

40K Battle Report

1500 points Witch Hunters versus Atlaitoc Eldar

Mission : Search and Destroy Gamma

Only 5 turns (ran out of time)

Army lists

Note: Contents of Square Brackets are the abbreviations used on diagrams.

Eldar – Atlaitoc “Bens Bluey’s”

Avatar [Av]

2 * Vipers with star cannons [Vip A & Vip B]

Phoenix flyer

Wraith Lord with Bright Lance [WL]

Waveserpent – Bright lance with ten howling banshees with exarch [Wv Serp]

3 * 3 rangers [Rg A, Rg B & Rg C]

1 * 3 path finders [PF]

1 * Farseer (Guide , Fortune, withblade + pistol) [FS + 2*W]

2 * Warlocks (witchblade , destructor)

4 * dark reapers [Dk Reap]

Witch Hunters “Golden Gals”

1 * Canoness (eviscerator and pistol,melta bombs, purity seals)) with 9 celestian bodyguard with VSS (power weapon) and 2 melta guns mounted in Rhino (Smoke ,Extra Armour) [R HQ]

2 * 6 celestians with 2 melta guns mounted in immolators (Smoke, Extra Armour) [I Cl A & I Cl B]

1 * 12 battle sisters with VSS with 3 Storm Bolters [Tr SB]

2 * 10 battle sisters with VSS with melta gun and Heavy Flamer mounted in Rhino (Smoke , Extra Armour) [R Tr A & R Tr B]

1 * 6 Seraphim with inferno pistols , VSS has power weapon and purity seals [Sera]

1 * Canoness (Jump pack, melta bombs, book of st lucius, eviscerator) [Cn]

A total of 11 faith points

Atlaitoc disruption Rolls

The outcome of the 4 disruption rolls was

- Seraphim squad pinned
- Jump pack canoness pinned
- One seraphim killed from a free shot roll (6 I think)
- Footslogging Storm Bolter SOB squad [Tr SB] put in reserve

Witch Hunters Pre-Battle thoughts

Witch Hunters won first turn. A few pre-battle observations from witch-hunters point of view. Priority 1 target are the dark reapers , rush a couple of immolators (twin linked heavy flamers) carrying 12 celestians (including 4 melta guns), yep summat out of that lot should make it to the dark reapers to dispose of them.

- Ignore the wraithlord , slow and very tough would divert too much fire power from other softer targets
- WaveSerpent Banshee Bus – a problem. Skimmers are difficult to kill now, so if opportunity presents itself throw the inferno pistol toting seraphims at it otherwise ignore it, The contents (banshees) are more problematic,
- Options are
 - my usual tactic is present an easy SOB squad for them to kill then after have a couple of SOB (more heavy flamers the better) squads nearby who can move after the kill and unload some rapid fire bolters at them.
 - Alternatively hit the banshees with the HQ squad [R HQ] a tooled up canoness and 9 celestians (though this can soak up a few faith points in the process- but that's what they are there for)
- Ranger squads should fall to bolter fire and even assaulting from SOB !!
- Avatar is priority target 2 , only 5 up invulnerable save throw enough shots at it , it dies. Follow up with some celestians (and more of those faith points) to remove last wound or two. Priority 2 because a Wraithlord and Avatar close combat tag team is not nice!!.
- Also would like to remove at least one viper (one less starcannon), if both the vipers team up at a depleted sisters squad then they may well leg it.
- Phoenix – Dunno



