



ET01
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EDITORIAL

Dear readers,

First thing I felt when I became editor was like: "Whoa! How the shizzle am I going to do this?" Anyway, I'm giving it a try! This is the first editorial I have ever written. Not only that, but it will probably be the first written piece of mine that will ever be published!

On to matters of more importance! For instance, the birth of a new and awesome magazine called The End Times. How did this happen? I do not believe in coincidence. The idea for this magazine originally sprung from my mind after I was disappointed for the umpteenth time by the poor quality of recent White Dwarfs. I still have loads of the older issues here in my shelves and read them over almost monthly. Lately this magazine has become less interesting and the newest issues look more like drastically sales oriented, overly commercialized catalogues. What they used to be were: gamer-friendly guides and hobbyists muses. That's when I felt things needed to go back. Of course I cannot simply walk into the WD office and start changing stuff. So I started spewing my critical claims on another place I frequent, The Chamber of the Everchosen. This is where I noticed a lot of people shared my opinion and it did not take long before we decided to show GW how it should be done. With that the development started on an abomination of epic proportions and awesomeness which was later The End Times.

I would like to thank all the people from COTEC who helped and are still helping to make this magazine work and I would especially like to thank Killax and Godless-Mimicry for their gigantic contribution, without them this magazine would now not exist.

Angra



ANGRA



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SLAANESH WARRIORS

MASTERCLASS

WARRIORS OF SLAANESH

Foot_of_adhesive_tape



Chaos Warriors are always a tough foe. Those of them dedicated to the worship of Slaanesh are even tougher.

Warriors of Slaanesh are a fearless breed, and will run from nothing, their emotions of greed and ecstasys running to the max.

This of course makes them a great unit to have in your army. So we went to veteran COTEC painter Foot_of_adhesive_tape, to ask him how he painted his magnificent models. What follows is a step by step guide to painting the followers of Slaanesh.

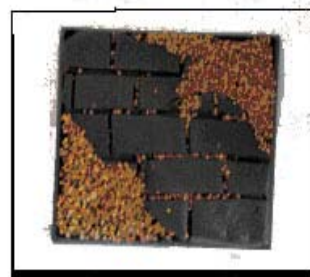
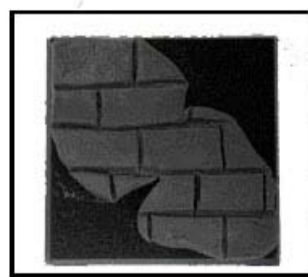
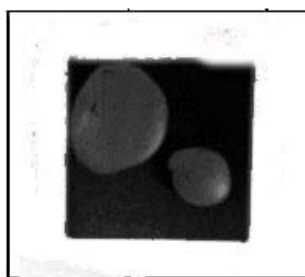
WHAT YOU WILL NEED

Chaos Black	Badab Black	Adeptus
Warlock Purple	Gryphon Sepia	Battle Grey
Codex Grey	Charadon Granite	
Fortress Grey	Kommando Khaki	Blood Red
Dwarf Bronze	Scorched Brown	
Boltgun Metal	Bestial Brown	
Devlin Mud	Graveyard Earth	

MAKING THE BASE

Having good bases can be a key to having a spectacular model.

First off get some green stuff. Roll up two balls and flatten them out however you want. Next, wet your sculpting tool and cut in the paving. Lastly, just adding some sand to the bare areas to fill them in, and give the look of a ruined city.



REMOVE MOLD LINES & UNDERCOAT



PAINTING THE MODEL

1. After prepping and under-coating, I did the first layer with a 50/50 mix of Warlock Purple and Chaos Black, doing most of the armour and shield.

For the next few steps keep adding Warlock Purple to the mix while moving toward the edges. When you think it looks right, paint a very fine line of Warlock Purple around the edges of the armour.

For the base of the model, use a heavy drybrush of Codex Grey, followed by a lighter brush of Fortress Grey.

2. Now that the purple is done, move onto the metallics. The basecoat for the gold is a 60/40 mix of Dwarf Bronze and Chaos Black. The silver is just a layer of Boltgun Metal.

For the second stage of the gold, add some Dwarf Bronze into the original mix to give the edges of the gold a highlight. Next give the gold a wash of Devlin Mud, and the silver a wash of Badab Black.

While we have the washes out, give the base a wash of Badab Black, and then when that is dry, a wash of Gryphon Sepia.



3. On to the leather, fur and other random little things. I gave the fur a basecoat of Charadon Granite. Keep mixing Kommando Khaki into the mix for highlights, drybrushing it on.

For the leather, I used a basecoat of Scorched Brown and Bestial Brown, then highlighted the raised areas and edges with pure Bestial Brown. Once that was all done, I finished it off with a wash of Devlin Mud.

The seal on the shield and the bandages on the hilt of the axe were first done with Graveyard Earth, and highlighted with Kommando Khaki, before being washed with Gryphon Sepia.



Sepia to give it a dirty look.

As a final step, the black cape got a small highlight made of a 30/70 mix of Adeptus Battlegrey and Chaos Black.

Congratulations, your Warriors are complete.



FINISHED



OPTIONAL



BLOOD

1. Mix together Blood Red and Chaos Black, 50/50. Take an old brush and dab it where you want the blood to be. Add more red to the mix and repeat.

2. Dab pure Blood Red onto the area.

3. Finally, dab some 'Ardcoat over the area to give it texture and make it look wet.



FOR THE DARK GODS

A look into the new Warriors of Chaos army
with COTEC's own Godless-Mimicry.

Every player remembers that one thing that got them hooked on Warhammer back in the beginning. For some of us it's the painting that attracts our attention, for some it's the prospect of being able to model and convert your very own personalized army to take to the battlefield for a heated game to save or doom the Empire, and for others, it is the very armies themselves that get us hooked. The latter is where I fit in. And the army in question? The Hordes of Chaos.

I started Warhammer back in 2001, not far after the release of 6th edition. My first army was the Bretonnians. Only a humble 13 years of age back then, these chivalrous knights were awe inspiring beyond belief. Of course then I grew up 2 yrs and realized that they were pones! After that, I took almost a year out from Warhammer as the appeal just wasn't kicking as much as before, and of course, I had "studies" to attend to. So roll on 2004, and the Storm of Chaos. I went to the local gaming shop accompanying a friend who was looking to make a purchase. When we arrived there, there was a huge 5000pts Storm of Chaos game going on, Empire vs. Chaos. Enter the whispers of the Dark Gods. The moment I saw the (at the time) brand new Chaos Warrior models, I sold my soul to Chaos. Since then I have had several Chaos armies of different incarnations.

And so leads me to now, 2008, and the release of the 7th edition Warriors of Chaos book. Amidst the ever constant dark whispering of my patrons, there is another sound. Speculation. In the months coming up



months coming up to the release of the book, there was a lot of talk as to whether Chaos could cut it anymore without the alliance of their daemonic and bestial kin. This talk was fuelled to sheer pessimism by the release of the White Dwarf "Get-you-by" list. So today I am going to take a look into the latest Tome of Dark Knowledge that is the new Warriors of Chaos army book, and give some insight into what works and what doesn't.

LET THERE BE DARKNESS

Well the first thing one will note upon purchasing a copy of Warriors of Chaos is the size. At 128 pages, this book really is a tome, chock-a-block packed with fluff and amazing art work to compliment the ever important rules sections.

Well I guess the first and most obvious area to take a look at is changes, what has changed since one became three. Well that sentence in itself names out the first and possibly most major change, the separation of Chaos. Warriors, Beast, and Daemons are all now separate books, all self contained, all unique. What does this spell for the Warriors of Chaos? Well, firstly we lose our skirmishers, the Beast herds. Secondly we lose our flyers, the Furies. We also do not get to bask in the eternal and overpowered glory of the Daemons of Chaos, but that's a story for another day, aye?

A new entry to the book is the Eye of the Gods rule. Chaos Lords/Exalted, Sorcerers, and special characters are all effected by this rule. It obliges them to make and accept challenges when possible, but also grants them a special blessing should they succeed. When a model with the Eye of the Gods rule kills his opponent in a challenge, or kills a large target, he may roll once immediately on the Eye of the Gods table. The Gifts of the Gods are many, and amongst the riches are stat boosts and special rules such as fear and stubborn. However, some champions may inherit too great a gift, and the knowledge bestowed to him drives him insane. A roll of a two on the chart results in stupidity. Sometimes also the Gods turn a blind eye to their self-proclaimed champion. The Chaos Gods are unpredictable at best.

Next change worth a mention is the absence of the Mark of Undivided. However, in its stead we have been granted the Will of Chaos special rule. All units effected by the Will of Chaos special rule (which is every unit that is not immune to psychology) have the ability to re-roll failed panic checks. This can prove invaluable on the field of battle, where standing one's ground is everything.

And what about new units I hear you say? Well first, what about old ones? The Aspiring Champion is gone, however this heralds the ability of carrying the army's battle standard to the Exalted Champion. The Exalted Daemon is also gone, but no great loss there! As far as new units go, we have two brand new units as well as some crossovers. From the Beasts of Chaos book, now also part of the Warriors of Chaos, are the Chaos Trolls, Ogres, Dragon Ogres, Giant, and the fearsome Shaggoth. Also retain the same abilities mostly, but with slight improvements in costs and options. To be honest, all of these units are at least worth the try,

though some more than others. The Trolls still suffer from stupidity, so will need to have a babysitter change their diapers and follow them around the whole battle. Also the Shaggoth still suffers from his slightly overpriced syndrome, and now suffers from a my weapons are ghastly expensive syndrome. The Giant can now be marked, with the possibly of S7 and ASF amongst the benefits. Ogres can also be marked and now have the option of Chaos Armour. There are now some very mean combos possible with these chaps, and I would certainly say they are the cream of the crop of this lot....that is, after the



Dragon Ogres. They haven't changed much, got a little bit cheaper, and now can have a champion, these guys are the kings of monsters as far as Chaos is concerned.

As far as brand new units are concerned, we have two newbies, the Forsaken, and the Chaos War Shrine. The Forsaken are a half human, half Spawn contraption, so damned from mutation that they are one step away from full Spawndom. These gibbering lunatics writhe with change as they unwittingly charge across the battlefield, killing all that stand in their way, with no heed for their own safety. So what does this mean in game terms. Well to start, they are frenzied, and on top of this boast a hefty D3 attacks per model. So when added up, each Forsaken has D3+1 attacks, randomly rolled at the start of each combat phase. They also have a lovely movement value of 6, making them almost fast as our cavalry. And they are only 3pts more than a normal Chaos Warriors. So what's the catch? Well, firstly they have no weapon options available. They also only wear heavy armour, and their weapon skill and initiative are reduced to 4. My opinion; handy fellas to have tearing down your flank, screened by War Hounds, but they are maybe a little overcostted, and maybe should have only been 16pts as opposed to 18, then these fellas might not rue their gifts from the Gods. And speaking of gifts, what if I told you each turn you could give one unit a gift for a game turn? Enter the Chaos War Shrine. The first major benefit of the shrine is that it makes all of your unit champions on the board susceptible to the Eye of the Gods rule. This can be a huge plus, whether it be to save your Sorcerer from a challenge he cannot handle, or just to slaughter an enemy champion further boosting your unit by means of their leader. On top of that, in the Chaos shooting phase, the War Shrine can bestow one roll on the Eye of the Gods table to one unit within 12". However, every time you use this ability in the shooting phase the effects from the previous turn are negated. But Chaos is all combat. Well, the War Shrine ranks it up there also. With a 4+ armour

NEW MODELS

Not only are there a new set of rules with this release, but also a whole cadre of new models to collect.

