

# HobbyTown® Cryer

October 2021



**WARHAMMER  
40,000**

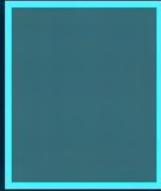
**STRIKE FORCE  
TOURNAMENT**

Saturday, November 20th  
10:30am setup, 11am start  
2000 points, \$5 entry

[hobbytownlincolngaming.com/events/  
40k-strike-force-tournament/](https://hobbytownlincolngaming.com/events/40k-strike-force-tournament/)

HobbyTown Lincoln is hosting a 2000-point Warhammer 40k tournament in November, so get your armies ready!

Details at [www.hobbytownlincolngaming.com/events/40k-strike-force-tournament](https://www.hobbytownlincolngaming.com/events/40k-strike-force-tournament)



## TERRAIN PIECE 1

These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



## TERRAIN PIECE 2

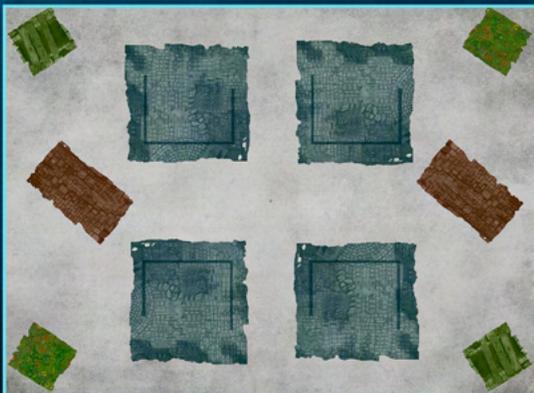
These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



## TERRAIN PIECE 3

These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.

### TERRAIN SET-UP 1



TERRAIN PIECE 1    TERRAIN PIECE 2    TERRAIN PIECE 3

WARHAMMER COMMUNITY

### TERRAIN SET-UP 2

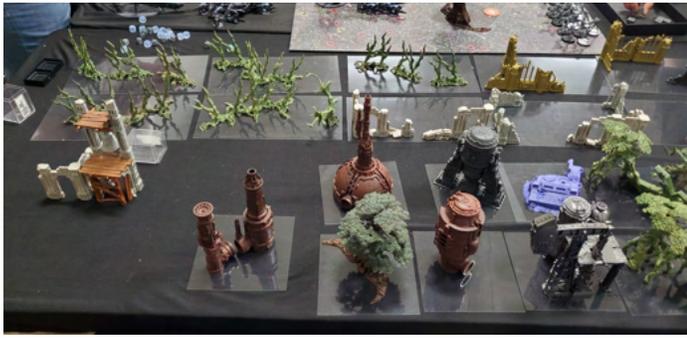


TERRAIN PIECE 1    TERRAIN PIECE 2    TERRAIN PIECE 3

WARHAMMER COMMUNITY

For the November 20th event, HobbyTown will be providing terrain based on the GW Grand Tournament 2021 layout, which you can read about at <https://www.warhammer-community.com/2021/06/29/metawatch-warhammer-40000-building-beautiful-balanced-battlefields-for-grand-tournament-play/>

*Of special note, all large Terrain Piece 1 areas will be equally considered to have closed walls bounding the entire perimeter blocking all line-of-sight, so disregard any windows and gaps for these large square areas—they're breachable, just not see-through-able!*



Games will be limited to 2.5 hours, and though we will not be using chess clocks at this event, please be respectful of everyone's time! When time is called, if the game is not complete, the active player will have up to 5 minutes to finish their turn, then their opponent will have up to 10 minutes to do as much as they can.

Everyone is required to bring\* at least 2 copies of their army list, preferably created using the free Battlescribe program available via <https://battlescribe.net/>. This means next month's newsletter will have plenty of army lists to feature!



\*You can email a copy of your list to [hobbytownjoel@gmail.com](mailto:hobbytownjoel@gmail.com) early for a head start!



The November 20th event is focused on fun and getting events started in Lincoln, so rules on painting and proxies will be very relaxed\*. If all goes well, next year will see the introduction of more competitive events to go alongside casual events!

*\*Bringing a battle-ready (painted and based) army is still worth 10 Victory Points in each game though, so it's highly recommended!*

**HobbyTown will also be providing reminder cards for the updated 2021 GT Secondary Objectives, as pictured below-and yes, you will get to keep them!**

ASSASSINATION 15

— PURGE THE ENEMY



-1

Score 3 victory points for each enemy CHARACTER model destroyed. If the enemy WARLORD was destroyed, gain 1 additional victory point.

End Game Objective

BRING IT DOWN 15

— PURGE THE ENEMY



-3

Score 1 victory point for each enemy MONSTER or VEHICLE model with Wounds <=10 or less destroyed, 2 for Wounds between 11-19, and 3 for Wounds >=20

End Game Objective

TITAN HUNTER 15

— PURGE THE ENEMY



-14

Score 4 victory points at the end of the battle if one enemy TITANIC model is destroyed, 9 if two enemy TITANIC models are destroyed, or 15 if three or more enemy TITANIC models are destroyed.

End Game Objective

BEHIND ENEMY LINES 15

— BATTLEFIELD SUPREMACY



-2

Score 2 victory points at the end of your turn if one unit from your army (excluding AIRCRAFT) is wholly within your opponent's deployment zone. Score 4 victory points instead if two or more units from your army (excluding AIRCRAFT) are.

Progressive Objective

ENGAGE ON ALL FRONTS 15

— BATTLEFIELD SUPREMACY



-5

Score 2 victory points at end of your turn if you have units wholly within three different table quarters, all >6" from the centre of the battlefield. Score 3 instead if all 4 quarters.

Progressive Objective

STRANGLEHOLD 15

— BATTLEFIELD SUPREMACY



-13

Score 3 victory points at the end of your turn if you control 3 or more objective markers and you also control more objective marker than your opponent controls.

Progressive Objective

GRIND THEM DOWN 15

— NO MERCY, NO RESPITE



-6

Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed this round.

Progressive Objective

NO PRISONERS 15

— NO MERCY, NO RESPITE



-8

Each time an enemy NON-VEHICLE, NON-MONSTER, NON-CHARACTER model is destroyed, add a number of marks to your Kill Point tally equal to its Wounds characteristic. Score victory points at the ends of the game equal to your kill points tally divided by 10, rounding down.

End Game Objective

INVESTIGATE SIGNAL 15

— SHADOW OPERATIONS



-7

Score 3 victory points each time you complete this Action:  
*Investigate Signal (Action): One INFANTRY unit (excluding CHARACTER), end of your Movement phase, if wholly within 6" of the centre of the battlefield and no enemy units (excluding AIRCRAFT) are. Completes at end of your turn if conditions remain true.*

Progressive Objective

RAISE THE BANNERS HIGH 15

— SHADOW OPERATIONS



-11

Score 1 victory point at the end of each of your Command phases, and 1 at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

*Raise Banners (Action):* INFANTRY units from your army, end of your Movement phase, while in range of a different objective marker with no enemy units (excluding AIRCRAFT) in range of it. Banner is raised if the action is completed at the end of your turn. Banner is 'removed' if your opponent controls the objective marker at the start of any phase.

Progressive and End Game Objective

RETRIEVE OCTARIUS DATA 12

— SHADOW OPERATIONS



-12

Add 1 to your Retrieved Data tally each time you complete this Action: At the end of the battle, score 4 victory points if your Retrieved Data tally is 2, 8 if tally is 3, or 12 if tally is 4.

*Retrieve Data (Action):* One NON-CHARACTER INFANTRY unit from your army, end of your Movement phase, if it is wholly within a table quarter that has not had a servo-skull retrieved by your army and is >6" away from any other table quarter. A servo-skull is retrieved if you complete this action at the end of your turn.

End Game Objective

DEPLOY TELEPORT HOMERS 15

— SHADOW OPERATIONS



-4

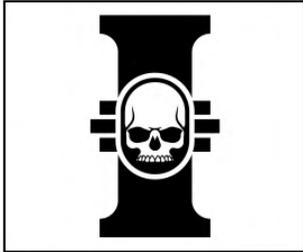
Score each time action completes: 2 victory points, or 4 if unit is wholly within opponent's deployment zone.

*Deploy Teleport Homer (Action):* One INFANTRY or BIKER unit, end of Movement phase, if wholly within 12" of opponent's deployment zone. Completes at end of your next Command Phase if unit remains.

Progressive Objective

WARP RITUAL 12

— WARPCRAFT



-16

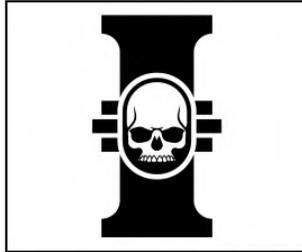
Add 1 to your Warp Ritual tally each time a unit from your army successfully completes the following psychic Action: At the end of the battle, score 3 victory points if your Ritual tally is 1, 7 if your tally is 2, or 12 if your tally is 3 or more.

