

A Chat With The Champ – Michael Stewart discusses all things 40k with Guardians Of Tyr.

Mike – first of all congratulations on winning the classic event, you must be pleased to start the year with an event win?

Thank you and yes, very much so, particularly as there were such great prizes on offer this time around.

You were playing Blood Angels, not usually a codex people consider top tier. Was the format a help in playing this army or do you think blood angels are underrated in modern 40k?

I think the format was a huge benefit to playing this army; no allies or formations certainly reduced some of the effectiveness of other armies out there. Looking back on it though, I was probably quite lucky that I faced Necrons twice; not usually something you would expect to hear from a 40k player! I had gone for a fairly well-rounded force, making use of drop pods with flamer units inside, along with some decent armoured firepower but only the one dedicated close combat unit. It seemed that this set up was quite a strong counter for the Necron armies, especially since they couldn't make use of the Decurion detachment.

The Blood Angels army looked great at the Classic, why did you start collecting blood angels?

I've always collected Blood Angels ever since I started the hobby back when I was about 12 or 13 years old. I loved the look of them and the lore behind them.

The meta has changed so much in recent years thanks to a double rules change. How are you finding modern 40k with the use of allies, formations and superheavies?

It's certainly a different dynamic to other editions but I think it works well. I particularly like allies, as it allows me to mix and match between my armies. Superheavies are fun too and they provide the ability to take out so called deathstar units.

How have you found the evolution of armies through the editions in 40k?

It's primarily been 6th and 7th where we have seen the most changes so it will be interesting to see what happens when 8th comes around eventually. Superheavies were a big addition that will continue to evolve and have helped desensitise the 40k player base to forge world models being used in standard games.

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

I'm hopeful. I'd really like to win the Guardians of Tyr championship so I would need a couple more wins to make that happen.

Rumour has it you are working hard on a mechanicum army, are we likely to see them any time soon?

Yes, I plan to use them a few times this year at least.

Are there any events you're particularly looking forward to? I've got my eye on the Luton team event as a particular highlight.

I like tank battle. I wasn't able to play in it last year but I won it the year before so I'm looking forward to that tournament.

Has anyone else's play style or army caught your eye recently?

Not really. There's a few out there that I like the look of for painting reasons so I may dabble in another army at some point soon.

The Highlander is next here at Guardians of Tyr, what are your thoughts on the rules? Any observations on the missions and set up you would care to share?

It looks good, particularly since you cannot spam one type of unit so we might see a bit of variation this time. I like that kill points are present in the first two missions, gives that extra dimension to the game beyond objectives, but I did think that 3 points might be a bit low for an uncontested objective.

Any tips on who will win it?

Not sure, could be anyone, though the War Convocation will be very tough.

Thanks for taking the time to talk to us!