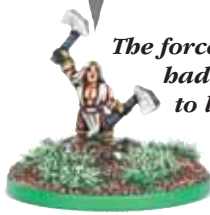


# WARMASTER



# STORM OF CHAOS

By Matt Keefe and Tom Merrigan. Map by Nuala Kennedy



*The forces of Chaos had long threatened a great attack upon the Old World. Their champion, Archaon, had long sought the most valuable treasures of Chaos which would give him the power he needed to lead this terrible invasion, and had gathered about him the host he would require to succeed. The Old World did not stand unready, but Archaon was strong, and preparations to resist his armies were not yet complete. As the Storm of Chaos was finally unleashed upon the lands of Men, Elves and Dwarfs, frightened voices began to ask, who now would save the Empire?*

## VALTEN'S TALE

It is from the greatest fears that the greatest of hopes emerge, and it is in the moments of darkest peril that the strongest champions arise. Such is the tale of Valten.

Little more than a year before Valten's emergence, a twin-tailed comet was observed in the sky over the Empire. As with all such phenomenon, all who saw it instantly realised it to be a great portent, but exactly what it foretold, or even whether its omens were of good or ill, was something of which few could be certain. In Sigmar's heartlands of the south and west of the Empire, talk was of the twin-tailed comet which had foreshadowed the coming of Sigmar himself, and thus there was much rejoicing and much talk of a saviour. In the east of the Empire, where the blasted ruins of Mordheim can still be seen by any foolish enough to venture there, and where such desolation is keenly remembered, talk was of the twin-tailed comet which had come not as an omen of redemption, but of destruction when it rained fire and death down upon the Ostermark and lay Mordheim low. In the north, where Ulric's influence and that of his favoured men of Middenheim dominate the land, many anxious voices arose, fearing the tide of fanatic lunatics which might be driven to commit mad deeds in the name of Sigmar.



In the halls of the Dwarfs, all of these things were remembered and yet all that could be told for certain was that a time for Men to decide the fate of the world had at long last come. In distant Araby, the wise amongst Men looked to their orreries and asserted the comet to be nothing more than the natural shifting of stars, globes and bodies, though such knowledge could do little to calm the superstitious minds of simple men the world over. More distant still, above the lands of the farthest east, this twin-tailed omen could be seen but faintly, and as the comet vanished westward most were comforted by the

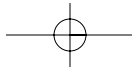
knowledge that this portent heralded not their own fate, but that of other, more distant men for whom they cared little.

What the servants of Chaos themselves made of this omen, if indeed they could see it beneath the endlessly burning skies of the Realm of Chaos, none know. Perhaps this sign was watched even by great Archaon himself. Perhaps this fire-tailed messenger told Archaon that a champion would soon arise to face or him, or a rival to challenge. Perhaps, indeed, it was the very sign for which he had waited...

Whether the comet foretold it, or simply arrived in time to see it, wretched times soon fell upon the Empire. A poor harvest, a harsh winter and a darkness of spirit pervaded the land, gripping the folk with fear and suspicion. Where now, would the frightened masses of Mankind turn?

They turned, as all Men would turn in such time, to their gods. The shrines of the Empire overflowed with desperate pilgrims, offering up donations or sacrifices they could little afford in this, their most hopeless hour. Such acts, however, are often the acts of the weak, and the strong amongst the faithful scorned these pitiful and desperate prayers. Foremost amongst them stood Luther Huss, prophet of Sigmar and self-appointed guardian of the faith, protector of the purity of the Cult of Sigmar. Huss would not set foot within any shrine or temple, for he believed fervently that Sigmar would not emerge within the cloying confines of affectatious, over-elaborate chapels populated by coward-preachers and fool-followers. Sigmar, Huss believed, would be found upon the field of battle, still waging war upon those same enemies he had faced, and defeated, in life.

