



Orkz
vs
Black Legion

1250pts
30.03.2016

Armies – Orkz



HQ:

Warboss in mega armour, cybork body, lucky stikk
Painboy

Elites:

3 Meganobz – bosspole, kombi-scorcha
@Trukk with reinforced ram

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Troops:

19 Boyz with choppa, nob with power claw and bosspole

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19 Boyz with choppa, nob with big choppa and bosspole

Fast:

2 *1 Deffkopta with tw-rokkit launcha

Heavy:

2*1 Killa kan with rokkit launcha

8 Lootas

Warlord trait: Master of Ambush

Armies – Black Legion

HQ:

Sorcerer 2x Additional Mastery Level, Combi-melta, Force Stave, Mark of Tzeentch , Spell familiar, Terminator Armour

Elites:

5 Chaos Terminator - 4*Combi-melta, 1 Heavy flamer, 5*Power Maul

Helbrute - Missile launcher, Power fist, Heavy flamer

Troops:

10 Chaos Cultists - Flamer, Autoguns

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5 Chaos Space Marines - Flamer (5pts)

@Chaos Rhino - Combi-bolter, Havoc Launcher

5 Chaos Space Marines - Flamer (5pts)

Fast:

10 Raptors - 2x Flamer

Heavy suport:

Chaos Predator - Autocannon, Havoc Launcher, Heavy Bolters

5 Havocs - 4x Autocannon

Warlord trait: Target Priority

Psychics powers: It did not matter....

Mission: Deadlock

Black Legion won roll-off for **deployment**.

Night on 1st turn, Black Legion won roll-off for **1st turn** but decided to go second

Deployment before infiltrators:



Deployment...



Deployment...



Havocs

Deployment...



Deployment with infiltrators:





Orkz are pushing forward. Trukk with Warboss blocks Tactical squad and Rhino with second Tactical squad.

Second Trukk pushing forward to support outflanking boyz.

Killa kan on right flank needs to defend objective 5 and manages to reach it.



Deffkopta flat-out to hold objective.

Orkz shoting is ineffective – nothing to note.

Still – 2 VP achived.



Black Legion movement is minimal – Helcult moves to support units in the center.



Raptors moves towards Boyz.

Tactical squads moves toward Trukk.

In shooting Havoks manages to destroy defending objective Killa kan (no points in next turn and objective from card achive 😞), combined fire from Predator and Tactical squads destroys both Trukks – but no damage for Meganobz.

Boyz lost 8 of them and it made 8 inch charge range for Raptors. They rolled 7 😊



Reserve roll failed.
Waagh is declared.

Boyz are charging Havoks
and wipe them out
losing only two of them.

Meganobz are taking out
Predator.

Warboss kills one Tactical
squad.

Second Meganobz squad
takes both Rhino and
Tactical squad.



Lootas kills 1 Raptor.



Killa kan takes objective 5.

Hidden in ruins Deffkopta manages to achive defend objective card.

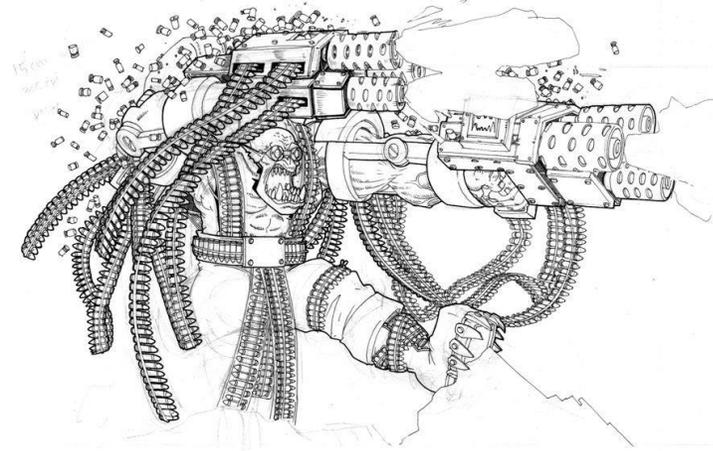
TIME FOR COMERCIAL!!!!!!



Having problem with Your transport?

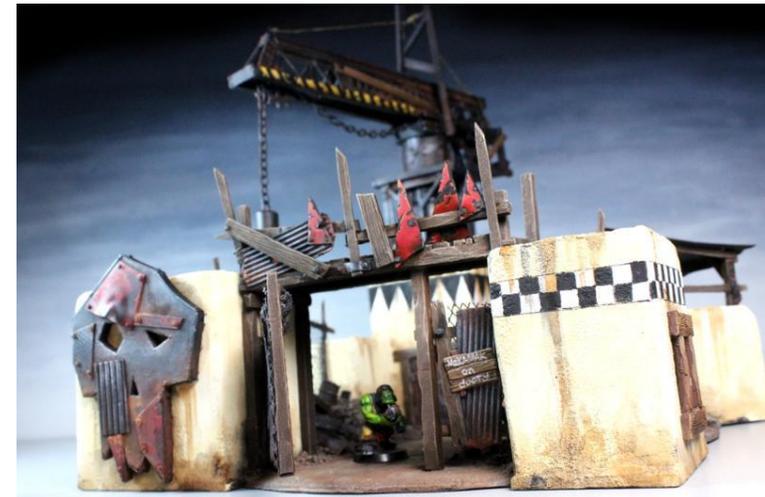
Last teleport assault didn't go well?

Need more dakka?



COME TO OUR MEK-WORKSHOP!!!

WE WILL PIMP YOUR RIDE!!!!





Reserve roll for Terminators FAIL!

Helcult advances.

Raptors jumping into center – pushing Boyz from objective is worth points for killing in assault and securing objective.



Fire from pistols makes Boyz fail their morale check and mob rule. Boyz are running - 10 inches away from Raptors.

But they manager to assault and slay them.



Reserve roll for Termies
and FAIL AGAIN!!!

The only thing that is left
on table for Chaos is
Helcult with Helbrute –
they kills 12 Boyz.



Warboss is joining Meganobz, Boyz make cover for Nobz, Meganobz with Painboy are moving to charge Helcult.

Boyz charge both units of Cultis and leave only 2 alive.



Terminators with Sorcerer arrive at last!!!

Magic phase is ineffective, in shooting 2 Meganobz are down.



On other side Helbrute charges into Meganobz but 2 hits and double 1 on wound...

After that Black Legion decided that it is high time to go back to Eye of Terror and resupply.

End!!!!!!!!!!!!

Orkz won(17:5 at the end of turn 4)

Battle took place in:



Which we strongly recommend!