Below is a perfect example of the skill gone into creating these miniatures for this edition; the Chaos Lord of Khorne riding a Juggernaut.



save **and** a 4+ ward save, this bad boy can withstand most things thrown at it, and a toughness value of 6 certainly helps as well. With the ability to be marked (I would recommend a Tzeentch Shrine for that 3+ ward) this unit can be a great road block, as well as boosting your units. All in all, a great unit to have, especially if one has a lot of units, and/or unit champions. However, be warned, play it too defensive with this one, and you will not get it's points worth out of it.

Now Chaos really is all about its heroes and champions. So how about we step into the armoury. There are four pages of magic items to help kit out your champions in a vast variety of ways. The most noticeable change here is to note that there are no longer mark restrictions of magic items. And it is only logical. Firstly, a follower of Chaos may not always follow the same God, and so he may be granted a Collar of Khorne one day, but later granted a Pendant of Slaanesh for his worship to the Prince of Excess. Indeed the followers of Chaos will pray to different Gods for different things. Not all however, and those dedicated to one God are proud of their servitude beyond all else, and would relish the trophies it collects, even if they are from a fellow Chaos champion. But weapons aside, the Gifts of the Gods also bless their champions. Now available are a

range of Chaos gifts to kit out your champions even further.

When speaking of champions, as we are now, there are a few whose names stand out in history as the greatest champions of Chaos. The new Warriors of Chaos book naturally brings with it a wealth of special characters. Most notable of Chaos is the Everchosen, Archaon. Once a priest of Sigmar, Archaon was driven mad by knowledge obtained during his service, and was damned to the worship of the Chaos Gods. Archaon sought out the great artefacts, and came critically close to destroying the Empire completely in the war known as the Storm of Chaos. In game terms, Archaon is beast in all areas. He is marked with every mark, making him tough, strong, immovable, and wields the ability to cast magic. He rides to battle atop his great Daemonic Steed of the Apocalypse, Dorghar, who is now reduced to one wound, meaning he can no longer be shot out from Archaon's feet. He also allows the Everchosen to ride through difficult terrain unhindered. Archaon wields all the same weapons as before, but now costs almost 200pts cheaper. He can almost fit into a 2000pt army comfortably now.

Not all the followers of Chaos are so obviously devout however. Sigvald the Magnificent, chosen son of Slaanesh, is one such example. Beautiful on the

outside, but rotten as a Spawn on the inside, this dark prince has a mighty 7 attacks which always strike first. He also allows his unit to move unhindered through terrain and always march. His magic armour also gives him a 1+ armour save and the ability to regenerate. However, such is his self-obsession that he is subject to stupidity. However, his Ltd10 certainly makes that less a liability than usual.

Valkia the Bloody is a Swordmaiden of Khorne. She carries with her a shield made from the head of a Keeper of Secrets which she defeated and severed herself. Her magic weapon grants her +2S on the charge on the charge, and is also armour piercing. Her magic armour grants her a 3+ save and reduces her attackers strength by 1. While on the table all Eye of the God roll may be re-rolled and she acts as a battle standard to units within 12". She also boasts a wealthy stat line and a cheap enough points cost.

For those who like Marauders, there is Wulfrik the Wanderer, a Norse Chieftain who drunkenly made a boast that the Chaos Gods damned him to keep. He now roams the world for eternity on his magical flying longship, Seafang, to defeat the worlds greatest champions. In the game, his longship allows him and his Marauders come on from any board edge. His Gift of Tongues special rule allows him to force an opponent into a challenge, and as a Hunter of Men, he may nominate a chosen character to hunt in the game, and is granted +2S and re-

rolls to hit vs. this character. Along with a very cheap points cost, Wulfrik is one the best characters in the book.

To keep up with the cadre of monsters boasted in the book, two special monstrous characters join the fray. Throgg the Troll King allows Trolls to be core as well as acting as a BSB to nearby monsters, thus allowing you to field a whole army of monsters. Kolek Suneater is the second oldest Shaggoth in the Warhammer World and beyond, and improves greatly on the abilities of a Shaggoth. His magic hammer dishes out D3 wounds instead of just one, and Kolek possesses the ability the fire a lightning bolt at enemies.

Other special characters include an old favourite, Scyla Anfinngrim, a Nurgle alchemist, Festus the Leechlord, and a dual bodied Tzeentch sorcerer, Vilitch the Curseling, who can suck up power and dispel dice from failed rolls and use them immediately as his own.

Many Champions of Chaos are carried into battle upon evil mounts. The Warriors Chaos boasts a wealth of new and old mounts. All the Daemonic Steeds return but now as cavalry mounts, so as not to be targeted. Also, the great Manticore joins the ranks of the Dark Ones. This frenzied beast has killing blow and is a great cheaper substitute

for a Chaos Dragon.

On top of all the changes of course, is the return of the old stuff. Most notably in this incarnation of the book, is the wall of iron presented. All Chaos Warriors and Knights now have an extra attack, and also wear a suit of Chaos Armour. For points costs relatively the same, it seems the Dark Gods will be shining on Chaos players. Marauders have gotten cheaper, and are great for creating roadblocks. Chaos Knights, on top of the stat boosts, also now wield magical weapons and have the option of lances. Oh, and they cause fear! And for just 40pts too, these guys are by far the best unit in the book!

The Chosen now really feel like chosen ones, with their new Chosen of the Dark Gods rule. At the beginning of the game, units of Chosen may make one roll on the Eye of the Gods table, and may even re-roll negative effects. On top of this, their champions can now take 25pts of magic items. However, at 18pts a pop and the obligation to take a weapon option, these guys get too expensive too quick.

The Hellcannon returns, cheaper, and with a few new buffs, albeit some nerfs as well. However, it is now only one rare choice, so the option for double Hellcannons is now viable and possible.

But what I really want to talk about, is Chaos magic. Chaos Sorcerers now have an extra attack added to their profile, making them capable of fighting as well as casting dark magic. When tooled up with items like the Runesword, Chaos Sorcerers can be almost as threatening as Exalted Heroes. With the new improved lore, Chaos Sorcerers are now one of the top choices for any army. The lore of Nurgle works on the opponents survivability. The default spell takes a wound from an enemy character with no questions asked. Crikey! As well as being able to give regeneration to a friendly unit, a Nurgle Sorcerer can drag an enemy unit into the ground under the weight of its own armour with the Cloying Quagmire spell. Lore of Slaanesh is greatly unchanged, still working the psychology of the enemy. The biggest



change is the Lore of Tzeentch. With spells from the Daemon's lore and the old Hordes lore mixed in, Tzeentch has the most variety for spells, and rightfully so. The default Flickering Fire of Tzeentch does D6+1 hits at a strength of D6+1. Other spells include Pandemonium, which nullifies the enemy general's leadership use and causes enemy miscasts on any doubles. Most scary though, is the Infernal Gateway spell. Doing a whopping 2D6 S2D6 hits, a strength of 11 or 12 causes the target to disappear indefinitely. But the catch? It takes a 15 to cast, but those who do cast could be in for a real treat, and it does help that Tzeentch Wizards get +1 to cast.

SO WHAT DOES THIS ALL AMOUNT TO?

So in the end, what would be my do' and don'ts?

Well, let's take a look:

DO'S

- Chaos Knights
- Marauder Horsemen
- Warhounds
- Dragon Ogres and Ogres
- Spawn
- Warriors and Marauders
(for infantry lists)
- Chaos Sorcerers!!!
- Familiars and Books
- Exalted Champions
- Disks
- Juggernauts
- Chariots

MAYBE'S

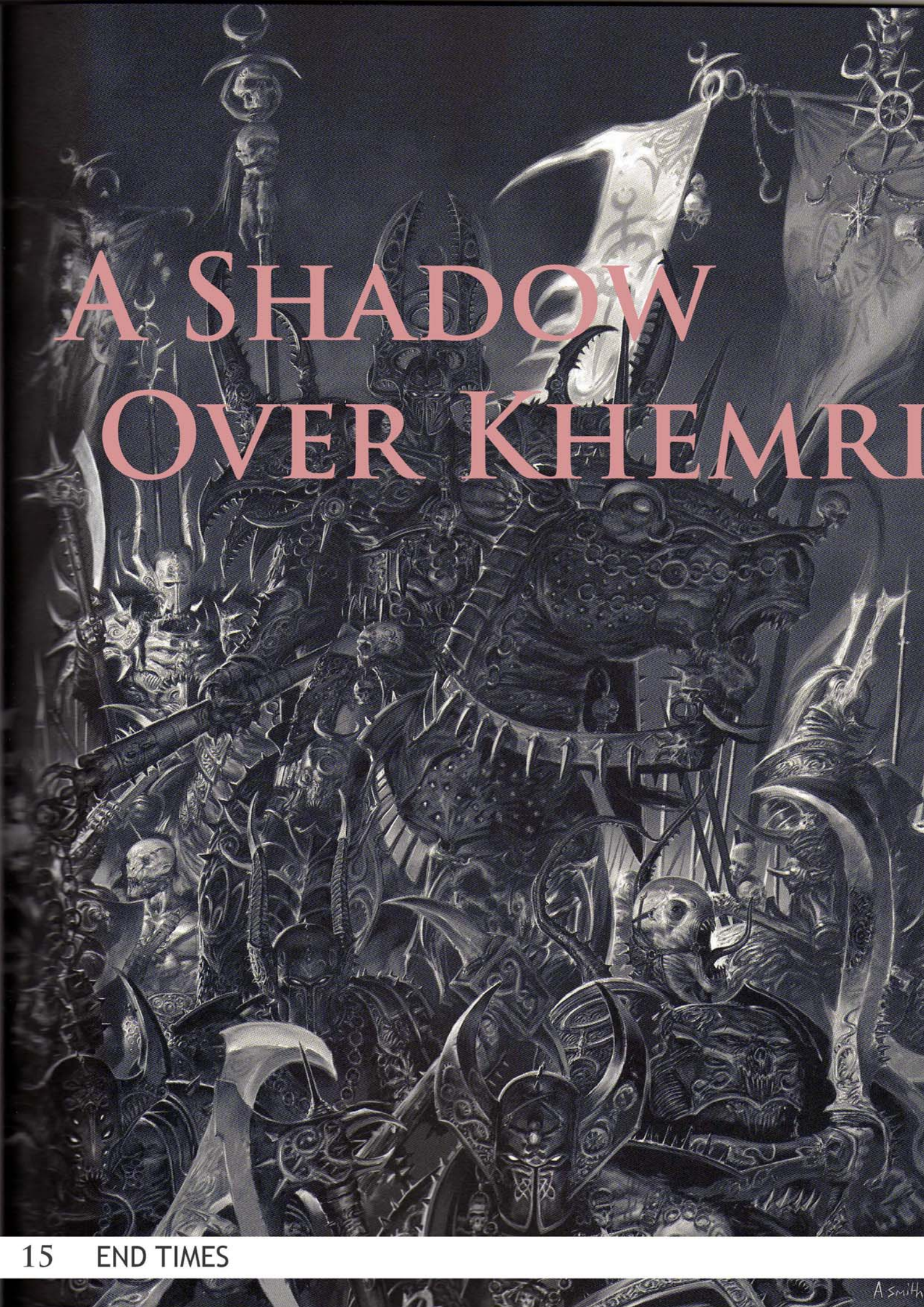
- War Shrine
- Shaggoth
- Giant
- Hellcannon
- Chosen
- Chaos Lords

DON'TS

- Daemon Princes
- Trolls
- Gifts
(make an exception for
Conjoined Homunculus and
Bloodcurdling Roar)
- Lone infantry units
- Horsemen with Light Armour
and Shields

Aside from having my opinions, I decided to challenge my own thoughts, and decided to take the Warriors of Chaos to the field of battle for a Warhammer battle report, which is on the next page.