Huss roamed the land in search of just such an epiphany. With the twin-tailed comet high in the sky, Huss trailed its course and followed what few clues he could find in the search for salvation. Huss heard tell of the blind-sisters of Bogenhafen who, although without eyes, could see any taint of corruption within the souls of their neighbours, and so had done much to drive Chaos out from amongst them; news came to Huss of the orphaned boy who would speak no words, but walked to and fro about the streets of Talabheim leading those that followed him to uncover deep-rooted nests of cultists, but none of these marvels could satisfy Huss. And then, at last, came the tales of the boy Valten, the simple youth who had seen a Beastmen warband descend upon his village and his home, and single-handedly slain them all. Huss found the young



Valten in the village of Lachenbad. Valten stood broad, tall and strong, just as Huss always imagined he would. And there, amongst the astonished villagers, Huss fell to his knees in praise of what he felt certain must surely be Sigmar returned. Huss would not find his revelation popular with many of the Empire's powerful rulers...

The Grand Theogonist, Ar-Ulric, and some say the Emperor himself, greeted news of Huss' latest discovery with a mixture of caution, anxiety and disgust. Huss, all felt, needed to account for himself. They would not have to wait long.

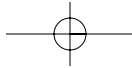
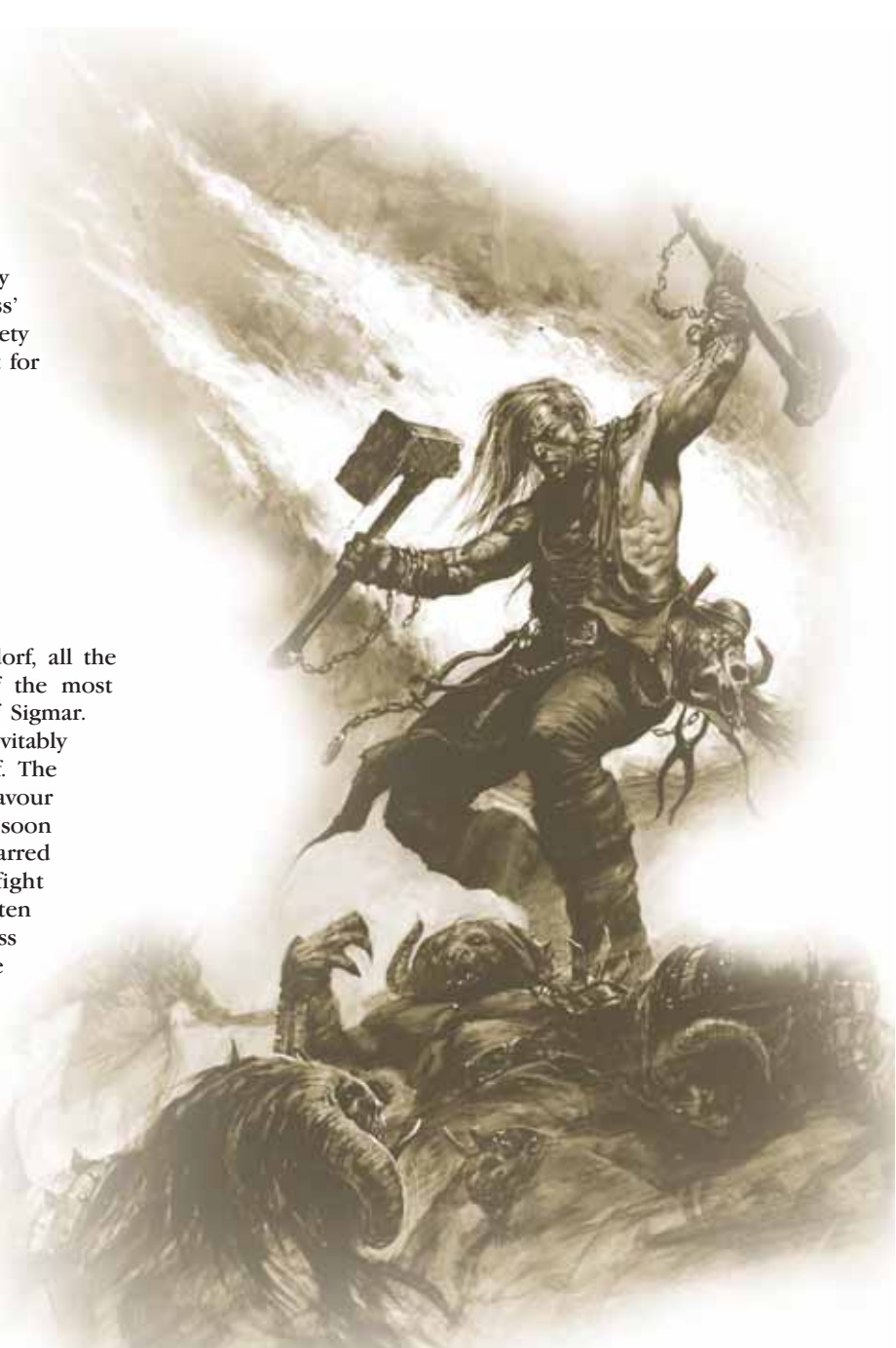


