

Battle Report - 1000 Points
Jonathan Muller (Chaos Space Marines) vs Liam Kofi Bright (Imperial Guard)
CSM Victory: 49 - 34

Muller list - Heretic Boogaloo (985 points)

Chaos Lord in Terminator Armour

- Mark of Chaos: Slaanesh
- Warlord

+ 5 x Chaos Terminator Squad

- Mark of Chaos: Slaanesh

5x Legionaries

- Mark of Chaos: Chaos Undivided

2 x Obliterators

- Mark of Chaos: Nurgle

5x Possessed

- Mark of Chaos: Slaanesh

1 x Venomcrawler

- Mark of Chaos: Chaos Undivided

1 (allied) War Dog Brigand

Bright List - Civil Protection (1000 Points)

Commissar

- Warlord
- + 10 man Infantry Squad
- 1x Mortar

Cadian Castellan

- + 20 man Infantry Squad
- 2x Lascannon

Death Korps Marshal

- + Commissar
- + 20 man Death Korps of Krieg squad

5 man Militarum Tempestus Command Squad

- + 5 man Tempestus Scions
- starting within 1 x Taurox Prime

1 x Cyclops Demolition Vehicle

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1 x Scout Sentinels

1 x Tauros Venator

1 x Tauros Venator

6 man Elysian Sniper Squad

My first ever game of Warhammer 40k and it went pretty well! Neither I nor my opponent brought lists that were anything like optimised for competitive play. Jonathan literally just brought along all the things he had painted, and I brought a list which is themed around being a small military police force (modelled on that of *Half Life 2*'s City 17 in particular!), which would be akin to a planetary PDF in terms of lore. What's more it was literally my first game and while my opponent was a bit more experienced he made it clear that he was relatively new as well, so neither of us were in a position to play too hard even if we wanted! As it stands this was wonderful, as it just made for a friendly light hearted experience I think we both enjoyed very much.

Thinking about the match beforehand I had persuaded myself that I probably couldn't do much to actually kill his tougher units, but I could by clever use of my reinforcement strategy and sending people in with well timed waves flood the board with my chaps and dominate on primary. In particular I thought: the 20 man infantry squad led by a Castellan would move move move and push up early to contest the mid board, while the Scout Sentinel contested a safer flank objective. The Krieger blob would move forward but hang back a bit, sticking to cover and waiting to contest the mid board once the first wave was engaged. And my Stormtroopers would hang around in backfield waiting for my opponent to commit one of his big units to contesting an objective at which point they would burst forth and delete it. I thus thought I would have my Venator's run around doing secondaries, the cyclops demo vehicles were kept in reserve for any secondaries that required being in corners or backfields, and I would compete for two of the primary points besides my backfield (guarded by my snipers and my Warlord with his 10 man squad containing indirect fire support) as described above. I *sort of* managed this, but a combination of my error and a bit of bad luck meant it did not go fully to plan.

The Battle

The first bit of bad luck came when we drew The Ritual as our mission. The pertinent fact here is it meant we began with just one objective in the mid board, and all new objectives had to be created within 9 inches of that. The second bit of bad luck was my opponent went first with two secondaries that rewarded him for getting stuff to the centre. This basically meant that everyone had to immediately fight for the mid board, and there was this additional role of “creating new objectives” that I had not really accounted for as it did not feature in most missions. Uhoh.

The errors on my part were to do with positioning. I put my snipers near enough to the centre to be easily taken out in turn one. And I put one of my Tauros Venators in a similarly exposed position. Both of those were thus wiped out before I had a chance to do anything with them. With the Venator I can say that at least if I had got the first turn this might not have been so bad, but honestly with the way I positioned the snipers there was basically no world in which they did not die pretty much immediately. What's more (as we shall see) my infantry ended up move blocking myself and keeping me too far back. Will need to think more about how to position them in future!