*Warp Ritual (Psychic Action - Warp Charge 3):* One PSYKER CHARACTER unit from your army, Psychic phase, if it is within 6" of the centre of the battlefield.

End Game Objective

ABHOR THE WITCH 15

— WARPCRAFT



-0

Score 3 victory points for each enemy PSYKER CHARACTER unit destroyed, and 2 victory points for each other enemy PSYKER unit destroyed.

You cannot select this secondary objective if your army includes any PSYKER units.

End Game Objective

PIERCE THE VEIL 15

— WARPCRAFT



-9

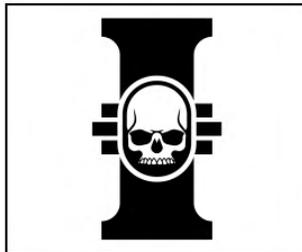
Score 8 victory points at the end of the battle if units from your army completed this psychic action 2 or more times during the battle, or 15 if it was 4 or more times.

*Pierce the Veil (Psychic Action - Warp Charge 4):* One PSYKER CHARACTER unit from your army, during your Psychic phase, if within 6" of your opponent's battlefield edge and more than 6" from any enemy models.

End Game Objective

PSYCHIC INTERROGATION 15

— WARPCRAFT



-10

Score 3 victory points each time you successfully complete the following psychic action:

*Psychic Interrogation (Psychic Action - Warp Charge 4):* One PSYKER CHARACTER unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 24" of any visible enemy CHARACTER models.

Progressive Objective

# HobbyTown 40K



## **Operation Knight's Fall: T'au vs. Imperial Knights with Dark Angel support**

*War Correspondent: Jonah C*

The Far Sight Enclaves knew how difficult it was to repair Imperial Knights, removing them here would be advantageous to the rest of the effort to bring the planet into the Greater Good. While on the flanks squads of fire warriors dance and parried with tactical marines the main battle stood between three commanders, nine crisis suits, and a broadside. The battlefield was scorched with exchanged fire, siegebreaker cannons tore the earth to a muddy pulp, while plasma burned armor and turned ruined buildings black. Taking down the scouting knights was child's play for a volley of missiles, and the Emperor had seemed to abandon his faithful as the first knight was blown up. But the tide irreversibly changed when the broadside was struck, the missile slipping past the forcefield and detonating the Nova Core. As the final counter-attack of the Tau began in the fourth turn it was a single Knight Gallant with a squad of tactical marines versus the last two crisis suits. Disengaging from combat, ignoring all doctrines of the T'au they flew at the knight, promising repayment for their fallen comrades. Where once a storm of missiles threatened to overload sensors, now only eight streaked across the smoking battlefield. Three missed their target, three had no chance against the armor, and only one slipped past the ion shield. Reducing the Knight to four wounds, as the dust settled the forces of the Imperium stood victorious. Undeniable that the tactical victory of the destruction and damage caused by the T'au, could any argue that the annihilation of the strike force was worth the price? Time will tell.

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# 40K at HobbyTown

## Orks vs Necrons

*Ork Warboss: You looks like an oomie dats needs some feeding, metal boy.*

*Necron Pariah: We exterminated all life on this planet before, and we shall do so again.*

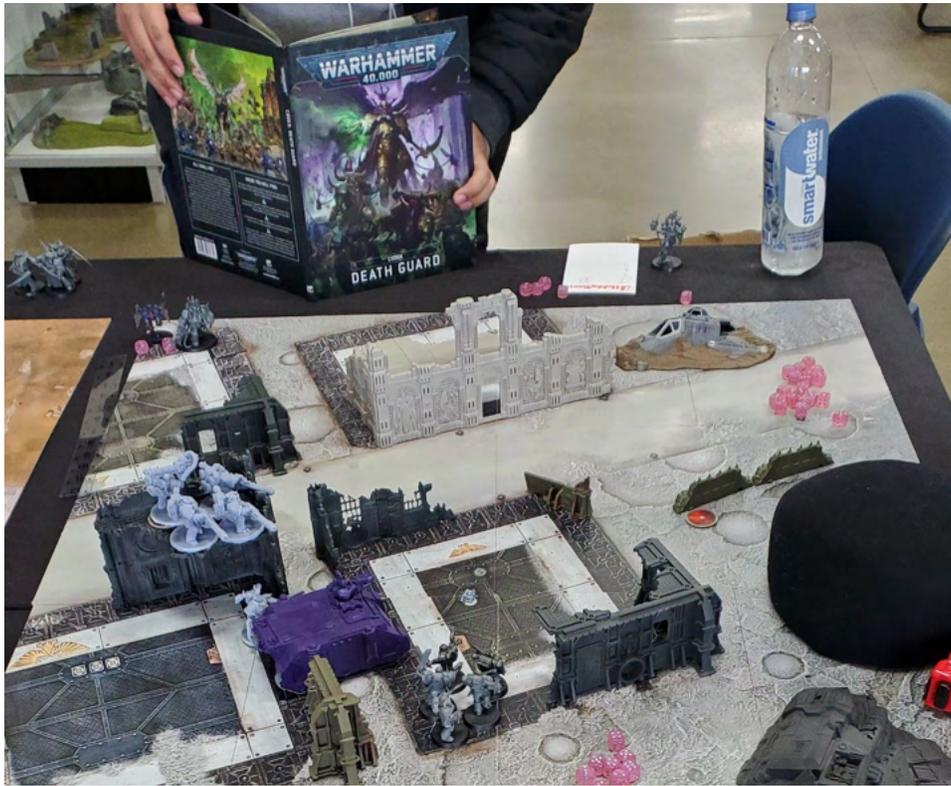
*Ork Warboss: Dat woz before me Waaagh! got 'ere. Now, we is da wuns doin' da 'sterminating!*

*-Dawn of War: Dark Crusade*



# Death Guard

*Because plague.*



# Team Fight: Humanity\* vs Xenos (Orks and Necrons)

*Anyone can be an ally with the Imperium against xenos! Except xenos. Except sometimes. But not this time!*



## Craftworld Aeldari vs Space Marines

*Too late, Imperium, you missed your chance to ally. No Eldar gf for you!*



## Necrons vs Orks

*Orks love fighting with Necrons-Necrons keep getting back up so the Orks can hit them again.  
So considerate!*



