

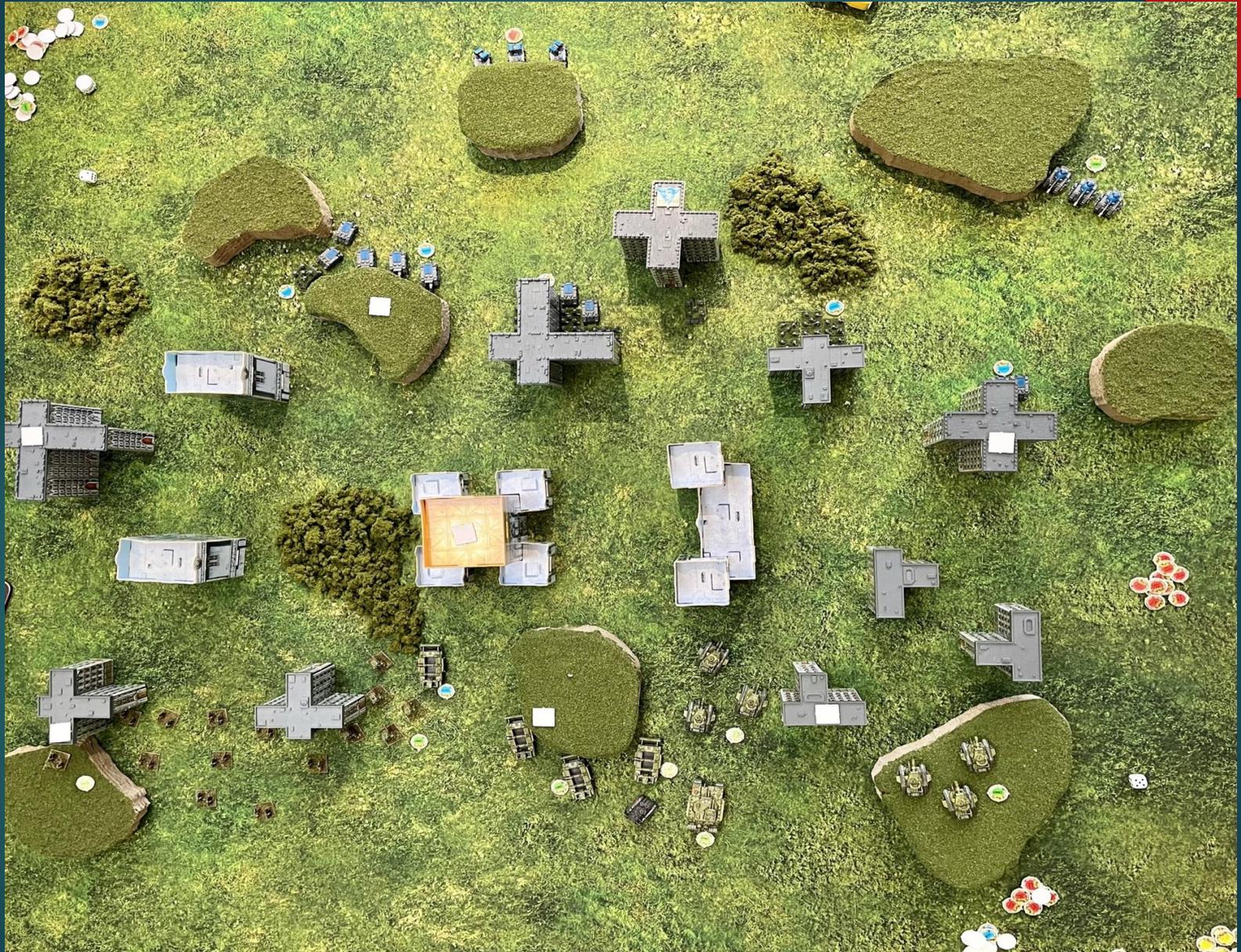
TURN ONE SETUP



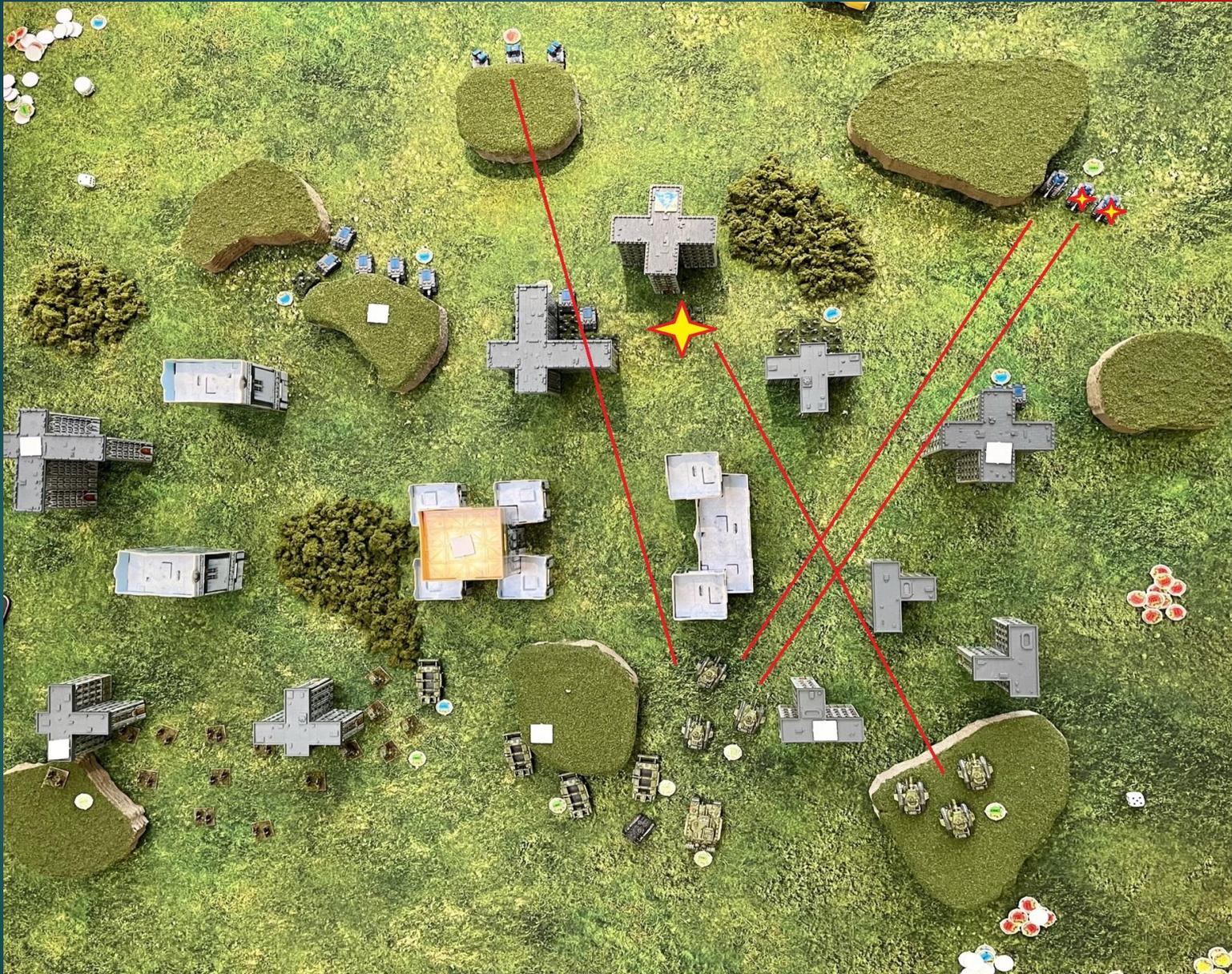
TURN ONE ORDERS



TURN ONE MOVES



TURN ONE ATTACKS



Turn One

VPs Required to win – 35

Imperial Guard – 0 / Space Marines – 0

Initiative – Imperial Guard

Movement

In typically aggressive fashion the Warp Sharks speed forward to try and claim as many key points as possible. The Scouts in the middle use their 'scout' special rule to move forward and garrison a building early.