Huss and Valten journeyed forthwith to Altdorf, all the while gathering about them a following of the most zealous, maddened adherents of the Cult of Sigmar. With such a rabble surrounding him, Huss inevitably found his way barred at the gates of Altdorf. The promise of Valten's alleged divinity found favour with many though, even around Altdorf, and soon sympathetic elements of the Reiksguard unbarred the way, forcing Altdorf's defenders to fight amongst themselves but allowing Huss and Valten to pass nonetheless. Quite unexpectedly, Huss and the boy Valten now found themselves face to face with the Emperor Karl Franz. Franz himself cannot have relished the task now laid before him...



Franz was the Emperor, none disputed that, but he was the Emperor of Sigmar's Empire, elected to rule in his stead. If Sigmar had returned, if this boy before him was indeed the nation's founder incarnate, then Franz would be forced to make way and restore Sigmar to his throne. To do so now, with Archaon's shadow looming large over the land and with Franz himself making ready to defend the Empire against the greatest threat for 500 years, was unthinkable. Yet for a man like to Huss to believe Valten to be Sigmar reborn clearly showed that others too would all too quickly embrace the boy as a saviour, and should Franz ignore him he would find these very same followers of Valten turned against him, against their own Emperor, perhaps even against their own nation. Franz knew only

one path lay open to him – offer up what power he could to Valten, without forsaking any of his own control. So it was that the hammer, Ghal Maraz, true weapon of Sigmar passed from the Emperor to Valten, appointing him warrior and leader in Sigmar's name while Franz would remain ruler and marshal in the service of that same god. A time divided had come to an end, and the Empire stood readier than ever, and at their head not one, but two great men. Whether the comet foretold it or not, Archaon must have known that a new power now stood arrayed against him...





## THE STORM UNABATED

Darkness descended on the Old World and Archaon's Hordes rolled on. It was clear now that he had but one goal – Middenheim and the precious Temple of Ulric. Where they could, the people of the Empire resisted Archaon's advance, but by now the Emperor knew the greatest chance of success lay in a single, certain defence of Middenheim, and so the Empire's armies marched on, much as it pained many to leave the hinterlands to their doom. The Empire's fate was far from decided, and even the mind of Archaon yet felt the heavy burden of doubt with his forces divided, and no certain way yet forged through the Empire. The battle of Middenheim was yet to begin, and whilst the armies of Karl Franz and Archaon marched there, battle raged across much of the Empire...



### GRIMGOR IRONHIDE

With the Storm of Chaos in full flow, Grimgor marched westward, intent on reaching Middenheim in time to join the battle sure to occur there. Of course, being an Orc, Grimgor could not march straight to



Middenheim without finding as much trouble as possible along the way, and so followed a rather erratic, but pleasingly bloody route through the Empire, most crucially crossing the River Upper Talabec even with the army of the Elector Count of Ostermark arrayed against him. Now deep within the Empire's heartland, Grimgor marches on, and as Archaon draws nearer and nearer to his goal, Grimgor marches on not far behind.