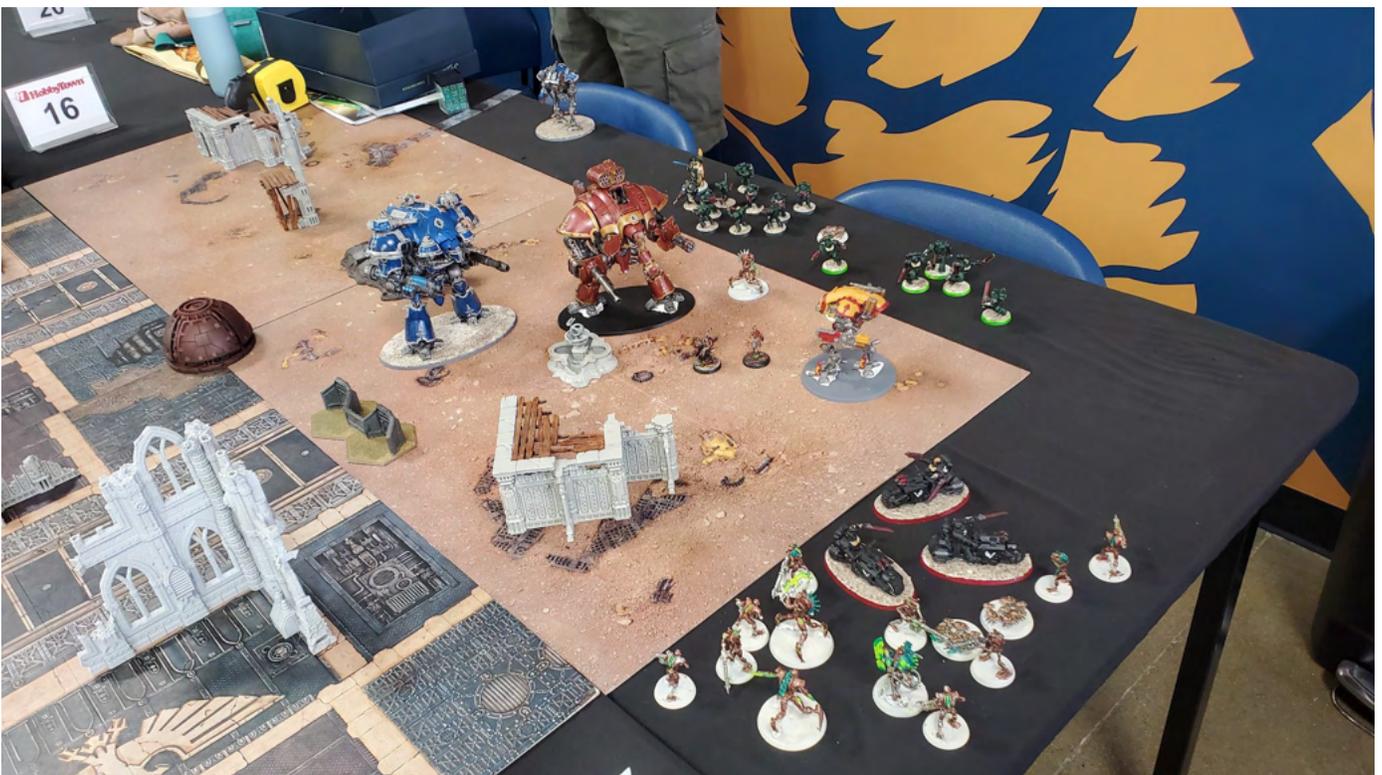
# Necrons vs Space Marines

*Gauss what? Gauss you get shot!*



# Imperial Knights

*Because bigger is better.*



# Necrons vs Orks

*What are all these greenskins doing in my deployment zone?!*



# Deathwing

*It's in the name, sister!*





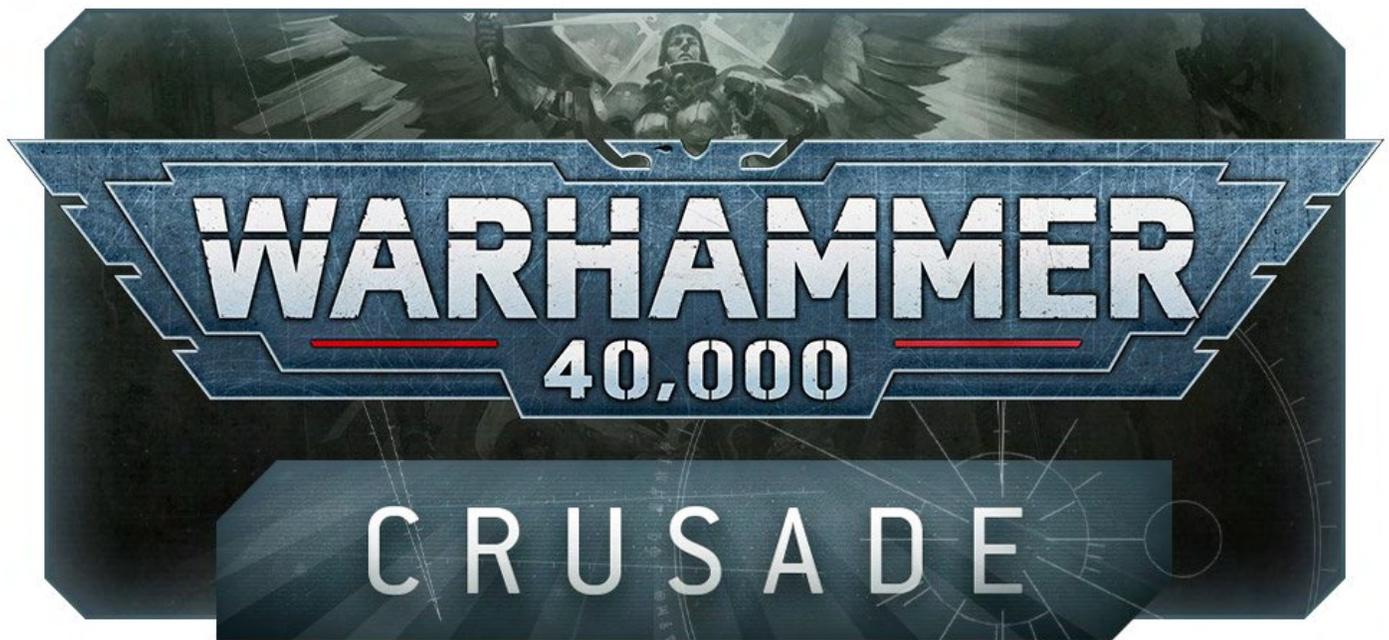
**Necrons vs Sisters and Space Marines vs Tyranids**  
*1 map, 2 missions, 4 armies...0 allies!*



## Space Marines vs Sisters and Necrons vs Tyranids

*Wait a minute, shouldn't we Imperials be shooting at the Xenos table instead of each other?*





## **Join the crusade at HobbyTown Lincoln!**

Administratum.net is a free web tool for tracking and sharing the experience, battle honors, and battle scars of your Warhammer 40k crusade forces!

After entering your starting crusade forces onto the website, play games anytime, anywhere, and add the battle to your record for Administratum.net to help calculate your units' experience and spend RPs.

**Join the HobbyTown Lincoln League today!**

<https://www.administratum.net/leagues/join?inviteCode=f8ae1108045b4d9e8fd788f9a2109fb3>

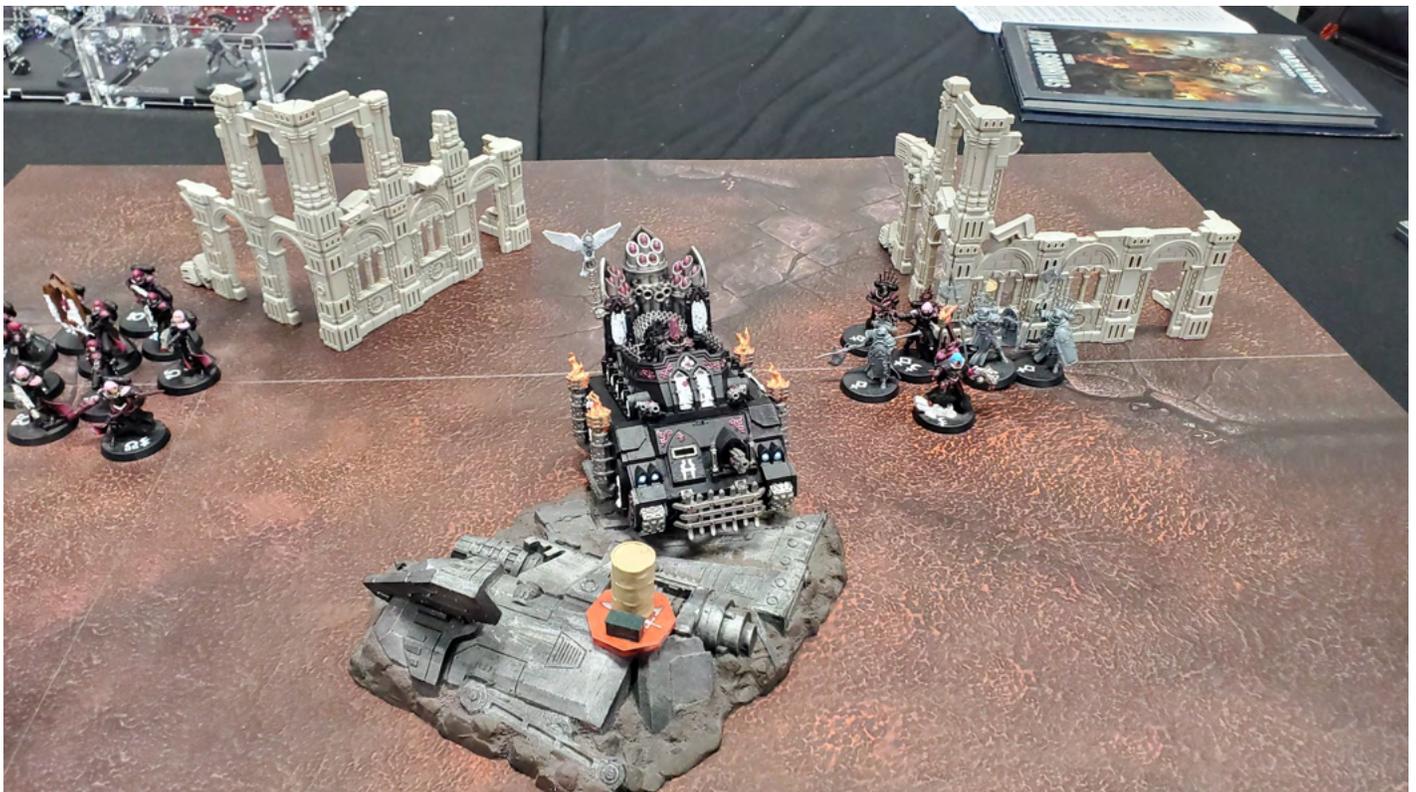
# W40k Crusade Battle Report: Sweep and Clear

