

A Chat with the Golden ticket winner – James Hulance-Taylor discusses all things 40k with Guardians Of Tyr.

James, first and foremost congratulations on winning the Golden Ticket, I bet your pleased to be able to participate in this prestigious event.

*Thank you very much. I feel really proud to have qualified for The Day of Champions so early on in the year. There is a lot of 40k to play this year but next January is already on my radar now. I can't wait!*

Your army of choice seems to be Necrons this year, what is your favourite aspect about them?

*Without a doubt, the Durability. They are really reliable to holding up hard hitting units and can cope with alpha strikes too. I like the speed they have as well. As someone who is used to playing imperial based armies it's nice to have access to jetbikes, swarms and beats. Units that can cross the board quickly without the need for expensive transports. I think in the current edition speed and maneuverability are key components every army needs to have.*

The Next event will be Frontline, will you be taking Necrons for that?

*That is a bit like asking a lady what she weighs! but seriously I think frontline will be quite comfortable for Necron players. The deployment zone allows you to deploy 3" further forward than normal, which should help with board control. I also think the dangerous terrain in the middle of the board will not be too much of a factor for high durability units.*

Are there any armies or players out there currently that give you cause for concern?

*I have my eye on AdMech battle reports at the moment as they seem to be doing well in tournaments. I have some idea's if I run into them though.*

*As for players, I noticed Sy is returning to Guardians of Tyr. He is a player with a reputation but I have never faced him. I am hoping I get to play him at frontline.*

*I think Paul Hart is the one person who causes me the biggest problems. My record against him is terrible. Even though I have beaten him before our games usually see me suffer lots of bad dice and an increase in the number of mistakes I make.*

So do you fancy an AdMech army?

*No I don't like the look of an AdMech army. I find them to static for my tastes.*

If there was 1 change you could make to your army codex, what would it be and why?

*Necrons don't have many fearless units and even with high leadership it is surprisingly easy to be run down in combat. I would like a piece of wargear that gives an IC fearless or give Lychguard the rule. I think also making ghost arks be able to carry 12 models instead of ten would give the army's IC a mode of transport outside of a night scythe.*

Your Astra Militarum army seems to have been shelved, why have they fallen out of favour?

*They are currently my army that is being used in the WarGames Workshop League. I don't want to overplay them so until the league finishes Necrons will likely be my one-day event army. Don't worry, my*

*guard will be back at Guardians of Tyr soon. Last year I fielded 4 armies at GoT events, I think I will have the same level of army diversity this year.*

We've discussed your army, and I get the strong feeling that your Necrons aren't going to be hid under the bed any time soon, from what I've seen of them so far you've clearly spent quite a bit of time making them look like a coherent force, does having a painted army improve your experience as a gamer?

*Yes of course, adding to the visual effect of a game really improves the experience for me. Win lose or draw there is something very enthralling about two painted armies going at it. Plus, at all the local events there is a real emphasis on painting your force which is rewarded through points!*

There is a really busy gaming schedule this year, are you hopeful of picking up any more trophies?

*It's easier said than done, the quality of the competition has never been higher. I am currently top of the local league though, and I hope to stay there. Luton events might be beyond me now, the army power level there is a grade above anything I can currently field. I will have to settle knowing I have won one of them!*

Are there any tournaments or events over the course of the year you're looking forward to?

*Apart from The Day of Champions, I am really looking forward to the Stores 4th League later this year, as well as Guardians of Tyr Frontline on the 4th June*

The pace of the game has moved on quite a bit since Guardians of Tyr first started its 40k tournaments, what has been your favourite addition/change to the rules?

*I think the introduction of formations, something I was opposed to at the time. It's transformed the game and ever codex, not always equally mind!*

Any tips for the upcoming Frontline Tournament?

*Yes, speed is less important in this round. Use heavy hitting assault units backed up by close range firepower. Don't be afraid to get close to your opponent early and if possible push past the objectives and hold your opponent in his deployment zone.*

Thanks for that James, and again congratulations!