Witch Hunters Army

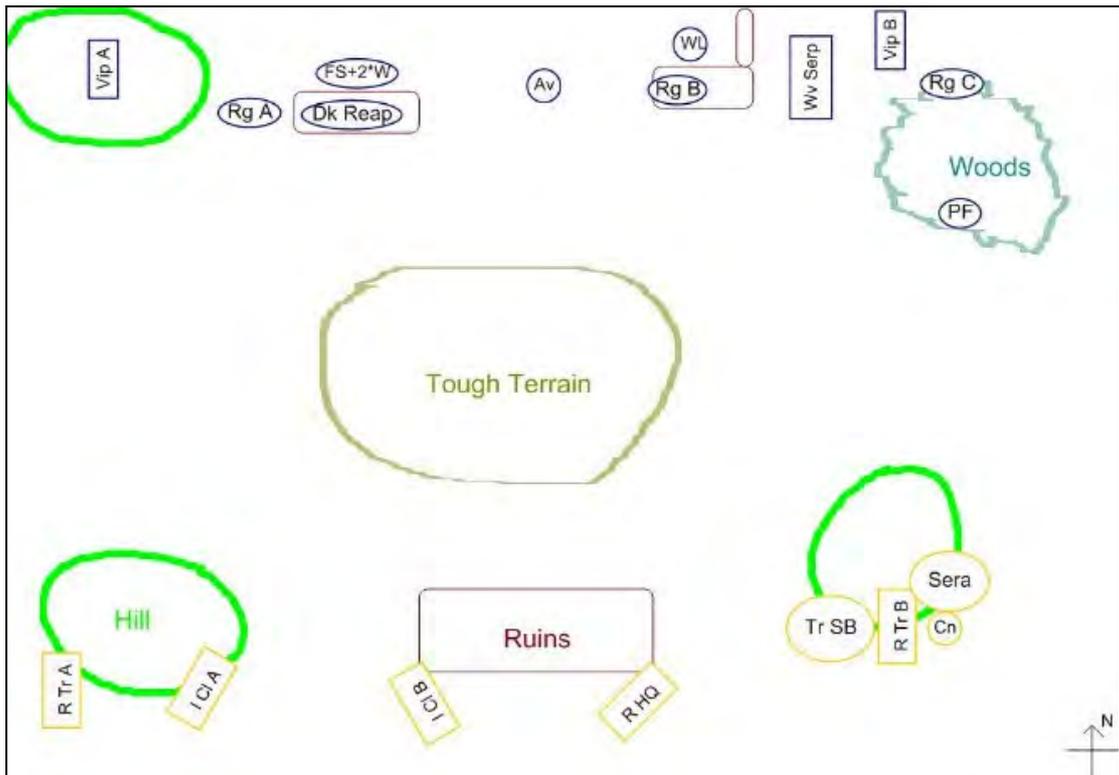
Eldar Pre-Battle thoughts

- , Using phoenix, so more outnumbered than usual... Starcannons and Missile launchers make it ideal for both tank-hunting and troop killing. Not a certain chance of it arriving on time though...
- Disruption more ineffective due to most of the enemy army being in rhinos, but still has a chance of effecting seraphim...
- No cure for faith points... Ignore troops at first and go for the seraphim, nasty with a 3+ invulnerable save...mind you, with faith points, all his troops could have 3+ invulnerable saves... darn!
- As for tank hunting, use Kevin (Wraithlord) and the Banshee Bus's brightlances. Also, my favourite tactic: Lots of starcannons to pressure troops(I counted about 4)! Can also be effective on the backs of rhinos .
- Usual effective firebase: Use the rangers to good effect (Troop Killing), and Always guide my good old Dark Reapers so they re-roll their always-failing to hit rolls. Use them to take out troops as they can't damage tanks. AP3 is nice, but not against 3+ invulnerable saves (Yep, that's the faith points again!). But then again, there is a chance of failing the rolls to use faith points...
- Firebase is not very good in close assault, so the Farseer's second job will be to back it up, with both him and the retinue (Blayde and Rodney) with witchblades, they can hold their own, and if I cast fortune on them, I can re-roll their saves... Keep the rangers in cover so they get good cover saves..
- I should take down one unit at a time to get more victory points.
- Primary vehicle targets: Those immolators! They can barbecue my firebase easily enough, so they must be taken out first, or at least, stopped.
- The banshee bus and vipers would always be high-priority targets, so I have to always keep them on the move, but enough to both deny the enemy penetrating hits, and allowing me to fire one weapon at the same time.
- Avatars and wraithlords are always primary targets for the enemy, so it's best for me to keep them hidden until needed.
- I chose not to use the "Guardian fists" tactic, as they only end up dying from not being able to get back into their vehicle. Also one of my warlocks dies with them so that would be a waste. Rather keep the warlocks with the farseer instead to back him up.