So that is my two cents on the Warriors of Chaos, and I hope this article was of help to you and may the Dark Gods bless you.



A SHADOW OVER KHEMRI

DARK FORCES GATHER

So after reviewing the book, I felt the best way to test my opinions was to try it out for myself. So a battle was in order.

There was a lot that would have to be tried out, but obvious as it was, not everything can be attempted in one go. So some decisions would have to be made. Infantry? Cavalry? Mixed? Magic? Monsters? So much to pick.

Enter my opponent. For this fateful event I would be facing the undying wrath of the Tomb Kings of Khemri. My opponent was a good friend of mine Sofian Tlili, and we have played many a game of Warhammer together, so he knew my tactics and strategies well. Time for a tough one.

For the Dark Gods, on to battle!

Jay.



THE SACK OF NUMAS

Bones shattered and shields splintered as the undead of Numas stood against the legion of Chaos. Not even their almost unmovable defense and lack of fear could withstand the iron might of the Dark Gods' armies as they set their sights on total destruction.

The Sorcerers of Tzeentch sent flaming goutts of raw magic through the skies, searing bone and felling ancient landmarks.

Even as the great Tomb King, Rascheda, rode through on his mighty chariot, crushing the armoured might of evil as he went, the end was nigh, & fate could not be undone.

AS he reached the centre of the Chaos forces, the usurper, Zachala the Unfeathered, great Sorcerer of Slaanesh, stood before. Striving to have his will be done, Rascheda would not even have time to move, as ecstatic seizures ran through his bones, crumbling him to dust. And now, Zachala knew, it was on to Khemri.



L Sorcerer Lord with Mark of Slaanesh, Armour of Morrslieb, Level 4, Dispel Scroll, Power Familiar



H Exalted Hero with Mark of Tzeentch, Disk of Tzeentch, Flail, Shield, Golden Eye of Tzeentch, Book of Secrets



S Chariot of Chaos



H Sorcerer with Mark of Tzeentch, Level 2, Chaos Runesword, Chaos Barded Steed



S 5 Knights of Chaos with Champion, Standard Bearer



S 5 Knights of Chaos with Mark of Khorne, Musician

SCIONS OF DARKNESS

Godless-Mimicry



Going up against the undead hordes of Khemri, I knew that I would need to get into close combat quick, and I would need to hit hard. For these reasons I decided that for this battle report, I would try out a cavalry list with a hard magic onslaught to back it up.

So with that in mind, I set about making the army list. I opted for two wizards for my

army, one level 4, and one level 2. I decided early on that I wanted some Slaanesh magic in my army. Hysterical Frenzy and Ecstatic Seizures would aid against undead greatly, making them take vast amounts of toughness tests and giving my own units more attacks to smash their bones. The ability to make my units fear causing would help also. I also gave him a Familiar and the Armour of Morrslieb,

giving him a nice 4+ ward save against most attacks. The 2nd wizard would be mounted and would have the Mark of Tzeentch, for some hefty magic missiles, and the Chaos Runesword to allow some bite in combat.

I rounded out my character selection with an Exalted Hero of Tzeentch on a Disk with a flail and shield. I also gave him



C 5 Marauder Horsemen with Flails, Musician



C 5 Marauder Horsemen with Spears, Musician



R Hellcannon of Chaos



C 5 Warhounds of Chaos



C 5 Warhounds of Chaos



C 6 Warhounds of Chaos



S 5 Forsaken



C 11 Marauders of Chaos

the Golden Eye of Tzeentch for some protection against ranged attacks, since he will be flying solo. He lastly would have the Book of Secrets, to further boost my magical attack.

For my core choices, I decided that two units of Horsemen should be apt at keeping some of my opponent's units busy for awhile. Three units of Warhounds would also help redirect some

charges, as well as screen any fragile or frenzied units. To fill in the last minimum core slot, I felt some protection for my Sorcerer Lord would be in order. A small unit of Marauders would be the trick. 11 without weapons would only be 44pts, and would hold a table quarter as well as protect my Lord.

For specials, I really wanted to see the potential of the Forsaken brought to so I opted for a small unit of 5. I also

felt that the impact hits of a Chariot wouldn't go down well with undead. And finally, what would a cavalry army be without a unit of Knights. Or two for that matter. One would have a Champion and Standard Bearer for the effect of resolution, and the other the Mark of Khorne for a barrage of attacks.

The final piece would be a Hellcannon for ranged support and to hold the fort against any Carrion or Scorpions that get behind my lines. Perfect!



L Liche High Priest with Cloak of Dunes, Golden Ankhra



H Tomb Prince with GW, Shield, Talisman of Protection, Armour of the Ages



H H 2 Liche Priests with Dispel Scrolls



C 10 Heavy Horsemen with Full Command



C 10 Heavy Horsemen with Full Command



C 20 Skeleton Warriors with Shields, Standard Bearer



S 20 Tomb Guard with Shield, Full Command, Banner of the Undying Legion



S Tomb Scorpion



S 3 Carrion



R Bone Giant



DEPLOYMENT

 = wound marker

SL	Sorcerer Lord	HP	Liche High Priest
S	Sorcerer	TP	Tomb Prince
EH	Exalted Hero	LP	Liche Priest
F	Forsaken	HH	Heavy Horsemen
HC	Hellcannon	SW	Skeleton Warriors
CK	Chaos Knights (X = Khorne)	TG	Tomb Guard
MH	Marauder Horsemen	TS	Tomb Scorpion
WH	Warhounds	C	Carrion
M	Marauders	BG	Bone Giant
C	Chariot		



QUICK TRACK

1. The Carrion fly toward the Hellcannon with a dirty trick in the mind of the Hierophant.
2. The Heirophant uses his Incantation of Urgency to drive the Carrion into the Hellcannon
3. The High Priest magics himself back into cover.
4. The Hellcannon cuts down a Carrion, one more dies from CR leaving the remaining bird on a single wound.
5. The Chaos army surges ahead at full speed.
6. All Chaos magic is dispelled.
7. Bloodcurdling Roar from the Exalted Hero takes down a Skeleton Warrior.
8. The last Carrion slays on Chaos Dwarf before being slain by the remaining crewmen.



CHARGE!!!

The Tomb Kings begun preparing their defense immediately. All units moved up slowly to better positions while the Carrion flew toward the Tomb Kings priority target for now, the Hellcannon. They landed only inches away from the hulking daemoniac war machine.

Without hesitation, the High Liche Priest cast the Incantation of Urgency, sending the Carrion into the cannon before casting it once again on himself to move back into cover.

The Carrion went to work on the crew of the dreaded cannon, landing several blows, but failing to penetrate the hardy armour of the Chaos Dwarfs. In return, the daemon without the machine lashed out, dealing two wounds, thus felling a single Carrion. Combat resolution dealt a further three wounds. The initial wave of the Tomb Kings attack was failing.

At the sound of the horn, the Chaos forces surged forward with deathly speed. The Marauder Horsemen took to the flanks of the army to launch a speedy attack. The Warhounds all moved up their full movement, anticipating and ready to intercept the impending charges next turn. The two units of Knights got into position for counter charges, as did the loathsome Forsaken. The Exalted Hero, fear not being a factor in battle for him, flew on ahead of the main body, letting out a bloody roar, whose power shattered the bones of a Skeleton Warrior in the later shooting phase.

Being freshly awakened, the Tomb Kings' aura was strong, and they easily dispelled any attempts at magic by the evil Sorcerers.

Back in combat, the remaining Carrion brought down a Dwarf, and was subsequently cut down by the Hellcannon.

DAEMON ENGINE

As well as being a highly potent war machine, and being able to create havoc amongst magic users, the Hellcannon is also a beast in combat. In the first turn of the game it destroyed 3 Carrion without taking so much as a scratch.



End of Turn 1



TZEENTCH'S FIRESTORM

The legions of undead decided on an initial swift strike, with the two units of Heavy Horsemen and the Bone Giant charging the three units of Warhounds respectively. All the hounds fled the oncoming death, leaving the horsemen and giant out in the open. The three priests redeployed to get better vantage points across the battle field. Following their leader's orders, the rest of the army began to move forward, the deathly march of the

Tomb Kings has begun.

As the winds of magic spun in the air, the Liche Priest sent the Heavy Horsemen crushing into the Chaos Chariot with a cry of urgency. With hate in his voice, Rascheda sent a raw bolt straight at the Chaos Knights, killing one.

Once combat begun, the blood flowed. The Heavy Horsemen caused two wounds on the Chariot, breaking it,





and overrunning into the Chaos Marauders protecting Zachala.

With the scent of blood on the air, the Knights of Khorne and the Forsaken were sent into a frenzied rage, and both charged head on into the Heavy Horsemen. At the other side of the field, the Exalted Herp called for the charge, as he and the Undivided Knights charged into the Tomb Guard of Tomb Prince Amid. In a failed attempt, the Horsemen in the east took a shot at the Liche Priest before them, but fell short. As the battle raged, two units of hounds continued to run, fleeing from the battlefield, but the last unit, sensing the danger nearby to their master, turned back toward the fight.

Ready for battle, the Exalted Champion conjured up a Flaming Sword of Rhuin, only to have it vanish to a Tomb King counter spell. But above them, the skies opened up, and a great Infernal Gateway descended upon the war, sucking up eight of ten Heavy Horsemen.

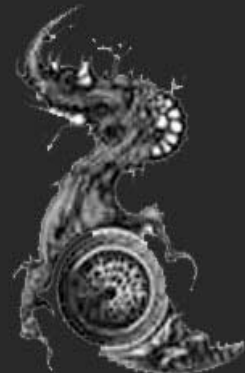
Now rid of the birds, the Hellcannon prepared to fire. It fired a flaming gout of raw magical energy at the Skeleton Warriors, but it scattered of course, landing in the dirt, leaving a vast crater in its wake.

Unshook by the harm to their brethren, the remaining two Heavy Horsemen kicked off the combat phase by taking down two Marauders. However, the Marauder held in the face of death. As much a warrior as he was a Sorcerer, the great Sorcerer of Tzeentch bellowed a challenge to Prince Amid, and the two squared off. However, the wizard underestimated the marshall prowess of the Tomb Prince, taking a wound for his troubles.

2

QUICK TRACK

1. Heavy Horsemen and Bone Giant charge the Warhounds, who flee.
2. Liche's redeploy for better line of sight, and the rest of the army moves forward full speed.
3. Incantation of Urgency is cast on the Heavy Horsemen, sending them into the Chariot.
4. High Priest does D6 S4 hits on the Chaos Knights, with magic, killing one.
5. Heavy Horsemen break the Chaos Chariot in combat and overrun into the Marauders shielding the Sorcerer Lord.



2

QUICK TRACK

6. Khorne Knights and the Forsaken charge the Heavy Horsemen.
7. Exalted Hero and the other unit of Knights charge the Tomb Guard.
8. Two units of Hounds flee off the table, the other rally just behind the Marauders.
9. Horsemen fail charge on the Liche Priest.
10. Infernal Gateway kills eight Heavy Horsemen.
11. Two Marauders die but hold nonetheless in combat.
12. Sorcerer challenges Tomb Prince and takes a wound for his troubles.
13. Exalted and Knights kill four Tomb Guard, still lose combat, but both hold.
14. Khorne Knights and the Forsaken completely destroy the unit of horsemen and the knights overrun into a Liche Priest.