Flesh Tearers Space Marines vs. Sisters of Battle, 500 pts

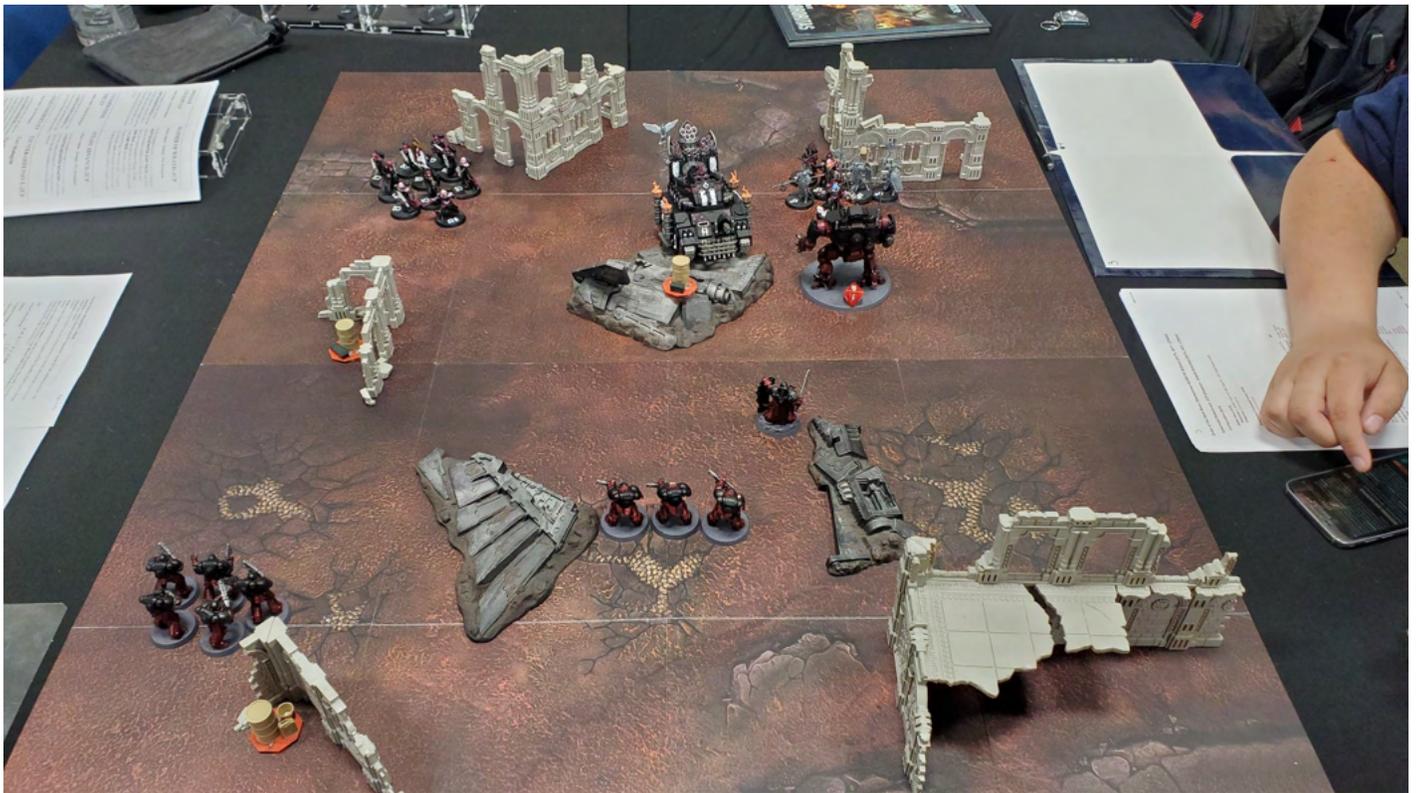
War Correspondent: Joel T



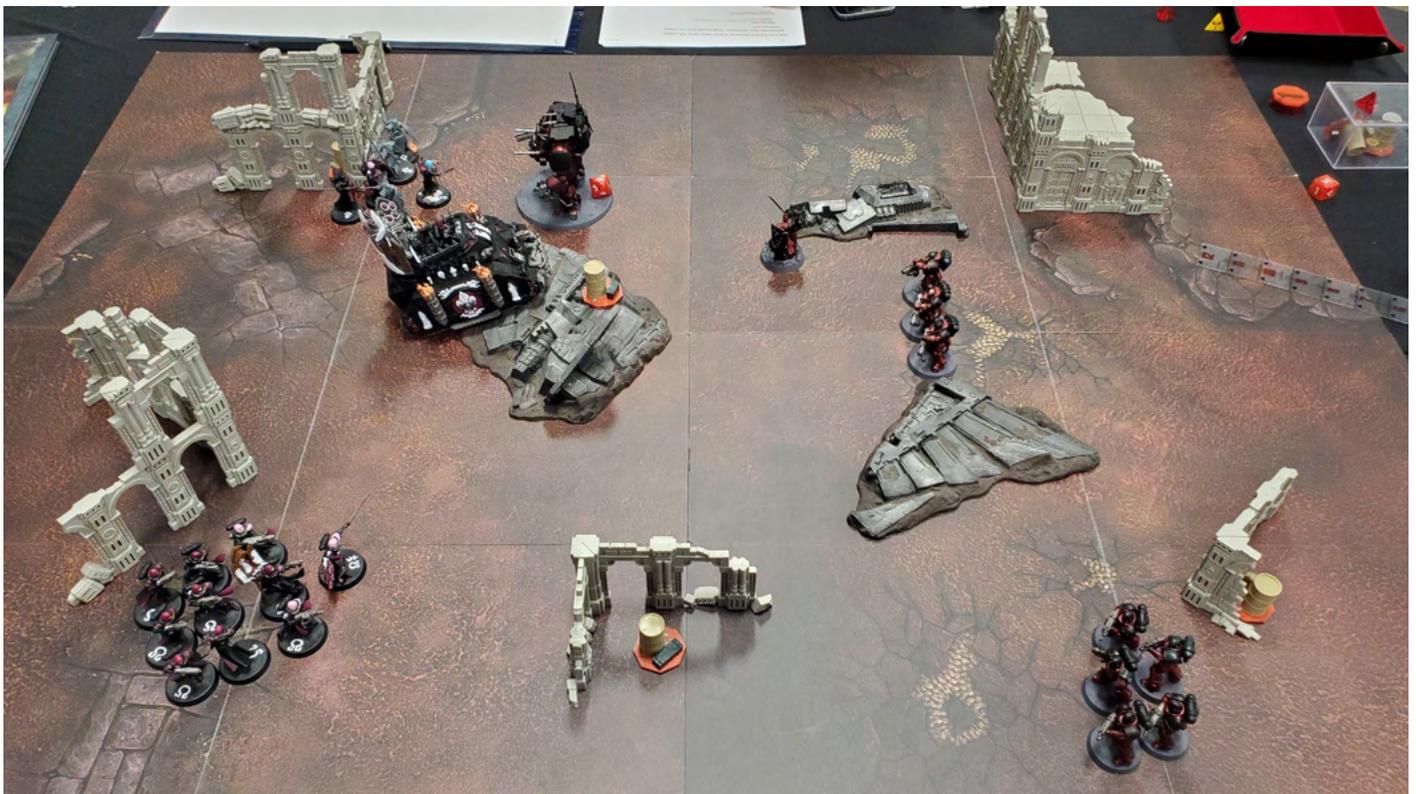
Sisters of Battle stare down the blood-soaked battlefield at howling, red-armored Space Marines with revving chain-weapons. Surely these inhuman warriors are forces of Chaos!