Eldar Army

Deployment

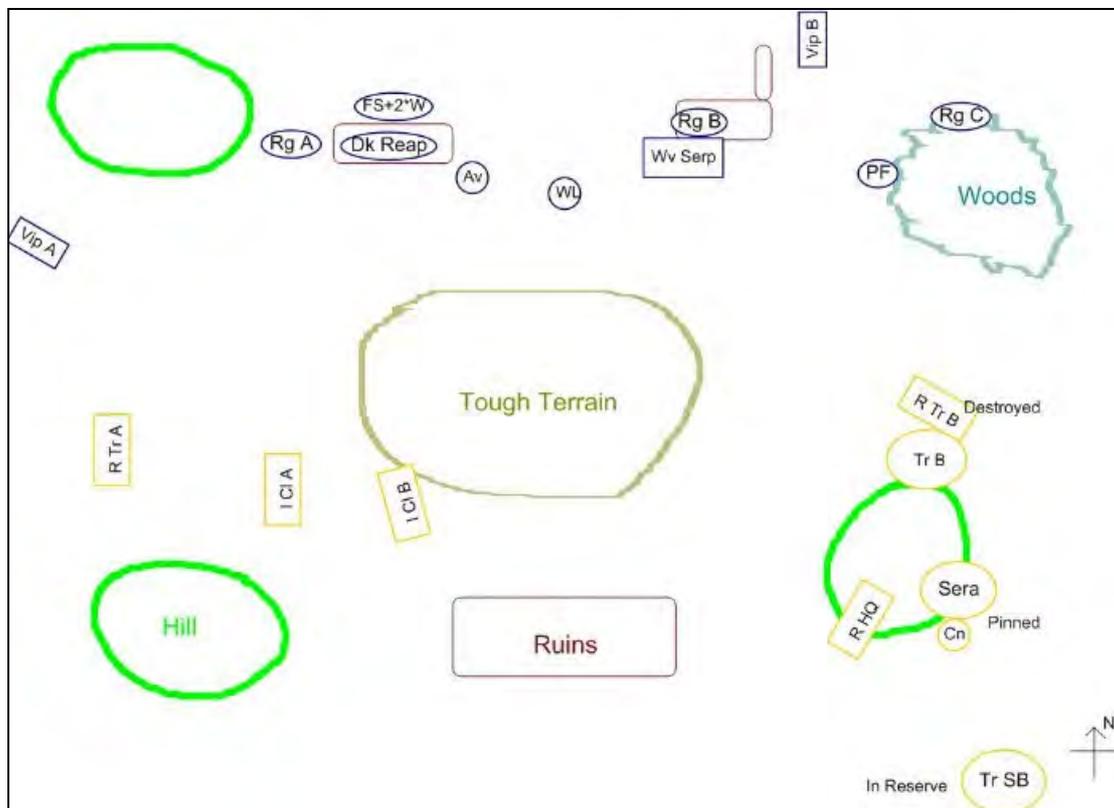


Witch Hunters turn 1

No surprises here as this is basically a mechanised SOB force. Both the immolators [I Cl A] and [I Cl B] advance 12 “ and smoke. All the rhinos advance 12 “ [R Tr A], [R Tr B] and [R Hq] and then smoke. The squad of Rhino B dismount and cover behind the Rhino in preparation to assault the Eldar pathfinders in the nearby wood.

Eldar Turn 1

Farseer fortunes the Dark Reapers. WraithLord and Avatar advance 6” to intercept the immolators which are making a direct line towards the Dark Reapers. Vipers [Vip A] move 12 “ in a westerly direction and shoots at Rhino [R Tr A] which get a Shaken (ignored due to Extra Armour). . Waveserpent Brightlances at Rhino {R Tr B} but with no result. Viper [vip B] reverses 7” and shoots at Empty Rhino [R Tr B] and destroys it. Wraithlord shoots at Immolator [I Cl B] to give shaken (ignore extra armour). Dark Reapers get 1 glancing hit on immolator [I Cl B] but with no result.



Witch Hunters turn 2

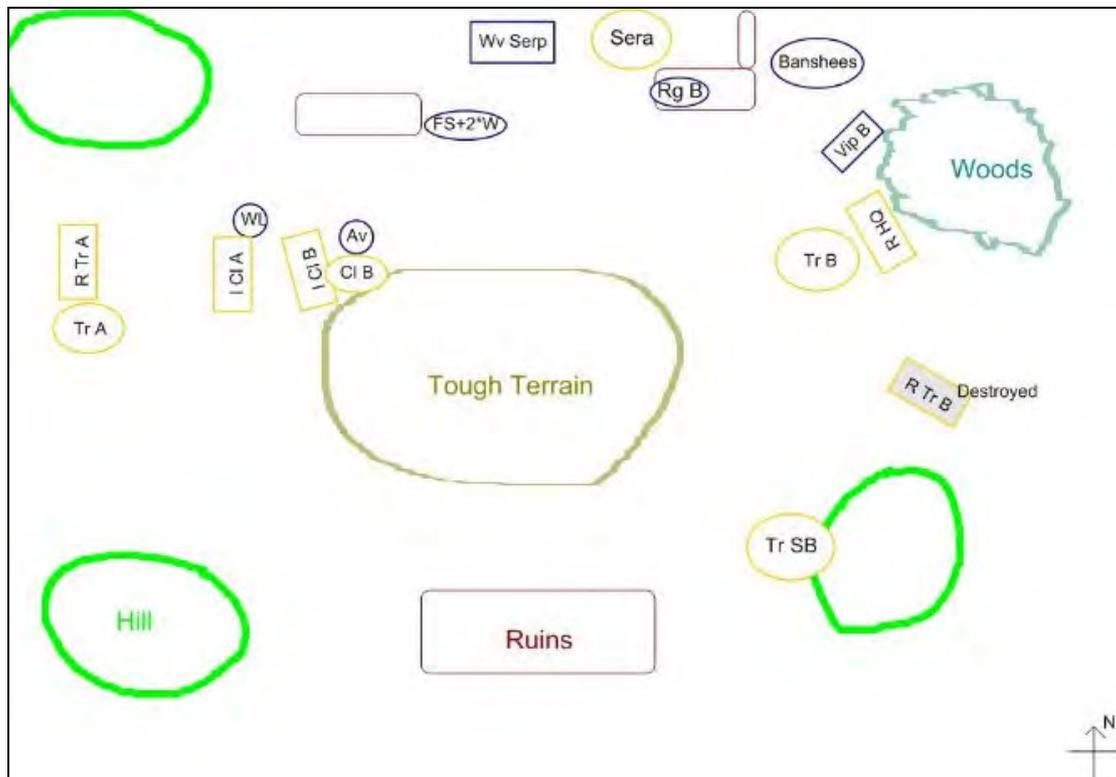
Footslogging Storm Bolter SOB squad [Tr SB] make their reserve roll and move onto table 6” (it’ll be a couple of turns before they contribute anything). Rhino [R Tr A] moves 12 “ and the SOB squad disembarks. Immolators [I Cl A] and [I Cl B] move 12” and the celestians disembark. The HQ rhino [R Hq] moves forward and takes cover behind the destroyed Rhino [Rhino B]. Seraphim [Sera] and Jump pack canones [Cn] move forward and shoot 1 pathfinder. They then assault the pathfinders and finish them off and then proceed to roll 5” on their ‘hit and run’ roll. (oops – after