BLOOD FOR THE BLOOD GOD

Chaos Knights are never something to laugh at, but with the Mark of Khorne, they give a whole new definition to the word scary. With a whopping three attacks each, they can decimate anything in their path, which was demonstrated perfectly in this battle when they wiped out an entire unit of horsemen with their attacks.



Fairing better than the Sorcerer, the Exalted Champion proceeded to fell two Tomb Guard, and the Knights then followed up by killing two more. Despite the casualties caused, the Chaos side lost the combat, but held their ground to fight again.

On the other side of the battlefield, things were a whole lot better for the legions of the Dark Gods. The Khorne Knights, with a ferocious fifteen attacks, killed all ten of the Heavy Horsemen before the Chaos Steeds or Forsaken even got a chance to strike. They subsequently overran into the Liche Priest. The Forsaken also overran, but unfortunately ended up with their flank exposed to the Bone Giant.



IT CAME FROM BENEATH...

As the battle raged on, a deep terror was awoken, and the dreaded Tomb Scorpion rose up through the sand. Asways craving blood, the scent of nearby Forsaken was too much to resist, and the beast charged them in the flank.

Seeing their Prince in trouble, the Skeletons charged into the ongoing combat, taking the attention of the Exalted Hero in particular.. Though the other flank of the Forsaken was tempting, the Bone Giant turned toward the ongoing big battle in the centre, awaiting the chance to create vast amounts of carnage amongst the ranks of Chaos.

A chill pierced the air, and magic flowed like rain. With unmatched power, the Liche Priests drew upon terrible magic that would shatter the Chaos forces. As the Knights fought on, three of the Tomb Guard they has slain stood once more, and immediately attacked slaying a Knight, while nearby the Tomb Prince scored a Killing Blow on the Chaos Sorcerer. Further across the field, Rascheda filled the Scorpion with a blood frenzy, an urgency to attack, in which he killed one Forsaken Warrior.

In close combat, one Marauder was killed by the Heavy Horsemen, but that wasn't enough, and one more horseman crumbled to combat resolution, leaving only a single skeleton rider left. The Tomb Scorpion continued on its rampage, killing two Forsaken and running down the others. With unmatched marshall skill, the Exalted Hero landed all four of his attacks against the Skeleton Warriors, and then wounded with them all, slaying four. To continue the impressive feat, the Knights slew five



QUICK TRACK

1. The Tomb Scorpion emerges from its crypt.
2. Skeletons charge into the Exalted Hero, and the Bone Giant prepares to do the same next turn.
3. Scorpion charges the flank of the Forsaken.
4. Three Tomb Guard are revived and immediately kill a single Knights and the Sorcerer.
5. Incantation of Urgency goes off on the scorpion, killing a Forsaken.
6. One Marauder is cut down, the Heavy Horsemen take a wound from combat resolution.
7. Scorpion breaks and catches the Forsaken.
8. Exalted kills four Skeletons, and the Knights kill five Tomb Guard, causing both units to take five wounds from combat resolution.
9. Khorne Knights kill Liche Priest with ease and then over-run off the table.

Tomb Guard, causing both units to suffer an additional five wounds to combat resolution. Further down the field, the Khorne Knights laughed at the pathetic attempt at defense put up by the Liche Priest, and they hacked him down with ease, overrunning off the table.

In the wake of the bloodshed of the last few moments, the Hellcannon's bound daemon rampaged, and the cannon ran 10" toward the High Liche Priest. The Marauder Horsemen on the eastern flank finally met combat as they charged in to help out their champion and his Knights against the forces of Amid. Their kindred in the north western corner charged the Tomb Scorpion, hoping to stop the savage beast in it's tracks. The Khorne Knights reentered the field behind, deploying to have a choice at both the Skeletons and the Bone Giant next turn. And in the east wing, the Hounds circled the ensuing combat between the Heavy Horsemen and Zachala's retinue.

With the winds of magic in full flow, Zachala called up the greatest powers of his patron Slaanesh, frenzying his retinue, as well as ripping apart 5 Skeleton Warriors with Ecstatic Seizures.

The Marauder Horsemen tried their hardest to hurt the Tomb Scorpion come combat, but they failed to even make a dent in the chitinous hide of the beast. For their troubles,

the Scorpion slew a
However, the unit
binding the beast



single horseman, devouring the horse in the process. still won combat. Alas, the magical construction held it firmly together.

Meanwhile, the Marauders and the Heavy Horseman fought to a stalemate. At the top of the field, the main event continued. One Skeleton Warrior and four Tomb Guard were slain in the fight, with only a single Marauder Horseman killed in reciprocation. The resulting resolution saw Prince Amid standing alone against the combined might of the Knights of Chaos, and the Marauder Horsemen. He also took a single wound from combat resolution, leaving him with three.

The victory of Chaos was looking imminent.



3

QUICK TRACK

10. The Hellcannon rampages toward Rascheda.
11. The Horsemen in the east join the big combat, while the unit in the west fearlessly charge into the Tomb Scorpion.
12. Khorne Knights reenter, & the Hounds circle Zachala's unit.
13. Five skeletons die to the Ecstatic Seizures spell.
14. One horseman dies to the Tomb Scorpion, but win the combat. However, no wounds are caused by combat resolution.
15. Marauders and the last horseman fight to a stalemate.
16. The big combat results in a single Horsemen getting taken down, while Prince Amid is left alone and wounded.



4

QUICK TRACK

1. Bone Giant charges the Exalted Champion on Disk.
2. Righteous Smiting is cast three times; a) on Tomb Prince who kills three Marauder Horsemen, b) on the scorpion who kills two Horsemen, and c) on the Bone Giant who fails to do any damage.
3. Marauders and Horsemen fight to a draw once again.
4. Tomb Prince takes a wound in combat without returning any and so dies to resolution.
5. Exalted wounds Bone Giant.
6. Scorpion kills both targets.
7. Khorne Knights charge the Bone Giant.
8. Flaming Sword of Rhuin is cast. Ecstatic Seizures wounds the Tomb Scorpion.
9. Hellcannon shots scatters & lands on the Heirophant, which kills him.
10. Last Heavy Horseman dies. Knights wound giant twice. Giant kills all Knights and then Exalted Hero flees.

THE END IS NEAR

As the fourth turn came around, a red river of blood flowed across the sanded floor.

The Bone Giant, finally able to satisfy its lust for destruction, charged headlong into the Exalted Hero, who was unmoved by the terror the monster emanated. Seeing their armies fall around them, the Liche Priests all headed for cover.

Desperate for a last defense, the priests put all they had into calling up the best incantations. With a flurry of colourful waves, the Incantation of Righteous Smiting was cast across the board. Prince Amid was filled with new resolve, striking out at the Marauder Horsemen with his great weapon, easily smiting three of them. On the western front the Tomb Scorpion opened its claws and slew another two Horsemen with ease. As a final act of smiting, the Bone Giant struck out at the Exalted Hero, however the hardened general of Chaos was too quick to be caught.

In combat, the last horseman and the Marauders fought a draw once again. As Prince Amid fought for what hope was left for his lands, the Knights of Chaos took no breath of mercy and struck a single wound on the great Tomb Prince. In retaliation Amid struck out to take them down, however, his time had come, and resolution crumbled him to dust. The Bone Giant lashed out once again at the Exalted Hero but once again the Chaos Lord's prowess was too great to be bested and he struck back, landing a wound on the Bone Giant. Across the board the Tomb Scorpion killed the remaining two Marauder Horsemen he fought.

With shouts of worship to the Blood God, the Knight of Khorne charged in to the aid of their general, fearing not

the terror of the undead monster.

Preparing for another round of melee versus the Bone Giant, the Exalted Hero conjured up the Flaming Sword of Rhuin to wield against the construct. Zachala, impatient at the incompetence of his bodyguards, had stepped forward to slay the last skeleton himself. But first he cast the Ecstatic Seizures of Slaanesh on the Tomb Scorpion, whose tough chitinous hide could not even withstand the power of the Sorcerer, taking a wound.

The Hellcannon launched another gout of ichor toward the Tomb Scorpion. However, his blast scattered landing right atop Rascheda the High Liche

Priest, melting his bones until there was nothing left.

In combat, Zachala finally slew the horsemen that his retinue could not. The Knights of Khorne dealt two wounds to the Bone Giant. However, the inner hunger of the monster unleashed, his unstoppable assault killing all the knights, one by one. Seeing all his men fall, the Exalted Hero finally broke and fled. The Bone Giant then overran right into the flank off the Undivided Knights.

The scions of undeath were finally fighting back.



5

QUICK TRACK

1. Tomb Kings pass all crumbling tests.
2. Bone Giant kills one Knight, breaking the unit.
3. Hellcannon rampages into the Tomb Scorpion.
4. Lash of Slaanesh fails to wound the Bone Giant.
5. Sorcerer Lord miscasts and takes a wound from it.
6. Hellcannon kills the Tomb Scorpion in combat.



In combat, the Hellcannon lashed out, spueing ichor over the scorpion, whose chitinous hide was no match for the raw energy of Chaos, and so it turned to dust.



RAMPAGE

With the Heirophant dead, the Tomb Kings army would begin to fall apart if they could not keep their resolve. With only the Scorpion, the Giant and the Priest left, all tests were passed this turn, but things were looking grim. However, the Bone Giant was still on a rampage of destruction.

With the army pretty much in the best position they really could be, only the Tomb Scorpion moved, turning to face the oncoming Hellcannon.

With all magic dispelled by the dark powers, the combat phase rolled around quickly. The Bone Giant continued its killing spree by killing one Knight of Chaos, and thus breaking the unit, though failing to catch the horse riders.

The Hellcannon's daemon once again broke free, causing it to go on a rampage, crashing right into the looming Tomb Scorpion.

The Sorcerer Lord called up a Lash of Slaanesh against the Bone Giant, who was heading right for them. Unfortunately, it failed to deal any damage. Trying for a more prominent spell, the Winds of Magic backfired on Zachala, wounding him.



THE HARDER THEY FALL

The end was nigh for the protectors of Numas. To further spell this doom, the Liche Priest failed his crumbling test and died. In a last effort, the Bone Giant charged the Chaos Knights who were forced to flee.

Straight to the last turn of Chaos then. The Exalted Champion declared a charge on the Bone Giant and the Knights rallied at last.

In a final display of the power of his magic, the Sorcerer Lord managed to cast Hysterical Frenzy and Ecstatic Seizures *both* with irresistible force. However, no damage was done to the titan.

But all was to end in the combat phase when the Exalted Herocut down the Bone Giant, making it look easy.

With a glance around the ruins of battle, Zachala claimed victory for Chaos, and knew now that it was on to Khemri.

6

QUICK TRACK

1. Bone Giant charges the Chaos Knights, but they flee.
2. Liche Priest dies due to a failed crumble test.
3. Knights rally.
4. Exalted Hero charges the Bone Giant.
5. Both Hysterical Frenzy and Ecstatic Seizures are cast with irresistible force. However, no damage is done.
6. Exalted kills the Bone Giant.

VICTORY POINTS

WARRIORS OF CHAOS

2300

TOMB KINGS

1059

MASSACRE TO CHAOS

CONCLUSIONS

Wow, that was quite the game. Such a rush at the start with so many early casualties, and then the slow epic fight to bring it all to a close. Some highlights were certainly in there, the Hellcannon missing it's target only the end up killing the Heirophant instead, the double irresistible force on the last turn, the Bone Giant killing the Khorne Knights one by one thanks to his Unstoppable Assault rule. These are the type of moments in games that make Warhammer such a great game to play.