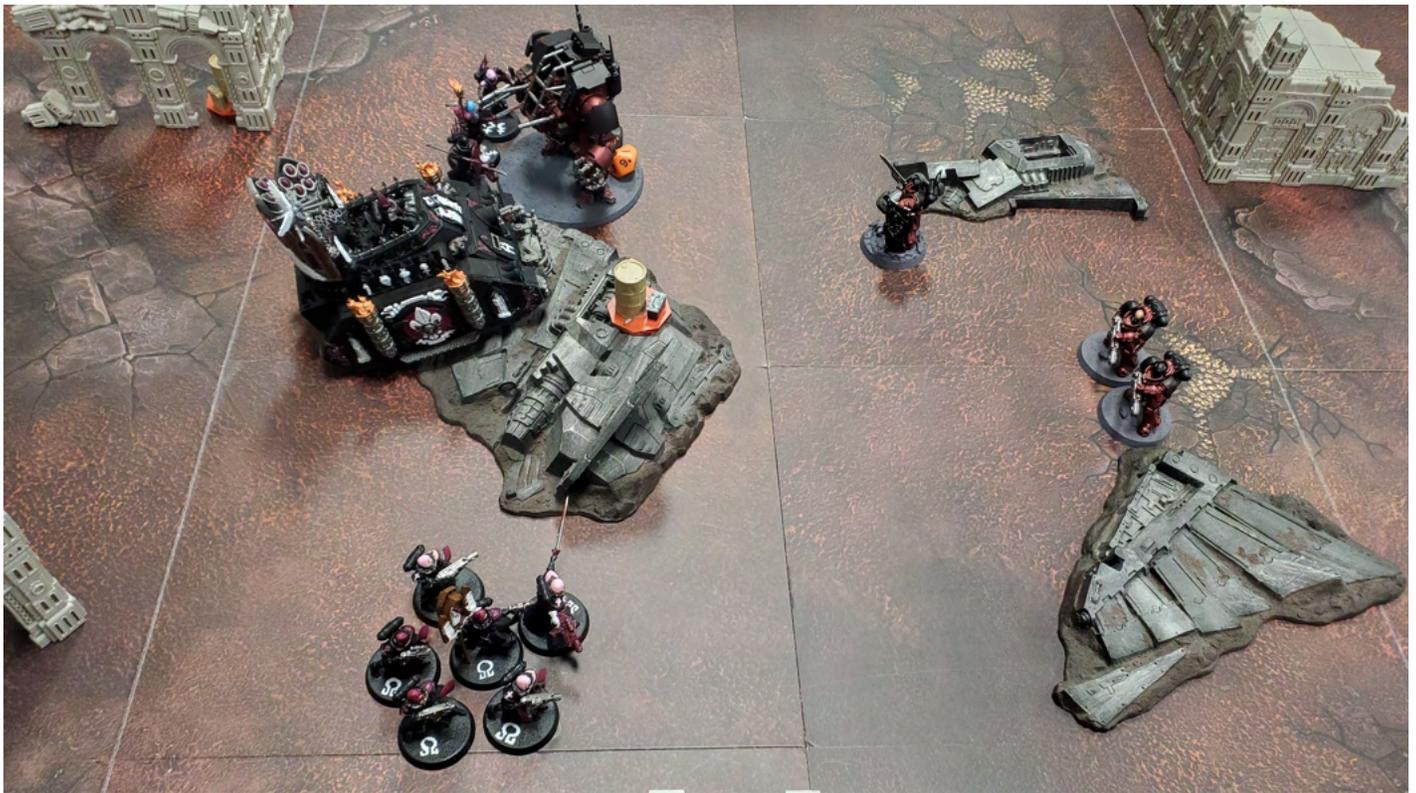


The Exorcist takes a commanding position to claim the objective, trusting in armor and faith.



Having weathered a barrage of missiles, the Flesh Tearers charge headlong towards those who would dare fire upon the chosen of the Emperor.





Armored with faith and relics of faith, the Sisters prove nigh-invulnerable. Armed with faith and faithful meltas, the Sisters work their way through the hulking Space Marines as their Canoness stands firm through waves of attacks, her relic armor turning aside blows that would have easily crushed anyone else. When the fires die down and the smoke clears, the Space Marines had wasted their efforts on a futile quest to kill the Canoness, and their flawed target prioritization left them to be defeated in detail.

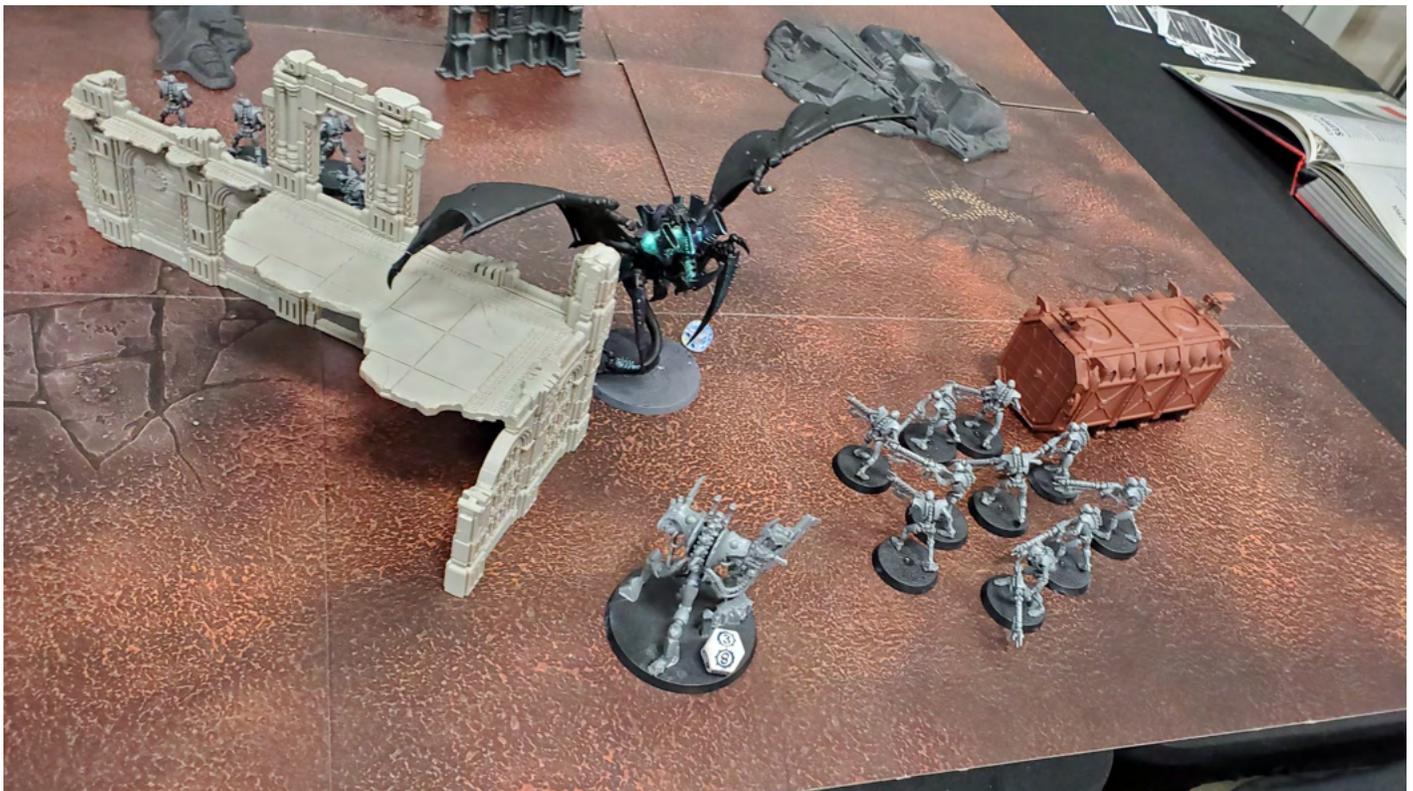
# W40k Crusade Battle Report: Assassinate

Tyrannids vs. Necrons, 500 pts

War Correspondent: Joel T



Necrons stir, their slumber disturbed by Tyranid bio-beasts. What a thing to wake up to!



The Hive Tyrant flies across the battlefield and immediately charges in, scything through the Necron warlord's bodyguards and consolidating into the warlord. With a rush of adrenaline, it fights again and wounds the Necron grievously, but with the Tyranids' momentum spent the undying necron forces slowly and inexorably turn the tide, ancient energy blades and gauss weapon fire deconstructing the devourers.



# W40k Crusade Battle Report: Supply Drop

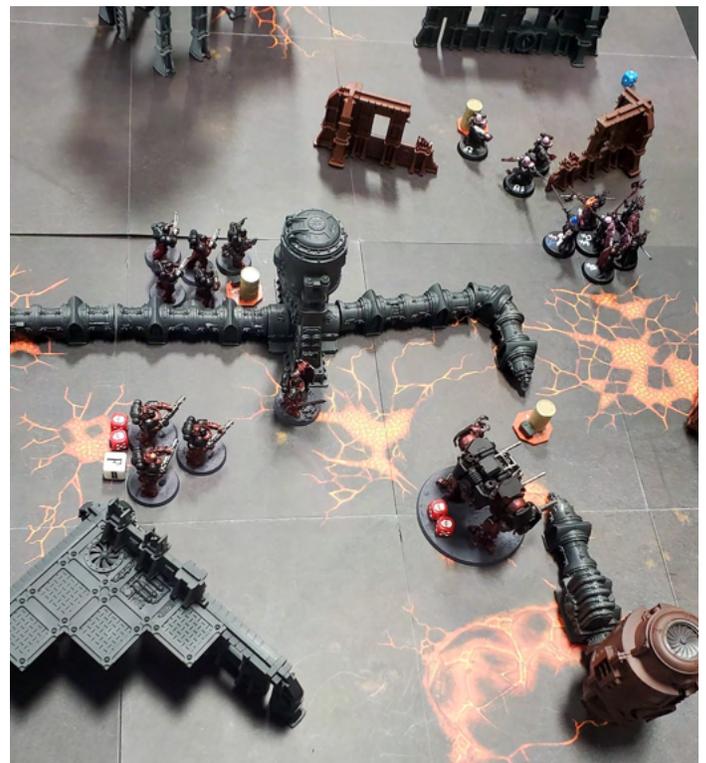
Sisters of Battle vs. Flesh Tearers Space Marines, 500 pts

War Correspondent: Joel T



In a protracted crusade, resources can become scarce, so scarce that even ostensible allies can find themselves in conflict. So it was that a combat patrol of Flesh Tearers and Sisters of battle ended up in aggressive negotiations over supplies in the Mustafar IV Lava Refinery.