### GARAGRIM IRONFIST

With the Dwarfs still battling hard to maintain their defence across much of the Worlds



Edge Mountains, and most crucially at Peak Pass, few remained free to contribute to efforts elsewhere. The Slayers, however, chose to seek out the enemy somewhat more actively and a great red-crested army was mustered at Karak Kadrin under Garagrim Ironfist, son of the Slayer King, himself having recently taken the Slayer Oath. This somewhat unusual Dwarf host marched north to Kislev, striving to do what they can to both aid the beleaguered Kislevites and find a glorious death in battle. With all manner of Chaos abound in the north, the latter will likely prove somewhat easier than the former...



### VLAD, VAMPIRE COUNT OF SYLVANIA

With lead elements of Crom's horde at last crossing the Worlds Edge Mountains, the dread realm of Sylvania soon fell under the heel of Chaos. As withered and decayed as Sylvania may have appeared, it was certainly not without defenders. The powerful Vampire Counts have ruled Sylvania for centuries, and Manfred, current incumbent of Sylvania's throne, has remained one of the Empire's fiercest enemies throughout his unnaturally longlife. Manfred had no intention of allowing Crom to attack the Empire if the conquer intended to do so by crossing Sylvania, and as Crom approached that dread land he found an army of the dead stood against him. Worse, another army lay about his feet and soon rose up to meet him...





# The Storm of Chaos, 2522.





# GREEN RIVER

*"Der'z nuffin' half as wurf doin' as ruckin' around in boats. In 'em or outta 'em, it don't much matter as long as we'z ruckin' around in boats."*

*- Madrat Bormogg, Toadie to Grimgor Ironhide*

*With Archbaon's ultimate goal of Middenheim now clear to all, Grimgor gleefully began to hack his own way across the Empire to make sure he didn't miss out on his chance to show all concerned just who was number one in a ruck.*

*Orcs being Orcs, Grimgor's route across the Empire was a little... unconventional to say the least (well, if bumies would keep running off, he just had to chase 'em), and despite setting out from the northernmost border of the Empire, Grimgor found his army halted at the bank of the river Upper Talabec. Having keenly followed news of Grimgor's approach, the Elector count of Ostermark rightly anticipated that the Orcs would have made no sensible plans for crossing the river, and in all likelihood had no idea they were about to reach it. In an attempt to capitalise, the Count asked the Emperor's permission to detach a portion of the marching column headed for Middenheim. Permission was granted, and the Count's men made camp on the other side of the river, ready to catch the Orcs on the back foot should they foolishly attempt to cross the river in plain sight of the Empire army. Predictably, the Orcs did just that (cunning maybe, clever they ain't).*

*The Empire army quickly mustered on the far bank, waiting for the Orcs to come into range. Cannon, handgunners and crossbows took up firing positions, hoping to pepper the Orcs with shot before they could completely cross the river while halberdiers and cavalry stood ready to sweep the Orcs away once they landed, but before they could properly organise and continue their attack. Even in this apparently fail-safe trap, the Count had to be cautious, since even the foolhardy Orcs would turn back if brought too heavily under fire during their crossing. Rather, the Count was forced to hang back until the Orcs had begun to put their crude boats (or 'floterz' as Grimgor proudly named them) afloat and then seek to advance at just the right moment to leave the Orcs unable to either turn back or advance without suffering horrendous casualties.*