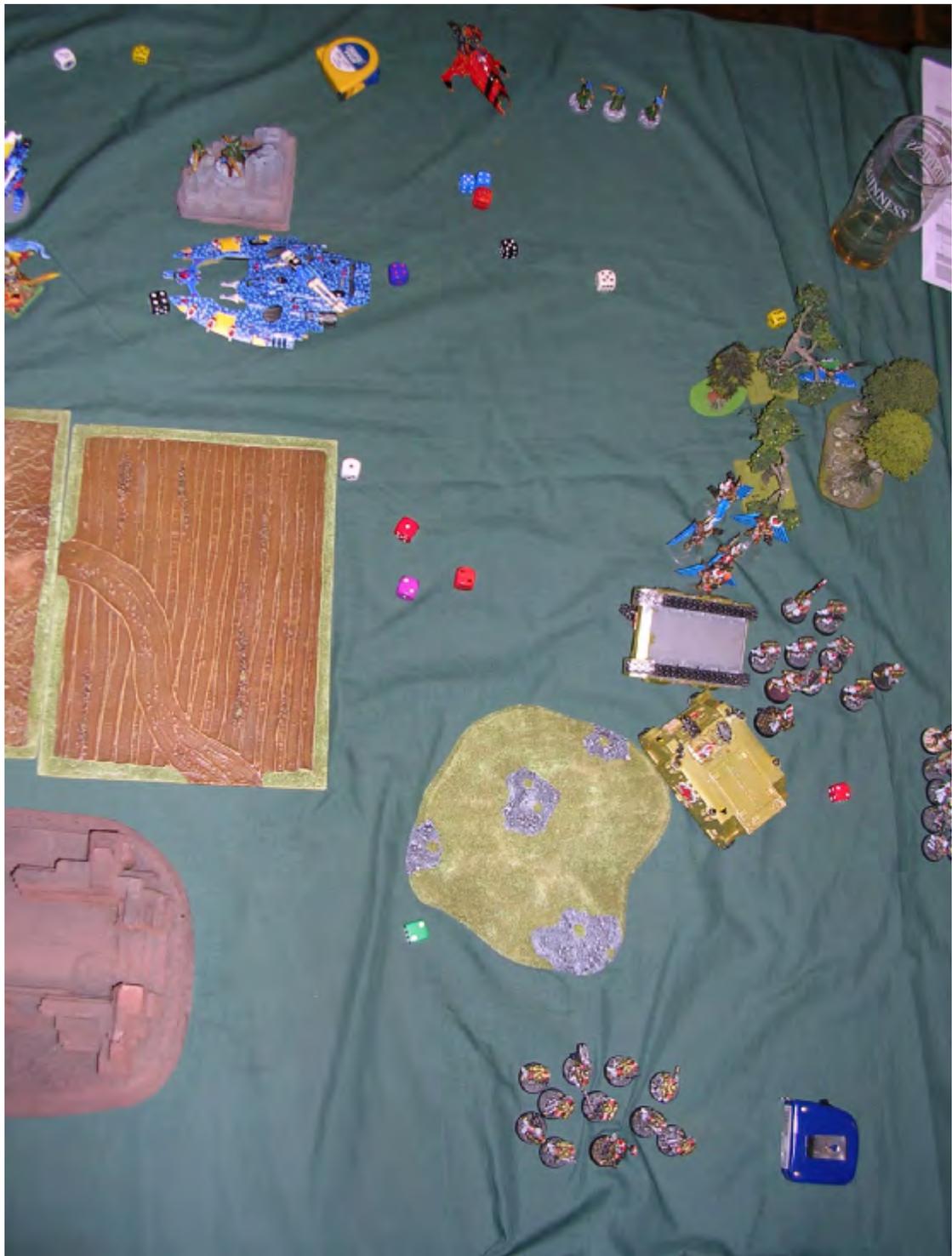
reading codex after battle seraphim loose hit and run ability if accompanied – oh well). The seraphim retreat 5 “ and the jump pack canonesse moves forward 5” to hopefully receive the return shooting instead of the seraphim. Meanwhile over on the west of the table trooper squad A and the 2 small celestial melta gun squads dispose of range squad A [Rg A].