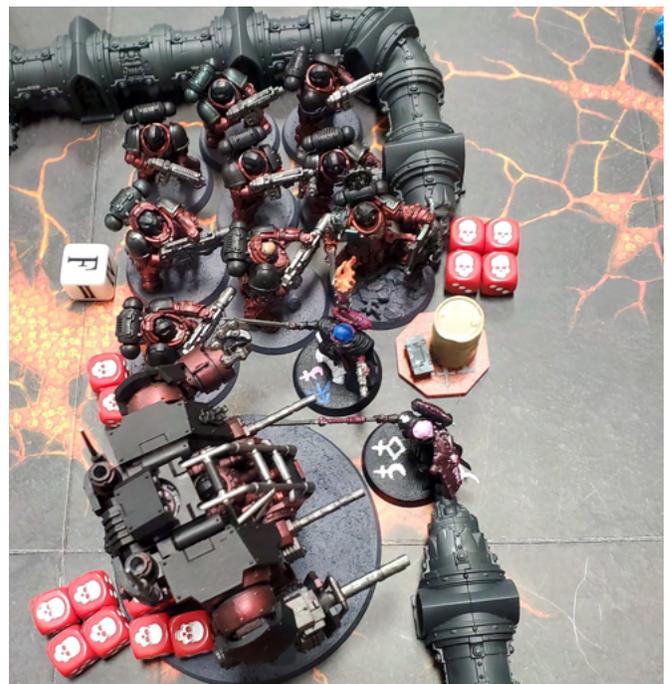
Clad in reinforced power armor, the Eradicators advanced through the barrage of the Exorcist and unleashed their meltas on the armored vehicle, leaving it easy prey for the Invictor warsuit to rip apart.





Seeing this travesty, the Canoness and her retinue charged the warsuit. Protected by blessed shields and relic armor they stood firm against the machine even as the objective-holding squad of battle sisters was whittled away by assault bolter fire.

As supplies started to dry up, the remaining Space Marines charged in to lend their weight to the close combat surrounding the central objective marker. The Canoness soon stood alone, unbroken, a virtuoso with her inferno pistol as the miniature melta burned as brightly as her faith, right through the Invictor as well as the Flesh Tearers Captain!



By the end of the battle, it became a race to control the final supply marker. The space marines knew they could not kill the Canoness in close combat, and while she could pick them off one at a time with her pistol, they stayed just outside of engagement range while moving to secure the last objective, denying the Sisters succor in their hour of need. Was it worth it? Only the Emperor knows.



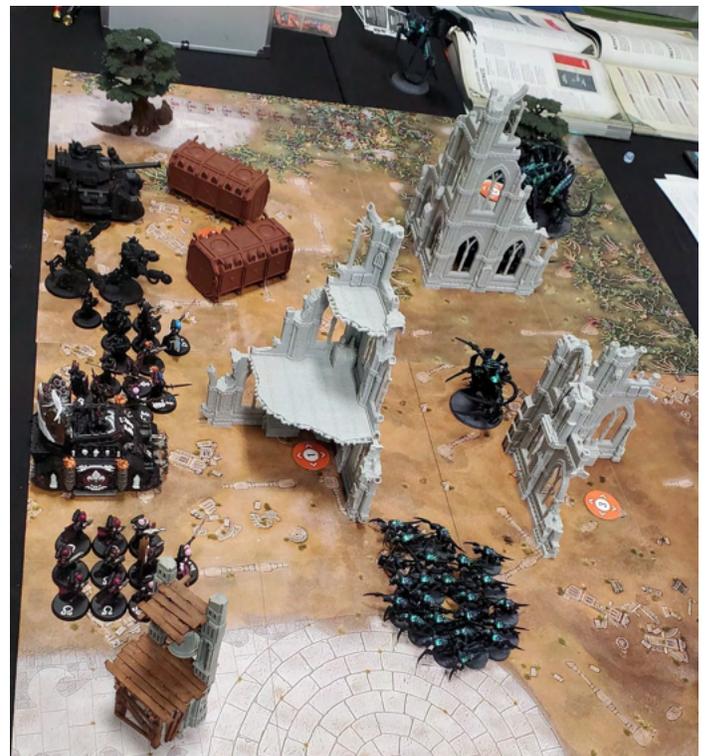
# W40k Crusade Battle Report: Supply Cache

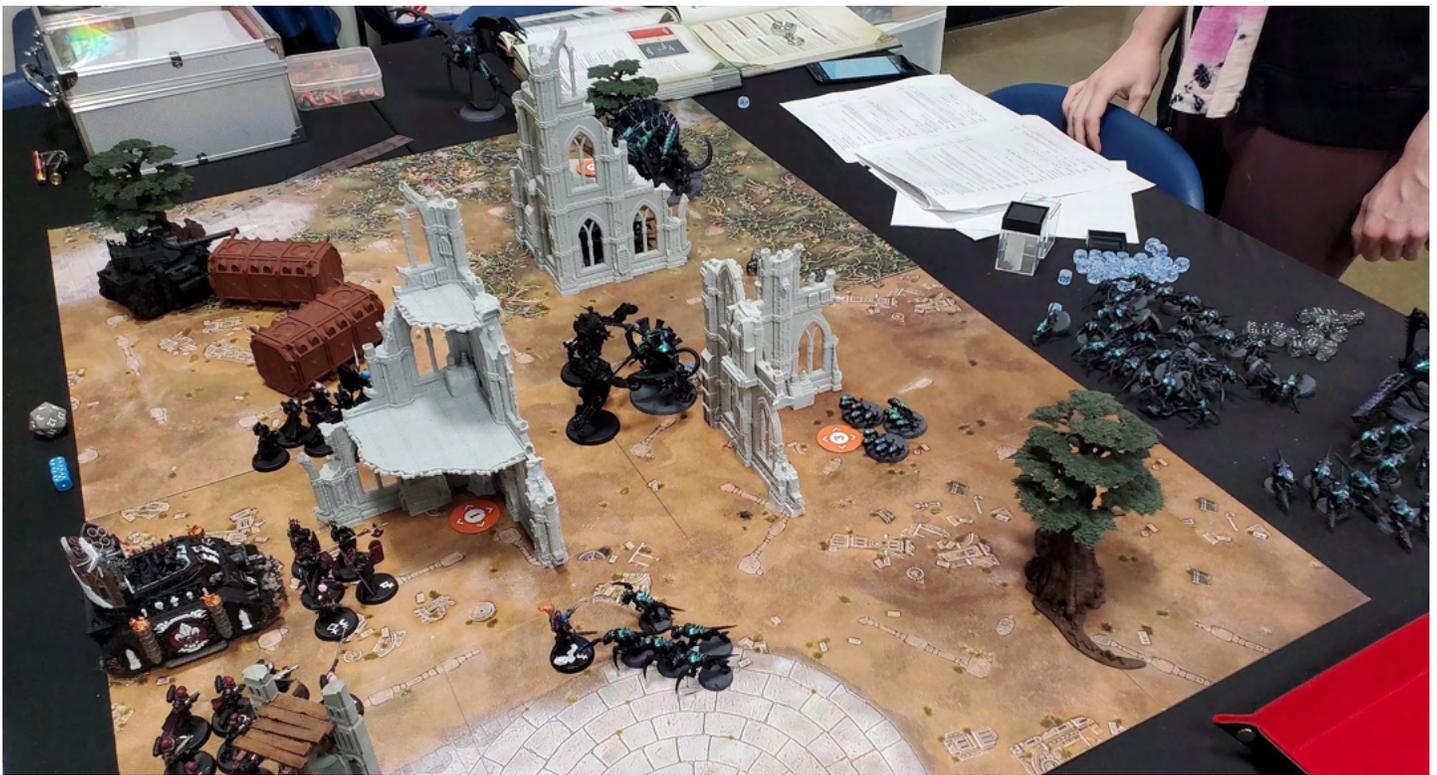
Sisters of Battle vs. Tyranids , 1000 pts