The Predators move around the hill on their left flank hoping to score some early hits on the Leman Russ tanks lining up opposite them.

The guardsmen of the Kreizkurg advance more cautiously. The main force moves up the centre trusting in the armoured hulls of their Gorgon transports whilst the rough riders moved up on their left flank.

Combat

Whirlwinds miss with an indirect barrage on a Leman Russ detachment.

A Leman Russ detachment shoots and destroys 2 Predator tanks.

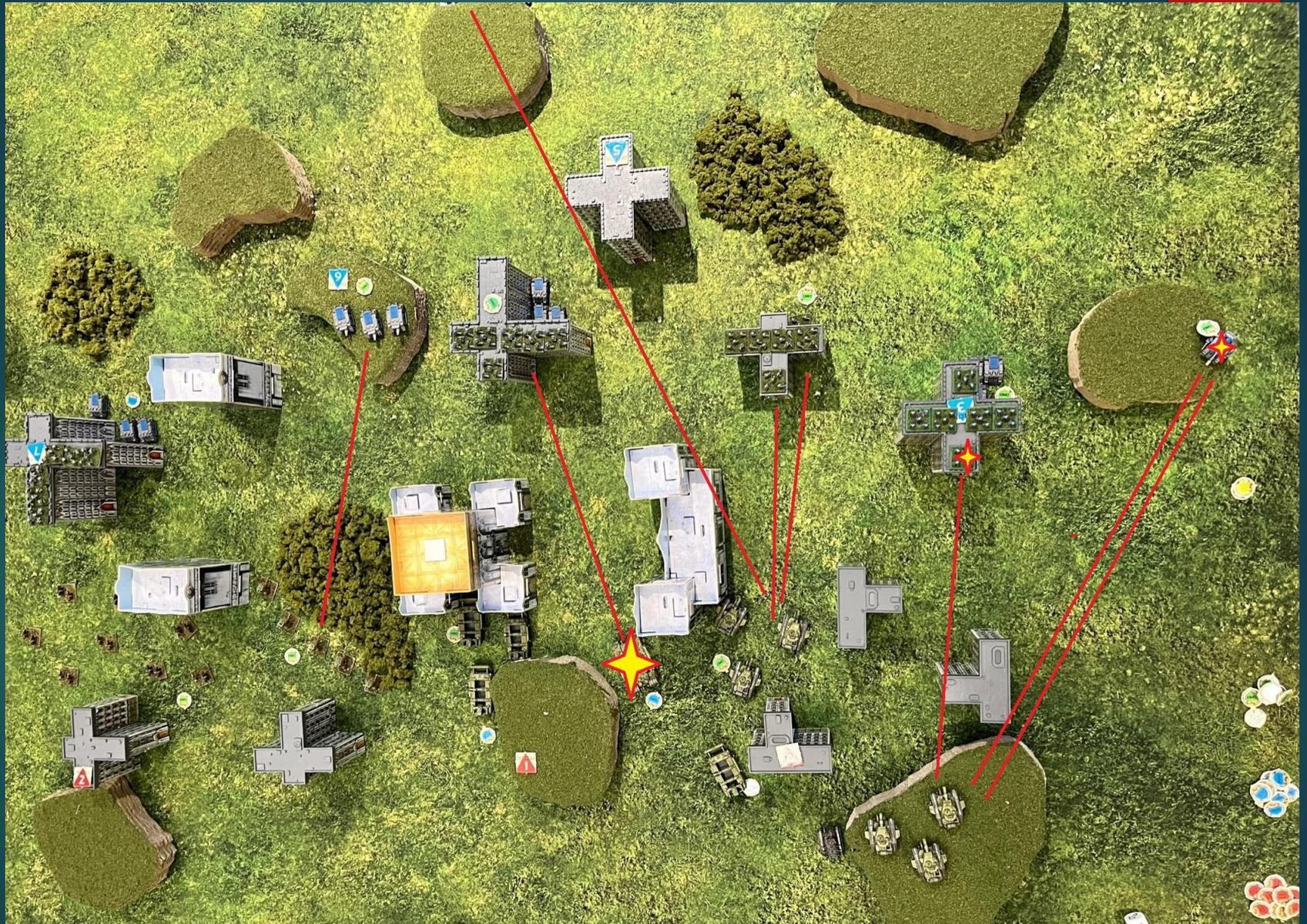
Lone predator returns fire but misses.

