

Chaos vs. Tau

Overview

Location: Graham's house

Date played: 27 September 2013

Chaos

General: Graham

MC	Slaughter, Malleorum Cruentus	1 point
IF	Slaughter, Infernus Fictor	1 point
FB	Devastation, Ferrum Barbarus	1 point
IC	Hades, Iron Crucifier	1 point
PsH	Despoiler, Perurabo's Hate	1 point

Total: 5 points

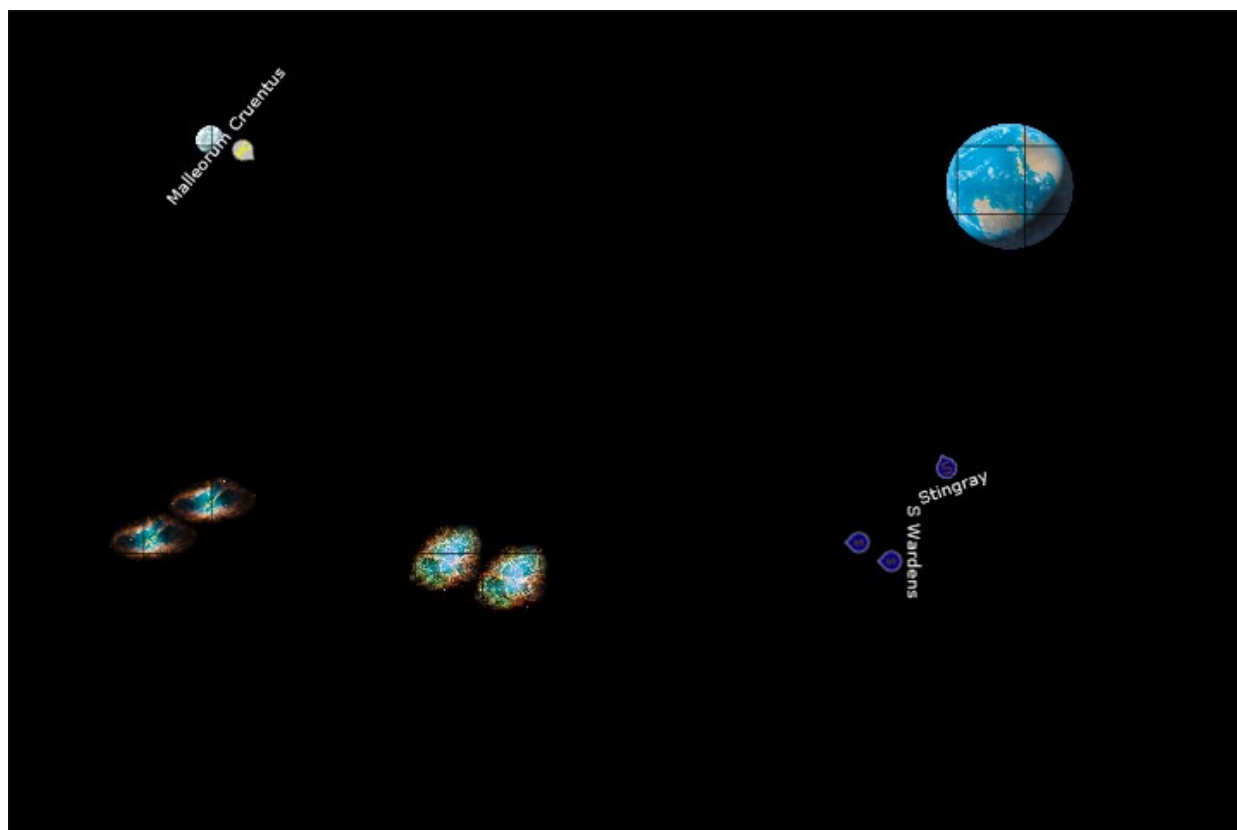
Tau

General: Keith

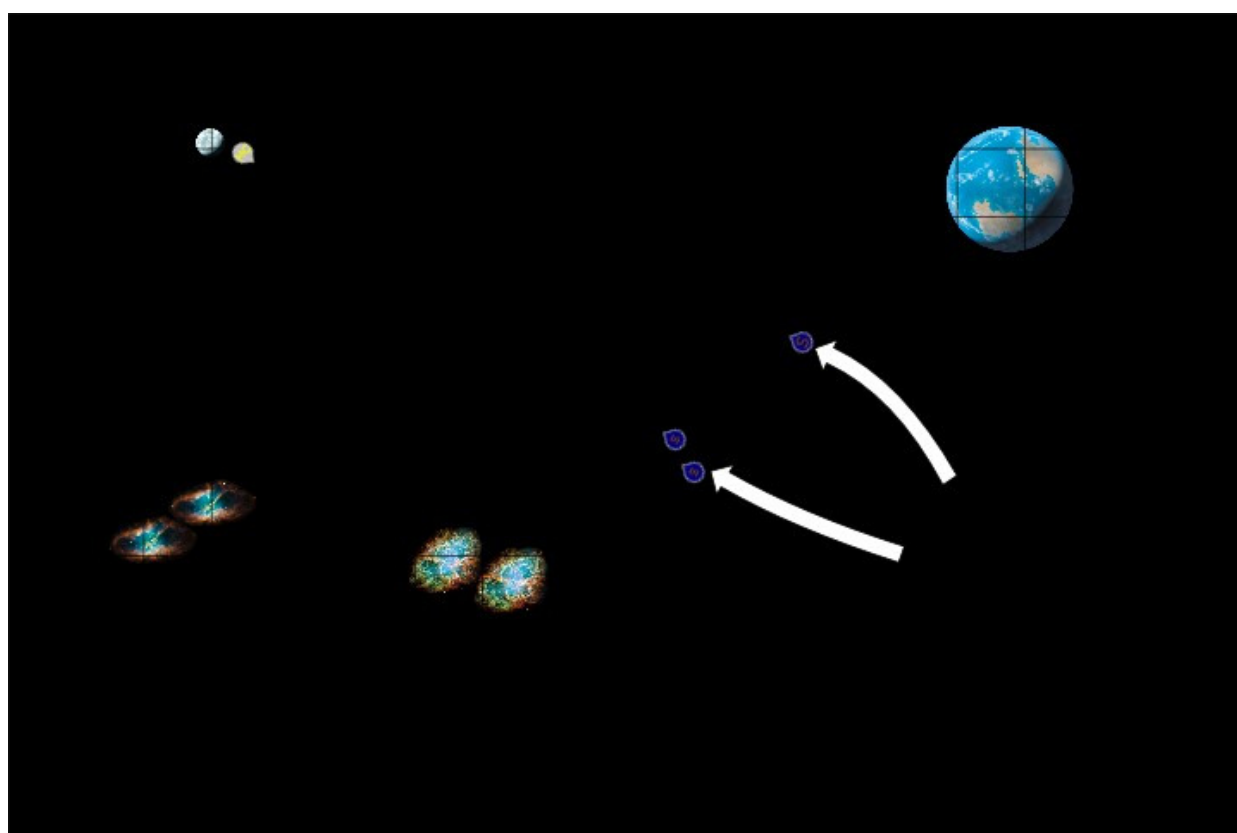
G	Protector, Gauntlet	185 points
S	Emissary, Stingray	120 points
I	Bastion, IRA3671	255 points
EW	3 Wardens, EV Wardens	90 points
SW	2 Wardens, S Wardens	60 points
Rs	3 Castellans, Rapier squadron	150 points
EV	Custodian, Everlasting Victory	330 points