War Correspondent: Joel T

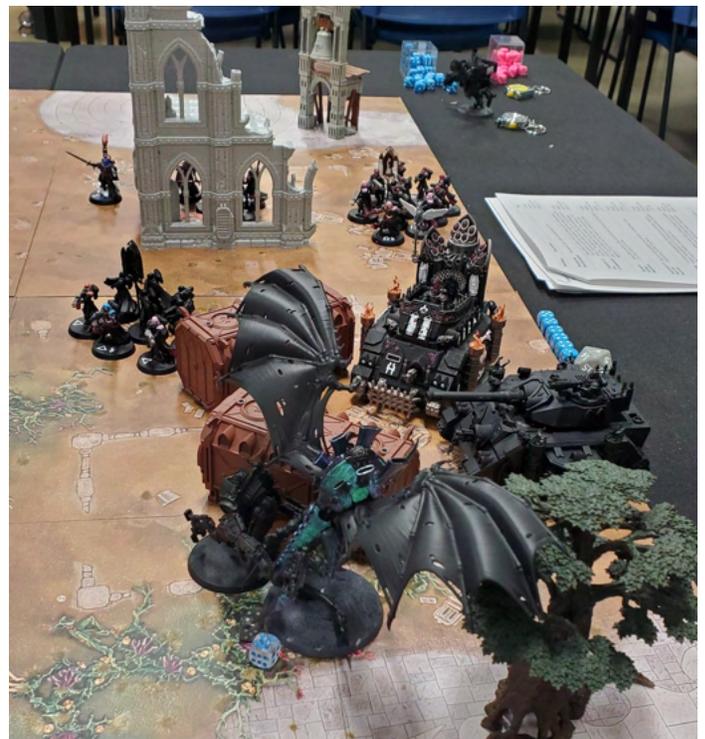


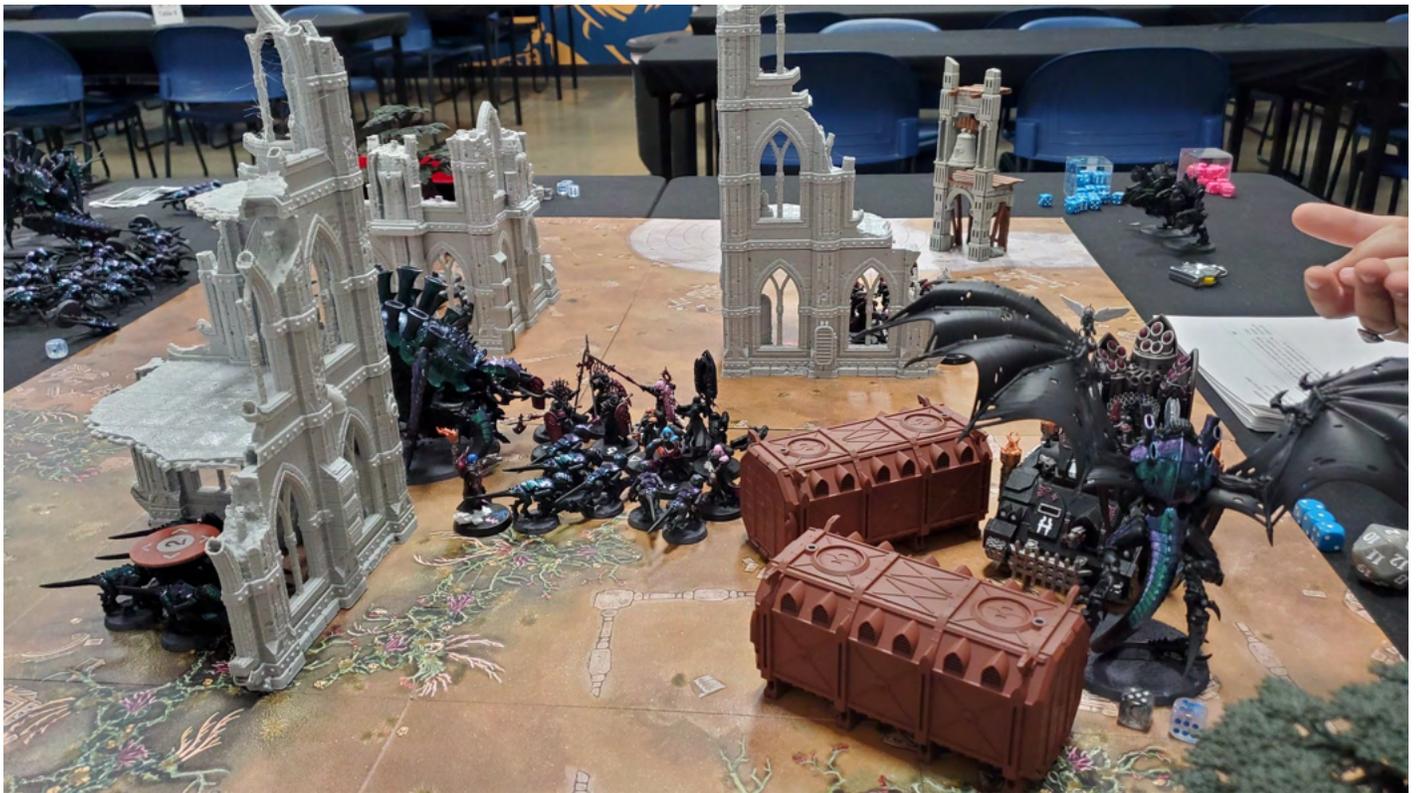
Sisters of battle ready their weapons, chanting prayers and singing hymns as Tyranid bio-forms flood through the ruins, spurred on to impossible speed by the presence of the swarmlord. Their battle lines hold firm as bolter and cannon fire take their toll on the Tyranid numbers. Whipped into a frenzy, two penitent engines charge forward to engage the wounded swarmlord and dismember it with a whirring of buzz saws.



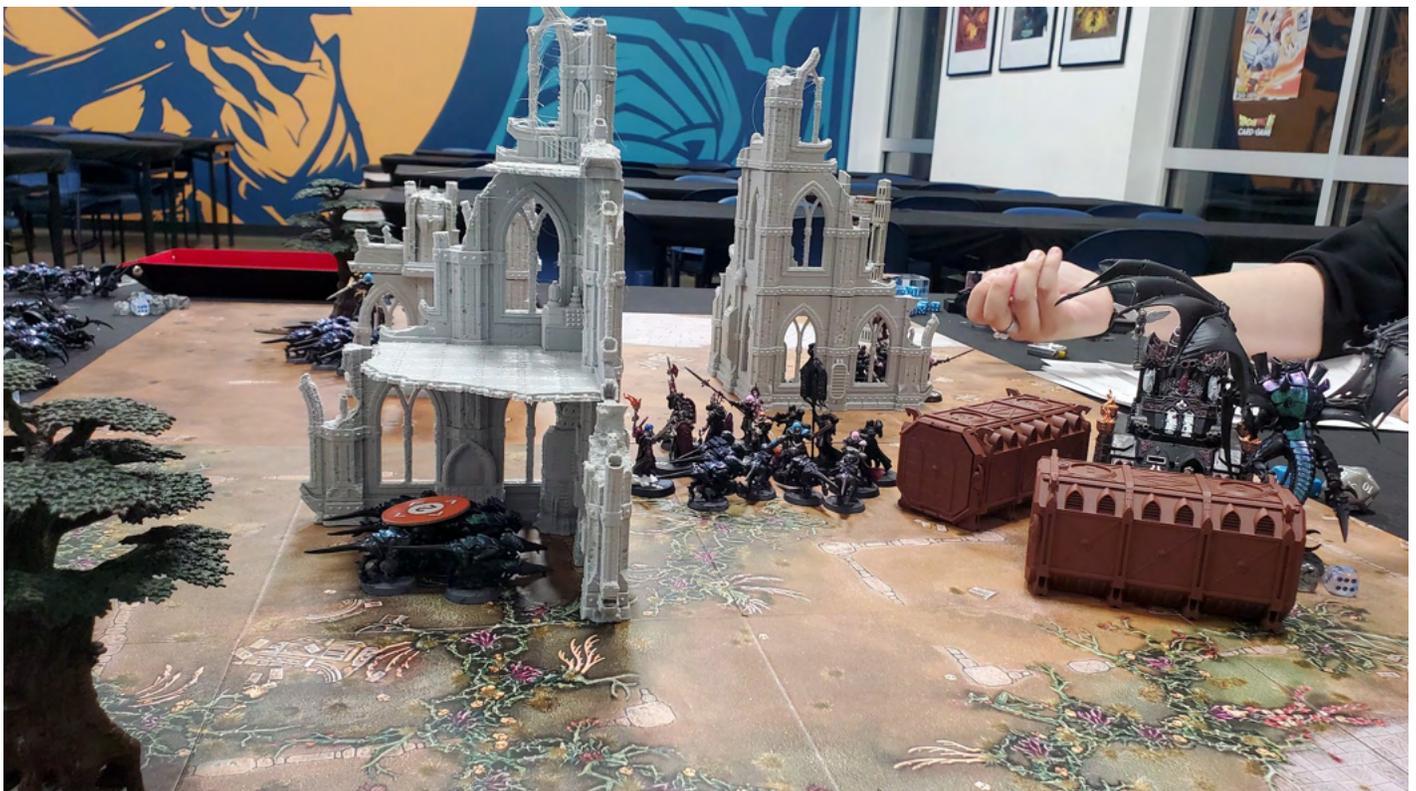


With a piercing scream, a winged Hive Tyrant descends from the skies and shrugs off a battle-cannon shell as it charges the Sisters' Castigator tank. Scything talons pierce armor plating in multiple spots, but the tank still stands, doggedly locking the monstrosity in close combat. Meanwhile, the Tervigon has been spawning reinforcements which wrap around the ruins to keep the rest of the Sisters from coming to the Castigator's aid.





**Here's Tervi!** Sending a fresh unit of termagants to retake an objective from the tactical Seraphim assault, the Tervigon engages the Canoness and her bodyguards in a delaying action, ultimately sacrificing herself for the swarm. It is enough, though, as her latest and final brood of Termagants is able to wrest control of the objective, and with it, victory.



# W40k Crusade Battle Report: Sweep and Clear

Flesh Tearers Space Marines vs. Tyranids , 500 pts

War Correspondent: Joel T



With lines of fire curtailed by dense city terrain, an overextension by the flying hive tyrant leaves it open to the combined fire of the Space Marines army, while the Tyrannofex is stymied for several turns in a deadly game of bait-the-beast.

