

My First 40K Tournament

Well, not really a full tournament – it was a one-evening “40K in 40 minutes” tournament that James Funnell had kindly organised.

I am very new to 40K, having played a couple of times under 3rd Edition and one game under 4th Edition. This would be my 2nd, 3rd and 4th games under 4th Edition.

I don't have enough Chaos infantry for my first army choice, so I took Emperor's Children – I liked the Fearless and Warp Scream, plus sonic weapons are much better than they used to be under the previous Chaos Codex. I had to paint up some Noise Marines for this – ones I bought years ago, second-hand and never got around to painting. Does anyone else do this? – 4 minutes to buy, then 4 years before they get painted!

My force was:

Squad 1 – 3 Noise Marines with bolters, 1 Noise Marine with a Sonic Blaster and one with a Missile Launcher. Also an Aspiring Champion with bolt-pistol and close combat weapon. 129 Points.

Squad 2 – 2 Noise Marines with bolters, 2 Noise Marines with a Sonic Blaster and one with a Blast Master. Also an Aspiring Champion with bolt-pistol and close combat weapon. 134 Points.

Squad 3 – 2 Noise Marines with bolters, 2 Noise Marines with a Sonic Blaster and one with a Blast Master. Also an Aspiring Champion with bolt-pistol and close combat weapon. 134 Points.

Game 1 – Playing the Tournament Winner – Search and Destroy

This was against Paul Cockram and his Eldar. He had a Walker with two scatter lasers, two Vypers, each with a Star Cannon, a squad of 8 Guardian Defenders with a Warlock, and a 9-strong Guardian Storm squad with a Warlock.

Paul won the role-off for choosing table edge and he chose the side with the most cover. Paul deployed his entire army behind a wood opposite my left flank, but got first turn and moved his two Vypers out to attack my squads, keeping them close to the woods and out of sight of my Missile Launcher. Each Vyper shot and killed a Noise Marine with their Star Cannons. His two squads moved forward, fleet of footing.



The whole Eldar army advances on my left-most squad.

In return my squads shot at the Vypers and shot off both Star Cannons – Paul didn't realise that Blast masters had 36" range and could be S8! Other shots were fired at the Storm Squad, but they had 'Conceal' and saved all 3 wounds. This was a recurring theme throughout the battle – Paul made loads of 5+ saves, at one point five out of five! Next turn his Walker strolled out from behind the wood to target one of my squads. 2D6 shots translated as 11 shots needing '4's to hit – 10 hits! That was 5 Noise Marines down, and my army started to retreat from the Eldar into my bottom right-hand corner, whilst the squad there advanced to give fire support. I did wipe out all the Storm squad,

but the War Walker, Vypers and Guardian Defenders got close enough to wipe me out with massed Shuriken catapults and cannons.

Paul got 656 Points to my 141 Points – I had been Massacred!

At this point the Tournament Results were:

Paul Cockran (Eldar)	23
Neil Kryton (Tau)	21
Steven Drew (Grey Knights)	20
Peter David (Orks)	14
Craig Polden (Orks)	10
Warren Gleeson (Necrons)	6
Paul Nettle (Chaos)	3
Ben Palfreyman (Alaitoc)	3

Well, I was in last place. Things could only get better!

Game 2 – Zulu Dawn – Search and Destroy

This was against Ben Palfreyman and his Aliatoc Rangers Eldar. A very different army to Paul's, he had 2 squads of 3 Path-Finders/Rangers, a Vyper with a Star Cannon, a squad of Howling Banshees with a Warlock and another combat squad – I think it was a Guardian Storm Squad, but might have been Dire Avengers. He set up with the Vyper hidden and the two combat squads set to race down the middle. The Path-Finder/Ranger squads infiltrated into the woods. Due to their 'disruption' rolls, one of my squads went into reserve, but the other should have been pinned. Thanks to being Fearless, they were not. I got first turn, and shot at the first combat squad and one unit of Snipers. The Eldar combat squads ran forwards whilst the Vyper stayed hidden and the snipers sniped.