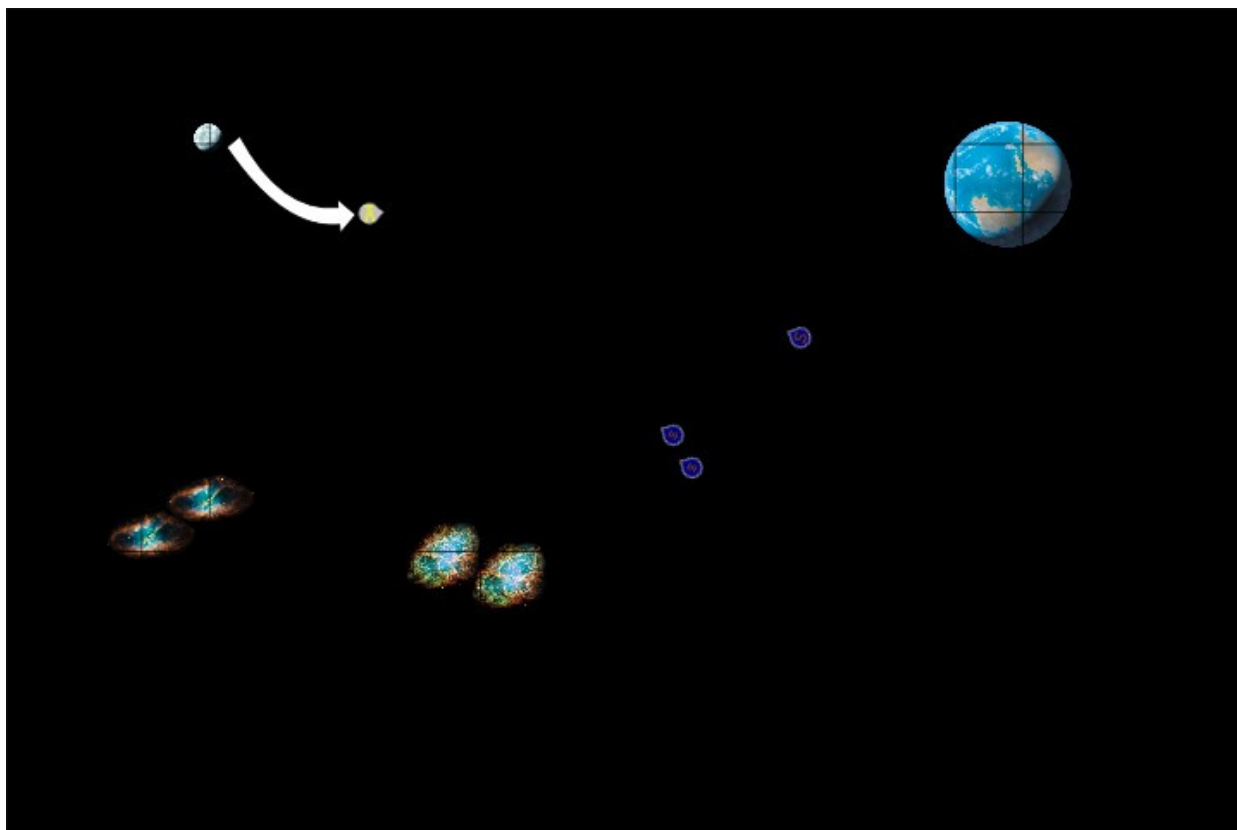
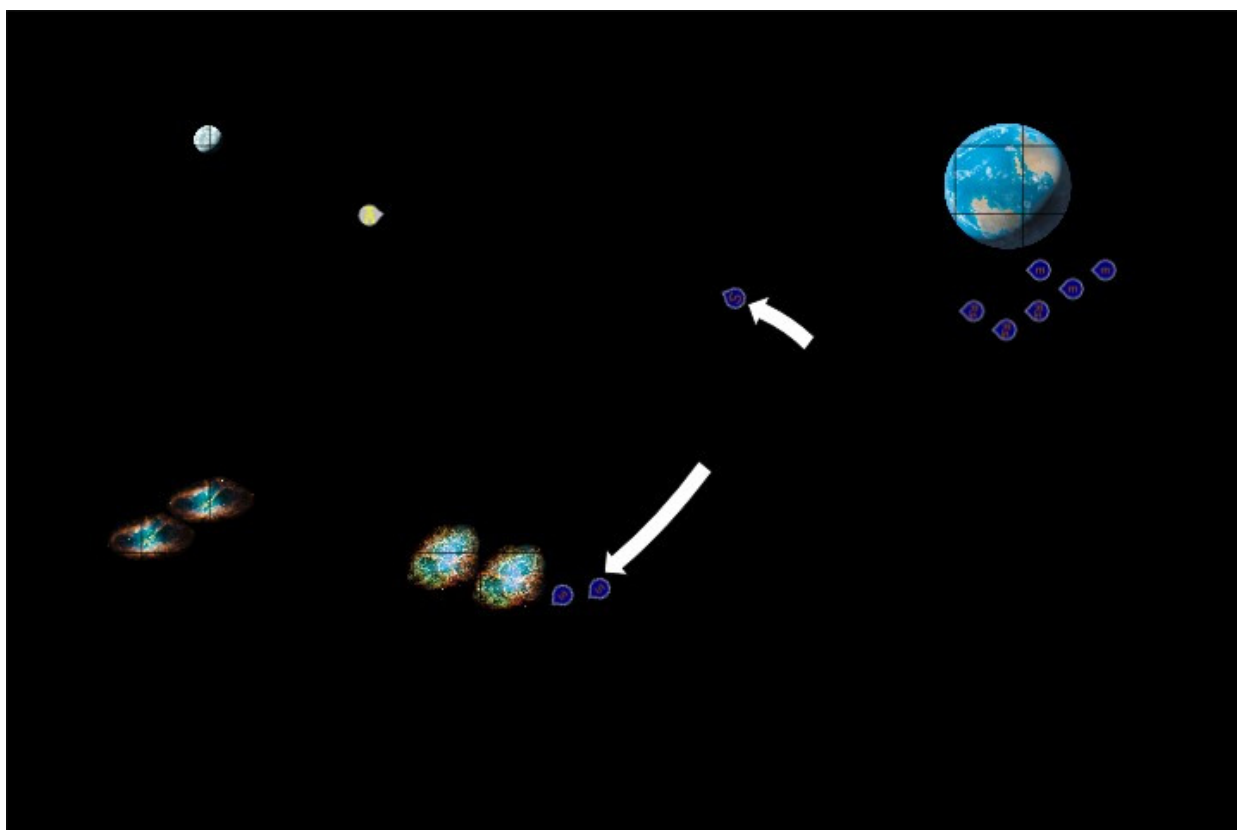
Total: 1190 points