Eldar Turn 2

Farseer guides the Dark Reapers. The dark reapers let loose at Celestian squad A who promptly use a faith point for a successful invulnerable save and Celestian squad A only takes one casualty. Viper A [Vip A] moves south and shoots at the rear of Immolator A and penetrates on a 2. Wave Serpent moves west and shoots at rhino A and penetrates on a 2. Wraithlord shoots a Immolator A and penetrates on a 3 to immobilise. Ranger squad B unsuccessfully shoots at Celestian squad A . Jump pack canonesse [Cn] rolls a faith point for invulnerable save and promptly takes a wound from ranger squad C [Rg C]. Viper B [Vip B] proceed to finish of the jump pack canonesse. The Wraith lord and Avatar proceed to assault Immolator B and get one glancing hit on a 2.

End Turn 2 Forces Overview





Turn 2 end EAST



Turn 2 end WEST

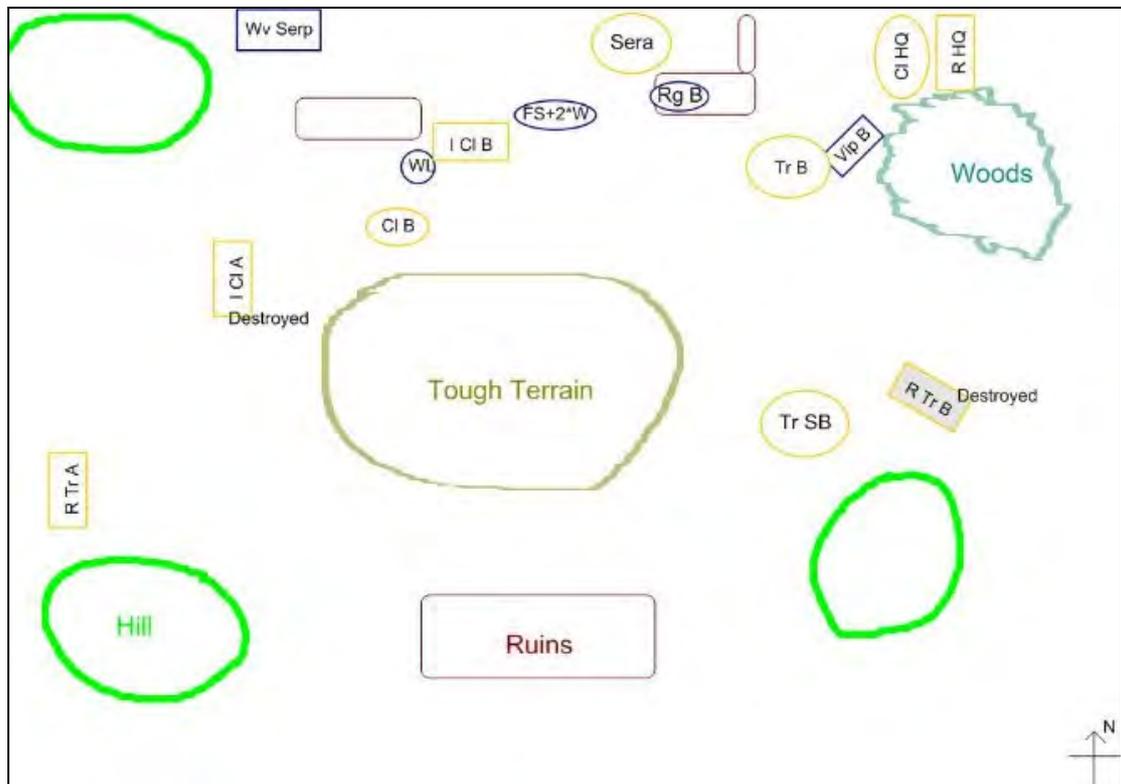
Witch Hunters Turn 3

Sob squad A move towards Viper A [Vip A] and promptly destroy the viper. Celestian squads A [Cl A] & B [Cl B] move towards the avatar and let rip and 8 bolters and 4 melta guns deal out a whopping one wound on the avatar. Immolator B moves forward (wow an immolator made it across the table) and proceeds to flame the dark reapers with its twin linked heavy flamers and finishes off the squad. Sob Storm bolter squad plod forward another 6 “. The Hq rhino moves towards centre of the board 12 “. SOB squad B follow the HQ rhino. Seraphim move and assault ranger squad C [Rg C] and wipe them out and follow up close to ranger squad B [Rg B]. Next turn will be in close combat with the avatar and possibly some banshees, fortunately still have plenty of faith points handy as these will be needed !!!

Eldar Turn 3

Phoenix flyer arrives pretty much centre of the board and proceeds to shoot at SOB squad B who use a faith point to be invulnerable and only take 3 dead. Banshees disembark and fleet of foot towards the seraphim and some just make contact and assault them killing 2 seraphim (more faith points used) and loose none in return. As there was no base to base contact the remaining seraphim move away towards the wave serpent. Both the Avatar and wraithlord move forward ready to engage the immolator in combat. Wave serpent shoots at immolator B and misses. Wraithlord shoots at immolator B and gets a glancing 2 which is ignored (extra armour) , Viper B [Vip B] moves west 12” and shoots at immolator B and immobilises it. Avatar assaults celestian squad B and the avatar takes 2 wounds and celstians zero wounds (yet more faith points used). Wraithlord assaults Celestian squad A and proceeds to kill them and consolidates into the stranded immolator A