On the army itself, I really admired the play of the cavalry army. Knights really know how to do their stuff. The Horsemen also performed admirably. The magic was great, getting off 8S8 hits with Infernal Gateway in turn two was great and really saved my general's unit from getting butchered. A hefty number of Skeleton Warriors fell to Slaanesh magic also.

A few things I was surprised at. The Hellcannon really was worth the points, taking out both the Heirophant and the Tomb Scorpion, as well as denying the opponent of 205VP, and holding a table quarter, it earned over double its points back. The Forsaken were a huge disappointment, doing literally nothing but die in the game.

Conclusions are that magic and cavalry are definitely forces to be reckoned with in a Warriors of Chaos army. I will have to try out an infantry army next time, and maybe a mixed army also. Forsakan = no, just not worth the time or points. Other than that, all I have to say is it was a great game and I enjoy getting to use the army again.

GM



WARHAMMER DESTROY THE SHRINE



Leth Shyish'phak

So I have been asked to create an experimental scenario for Warhammer based around the new Chaos army book.

I was thinking of a good story to tie into the army book well and I got thinking about how the book is more focused on the Northmen.

And so we come to the scenario itself. As you will see, it's based around a warband or army invading the Chaos Wastes to destroy a holy shrine. The Chaos forces then prepare to defend the sacred artefact.

Which side will you choose?

Leth.



SCENARIO: DESTROY THE SHRINE

*F*oolishly thinking that it will bring them an advantage in the war against Chaos, a general and his army march to invade the Chaos Wastes; their sole target, a sacred shrine in the Northlands. Though it matters not why they thread this path, all that matters is that they shall be taught the error of their ways by the faithful servants of the Dark Gods.

THE BATTLEFIELD

The game is played on a 6' x 4' board. A piece of terrain or a marker to represent the shrine is placed in the middle of the board, surrounded by scattered outcrops and hills.

FORCES

The two players must decide which of them is to be the defender and which is to be the attacker. The defender must use an army from Warriors of Chaos, Beasts of Chaos or Daemons of Chaos, while the attacker can use any army of their choice. Both armies have the same points limit.

DEPLOYMENT

both players roll a dice, whoever rolls highest gets to pick one of the long table edges as their edge, the other player gets the opposite edge. The attacker sets up his entire army first, no more than 12" away from his own board edge and then the

defender may deploy up to 2 infantry units and up to 2 heroes no more than 6" away from the shrine. The rest of the defender's army will move on from his table edge on his second turn, as if they had pursued an enemy off the table.

OBJECTIVE

The attacker gets first turn. The game lasts for 6 turns. The attacker wins if he destroys the Great Shrine. Otherwise the defender wins.

SPECIAL RULES

The Shrine - The great shrine uses the following rules:

Ws	S	T	W	I	A	Ltd
-	-	6	6	-	-	-

The shrine should be mounted on a 50mm base. The shrine will automatically pass any characteristic tests which it has to take, except initiative tests which it will automatically fail. If charged, it will be hit automatically in combat. It is immune to killing blow and poisoned attacks which must roll to wound as normal and it can never take more than one wound from a single hit (even if that hit would normally force it to die automatically). The shrine may never move for any reason ever.

Unbreakable, Terror, Large Target, 4+ war

While at first it may seem like just a big lump of rock, when provoked it will swiftly prove otherwise. Whenever the shrine loses a wound (except for its last one) it will gain a new ability:

First wound: Regeneration (which will work against flaming attacks, it's a stone! It doesn't burn easily)

Second wound: Magic Resistance (3)

Third wound: In each of the defender's magic phases, the shrine will cast a spell. The defender picks either one of the three spell lores from his army book or one from the main rule book and randomly chooses a spell (which may not be swapped for the first on the list). This spell is then cast by the shrine as a bound spell with a power level equal to the basic casting value of the spell (the shrine has 360 line of sight for this). The spell used is not permanent, you must roll again to determine which spell is used each time the shrine attempts to cast its spell.

Fourth wound: The shrine gains Ws6, S7 and A5, allowing it to fight back in combat if it gets charged.

Fifth wound: The shrine gains a 1+ armour save and a 3+ ward save.



A TALE OF FIVE GAMERS

Ever been daunted by the idea of starting a brand new army from scratch? This series of articles is designed to document that very journey for five different Warhammer players as they each start down their own unique path to Chaos.

Over the coming months, we will document their progress step by step, starting this month with a simple army list and introduction, along with the starting pieces in their master plan. We will see them put their armies on trial as they seek world domination, sort of.

For such a tedious task, we have chosen five players from COTEC's members to partake. So over the next few pages we will be introduced to Angra, ragdoll, Killax, Godless Mimicry, and Garthvader, and their respective forces. Will they withstand the test of time, or will they wither away in the ever passing winds of change?





Angra



NAME: ELIOT DERoy

AGE: 18

RESIDENCE: BELGIUM

JOB: STUDIO
MAINTENANCE

ARMY: MIXED CAVALRY

My Warhammer history: Now this is a long one! Well for a guy my age I'm happy I can still count myself a bit in the Ol' Skool category. I started the hobby when I was 4 years old because I accidentally walked into a Games Workshop with my dad (we thought it was a toy store). Ever since I've been collecting, painting and gaming with miniature soldiers. My first Warhammer miniatures were a box of Lizardmen Skinks if I remember correctly, and boy, did they turn out ugly.

Me and my brother got the Mordheim starter set a couple of years later when my father came back from a trip to France (My mom, however, did NOT think these kind of presents were appropriate for kids of 6 and 4 years old). Anyway, this was my introduction into the gaming aspect of the hobby and to a cool new army; Skaven. When I finally reached the age where I was able to grasp the concept of money and buy my own toys I always saved all my money up for cool Warhammer sets while all my friends always had the newest and coolest video games and other toys. I didn't bother, at least I could afford a regiment of Clanrats once in a while. I was so proud on my first army of Skaven, which was probably the most horribly painted army to have ever seen the light of day. But hey, I did it all by myself and even before I reached the age of the Horned Rat (13).

ANGRA'S ROUGH LIST

EXALTED CHAMPION W/ MARK OF KHORNE, JUGGERNAUT OF KHORNE

10X MARAUDER HORSEMEN

10X MARAUDER HORSEMEN

5X CHAOS KNIGHTS

4X DRAGON OGRES



After collecting Skaven for years I got bored of them so I felt it was time for a major change. With looking through the other armies I noticed the brand new Beasts of Chaos and together with that Hordes of Chaos. So I went about selling my hard-earned Skaven army to be able to start a brand new warband of Chaos followers. With the start of the great Storm of Chaos I concentrated my army around the Archaon's Horde list, and with time my beasts got dusty on the shelf. I decided they should be passed down to someone who could use them a bit more, so I sold them to a friend. Ever since, I have been a mortal Chaos fanatic with a force now about 10000 pts in size collected over a period of 5 years time. This army has been growing in size so much lately that it can be split up in several differently themed game-worthy armies.

Next to my main Chaos armies I have some longrunning side projects which only get worked on once every year or so. These are a small pre-heresy Emperor's Children force and a Lost and Damned Imperial Traitors force.

Shaitan's Steppe hunters: The idea behind the force I shall be building is cavalry. I have never ever played a full cavalry force in the past. The largest amount of cavalry I use are usually 1 unit of 5 knights (not counting my warhounds

So I made the decision that every model in the army should have movement 6 at least. This would make a whole new experience for me in pretty much every aspect of the game; it would make for a smaller, faster and more maneuverable army. On top of that my army is going to be Khorne based so that makes the high speed of my units also a bit of a hazard, especially because of my lack of mounted experience. This shall be a hard task but a fulfilling one if I finally crack the code, I think. As my main army is a Marauder Horde, I think I'm also going along those lines when building the force. The basic core shall be built up from the new Marauder Horsemen models, added to this maybe some hardhitters like Knights or Chariots and definitely a new monster unit. It would be a shame not to use these now that the new book includes them!





ragdoll



NAME: OLLIE CLARKE

AGE: 14

RESIDENCE: ENGLAND

JOB: NONE

ARMY: MIXED TZEENTCH

I started Warhammer 40k when I was about 7. I randomly bought different miniatures, fleeting between armies. I started Fantasy at about 10-11, and started with the same random process. I live in North West London (England), and my store is Brent Cross (a shopping centre). I am now 14 and play Eldar and Orks in 40k and have started Warriors now! I had some old warriors from when I first started, and have converted them into the nurgle warriors I have now.

I have always loved the ideas of the four Chaos Gods. The fact that each God shows an aspect of human emotion: anger, hope, despair and passion has always appealed to me. At the moment I have decided to go with a concoction of Khorne and Tzeench. As you notice in the army list below, I have yet to add the killing power of Khorne.

Some of ragdoll's Nurgle Chaos Warriors



RAGDOLL'S LIST

VALAEUM SILVERTONGUE, SORCERER W/ LVL 2, MARK OF TZEENTCH, DISK, GOLDEN EYE OF TZEENCH, BOOK OF SECRETS, CONJOINED HOMUNCULUS-

12X WARRIORS W/ MARK OF NURGLE, SHIELD, FULL COMMAND

5X HORSEMEN W/ FLAILS, MUSICIAN, MARK OF SLAANESH

5X KNIGHTS, W/ MARK OF TZEENCH, FULL COMMAND, BANNER OF WRATH
CHARIOT



KILLAX' LIST

EXALTED HERO W/ MARK OF KHORNE, JUGGERNAUT, SHIELD, FLAIL,
FURY OF THE BLOOD GOD

5X KNIGHTS OF KHORNE

6X KNIGHTS OF KHORNE

2X6 WARHOUNDS

6X HORSEMEN W/ THROWING SPEARS, FLAILS, MUSICIAN

6X HORSEMEN W/ FLAILS, MUSICIAN



Killax



NAME: JONATHAN

AGE: 20

RESIDENCE: HOLLAND

JOB: GAMES STORE

ARMY: KHORNE CAV.

Hey everyone, my name is Jonathan I'm 20 years old and from the Netherlands, fairly new on the Chamber of Everchosen forum, but when I saw how much great members it had I was sold. When I heard there were plans for a magazine (the one you're reading now) and a Tale of X gamers, I saw this as a great opportunity to show my new army of and here we are.

But now some more personal stuff. After I broke up with my girlfriend, I had so much spare time left, I went into the hobby again. A coincidence was that new Armybook Warriors of Chaos was around the corner. So the Chaos Gods must have plans for me so it seems...

I started with Warhammer Fantasy Battles around 1999. After looking around and not knowing what army I should start I saw a box of the old hunchback Chaos Warriors and was sold. I didn't have a clue then what they really could do and what kind of army they belonged to. But I actually never stopped playing chaos in my whole hobby career. The straightforward playing style of chaos and the sheer slaughter they do in close combat really is my style of gaming so I guess that's the reason I never quit chaos.

And that's probably also the whole reason I play Khornate armies.