Deployment



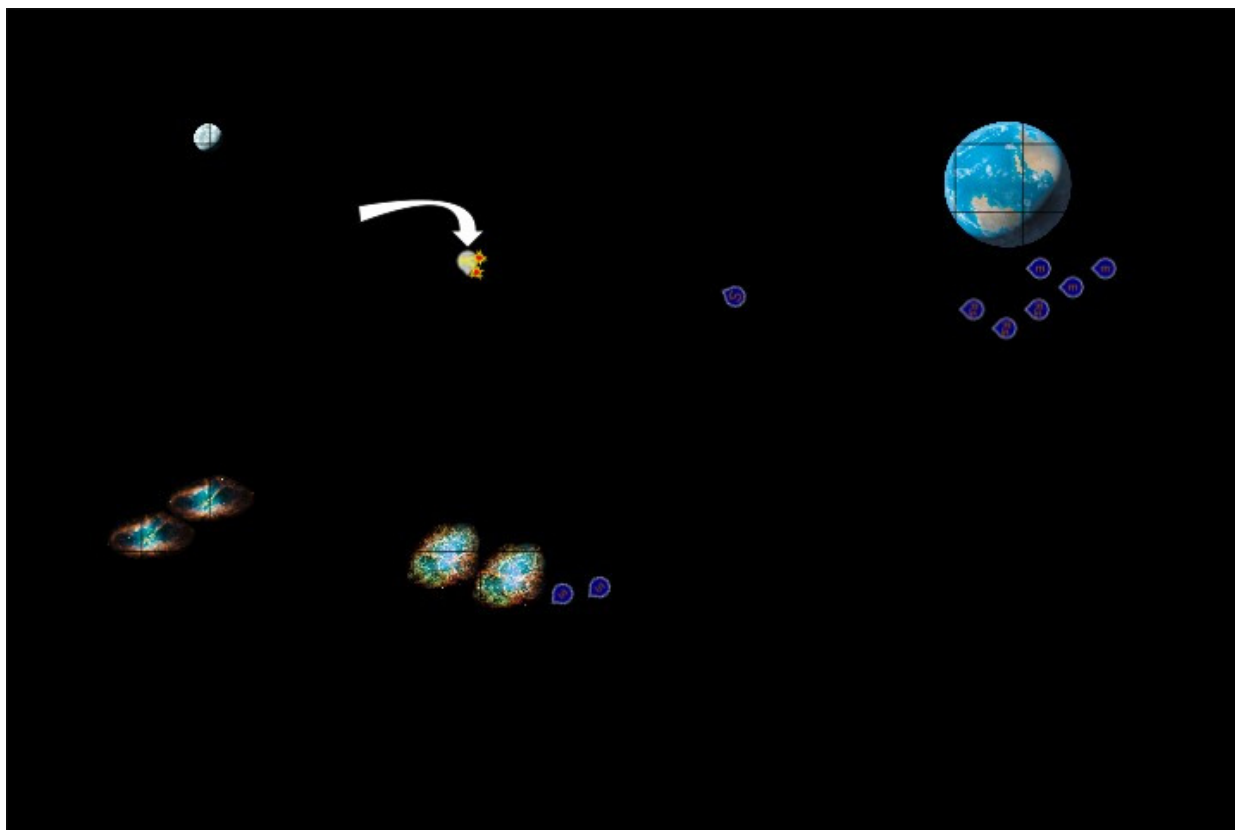
Turn 1 - Tau



Turn 1 - Chaos**Turn 2 - Tau**

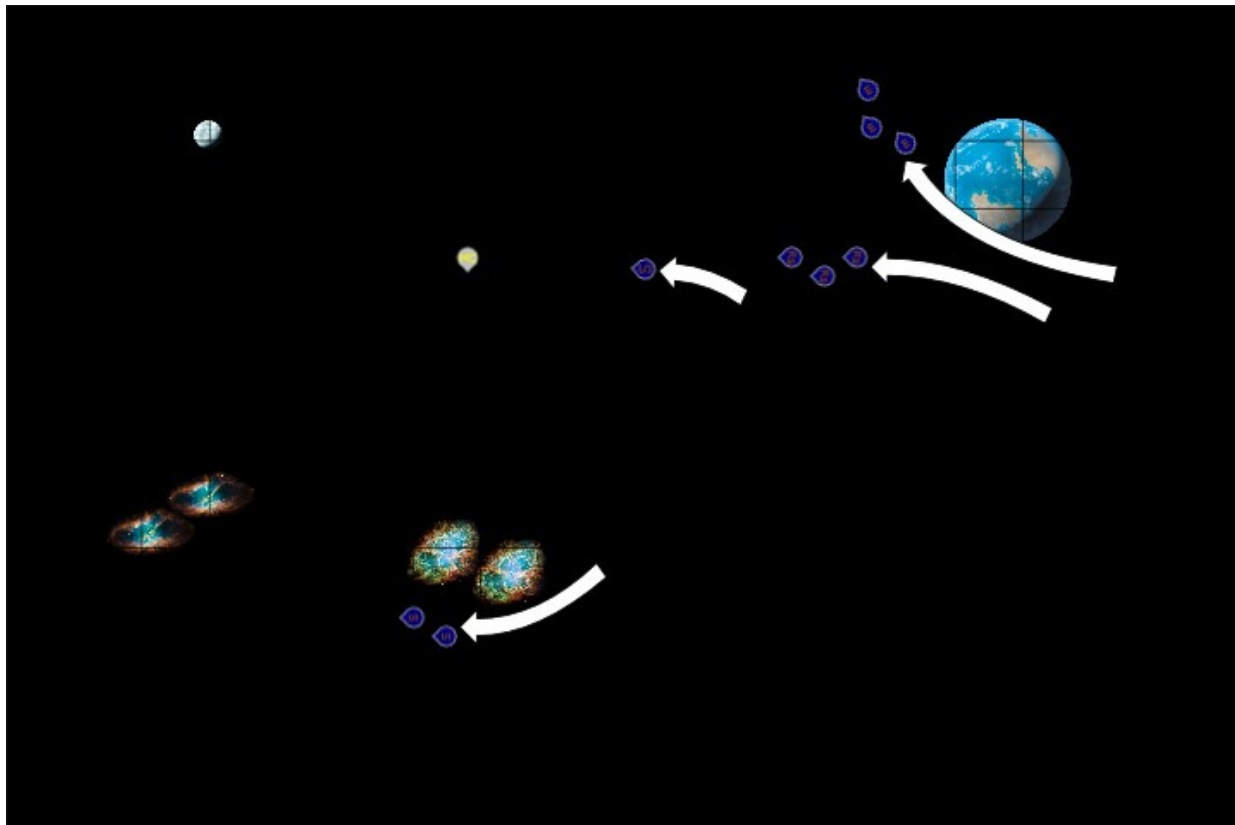
Rapier squadron and the Custodian's Warden escorts enter from the right.

Turn 2 - Chaos

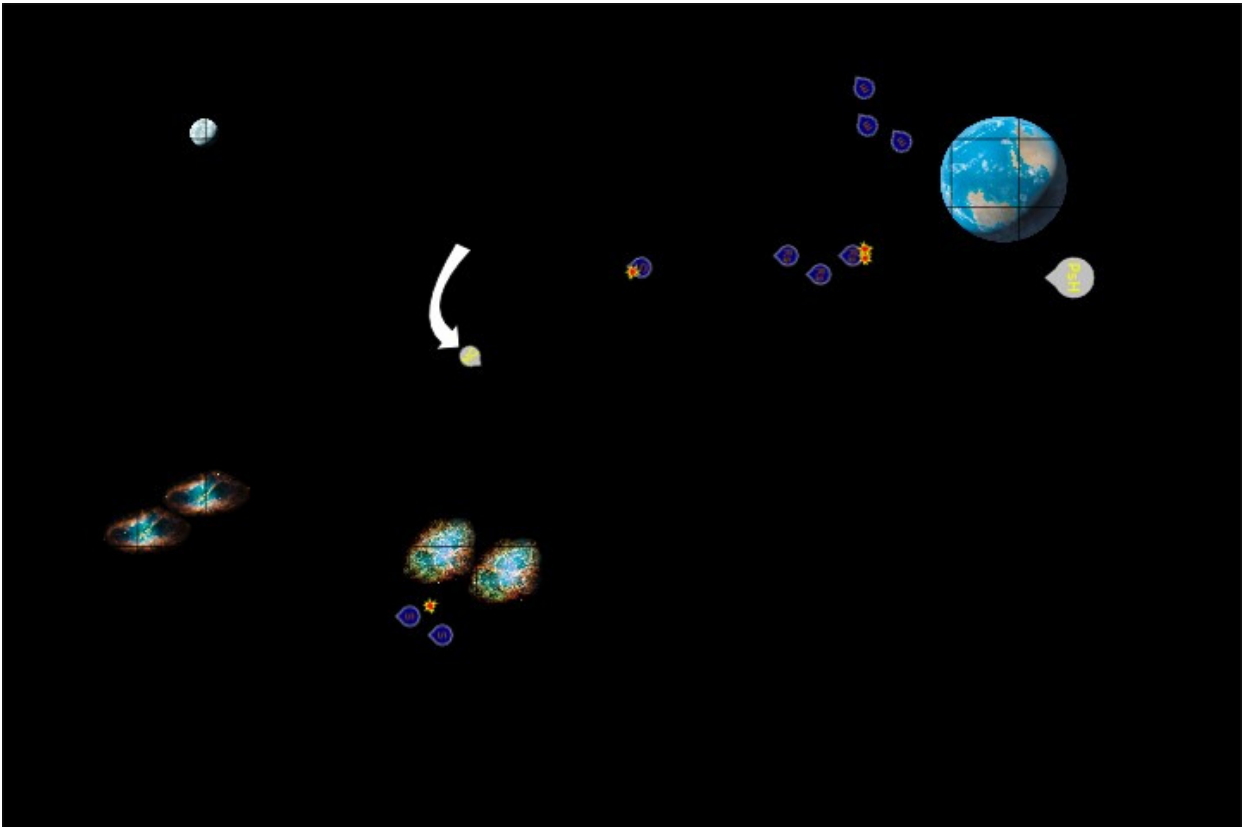


Malleorum Cruentus hit by two torpedoes launched by Rapier squadron.