End Turn 3 Forces Overview



Turn 3 end EAST



Turn 3 end WEST

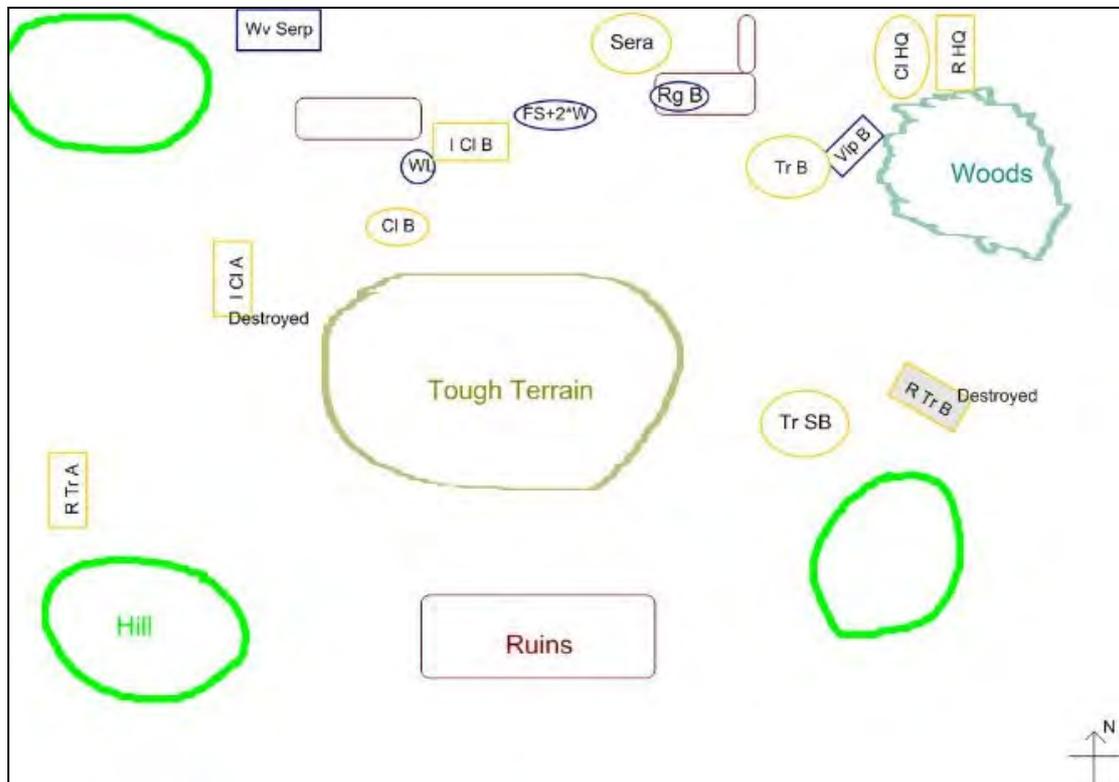
Witch Hunters Turn 4

HQ Rhino moves forward 12" and disembark the celestial [CI HQ] squad to shoot at the banshees. SoB squad B moves towards banshees in preparation for some bolter rapid-fire action. Storm bolter SoB squad moves 6" to assist in boltering the banshees. The 3 squads, which moved to shoot the banshees, now shoot them and proceed to kill them all. The Seraphim shoot the rear of the wave serpent and obtain a whopping stun result. Celestial squad B [CI B] proceed to kill the avatar (more faith points). Immolator B proceeds to flame the Farseer and warlocks and kills one warlock. Meanwhile the wraithlord proceeds to finish off Immolator A. SoB squad A embark on rhino A and move 12" south away from the battle (they are too far away to assist in anyway so may as well deny some victory points).