Killax' hunting packs

I first started of with some good friends and did 500 point battles for over 2 yrs. Not really making it a heavy gaming hobby but more focussing on painting and making some cool mini's. We bought the Ravening Hordes booklet and from here we made some small and funny lists, the good old days. But after the book Hordes of Chaos came out, I called the mates again and we decided to each make an army and enter a couple of tournaments with it. In the end we visited about 3 and afterwards played loads of games at home and also had a period where we made some small Warhammer 40.000 armies, I even won some limited miniatures from the Warhammer 40.000 range in the 40K in 40 minutes battles. When the Storm of Chaos book came out we also made some cool lists in that parts. Luckily enough we all played a army who also had a Storm of Chaos list in it (my mates played Orcs and Goblins and Dark Elves). I myself gave a huge go at Archaon's Horde, and I think it was in that period I learned the most about the strong sides and weak sides of Hordes of Chaos. Plus the fact that the book didn't have Daemons in it at all, really gave me a experience of what Warriors of Chaos now plays like. You had to rely on your sheer face to face strength and no easy units like Furies or Beast herds are available to cover up your weaker points in the army, you had Flayerkin, but they didn't act as good as Furies did in many ways.

After reading our new book Warriors of Chaos I decided to go and trust in the Blood God again. The mark of Khorne had never failed me, and frenzied Chaos Knights in particular where a cheap to buy option now and even more powerful than I was used to.

My army will be heavy cavalry and Khornate influenced, not only because they are really tough units but I also think the new Chaos Knights are so awesome. The name I gave my Warriors of Chaos army is: Legion of Rage, named after my Khornate Archaon's Horde army. The army will have some nice conversion to make them look even nastier and more Khornate, expect a nice amount of skulls on the "elite" units of the army. I also have some nice headswaps for my Khornate army and will make heavily use of my Forge World "Khorne Etched Brass", when I bought it I knew I would use it for a new Khornate army, and now I started again it was time to shine! A thing I also will include for some personalising is some use for all my old mini parts, old Chaos Warrior shields will be seen and expect some mutations to. I will give more information of the fluff in later issue's because I haven't decided how I will do my saga of the Legion of Rage. But in short it will be based around Killax the Slaughterer, son of the Gorequeen Valkia. I also make use of some "rocky" bases with snow. Only fitting to this time of the year. Well that's all for now, I hope you'll all enjoy!

I can safely assume that most of you reading this article can relate to every players nightmare, and that is painting, or more accurately, finding the motivation to paint when you are surrounded by so many distractions, Xbox, TV, guitar, hooker you picked up last night, grilled chicken sandwich, whatever floats your boat. So when the Tale of X Gamers came around, I knew this would finally be the excuse I needed to make sure that I finally finished an army. I am not big on introduction, but if you want mine, go back to page 7.

Jumping on board along side the other four gamers, I wanted to make a nice and competitive 1000pt list, that could be later expanded into a 2000pt list. I decided straight away that I would want a Sorcerer to lead my forces. But I also wanted a hero that could hold his own in a scrap. Thankfully, Chaos Sorcerers fulfil both these roles. To help him along his way, I figured one magic based item and one combat based item would be best and so I took Book of Secrets for that extra magic missile, and the Sword of Might for a respectable strength of 5. I knew that for any cavalry army, I would need Knights, Horsemen, and Hounds, so I opted for two units of each, making one



A Knight of Chaos by Godless-Mimicry

Godless-Mimicry



NAME: JAY MCKEOWN

AGE: 20

RESIDENCE: IRELAND

JOB: HOBBY SHOP

ARMY: TZEENTH CAV.

GODLESS-MIMICRY'S LIST

ME'LETH CHANGEBRINGER, SORCERER W/ LVL 2,
MARK OF TZEENTCH, CHAOS STEED, SWORD OF
MIGHT, BOOK OF SECRETS

5X CHAOS KNIGHTS W/ MARK OF KHORNE, MUSICIAN
5X CHAOS KNIGHTS W/ STANDARD BEARER
CHARIOT

5X HORSEMEN W/ SPEARS, MUSICIAN
5X HORSEMEN W/ FLAILS, MUSICIAN
2X5 HOUNDS



unit of Knights the Mark of Khorne for even more hitting power. For the last piece of the puzzle, I opted for a Chariot. Great for support, hard to take down, and perfect for taking care of any pesky always strike first units.

For the armies background, I decided it would be a small warband lead by the Tzeentch Sorcerer Me'leth Changebringer. But more on him next month.

I went for a basic Chaos Undivided colour scheme, using black armour, with silver and/or gold trim. Brown furs would be a nice warm contrast to the pitch armour, and red cloaks would blend into the scheme nicely while still making a nice contrast to the duller colours. Since there would be different marks in the army, I needed to find a way to signify this is a model colour scheme without straying from the original idea. I decided to let the details be in the details. Cloaks and the shoulder pads would be the signifier, as well as any actual marks I could find for the models. The Tzeentch Sorcerer would have a greyish-blue cloak and his right pauldron would be gold. The Khorne Knights would take on two golden pauldrons, as well as some minor conversions I did using parts from the new Khorne heroes. I also decided that the horses' barding would be different for different marks.

For this month, I painted my unmarked Knights, and a unit of Hounds.

I decided to do something different with the Knights' banner, and so I painted it in a fiery scheme, as you can see below. As well as looking cool, it would double up as the Banner of Rage in a 2000pt force.

As for tactical plans, the army is basic. The Sorcerer targets priorities with his magic, normally being war machines or archers/handgunners/etc, but against some armies, such as Tomb Kings, or Vampire Counts, the leader becomes the target. The Khorne Knights are screened by the Hounds until the time is right. The Horsemen storm the flanks, while the Chariot lends support where needed.

Anyhow, that's about it for this month. Next month I plan to do some more Knights and Hounds, and maybe my Chariot. We will have to wait and see. Until then, cheers.

Jay.



Hello everyone, my name is Garth and I'm 16 and from New Zealand. What can I say, it's a great country famous for having more sheep than people, bungee jumping, rugby, Aunty Helen and not a lot more. It is also famous for being mistaken for part of Australia quite a lot. I started Warhammer at the start of 7th edition. My first army was Skaven. The paintjobs I did were average on them so I decided to move from them to Empire, my second army. I have currently 3,200 points of Empire and it is my main playing army while I build my army of Northmen. I also have a nice Dark Elder army fully painted but I have only played 3 games of 40k. Needless to say, they just sit on my shelf and look pretty.

How I got into chaos was quite unusual actually. Way back when I was playing Empire, I decided to do a "Braveheart" themed Scottish highland army. I brought a box of Marauders and was planning to use them and Empire Militia to make my small 500 point force. I started trying to model kilts but with my average modelling skills they came out quite crap. When the new Chaos book came out I decided to put my Marauders to good use and start a small chaos army.

Being the typical Warhammer player I am, I accidentally bought the battalion and a lot of characters. Now I have

decided to join the Tale of X gamers and show the building of my great army of the North.



Garth's new Sorcerer



Garthvader



NAME: GARTH

AGE: 16

RESIDENCE: NEW
ZEALAND

JOB: NONE

ARMY: TZEENTCH
INFANTRY

GARTHVADER'S ROUGH LIST

EXALTED HERO W/ MARK OF TZEENTCH, DISK OF TZEENTCH
SORCEROR
WULFRIK

12 WARRIORS
10 CHAOS HOUNDS
20 MARAUDERS W/ SHIELD
20 MARAUDERS W/ GREAT WEAPONS

5 CHAOS KNIGHTS





Garth's Warhounds

chooses; the one with the flapping tentacle for an arm or the guy with the gold medallion the gold teeth and the gold Rolex? Actually we better leave that question unanswered.

Okay so now you know my army is going to have a bit of a Scottish theme. In terms of painting I wanted to unify the whole army with one colour. So sadly for all you Khorne and Nurgle buffs you can't visibly see that my warriors worship those deities. I also wanted to do that to leave my options open. Maybe I wanted to try another type of unit out? I think it would be better leaving them blue then telling my opponent that this green unit covered in boils actually worships Slaanesh. A theme in my army I am also using is Tartan. I have tried my hand at this sacred technique and I don't think they look too bad. I have also based them with snow. (YES REAL SNOW!!) laughing out loud, no I used a baking soda technique I found on the internet and I think it makes the Norsemen look very nice.

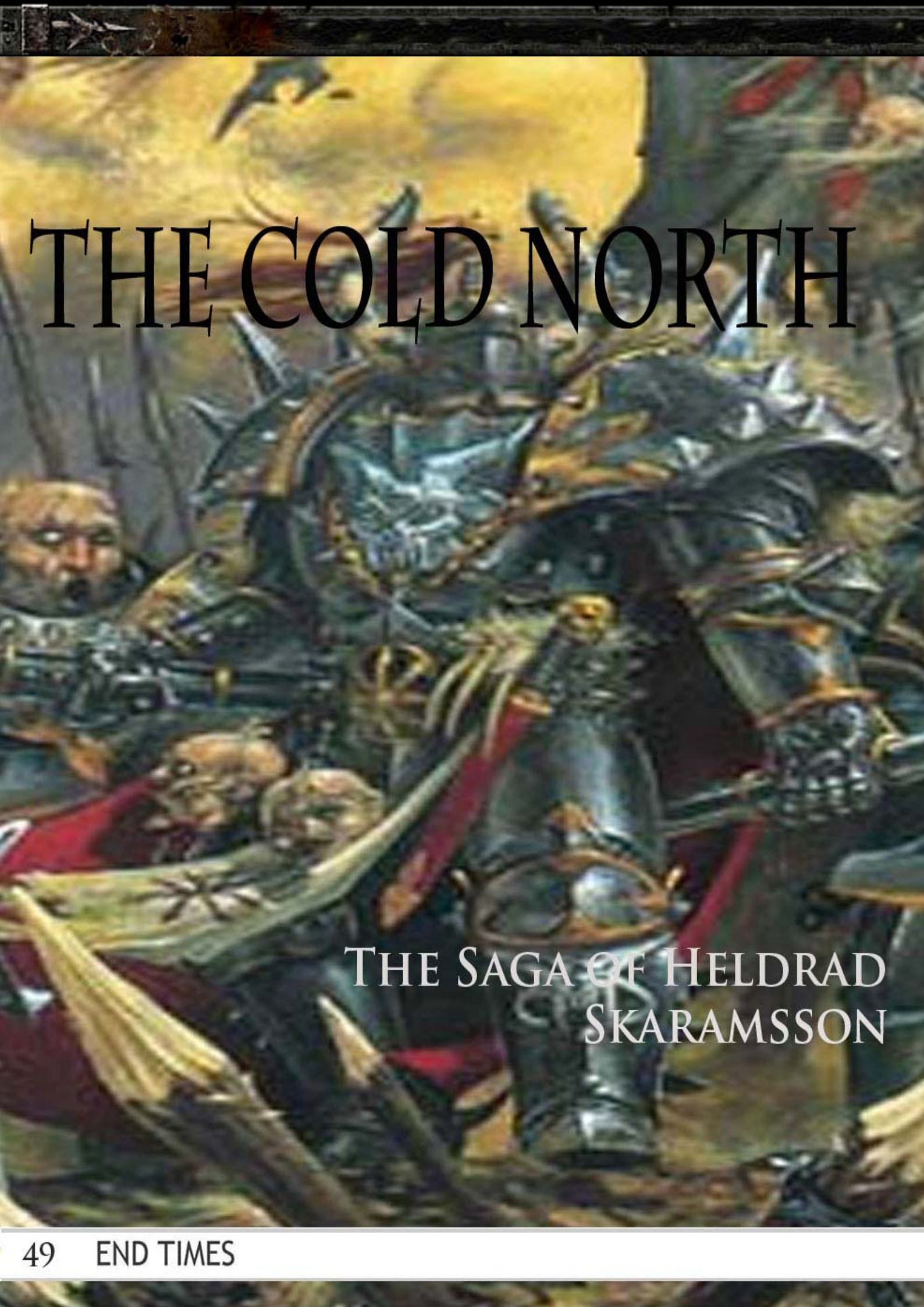
Well that's all I have for now on my upcoming army I hope you enjoyed this. Peace.