Turn 3 - Tau

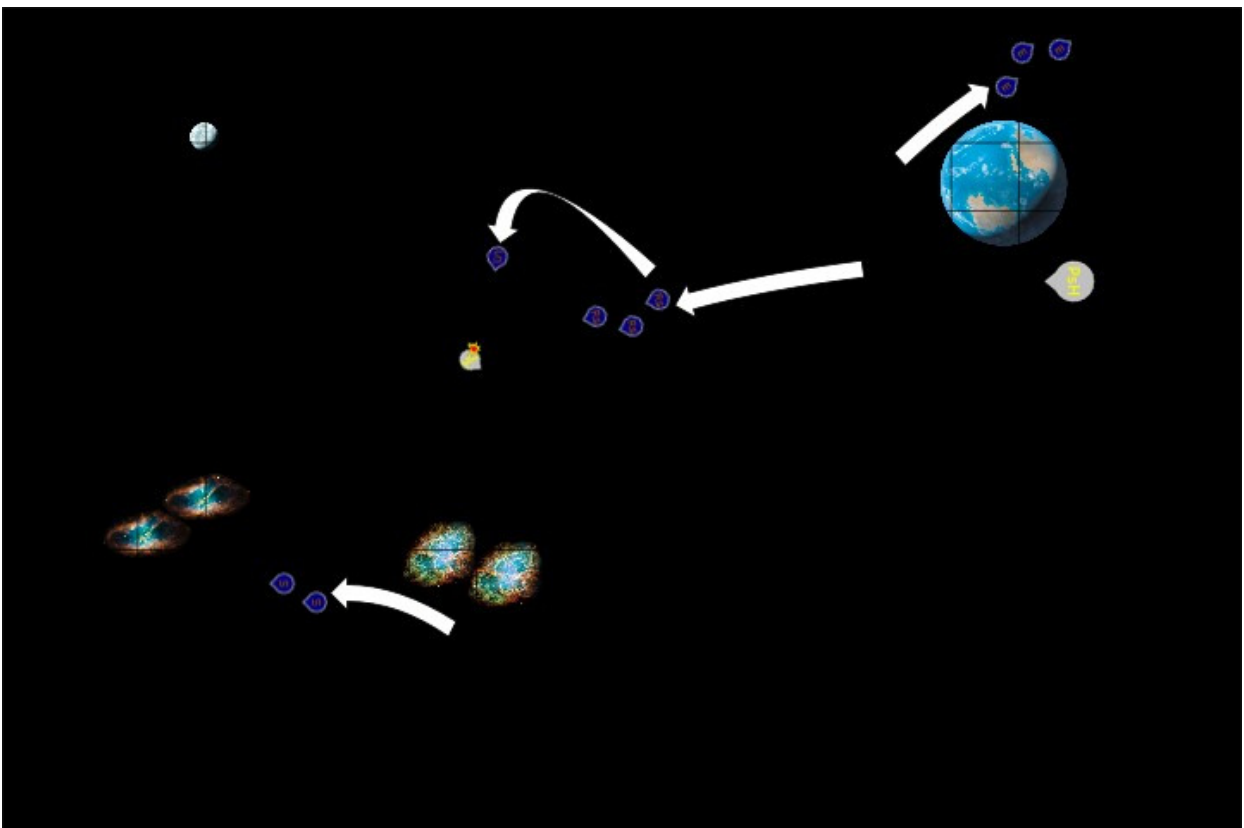


Turn 3 - Chaos



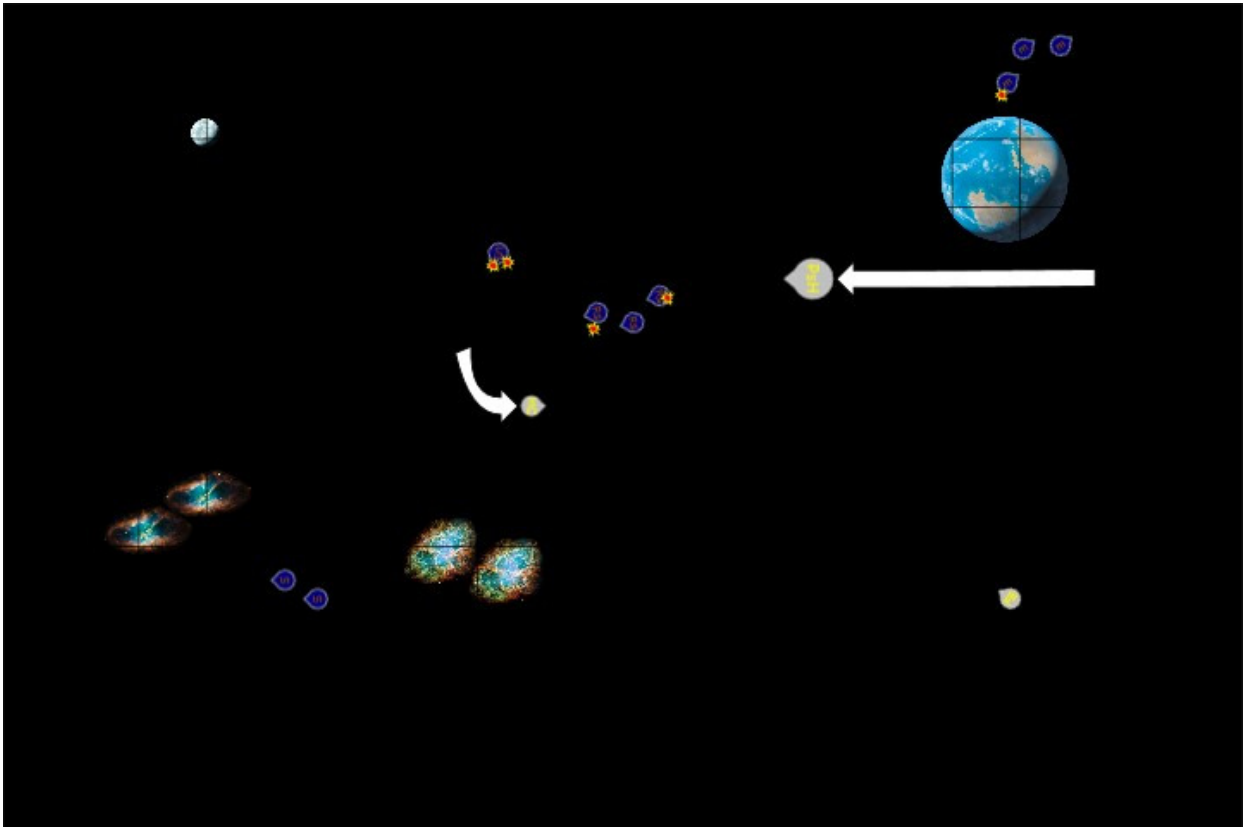
Malleorum Cruentus takes 1 point off the Stingray with its port lances, and knocks down a shield on the squad of two wardens with its starboard lances. Perturabo's Hate comes on from the right and destroys one Castellan with its lances.

Turn 4 - Tau



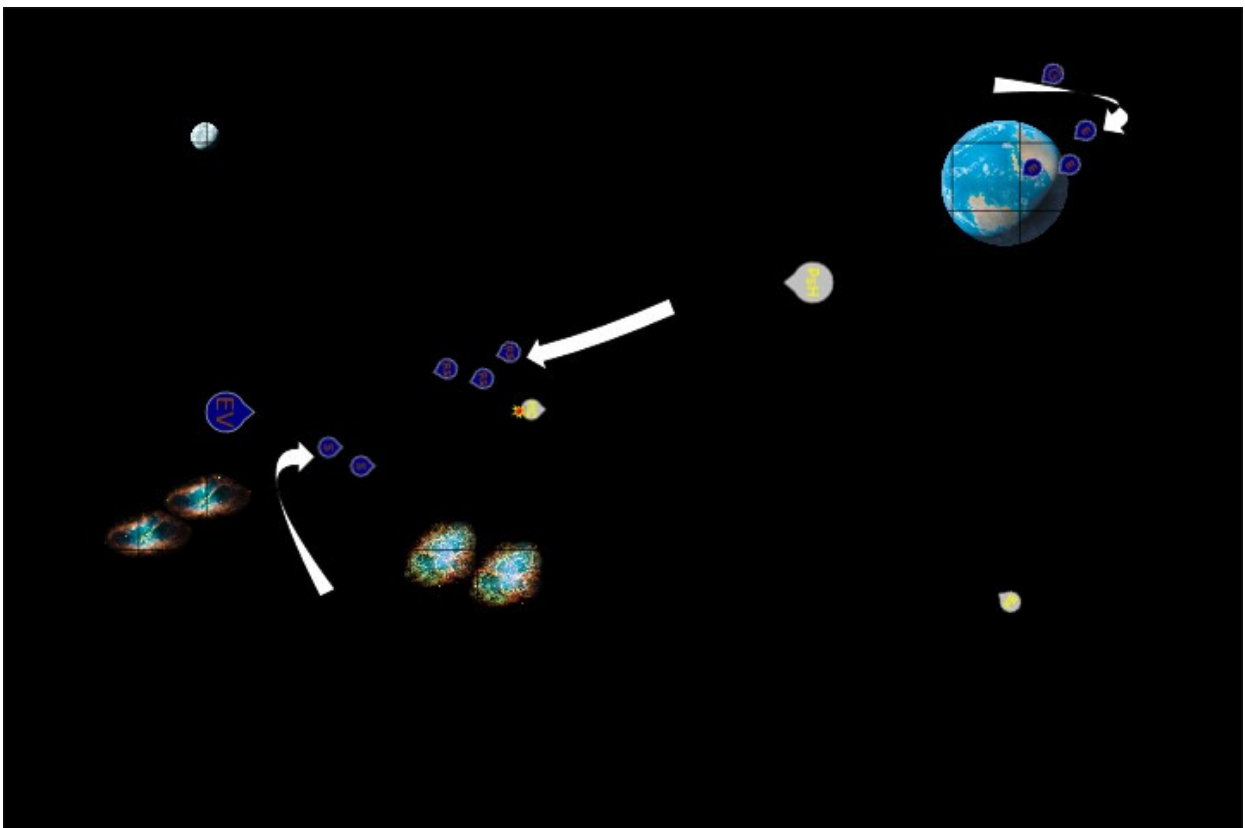
Stingray fires on Malleorum Cruentus.