Eldar Turn 4

Ranger squad B [Rg B] and Viper B [vip B] and Farseer & warlock shoot at the seraphim who take no wounds (used faith point). Wraith lord moves shoots and assaults immolator B which somehow comes away intact. Phoenix flyer arrives near the centre again and kills one of celestial squad B (that was the last faith point).

End Turn 4 Forces Overview





Turn 4 end EAST



Turn 4 end WEST

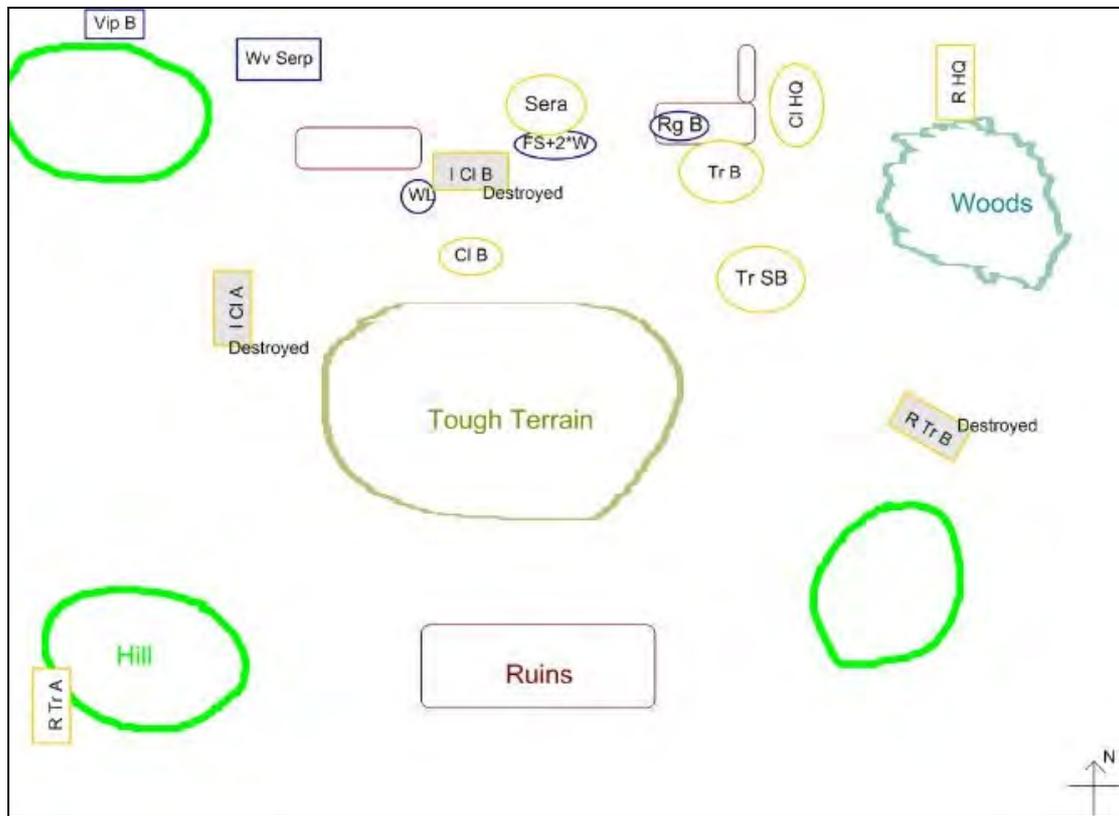
Witch Hunters Turn 5

Storm Bolter sister squad shoot at viper B and get a shaken. Immolator B and Celestian HQ and Sob battle squad B move in on ranger squad B and kill them all. For some obscure reason the Serpahim charge the Farseer and warlock and loose one . The melta gun carrying Celestian Squad B actually take a wound off the wraithlord when they shoot at it.