Foolishly the Company Commander moves to far forward and as was now the only target in sight was quickly destroyed by the other Russ detachment. "No big deal" I say "it only grants a morale boost, don't think that it'll be a big deal". Those words may come back to haunt me...

TURN TWO MOVES



TURN TWO ATTACKS



Turn two

VPs Required to win – 35

Imperial Guard – 17 / Space Marines – 15

Initiative – Space Marines

Movement

Warp Sharks consolidate their earlier moves by garrisoning buildings across the centre of the board.

The Guard continue to cautiously move forward apart from on their left where the Rough Riders continue to push forward fast.

Combat

Whirlwinds again fire indirectly on the Lemman Russ detachment and again the shells fall wide and miss.

Sentinels shoot at the Vindicators scoring 3 hits but all saved.

The lone Predator having passed its morale check fired on the Lemman Russ detachment on the hill and misses.

Devastators unleash on the Storm Hammer causing 5 hits. Rolling 3 ones for its save it duly blew up!

The Lemman Russ detachment on the hill destroys the last Predator and one stand of tactical marines in the adjacent building.

The Scouts score two hits on the Lemman Russ detachment but fail to do any damage.

Rough Riders open fire on the Assault Marines garrisoning the building and score an incredible 4 hits needing 7s! 4 stands were immediately wiped out.

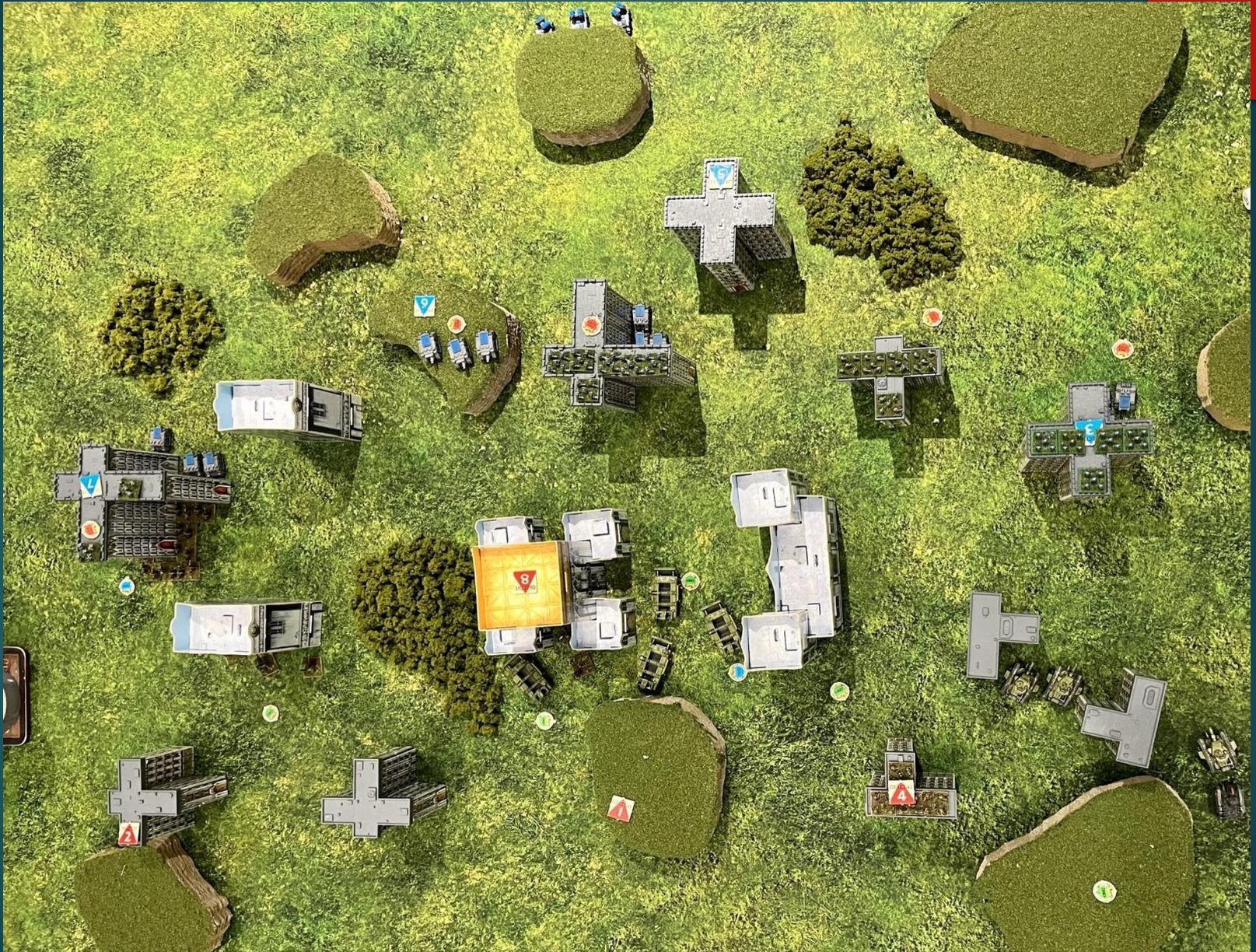
The Tactical Marines then score 2 hits on the Lemman Russ detachment managing to kill one.