Turn 4 - Chaos



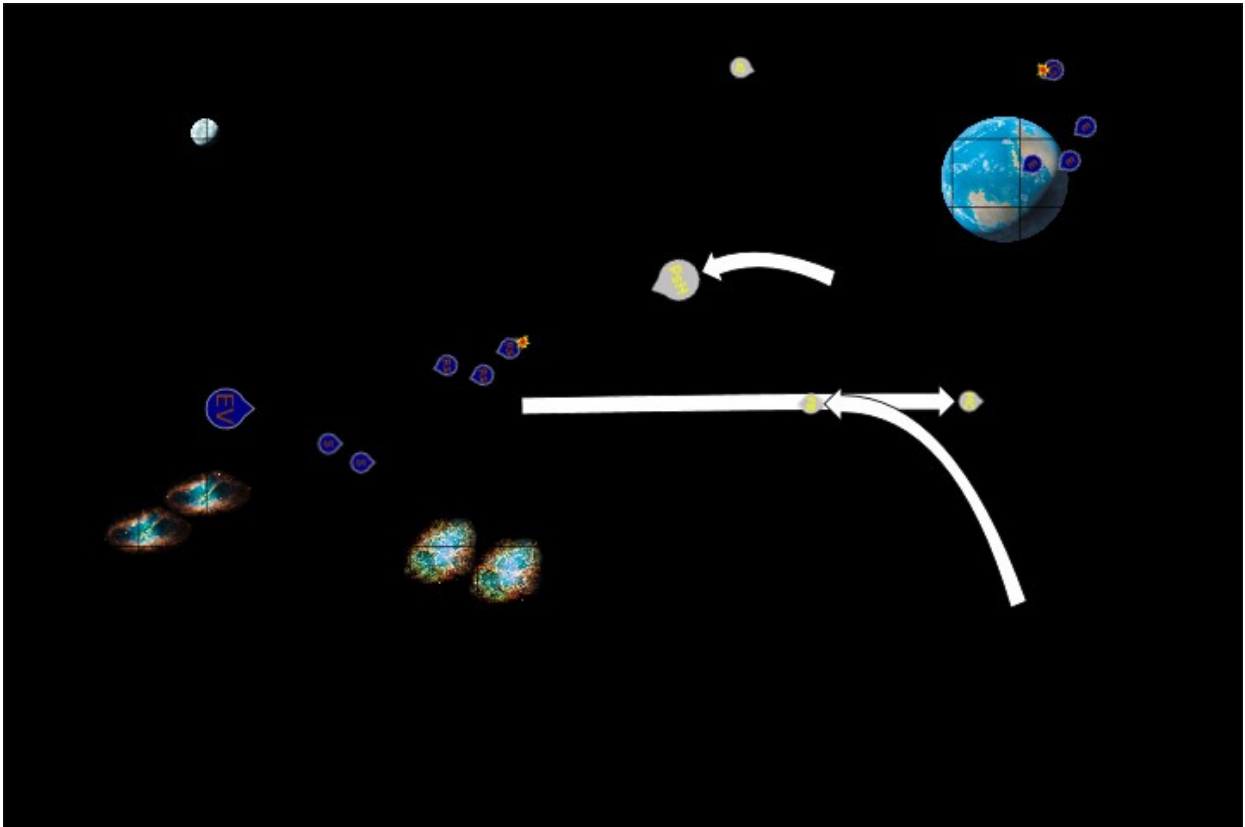
Perturabo's hate fires at the Castellans in front of it and the Wardens to its right, but fails to score any damage. Malleorum Cruentus hits Rapier squadron, causing no damage, and scores two lance hits on the Stingray, causing no damage with the first but crippling it with the second. The Ferrum Barbarus enters below right.

Turn 5 - Tau



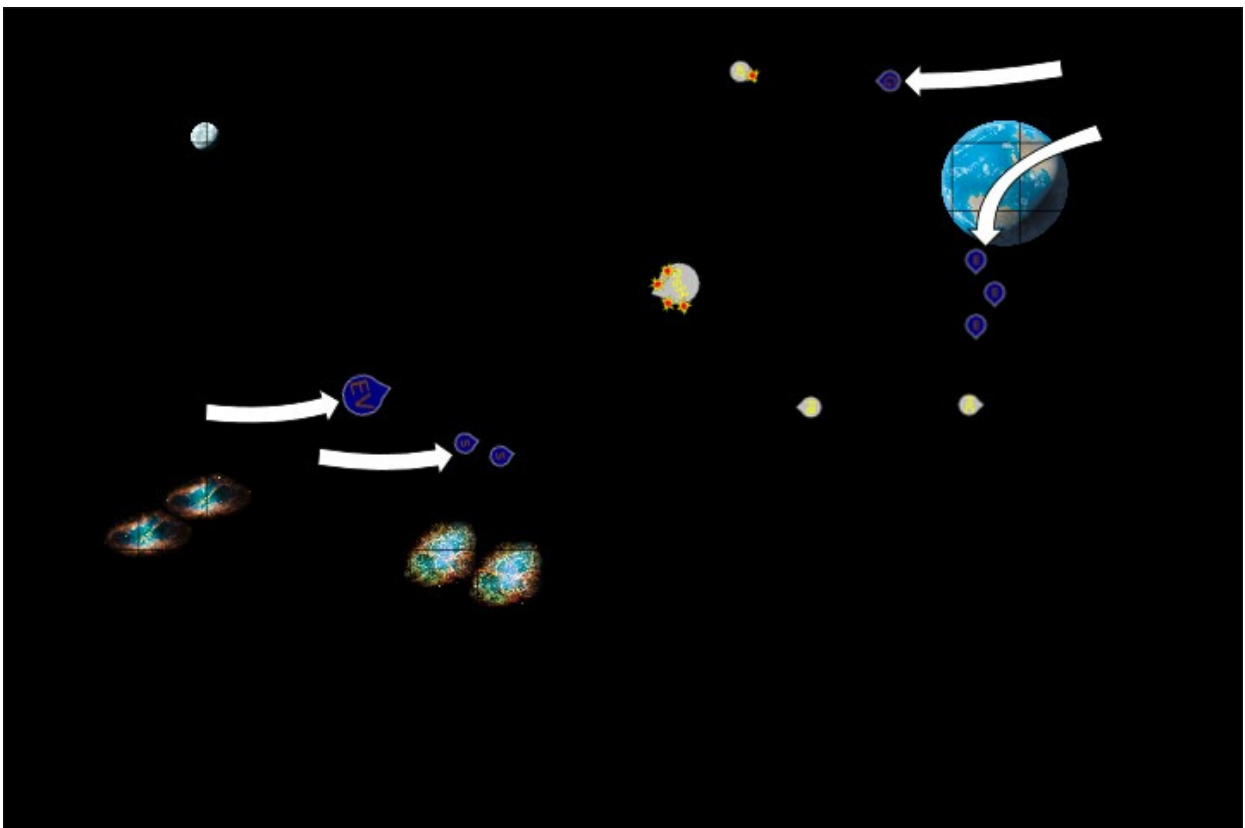
The Stingray disengages. The Everlasting Victory enters from the left and cripples the Malleorum Cruentus with a salvo of torpedoes. The Gauntlet enters above right.

Turn 5 - Chaos



The Perturabo's Hate and Ferrum Barbarus launch masses of ordnance. The Infernus Fictor enters from the North and scores one point of damage on the Gauntlet. The carrier's lances take out another Castellan. The Malleorum Cruentus goes all ahead full to take it out of danger.