Eldar Turn 5

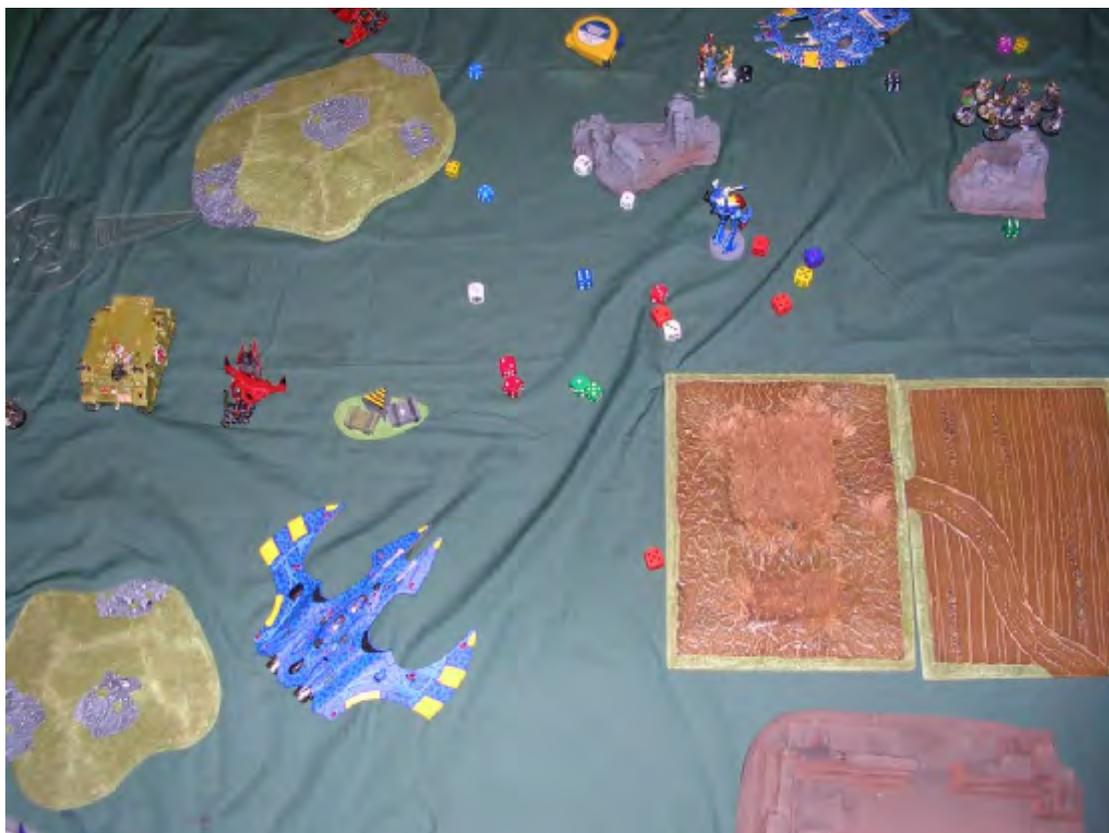
The wave serpent shoots and misses Immolator B. The Seraphim loose another member whilst in combat with the farseer and warlock. The wraithlord proceeds to kill immolator B. For some reason the Phoenix did not arrive this turn.

End Turn 5 Forces Overview





Turn 5 end EAST



Turn 5 end WEST

Conclusion

Report gets a bit brief at the end as everybody else at the club was putting away the gaming tables where this was being played. We did a quick count of points remaining which was

- Witch hunters 1050
- Eldar 825

So depending how accurate our counting was it was a minor victory for the witch hunters, or maybe a draw !!

Witch Hunters Comments

For the witch hunters a typical game I suppose. For a troop heavy army most games tend to go the distance and end up being a minor loss, draw, or minor victory. The standard 1500 points witch hunters list is still evolving, and currently trying to suss out that witch hunters point sink known as “seraphim and jump pack canonesse” – may replace them with another rhino of celestians. Only failed one faith test the whole game out of at least 12+ , which is certainly not normal.

It was unusual to have an immolator still fully functional after turn 3

Eldar Comments

Gets me every time I play Witch Hunters!!! Faith points are a huge advantage for witch hunters, and, being as though paul’s army is troop-heavy with lots of sergeants, the faith point count is above average. 3+ invulnerable saves are the difference between life and death. I need more anti-tank weapons, possibly 2-3 wraithlords, all with bright lances. (They hit on 3+ compared with a vehicle’s 4+ to hit roll.) The

outcome is always the same when facing these guys: draw or minor victory/loss. Overall, no surprises. My weapons failed to damage the tanks hard enough, rangers + reapers got barbecued because of this. I'd prefer not to use the phoenix again as I end up outnumbered more.