Garth



Garth's band of unruly Marauders with Great Weapons





THE COLD NORTH

THE SAGA OF HELDRAD
SKARAMSSON

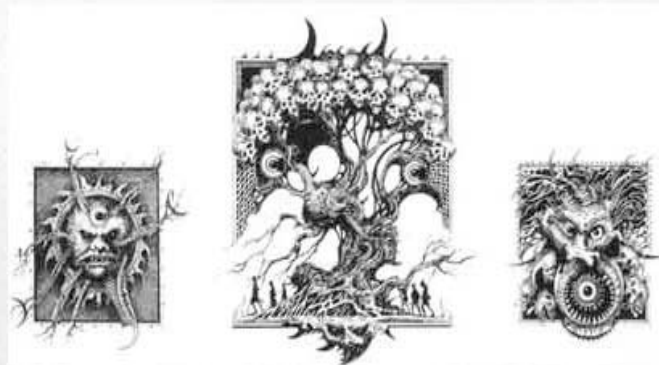
THE SAGA OF HELDRAD SKARAMSSON

HELDRAD WAS A MAN OF YOUTH,
HIS EYES AS KEEN AS LIGHT OF SUN,
HIS BODY SHAPED BY BITING COLD
AND HARDENED BY THE WORLD AROUND.

FROM VILLAGE OF A HUMBLE GIRTH,
BETWEEN THE SEA AND MOUNTAIN BIRTH,
THE MARK OF TZAAN UPON HIS HEAD,
THE AKHAR BRAND UPON HIS ARM,
HE LONG SEARCHED FOR A FIEND MOST FOUL.

TRAVELING THE REACH OF LAND AND SKY AND SEA,
SEARCHING 'PON THE WINDS DID HE,
HUNTING THAT CRUEL BEAST WHICH DID,
ON NIGHT OF BLACKENED STARS AND MOON,
TAKE HIS LOVE AND KIN AND SOON

SEND HIM ON A HAUNTING QUEST,
IN SEARCH OF FIEND HE SOUGHT TO BEST.



The toothed winds of the northern nights bit down hard in his face, the thick fur wrapped around his body only shielding him so much, he still had to see and hear to get home safely. The rope he had slung across his shoulder was slowly wearing him down, chewing on him despite the skin of bear that lay across his back and fore. His hands were whitening in their gloves and his feet were trudging through the deep snow beneath him. The elk was heavy to drag, and every step caused the rope to push down deeper and the feet to slip only a bit more. Yet still, every step brought him one step closer to home, warmth, his children and friends. The makeshift sled behind him slid silently across the snow as it bore the steaming body of his prey, a strong and proud elk stag; he had placed the firestone of his family within it to keep it from freezing in the cold, knowing his friends would shelter and warm his family in his absence. The night was silent, the dance of lights across the sky known as the veils of Gods lit the snow with shimmering colours, and the only thing that moved was the wind and the heavenly veils.

Heldrad passed over the last of the ridges, the warm lights from the village below welcomed him, he knew he was home as he let go of the rope that pulled the sled and allowed himself to straighten his back and relax his shoulders, and it had been a long hunt.

Heldrad raised the oxen horn to his lips and blew, the sound leaping through the chilled air of night and down the hillside, rolling across the snow and on the winds until it reached the village. It took a while before any reaction was seen, and then, from the village, came three men, however, as they pulsed ever closer through the snow, he noticed that something was wrong.

The three men coming to meet him did not have an ox to help drag the sled the last bit, instead, they bore steel and torches and with them came a handful of the great hounds of the village. Something was amiss, Heldrad knew it, for he knew these men and wondered why they would come plowing through the snow armed with steel and torch and hound, "Heldrad," they shouted, their voices tired, terrified and saddened at the same time. He could not quite make out what they tried to shout apart from that, but as they pointed to his home in the village, he knew at least part of what they had been trying to tell him. Heldrad's heart sank in his chest, a big lump forming as he first whispered "Ylia," he took a step and whispered again, another step, another whisper. Before he knew it, he was racing down the hillside, his speed increasing steadily and his legs trying to find a footing as he time and time again screamed out the name "Ylia" at the top of his lungs. He had already passed the men, they had

Heldrad fell, the hillside was perhaps not the steepest, but it was long and his speed had now been built to too great a height. Heldrad felt the cold, searing bite of snow and ice hit his face as he tumbled to the ground and kept on tumbling, rock and frozen tussock beat against his body, denting and bruising it. As he finally tumbled to a stop, Heldrad clambered to his feet and kept on running, snow shaking from the loose furs around his body, his eyes blinking away the tears brought on by dirt and ice... and perhaps something else as well.

Heldrad reached his house, only to find, that there hardly was anything left to call a home, the walls had collapsed as something large had struck large holes in them and torn down supporting parts of them, terrified villagers looked on with fear and sorrow in their eyes as he tore through the rubble and debris. "Where is she?!" Heldrad turned to the villagers around him, fear and sorrow filling the angered shout, "Where is Ylia?! Where are my children!?" he fell to his knees and started to weep. The tears were understandable, he was a young man still, he had not even grown a beard, and everyone in the village knew that his wife and children meant the world to him.

Heldrad's closest friend, Anrel, stepped forward, laying a hand on his shoulder, "Come with me," he said, "I will tell you what happened to them, but first, we need to get you something to drink and eat my friend, do not worry for the gain of your hunt, Endrek, Lendr and Olrem are taking care of it." Anrel helped Heldrad to his feet and laid an arm across his fur clad back, "Come now" he said, and the two friends slowly walked toward Anrel's home.





CONVERSION FORSAKEN



See the Forsaken in action
in our Battle Report back
on p15.

Godless-Mimicry



MODELING FORSAKEN

So, with the release of the new Warriors of Chaos army book comes the addition of a new unit, the Forsaken. Lesser fortunate Warriors condemned to the path to Spawndom, the Forsaken are gibbering monstrosities that run full on in a frenzied rage to battle, killing all their path as their bodies writhe with mutation.

In light of this, unfortunately no new miniatures were produced by Games Workshop for this unit. No matter. This is a modeller's dream conversion possibility for the Forsaken could take on one of a wide range of forms.

For my own Forsaken, I decided to do a basic conversion based on the Marauder character from the Warhammer Online game. So, with this in mind I set about collecting the necessary part to make my own regiment of the damned.

The parts used were a mix from the Marauder, Marauder Horsemen, Chaos Knight/Warrior, and Daemonette plastic kit. I used the bodies and legs from the Marauder kit, the weapon arms from the Horsemen kit, along with claws and mutations from the Daemonette kit. To top it all off, heads were selected from the Chaos Knight and Warrior sprues.

Step 1: Assembly

I began with the basic assembly of the Marauder bodies, sticking the torsos to the legs, and then onto the base. One weapon arm, and one Daemonette claw were then selected and joined to the body, finished off with a helmet.

Step 2: Details

The finer details came next. Chains from Marauder flails were attached to the backs of the Forsaken, and the claw arms were built up into the larger muscle structure of the main body with green stuff. Shoulder pads finished off assembly.

And so that's it. That quick, that simple. Two simple steps, and your very own gibbering minions of the Dark Gods are ready for painting. Enjoy, and be sure to spread the will of Chaos.

TACTICA PART 1

MOVEMENT AND INFANTRY



Since the release of the new book, there has always been that lingering question of how much has the game-play changed? Will my old tactics still work? Is this unit viable? Is that unit viable?

To help answer a lot of these questions, we asked member ukko, known for his manifesto on Chaos infantry, to do us up a two part tactica for End Times.

Part one, this month, will focus on the movement phase, and infantry in particular. Next month's edition will then see ukko focus on the magic phase and the cavalry available to Chaos.

ukko



"MAKING NO MISTAKES IS WHAT ESTABLISHES THE CERTAINTY OF VICTORY, FOR IT MEANS CONQUERING AN ENEMY THAT IS ALREADY DEFEATED."
-SUN TZU-

The new Warriors of Chaos book has arrived and brought with it more than a few changes. Spoilt for choice in its previous incarnation, we had such a range of options in terms of build and play style that many of us overlooked the humble warrior and marauder for the more exotic choices to be found in the other two thirds of the gamut. We grew accustomed to high speed, high impact troops who offered us more immediate gratification than their overpriced, under-engaged movement 4 co-conspirators. Well for better, and for worse, them days is gone. Games Workshop took our gorged little cherub to fat camp, beat them with the shame-stick, and what's returned is largely a lean, focussed, slightly traumatised little scrapper. While we lost the option of skirmishers and units of flyers, our grievances with infantry were also addressed - marauders in the form of price and markability, and warriors in the form of armour and fighting prowess. So are we happy?... anyone?... right.

As a group of players we don't use infantry well. So often in the past have we had our super-pimped-out-mega-unkillably-hard unit ignored, shot or combo-charged to death, that we've come to view infantry as an indulgence. The common sentiment seems



to be that, in an army that needs to win in the combat phase more than any other, any unit that can't get to the other guy's deployment zone until the second half of the game is a waste of points. Our units need to get into combat, we don't have the capability to force our opponent to come to meet us, so we need to cover the distance as quickly as possible. Fair? God no! Aside from the plethora of uses for infantry that don't require them to reach combat (as a safe vantage point for mages as cannon fodder, claiming table quarters, VP denial, synergetic contribution,

territorial advantage, etc), the issue of forcing opponents to engage, and more importantly to engage on preferable terms, is one of movement. While we can be quite meticulous in our preparation with our infantry (frequently building excessively hard units that no one in their right mind would fight anyway), we are often less deliberate with the subtleties of their use in the heat of battle. This article seeks to address shortcomings in the use of movement with our infantry.

Movement is often touted, quite rightly, as where games of warhammer are most likely won or lost. This is the phase in the game where the dice feature least, and we may begin the game with almost complete control and self determination. As the “chess period” at the beginning of the game ensues, we may either relinquish this control to our opponent through inferior movement, or conversely, we can begin to wrestle control of his army from him by outplaying him and forcing him into situations he would have preferred to avoid. As such, when combat begins we will be either fighting on terms we have chosen, or else terms we’ve been forced to accept because we were outplayed. This is the making-or-breaking a Warriors of Chaos army and this is where we must recognise the difference between infantry and cavalry /monster units. More manoeuvrable units are better equipped to choose the terms of combat, but they have much less scope for compromise. Infantry units on the other hand, need only establish a combat in which

they are not significantly disadvantaged, and they are much better equipped to win. As such, playing infantry requires quite an extensive change in mindset for most chaos players, who are used to the choice of terms - a useful analogy is that it is as if we have been playing ‘white’ in chess for years, now we must learn to also play as ‘black’.