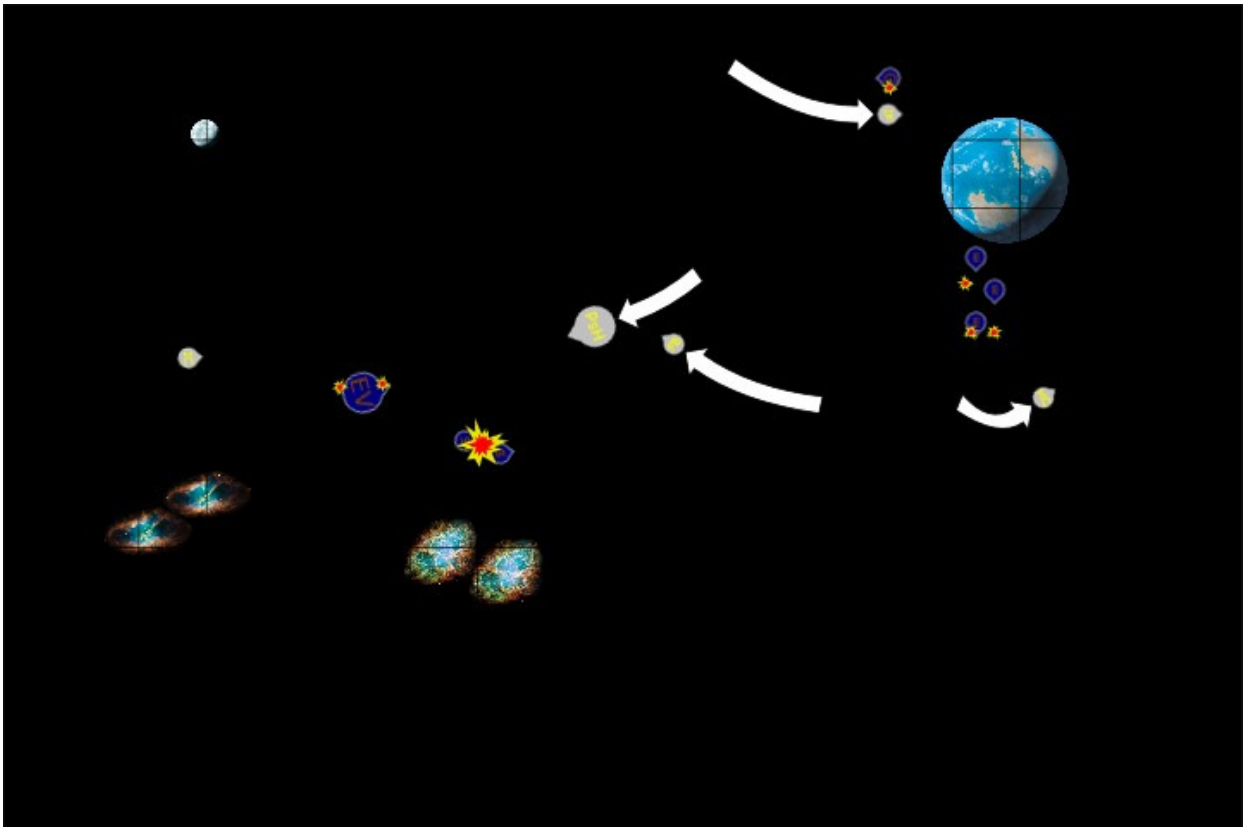
Turn 6 - Tau



The last Castellan disengages. The Gauntlet takes down the shields of the Infernus Fictor and scores one point of damage. The Stingray's two wardens lay down some amazingly accurate fire to take down all of the Perturabo's Hate's shields, leaving it open to attack from the Everlasting Victory. Alas, the Everlasting Victory is about 1mm

out of range. The Gauntlet comes under attack from five squadrons of bombers, but sees them all off without taking any damage.

Turn 6 - Chaos

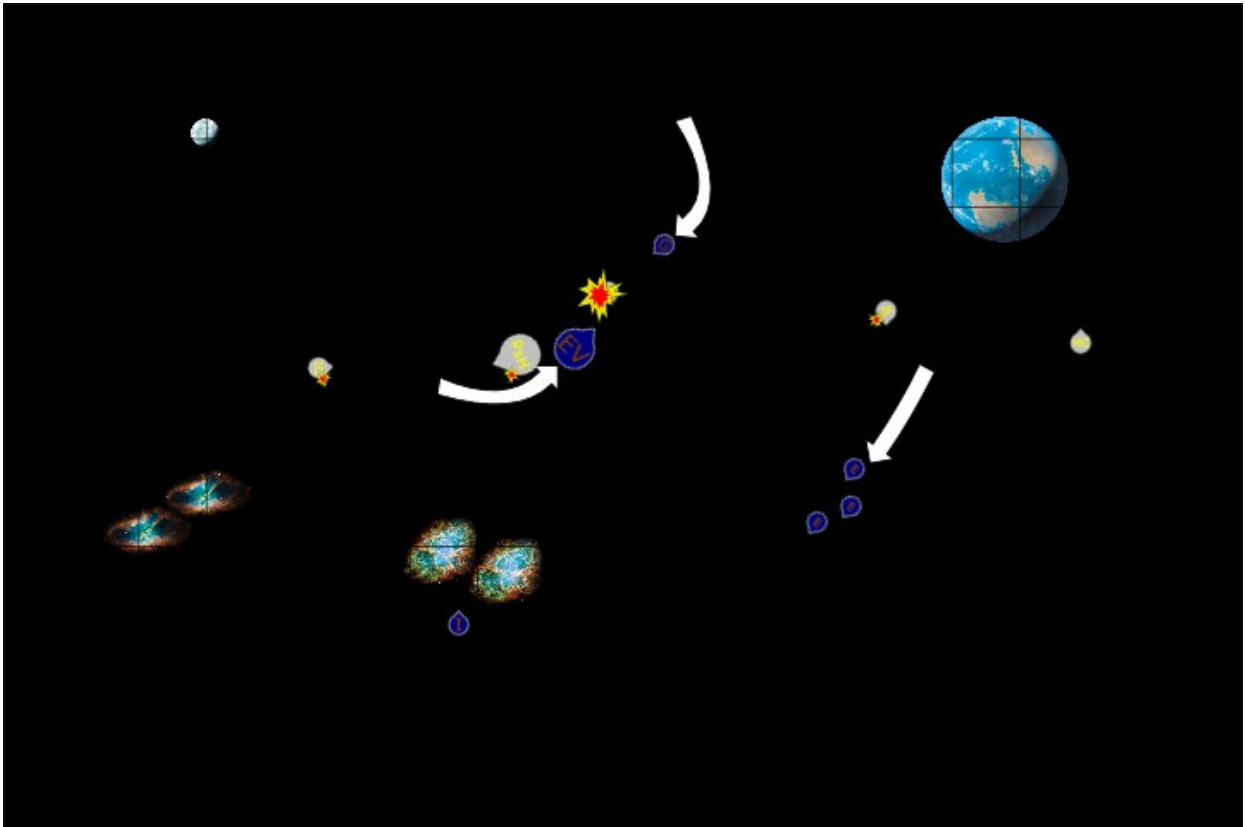


The Ferrum Barbarus fires its lances at the Everlasting Victory, taking down a shield. The Iron Crucifier comes on from the left and also takes one shield down with its lances. The Infernus Fictor shoots at the Gauntlet at close range, inflicting one point of damage. The EV's Wardens are caught in the cross-fire between two Slaughters, reducing their number to 1. The Stingray's Wardens are boarded by Chaos Marines in assault boats, who quickly take over and destroy both ships.

The diagram illustrates the formation of the Solar System in three stages. Stage 1 (left) shows a small protostar and a protoplanetary disk. Stage 2 (middle) shows the disk fragmenting into clumps, with one clump growing into a protoplanet. Stage 3 (right) shows the final stage with a large planet (Earth) and several smaller planets (Mars, Venus, Mercury) orbiting the Sun.