Start of the first turn. My Sentinel had a Scout move I used to put him in cover. But as you can see the snipers squad on the roof and the Venator closest to camera are horribly exposed. Tbh looking at this again I suspect I put the snipers there cos it looked cool. Fair!

Thus by the end of my opponents first turn I had one less Venator to play with, he had control of the mid board with both a venomcrawler and a Brigand pretty squarely there, and shortly behind were some terminators and possessed. (His Obliterators were in Deep Strike reserves and his legionnaires were initially left to guard his back field - Muller subsequently told me this was because he just forgot they didn't need to do that. Whoops!) In any case: scary times!

All was not lost though. I drew my secondary objectives and it required capturing the mid board (yeah right) and spreading out across the table quarters — that latter I could do in line with my original plan! So I used my remaining Venator to zoom off into an undefended corner of the board, moved my Tauros into cover alongside my scout sentinel (where it performed The Ritual - both and I and Muller did this once on first turn then never did it again, just fighting over what was thus created), and got the sentinel itself in position to spot the venomcrawler and open fire thereon.



The start of my turn two shooting phase.

With regard to my infantry... I stumbled. My original plan had been for my two large infantry blocks to try and contest the midfield. The normal infantry squad with its Castellan moving in fast and the second coming in slowly but ready to strike I should probably have stuck to that - after all, nothing had changed with regard to their capacities and if anything the mid field was more important now. But I had not thought that my opponent would be concentrating his entire army thereon! And suddenly the prospect of my brave little chaps armed with a flashlight and a can-do attitude going against the entirety of the demonic forces of hell seemed a bit much. So I instead resolved to slow down my attacks, keep both big squads back, and try and clear it out a bit before moving up. In hindsight I think this cost me the game.

Because what happened was I opened up with my entire army on one unit, the venomcrawler... and didn't kill it. I got it down to one wound — and because of this it failed its battleshock next turn meaning my opponent didn't get primary on the centre; not a total waste of time! But it was very much still alive. So then when my opponents turn two roles around he marched that venomcrawler up to my twenty man infantry squad and between shooting and combat used it to delete them while they were still in my backfield! (Another recurring theme here was that I actually kind of screwed myself over a bit by literally miscounting how many models I took off and also

failing to make use of all my rules. My opponent was very generous in allowing me to go back and fix mistakes, but ultimately my own mistakes meant I was getting less attacks in than I should have.) So this big squad had basically move blocked myself to hold up all my stuff in my own backfield, failed to really contest any primary..., then died, costing me my castellan and his ability to give out orders for no real gain in return. At least I got to reinforce them as they survived long enough to die in the combat phase, allowing a second use of my reinforcement strat.

Meanwhile my opponent had brought his obliterator down and deleted my venator in the shooting phase (but since it's regiment I had brought it back with Reinforcements) and his Brigand had moved up and deleted my scout sentinel. (He forgot to move his terminators, which was some respite at least!) Points wise it hadn't been a great turn for my opponent that I recall here, but in terms of disrupting my plans and doing damage he'd done good work.



Things as they stood at the start of turn two.

Then came my turn two. This was probably the hope spot for me in the game. I got Bring It Down and... something else I forget what... which basically meant just killing the one wound crawler would get me four points already. My Tauros Prime held the objective it created so I got some primary, and my opponent had moved his Brigand up to stand on the centre objective as the crawler had moved off. This put me in a position to use a play I had planned out in advance.

My kriegers move move moved on to the primary the Tauros Prime had created. Meanwhile the Prime itself zoomed out into the centre and deposited my Scions "danger close" to the Brigand. My Venator came in on the edge it had previously been contesting and the 20 man squad reinforced my backfield. Everything was now in position, just the shooting had to play out right.

And it did! My warlord's squad drew my first blood by finishing off the venomcrawler with its mortar. The Scions various special rules and and heavy weapons between them managed to bring the previously fully healthy Brigand down to three wounds, and then the Prime charged and used tank shock to get rid of those last three wounds. This got me extra points on Bring It Down! In one fell swoop I had deleted two of the scariest units in his army, I now held the centre, and my kriegers were (belatedly) in position to next turn move on to the centre field to reinforce the currently somewhat isolated scions. This was probably my high point of the match.