A massively under-appreciated phase of the game in my experience, is the deployment phase, and it becomes considerably more important in the context of infantry. A unit of cavalry can be placed poorly and the result may be a turn or two



wasted remedying it, as the unit makes its way back across the table to where it's needed. A badly deployed unit of infantry doesn't have this luxury, a naïve drop and it probably won't make any really significant contribution to the game, or worse still leave itself irrevocably vulnerable and be destroyed easily. This is possibly the first mistake made by a lot of players unfamiliar with infantry, they drop it in a corner where it can be easily avoided and it ends up "bravely contesting a quarter", or they drop it in a big open space unsupported and easily delayed and surrounded. There are three things to consider when you're dropping your infantry:

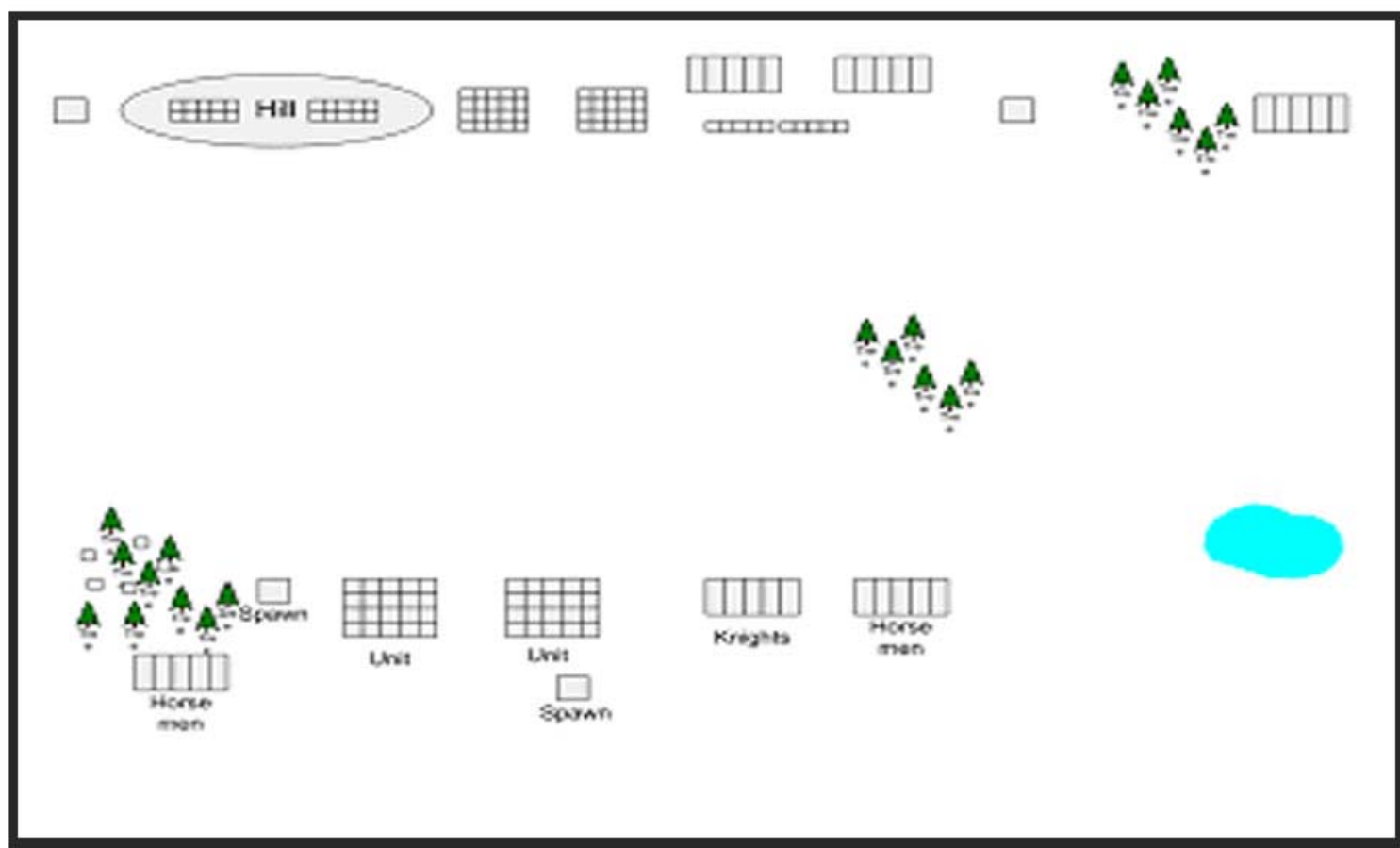
- Is it as close as possible to the units I want it to fight?
- If the other guy wants to slow me down, can he?
- Is it safe from attacks to its flank and rear?

In addressing the first issue, one simple solution is always worth considering - drop them late. Dropping them early just means the other guy can slide his whole battle line over and you can waste an extra two turns wheeling and shuffling while he dances around you and trims numbers off with shooting and magic. What ever you do though, don't forget to leave space for them; a late deployment becomes a curse if there's nowhere useful left to put them.

The second issue should hopefully be something you considered when constructing the army list, and as such something you already have planned for. I would add however, that terrain is always something to bear in mind. Obviously if he has scouts, then dropping all your units within 8" of that forest isn't ideal, on the other hand, intervening terrain can mean an extra turn his harassers have to spend getting into position, all the while you're closing the distance.



The third issue is more complicated. The best solutions are a combination of terrain (in which I include the edge of the board) and army synergy. At this point you should also consider where you will end up at the end of each movement phase i.e. what can you do to ensure you can't be flank or rear charged during your approach? Consider the following:



In this situation, we know we are matched up against worthwhile enemies. We have addressed the issue of march-blocking scouts with our spawn, and our flanks and rear are protected by a combination of the other infantry unit, as well as our spawn, knights and horsemen. We can also see that the forest near the middle of the table provides us with another source of flank protection. Even if the enemy cavalry were to get around this forest, somehow beat back our knights and horsemen, and threaten our flanks, they would have spent four or five turns doing so, and we would likely have destroyed the rest of their force. The alternative the enemy's support units are faced with, is adding their weight right down the centre of the board, something which

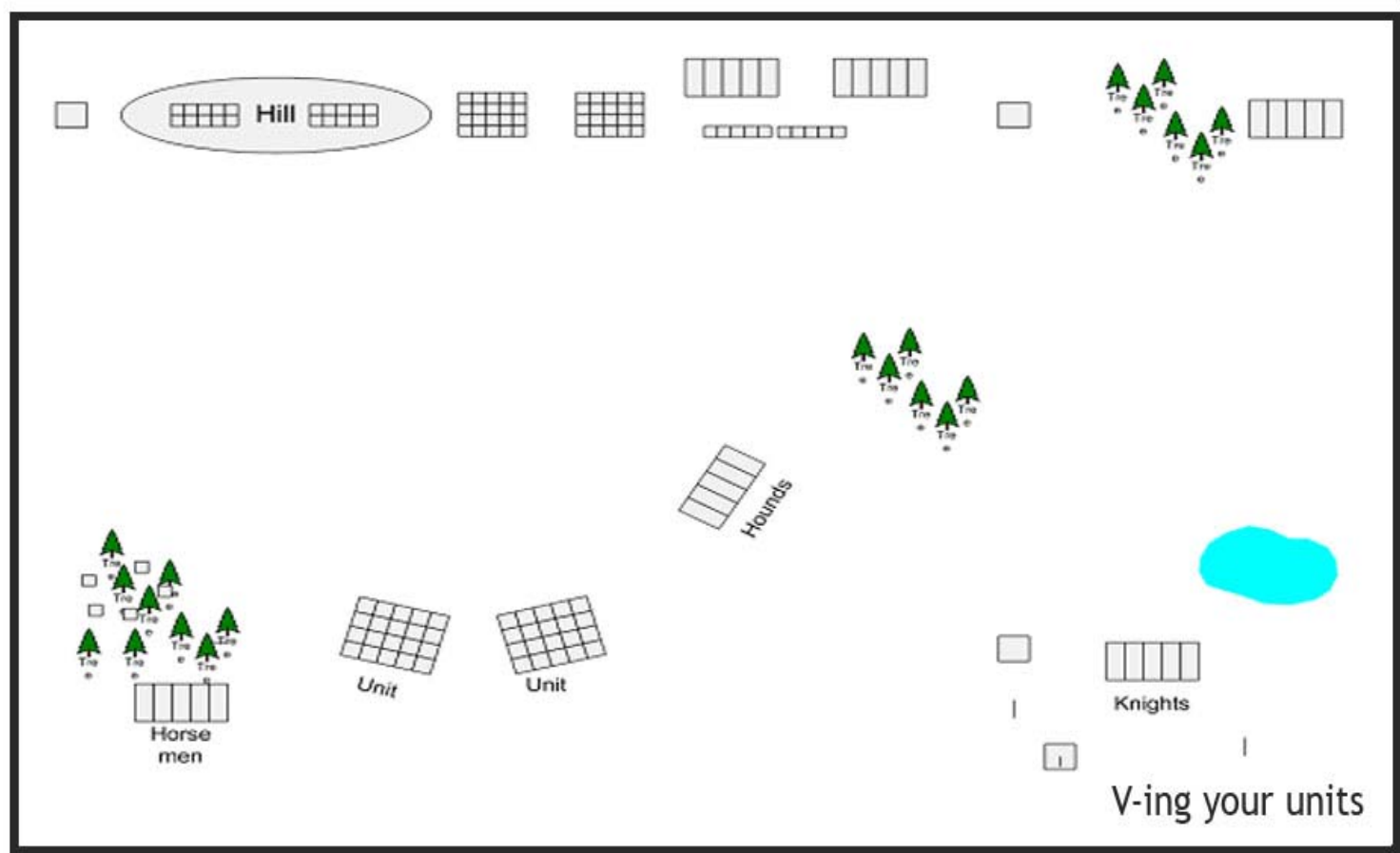
allows the head-to-head fight we already know we desire. One final thing to note is that, because the ideal location for our infantry is usually not too close to terrain clusters or "broken" ground, we have been able to use those parts of the board to shelter our less robust units from some of the artillery and missile fire.

Having got close enough to the enemy to ensure head-on combat, the next thing to consider is how we will brace ourselves for it - being the aggressor and slow means we rarely get the charge, but it does mean we may arrange combats in a preferable manner. There are several aspects to this:

V your units - when you have two units of infantry nearby, always try to move them to form a 'V' shape, for several reasons. The first and most obvious is that, upon holding an enemy charge with one unit, you now may flank charge with the other. Having them "V-ed" not only means you can see the flank of the charger, it also shortens the distance you have to counter-charge. The second reason is that, should you fail to hold the charge and break, the enemy unit will be led away from the remaining unit and probably not be in range to fight again for two more turns if they have pursued. If your units are especially close, it may also have the added advantage of bring the second unit into combat, especially funny if your opponent

managed to weaken one unit and was fancying his chances with an opportunistic charge.

Line up faster units as chasers - one of the biggest frustrations with infantry is that they rarely catch faster units having broken them. This can mean that after an enemy cavalry unit hits, breaks, gets away and rallies, you're left fighting the exact same combat again two turns later having gained nothing from the first except a few inches (of the table I mean...). The best way to counteract this is simply to have a unit of hounds, horsemen etc nearby, then if the enemy bounces on his charge, he won't have a chance to rally before your next turn. When you charge his fleeing unit of super-cavalry with your hounds, he has



to flee as a reaction upon which, with a little luck, you either catch and kill him, or drive him off the table. Of course, if the combat doesn't end after the first round then your chasing unit may also be in a perfect position to flank charge, just be wary of adding soft bodies to a hard fight - those hounds are frequently as likely to get chopped up and lose you the combat.

Plan your lanes - sometimes you can angle your unit so that a pursuit move will take you straight towards another juicy target, especially if it's a missile-unit laden hill. He has to align to you when he charges - use that to your advantage by ensuring any movement your infantry makes in the combat phase, compliments your overall movement.

All that's left to do now is reform and face whatever stragglers are loitering about, maybe wander over into empty quarters, enjoy it and try not to look too smug.

ukko



NEXT MONTH:



TALE OF FIVE GAMERS PART 2
TACTICA PART 2
THE SAGE OF HELDRAD CONTINUES
PLUS MORE