Finally the Vindicators destroy two Sentinels.

TURN THREE ORDERS



TURN THREE MOVES



TURN THREE ATTACKS



Turn three

VPs Required to win – 35

Imperial Guard – 31 / Space Marines – 19

Initiative – Space Marines

Movement

The Warp Sharks had now firmly dug in across the centre of the city in four buildings with the Devastators holding a commanding position. If they held this line they could stall the guard advance and pick them off, one detachment at a time. The only question mark was on the Space Marine right flank. The Assault Marines had been seriously damaged by the ranged fire of the Rough Riders on the way in. Now they were lowering the lances and preparing to charge.

Combat

Devastators cause 5 hits on the Gorgons but their thick armour saves them.

Whirlwinds indirect fire misses a Lemman Russ detachment but scatters close enough to destroy one.

Scouts miss Lemman Russ detachment.

Vindicators miss the Gorgon but kill one Sentinel.

Assault Marines shoot down one Rough Rider stand as they charge in.

Both Lemman Russ detachments fire on the Tactical Detachment and miss.

Gorgon misses the Devastators.

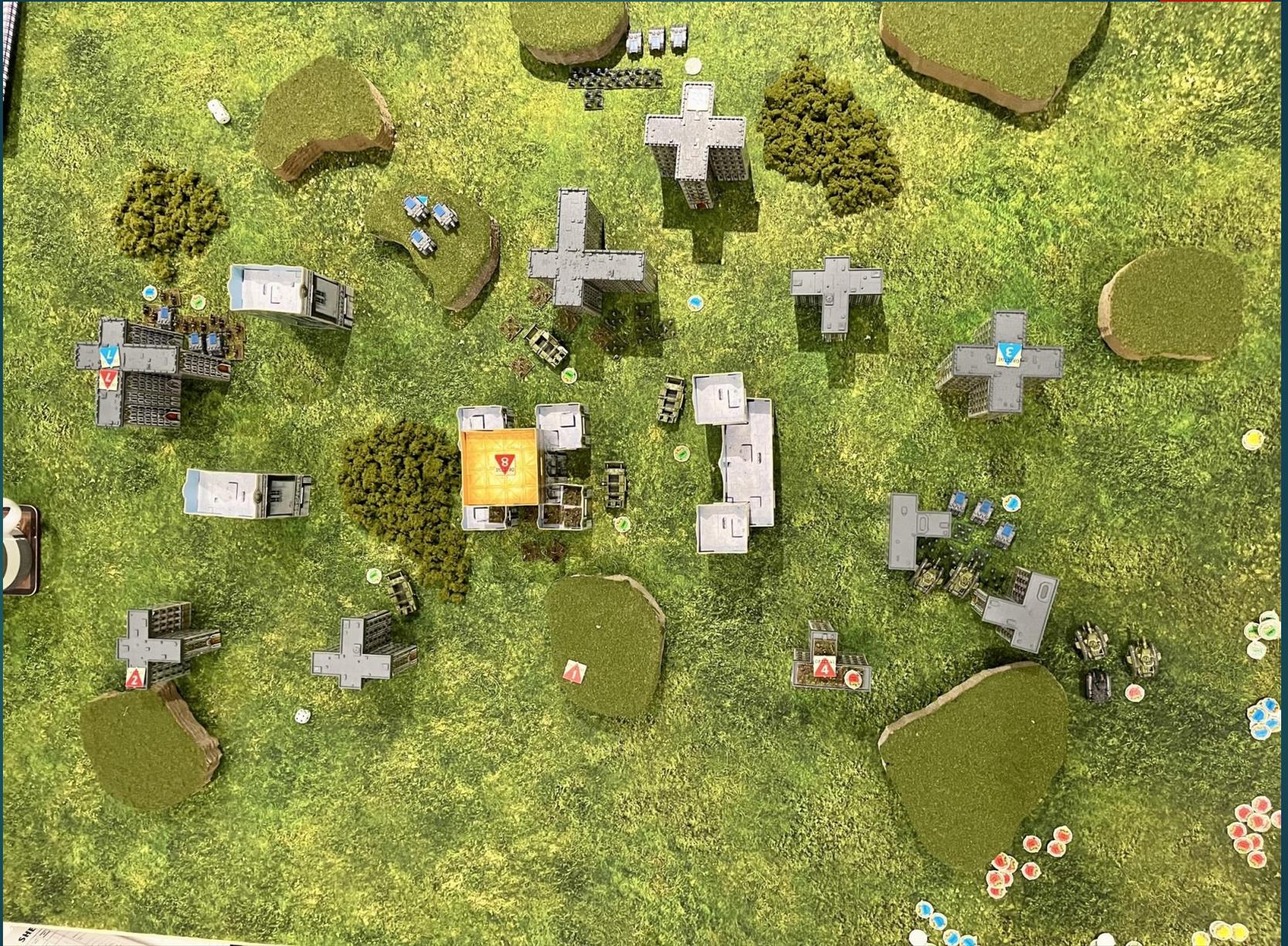
The Guardsmen holding Objective 4 fire on the scouts and miss.

Finally the Rough Riders charge hits home killing 2 assault stands wiping them out.

TURN FOUR ORDERS



TURN FOUR MOVES



TURN FOUR ATTACKS



Turn Four

VPs Required to win – 35

Imperial Guard – 38 / Space Marines – 24

Initiative – Space Marines

Movement

Crucially the Space Marine right flank collapsed with the shock defeat of the Assault Marines by the Rough Riders. The greater impact was it took the Battle Company below their break point meaning all detachments had to pass their break tests to stay in the game. Still, shouldn't be an issue. I only fail on a one and as long as the Devastators don't run....Bugger.

Yep, the Devastators holding the middle broke and ran (remember my earlier remark regarding the company commander!) leaving a gaping hole in my lines.

Seeing this the Gorgons moved forward, spewing Guardsmen into the breach.

Desperate to plug the hole the Tactical and Scout detachments charge out of their buildings into the Guardsmen and Leman Russ detachments.

In the confusion, command elements of the Kreizkurg make their way into the main Administratum building.

Combat

Whirlwinds fire indirectly at a Leman Russ detachment and miss but the shot does scatter and kills the Commissar and his Rhino.

Tactical Marine detachment storms the Leman Russ detachment and kill two of them in assault wiping them out.

Rough Riders continue their quest for glory smashing through the Rhinos of the Assault detachment.

Scouts kill one stand of Guardsmen in assault.

Vindicators destroy one stand of Guardsmen.

The 3 Gorgons destroy four Marine Scout stands.