Zulus massing for a frontal attack. Ben's army won the best painted army competition, but my photograph doesn't do Ben's painting justice. Sorry Ben!

My squad in reserve came on in turn 2, and I set up a firing line.



This picture was taken before Ben's disruption roles, and shows my left hand squad and the central squad before being removed into reserve. The central squad moved back into place on Turn 2! If you look carefully at the wood in the top right of this picture, you can just see a squad of 3 Eldar snipers.



My right hand squad in the tress (the trees have had their tops removed for ease of troop movement).

I shot down both the combat squads, plus took the sniper teams down to 1 and 2 respectively. I lost one squad completely and one below half level.

Throughout the game, my 3 heavy weapons didn't score even one hit, which spoiled my shooting somewhat, and might have cost me a victory! I couldn't believe it as turn after turn the 3 heavy weapons models rolled a '1' or '2' to hit.

Ben got 390 points to my 407 – it was a Draw.

At this point the Tournament Scores were:

Paul Cockran (Eldar)	39
Steven Drew (Grey Knights)	34
Craig Polden (Orks)	33
Neil Kryton (Tau)	31
Peter David (Orks)	24
Paul Nettle (Chaos)	14
Ben Palfreyman (Alaitoc)	14
Warren Gleeson (Necrons)	9

Game 3 – Gun Fight at the OK Coral – Take and Hold

This game was against Warren, an even less experienced player than I am, and his Necrons. His was a very simple army – just 2 squads of 10 Necron warriors.

This was Take and Hold, with extra points for being within 12” of the objective.

We both lined up in the open space between the ruins (one of my squads was in the ruins), at 24” range, and opened up on each other. Nobody moved as we were all within 12” of the objective!



Warren's army lines up between the terrain.



My central squad prepares to open up.

Because the Necrons have rapid-fire weapons they could only shoot once, and my sonic weapons, with Heavy 3 and Assault 2, soon began to tell. Warren also amazingly failed his first 7 attempts to come back from the dead, or whatever Necrons call it. By the end of the game he had a reduced squad left, whilst I had two squads and a squad reduced to less than half.



The right hand squad in the ruins – also within 12” of the objective.

Warren got 257 points to my 463 – a Marginal Victory.

At this point the sportsmanship scores were added to the scores and the final Results were:

Paul Cockran (Eldar)	56	First
Steven Drew (Grey Knights)	51	Second
Craig Polden (Orks)	50	Third
Neil Kryton (Tau)	48	
Peter David (Orks)	39	
Paul Nettle (Chaos)	35	
Ben Palfreyman (Alaitoc)	31	Best Painted Army
Warren Gleeson (Necrons)	24	

Best sportsman - draw between Craig/Warren/Paul Cockram

Very well done to Paul Cockram, who played very well all evening. His final game was against Steve, and was a draw – if Steve had won he would have won the tournament instead. Steve played very well with just 11 figures, and deserved his second place, and well done to Craig for coming third. Special congratulations to Peter David, the highest placed of the 40K newbies.



Paul Cockram's winning army again – minus a couple of figures and Star cannons!



Runner-Up Steve Drew's Grey Knights. Quote from Steve "They are NOT space marines!" to everyone who asked! Only 11 figures? Yes, but according Steve they are rock, and his Second placing shows his skill in using them.

Conclusion

I really enjoyed my 3 games, and this was an excellent format for a club tournament in an evening. I was a bit disappointed that I never got into combat – shooting resolved all the games, so I never got to use my free Aspiring Champion or the Warp Scream!

Many thanks to James for organising it – sadly, James didn't even get one get a game as we had even numbers without him, but everyone really enjoyed it. Some of our best 40K players, like Sean Councill, Tony Francis and Paul Sheehan, didn't make it along, but it was their loss as they missed a very fun and enjoyable tournament. Let's hope it's the start of many more 40K club tournaments!