Those heroes of the Imperium left after the Brigand exploded.

So it was all down hill from here. My opponent's turn three rocks around and the Scions live up to their glass canon reputation, the Prime being quickly destroyed and the stormtroopers killed down to just two men remaining, no longer controlling the centre. My opponents warlord and terminators finally complete their trek across the field in time to wipe out the out of position

Kriegers before I could move them up the board to get me some points on the centre. Again he did not do so well on secondary this turn but by the end Muller controlled all of the primary and had wiped out most of my best troops, with what remained largely quite far out of position.



The last stand of my valiant Kriegers. The blurry painting unfortunately fails to do justice to Muller's genuinely beautiful painting.

In my turn I was able to pick up some fortunate secondaries as the cyclops' in reserve paid off. I got Investigate Signals requiring I be in corners, and Deploy Teleport Homers which rewarded me for being in the enemy deployment zone. So I put one of the cyclops in my corner and the other in his, getting me both for big scores on secondary. But that was the best that could be said for it.

Now the Terminators were in my backfield and the opponent controlled the centre. I had to try and deal with them as best I could with a firing line. The two Scions passed their battle-shock so could fall back as the Venator zoomed in to try and support them, but ultimately I had too little

firepower left (and Muller made good use of a Dark Obscuration stratagem providing stealth and actually making the obliterated un-targetable outside of 12 inches). While I was able to kill most of the possessed it was clear I would not be able to recapture the mid board. Since the terminators were able to move out of my line of sight while still putting a lot of unkillable OC on the objective nearer my home field, it basically meant I was so far out of position that I would not be able to simultaneously kill enough and move far enough to prevent Muller getting 15 victory primary points each turn in the rest of the game. Due to secondaries I was actually very slightly ahead as it stood: but it was clear the match was his.

So it was my Commissar commander signalled retreat, ceding this part of the city to the forces of Boogaloo. Hopefully the Astartes will be able to teleport down and do something about this, as clearly the threat is too much for the humble civil protection!



Aforementioned heroes of the Imperium looking a bit worse for wear.

Concluding Reflections

My overall reflections: this was great fun. My opponent was really kind and generous, helping me out with rules and moves, keeping good spirits at all times (even in the face of some appallingly unlucky leadership rolls for his dark pacts - I think the Chaos Gods did more harm to his army than my firepower!) and defeating me by keeping his eyes on the primary game so my early advantage in secondaries was negated. He subsequently told me that he had always planned to use the two big beasts as centre-board distractions while his warlord and terminators snuck round the back; so he had a plan that worked! I especially enjoyed that we were both willing to get into the respective roles of Imperial and Chaos commander a bit and have some fun with the whole experience. I came away really enthusiastic to play more matches.

My failure to aggressively contest the mid board meant all the fighting took place in my backfield. Then then meant by the end I could not effectively contest primary. I put myself out of position early on then suffered for it. A learning experience! Then again, it feels thematically apt for Civil Protection to be forced into desperate defence when attacked by a chaos war band with Brigand and venomcrawler! Otherwise it'd be like Tokyo cops going on the offensive against Godzilla.

As to positives, cyclopes cost 25 points each but earned 12 victory points between them. That's 1/20th of my army getting me more than 1/3rd of my points. Likewise the Scions zooming out from behind cover, jumping out of their truck and taking down a brigand - the last wounds of which taken out by going into ramming speed! - was not only exactly as planned but also just cool as hell. Finally, it felt great that my first ever kill in a Warhammer match was my commissar commander's squad firing their mortar point blank into a venomcrawler bearing down on them.

Show them steel, show them contempt!



As things stood at the end. I like to imagine the Venator picked up the last two Scions; so while the others made an orderly retreat it had to zoom away as fast as it bloody could!