With their greatest threat removed before it had a chance to throw their forces into disarray, the Space Marines are able to advance on the objectives and clear the sector.



# W40k Crusade Battle Report: Sweep and Clear

Sisters of Battle vs. Necrons, 500 pts

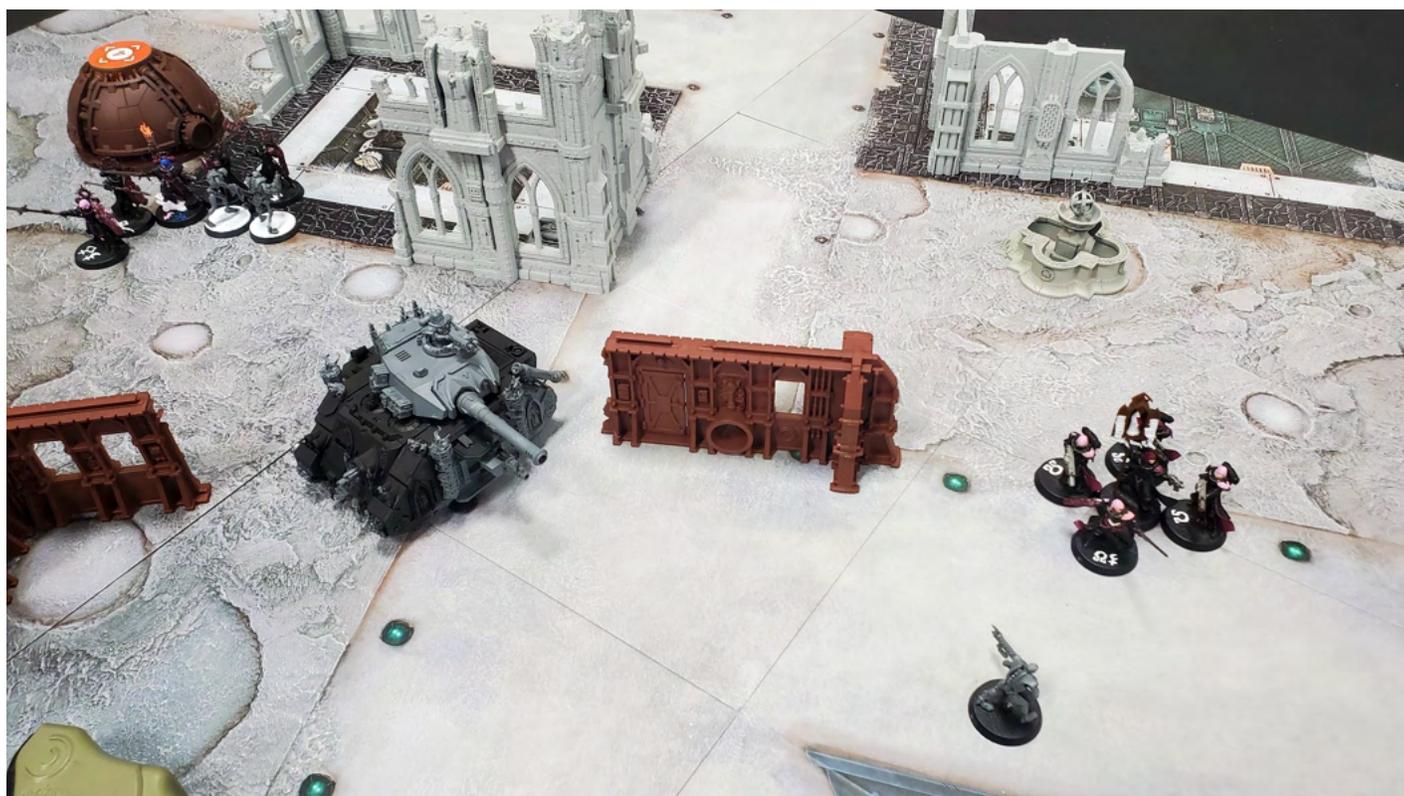
War Correspondent: Joel T



Both armies surge forward to claim objective markers, Sisters secure in their faith as armor, Necrons confident in their reanimation protocols.



Bolter shells and gauss blasts criss-cross the battlefield, but when the dust settles it is the Sisters of Battle who stand unbowed, the Necron warlord slain and the last few Necron warriors are faced with blessed halberds and blessed cannon shells ready to end them.





**NECRONS**

Because you cant keep a good robot down.

**DEMOLISHER CANNONS.**

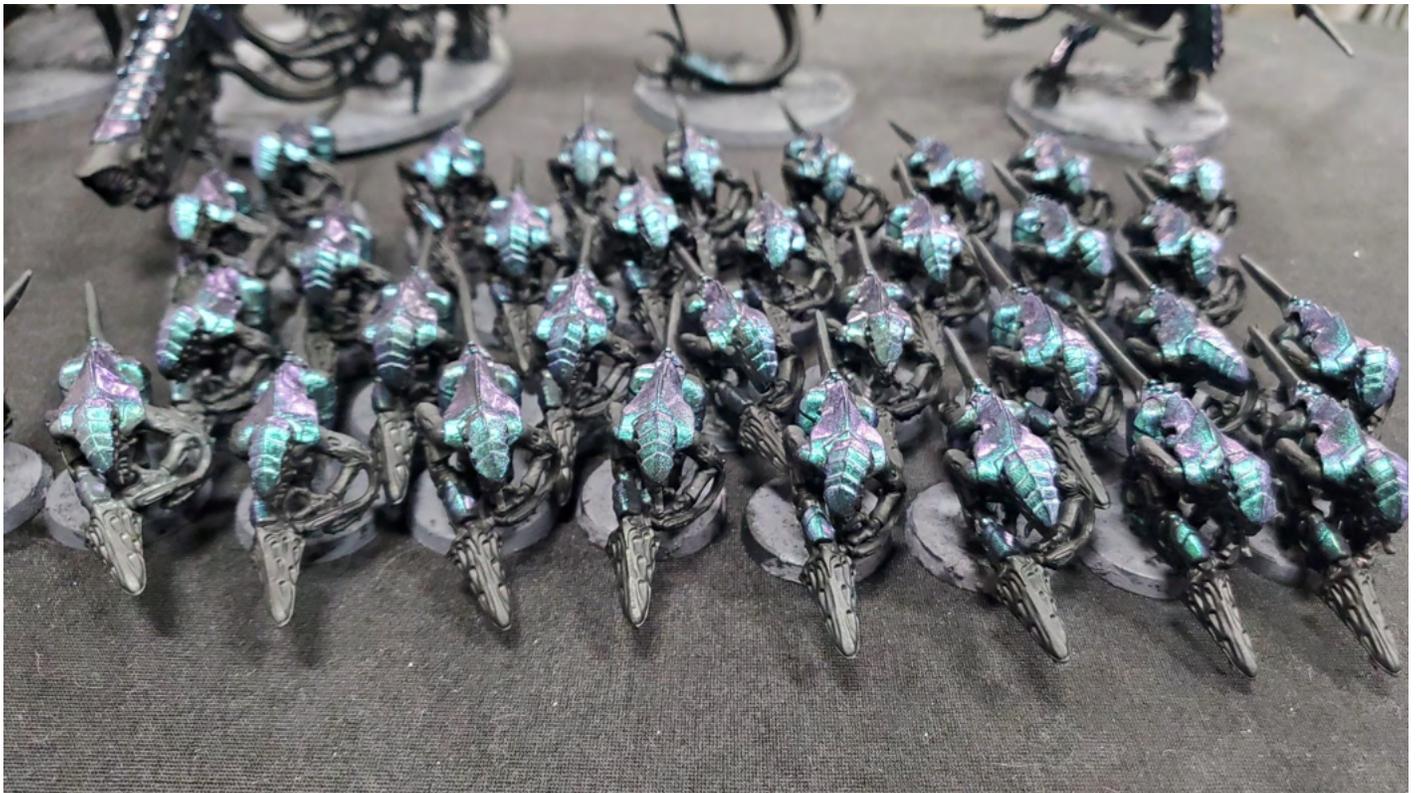
Yes you can.

**NECRON LORD WITH  
RESURRECTION ORB**

No. You can't.

# Army Shots







# Warhammer at HobbyTown Lincoln

## Be in the know!

Join our Facebook group at

<https://www.facebook.com/groups/hobbytownlincolnwarhammer>

And our Discord server using invite code <https://discord.gg/eccFtsk>

## Be a war correspondent!

Submit your battle reports at

<https://hobbytownlincolngaming.com/submit-your-battle-reports/> and email

any pictures to [hobbytownjoel@gmail.com](mailto:hobbytownjoel@gmail.com)

## Be seen!

Show off your armies and works-in-progress! Send any pictures to

[hobbytownjoel@gmail.com](mailto:hobbytownjoel@gmail.com) alongside any information you would like to include!

**Join the HobbyTown Lincoln Discord server for  
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