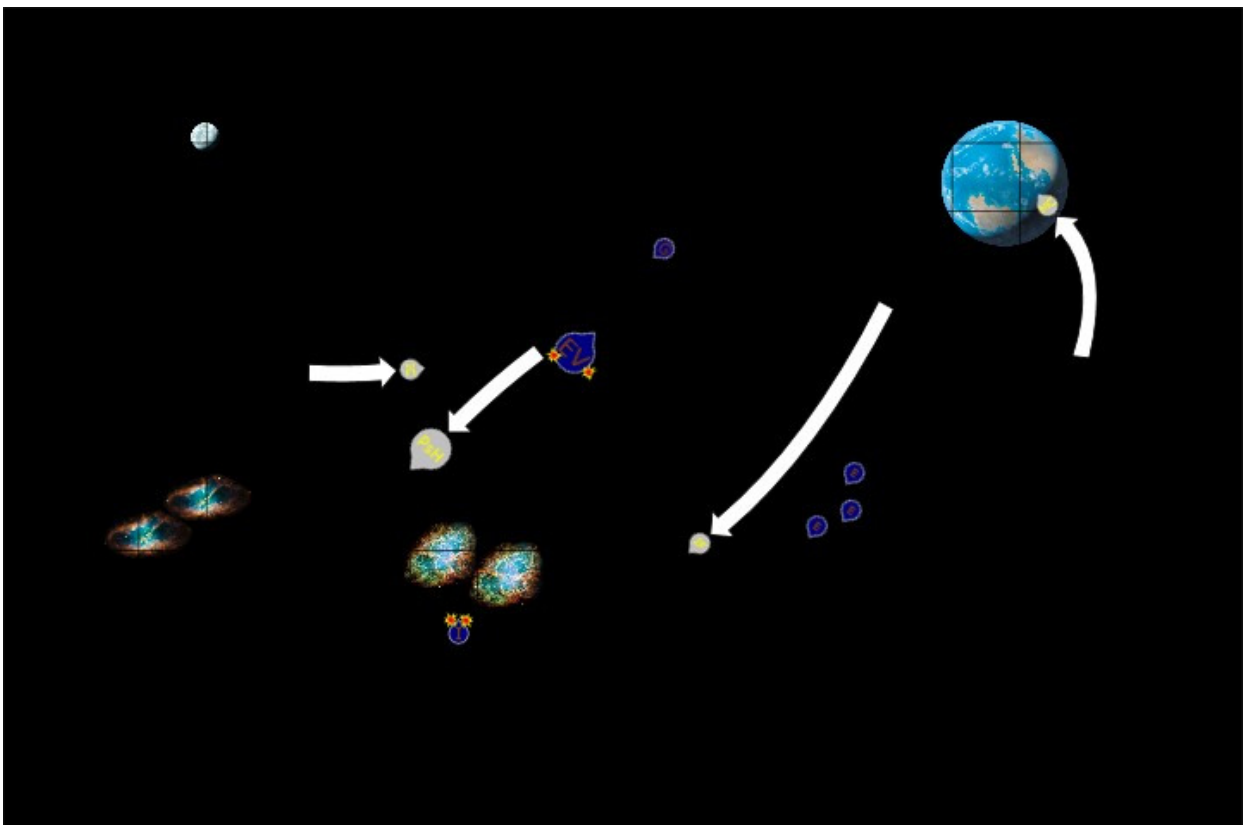
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Turn 8 - Tau



The Everlasting Victory and Gauntlet close in on the Ferrum Barbarus and let loose with everything they have at close range. It is left on one point of damage, and afire. The Tau's Demiurg allies finally from the South, shooting their broadside lances at the Iron Crucifier and Infernus Fictor. The last Warden once again fails to disengage. The fire engulfs the Ferrum Barbarus, leaving it a drifting hulk.

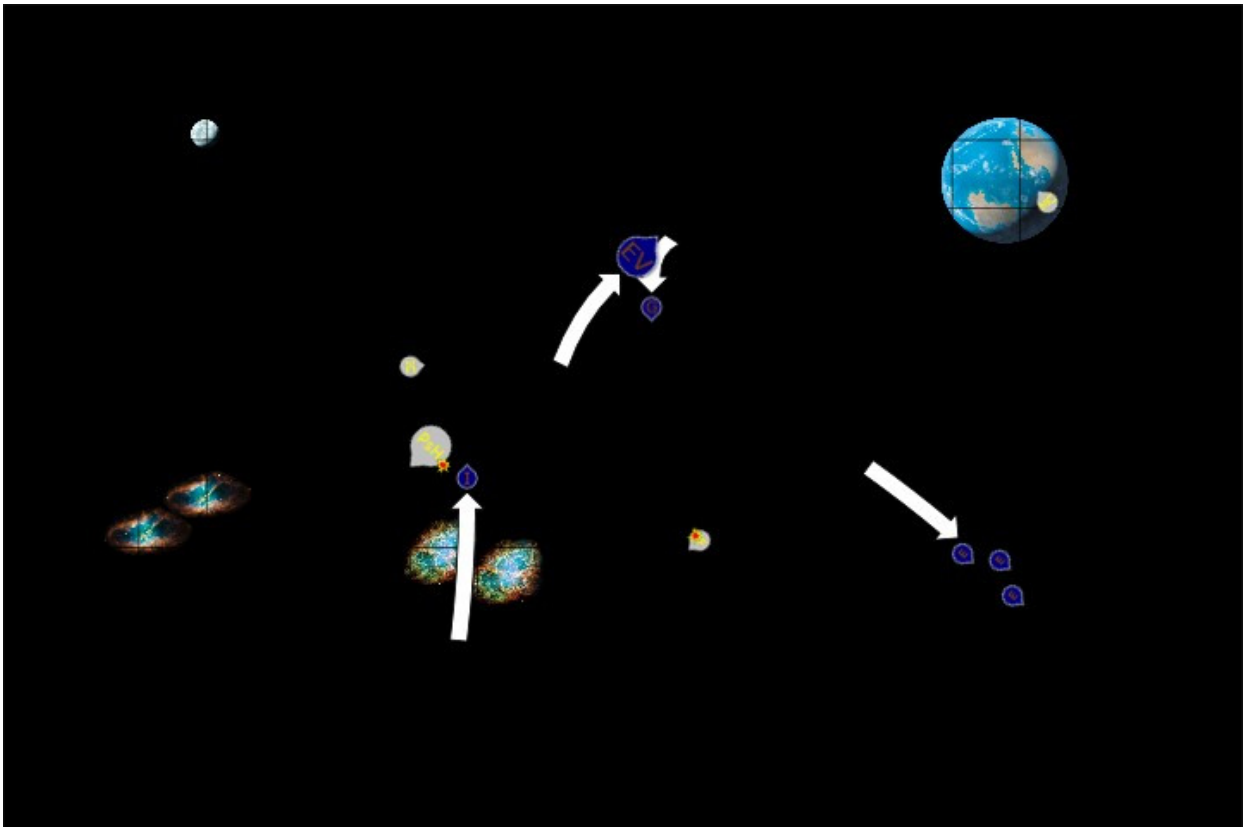
Turn 8 - Chaos



The Everlasting Victory comes under heavy fire from the Iron Crucifier and Infernus Fictor, with a lucky shot from the latter taking out its command deck. The Demiurg also come under fire, and assault boats from Perturabo's

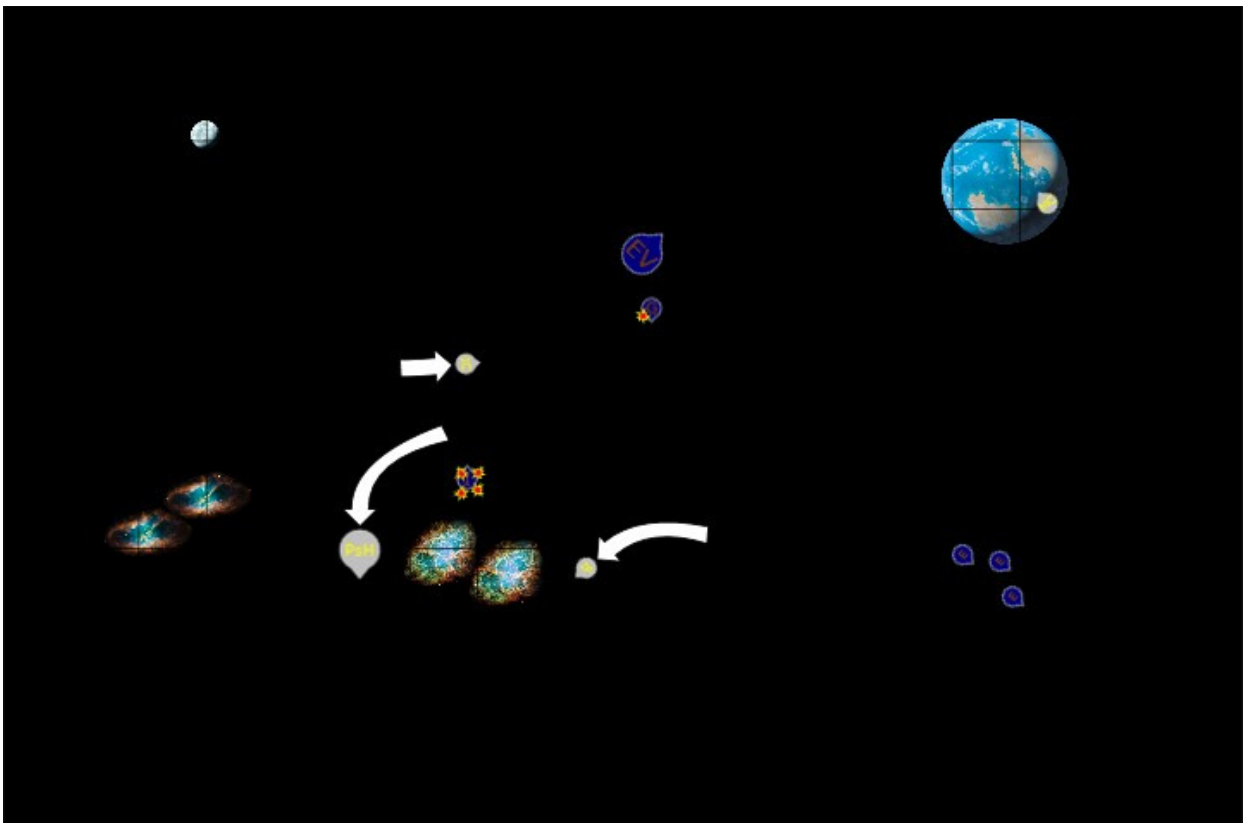
hate penetrate its hull and take out its prow weaponry, launch bays and start a fire. Damage control teams manage to bring the fire under control.

