA fire but the horde manages to wipe out the entire shooty aspects and vehicles for the loss of all grots and 2 boyz; SOV also breaks due to BM from supporting lost engagement and SS takes also BM (finally! My mood was already down before that point)



Sorry (only pic after engagement with no remains of the aspects)

7E: EOV seeks revenge on Landa with sustained fire; 3 hits; all saves failed; Landa destroyed (this dice rolling is getting real scary)

O8: KOS doubles and shoots ranger but lose 3 to overwatch fire (4 hits out of 5) and kill only 1 in return; 2BM

E9: BGWH (SC) march move behind Titans

O10: SB assault properly prepped Rangers; all stormboyz die as they can't manage to penetrate the Rangers Adamantium armour even with supporting Scorchers from COS but lose 3 in return and get hacked down in combat resolution (wow... just wow...)

E11: BGWH assaults through portal on WB (SC) in FF (EOV support) and wipe them out for 1 loss; consolidate full move back into cover (can you feel my hot tears?)



O12: WB (big) marshalls; removes 5 BM (lousy 2 and 1 rolled)

O13: BB advances and shoots titan with super zap for 1 damage

O13: second BB mirrors this move but fails to hit

O14: second SB double forward into position

O15: KOS (big) doubles forward into position over left table side



### **End of round 1**

no aircraft are shot down but FB takes BM

Eldar do not rally SOV or Titans but NS

Orks rally WB (big) remove all BM but do not rally KOS

Total 6 AA shots fired, 1 downed FB; 2 DC on Landas (and 1 was killed afterwards on the ground)

## Round 2

Eldar bring SH aspects teleport (1BM) and AVATAR

*Orks win strategy*

O1: BB sustains on Revenants for 1 BM suppressing one WE



O2: double KOS out of AVATAR range and shoot BGWH (SC) and kill 3

E3: SH aspects assault other BB and kill 3 at no losses (damn)

E4: AVATAR retains and ff assaults SB in cover; kills 2 for no loss but loses assault; broken (HA!!)



E5: Titans double retain on 3+ and advance on BB; kill 2 and move back deeper into cover

O6: KOS double (big) and shoots BGWH; kill 4; Eldar break (sorry bad pic)



E7: NS sustain on KOS; kill 2; break



E8: EOVS sustains on KOS (big); hits 3; 3 save (have you seen this?? I can do saves, too!!)

O9: FB stand down

E10: fail to activate BGWH; reroll → fail again; break due to extra BM (bad luck)

O11: FB stand down (of course); wanted to wipe out broken BGWH (SC)

E12: BGWH doubles shoots broken KOS; kill 1 due to BM

O13: WB (big) doubles and tries to take out EOVS with super zap for the only effect of 1 BM

O14: last Landa does ground attack on broken SOV; 1 kill; due to BM

### End of round 2

no aircraft are shot down but Landa takes BM for exiting opposing table edge

Eldar rally all BGWH, Titans and SOV

Orks rally BB

Total 0 AA shots fired, 0kill

### Round 3

*Eldar win strategy*

1E: Titans advance; shoot KOS (big); kill 5

2E: NS retain and sustain on BB; 1 kill; blast one breaks

3E: BGWH double retains at no penalty and ff assault SB; kill all for no losses

O4: KOS (big) assaults EOV; destroyed for 0 return kill



5O: FB ground attack on SOV; lose 2 due to AA (unbeatable luck); kill 1 and break SOV

6E: BGWH fails to activate

O7: Landa stand down

8E: BGWH march upon objective to contest it



O9: FB ground attack on SH aspects in order to cut activation; kill 1; breaks and flees

O10: BWB (big) double towards objective and shoot titans for 1 BM (no free activation on those next round)

O11: SB marshal and remove all BM but stay put on objective in cover

### **End of round 3**

no aircraft are shot down but Landa but FB take BM from titan AA fire (1 hit 1 save)

Eldar rally all

Orks rally none

Total 4 AA shots fired, 2 kill

### **Round 3**

*Eldar win strategy*

E1: NS sustain on KOS (big) but kill none; 2BM

E2: SOV retain and advance shoot KOS (big) kill 1; KOS breaks

E3: try to triple retain with titans; hold! Move towards objective to contest (HA! I knew placing that second BM from last round was important)

O4: WB (big) doubles forward and shoot titans with supa zap again only for 1 BM

We lost track here of the notes and took no pictures anymore because it was already very late and we had to rush because I had to leave. (second game of the day and only 6h of total time)

But FB were standing down and the last Landa losing another point of DC due to Titan AA. There was some maneuvering but no great assaults anymore.

In the **End of round 3 with**

no aircraft are shot down but 1 DC

and a total of 2 AA shots fired; 1DC damage ..

..it all summed up end to a real stalemate and a hard fought over :

### **DRAW 0:0**

Ok. That one was really difficult. With the overwhelming AA ower of the Orks which frankly didn't manage to do anything of importance for me due to really bad rolls and incredible many passed saves on his side. I really put in high hopes for those buggers after the disaster of the first game. But no. (and I didn't even do any real stupid stuff with those guys). The Ork ground forces were too weak to overcome the Eldar presence. Mostly the Orks were able to hold them in check and it was good luck that the Titans caught a hold on their last activation. They would have cut one of my activations and would have taken an objective (but it still would have been a draw or the orks would have contested it in some other way). Supa zaps were useless for me this game. So as an overall conclusion Beelze agreed that it was a hard battle and Ulthwé did in no way felt overpowered for him the way this list was built. On the contrary he rather stated about the lack of usefulness of the BGWH once after they have been deployed by portal due to lack of mobility. But of course they should win on their one crucial entry and be in the right spot from that time one. Preferably in hard cover with some wraithguards still alive to soak hits.

My impression actually mirror his. The strategy 4 is something to think about, but the ini 5+ if both farsers are present on the board works quite well and was in no way difficult to remember. You can be assured if a BGWH called an auto retain that the opponent was counting the farseers on the board in that formation very neatly. 1, 2.. no? Well then, no auto retain to you, sir.

Thanks for reading and enjoy your coming weekend.

Best Graf\_Spee