Turn 9 - Tau



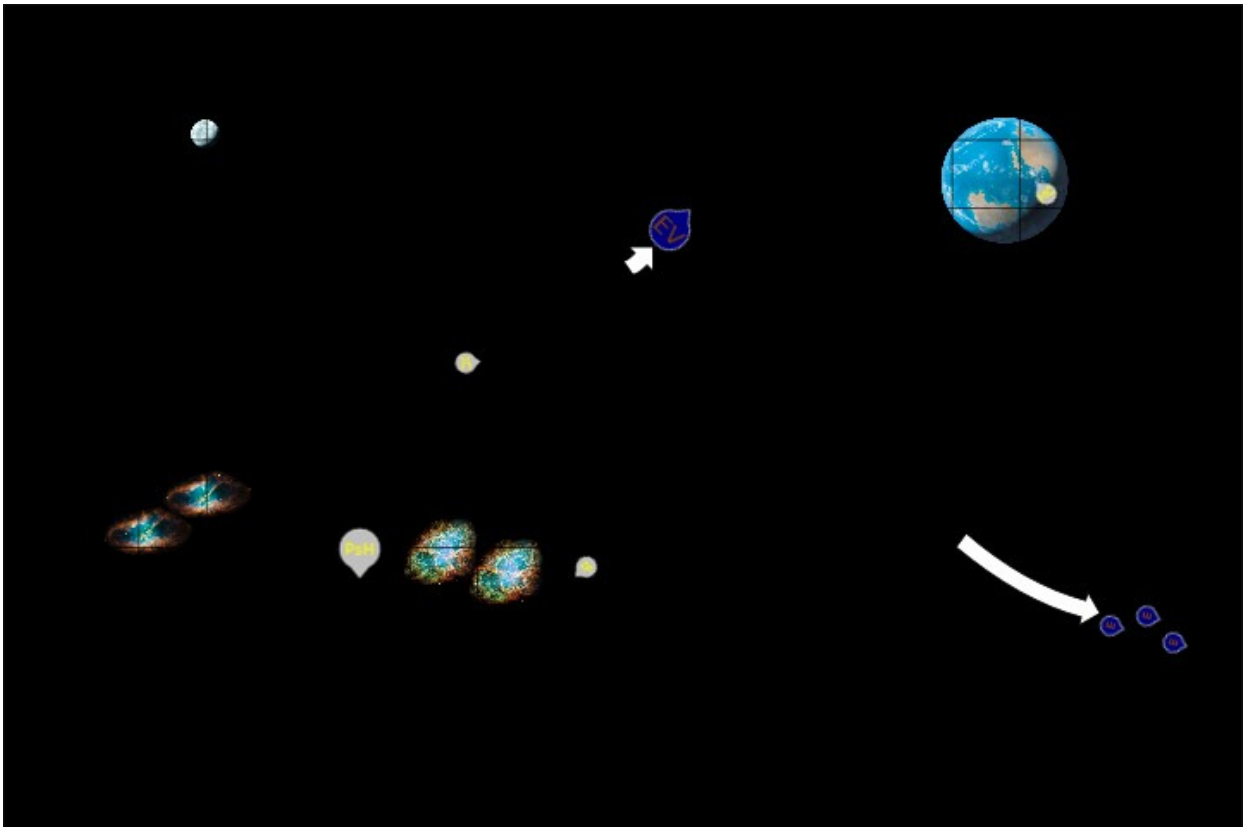
The Gauntlet and Demiurg fire at the Infernus Fictor, but having failed all leadership tests, are only able to inflict one point of damage.

Turn 9 - Chaos



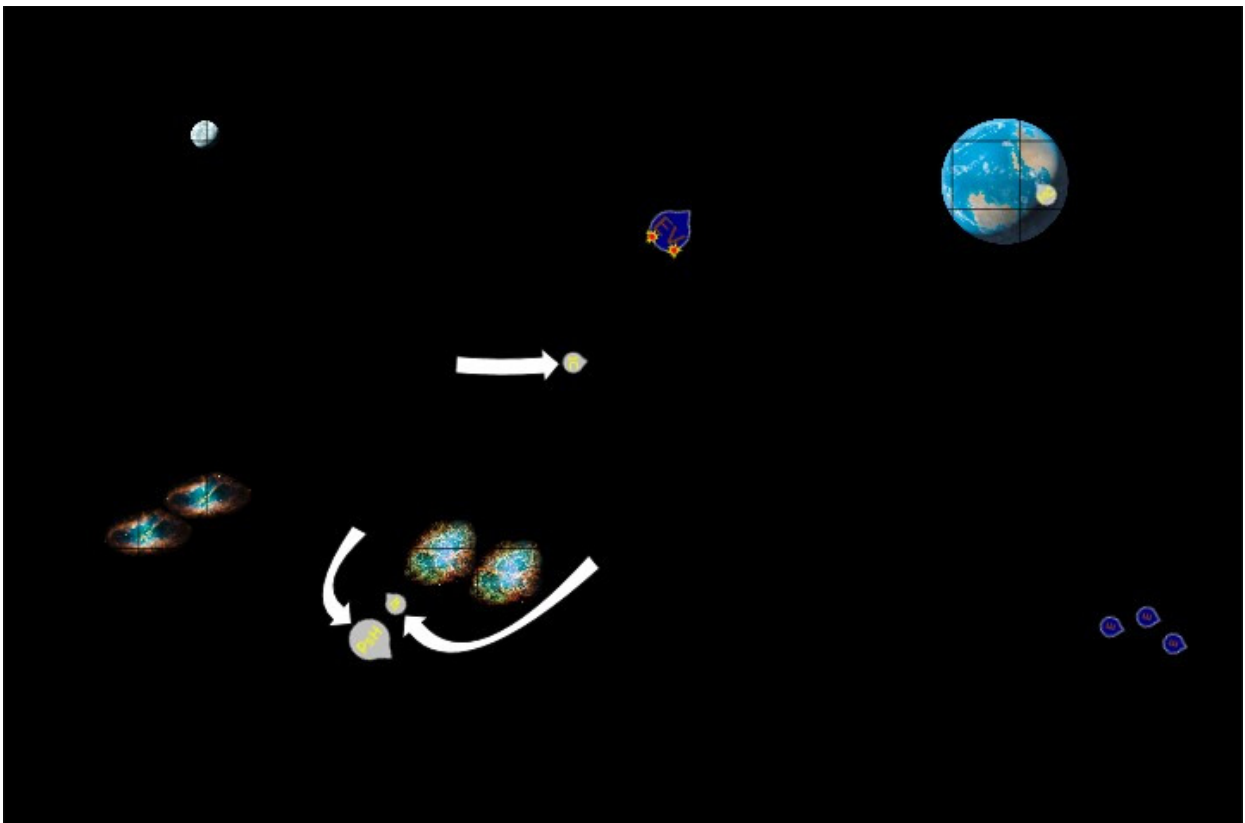
The Iron Crucifier fires at the Gauntlet, damaging its thrusters. Everything else pours fire into the Bastion, causing heavy damage.

Turn 10 - Tau



The Gauntlet and Demiurg disengage, but the lack of a command chain causes delays on board the Everlasting Victory.

Turn 10 - Chaos



Turn 11 - Tau



EV disengages, Warden flies off table.

Turn 11 - Chaos



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