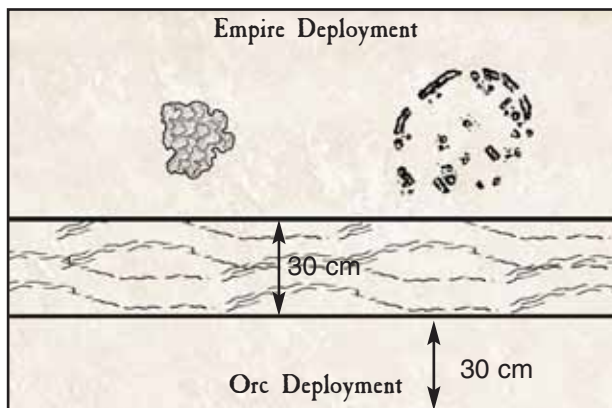
## FIGHTING THE BATTLE

This battle was fought across both banks of the Upper Talabec river between the Empire forces of the Elector Count of Ostermark and the Orc Waaagh! of Grimgor Ironhide, though it could equally well be re-fought using any two other armies. Orcs make especially good attackers, since it's particularly easy to imagine them

being stupid enough to take to the water in ramshackle heaps of wood and nails in plain sight of an entire Empire army!

Choose one table edge as the south bank of the river, and one as the north bank. The south bank is no more than 30cm wide at any point (ie, the river must be within 30cm of its south bank), but obviously it can meander nearer than this at certain points along its course if you want. The river itself is 30cm wide down its entire length – no more, no less. The remainder of the table is the north bank. The river runs from the east to the west.

The Orc player deploys his entire army first, anywhere on the south bank, then the Empire player deploys his entire army on the opposite bank, within 20cm of his own table edge. The Orc player takes the first turn must attempt to cross the river, using the rules for boats from the Warmaster rulebook. You don't actually need boat models, you can just push the individual stands in a unit across the river imagining they are in invisible boats. As soon as an Orc unit reaches the edge of the river, it is assumed to take to boats, although its current move always halts at the edge of the river, and a further order (either in this turn or a subsequent one) will be needed to actually move the boats out over the river.



**Boats and Confusion**  
 In the Warmaster rulebook, we didn't make it quite clear whether boats were affected by confusion or not. Well, any situation in which confusion would affect the unit being transported by the boat can also affect the boat. Any boat which becomes 'confused' ("Am I a boat? Am I a dinghy? What am I gonna do with my life... I just don't know!"), instead capsizes and any stand on board is lost.

### FLOTERZ, ORDERS AND BLUNDERS

Orcs often claim that Mork never trusts water, while Gork loves it, and hence half of all Orcs fear water, while the other half can't get enough of the stuff, considering it the ultimate medium on which to propel a Waaagh! forwards. Grimgor's captains hence faced the unenviable task of trying to fill boats with some Orcs so desperate to get to the other side that they paddle like mad-things and an equal number of Orcs so keen on splashing about a bit that they get distracted and start trying to ram each other with their new toys.

What this means is, that unlike the rules for boats presented in the Warmaster rulebook, Grimgor's flotterz must be given orders. This is partly to represent the difficulty of loading hordes of reluctant Orcs into what amount to little more than floating crates, and partly because we reckon it suits the scenario better. The advantage is that the dinghies have the potential to move more than once in a turn (and thus cross the river more swiftly) as the eager Orcs paddle frantically towards the battle.

When giving orders to units in boats, blunders can be particularly catastrophic. If you do happen to blunder when giving orders to a unit of boats, don't use the normal Blunder chart, instead use the one presented opposite.

### BONUS VICTORY POINTS

Victory Points are not used for this battle, instead the battle is fought until one army withdraws. If the Orc army withdraws, but has more surviving units on the north bank it is an Empire victory – the Orcs are broken, and easily slaughtered or drown in the river as they flee. If the Orcs are broken by have more surviving units on the south bank than on the north, it is a draw – the Empire trap has been sprung too early and the surviving Orcs are able to regroup and carry on their march via a different route, forcing the Empire's commanders to think about a foe on two fronts. If the Empire army is broken it is an Orc victory.

### D6 Blunder

#### 1-2 "Paddle faster, you maggots!"

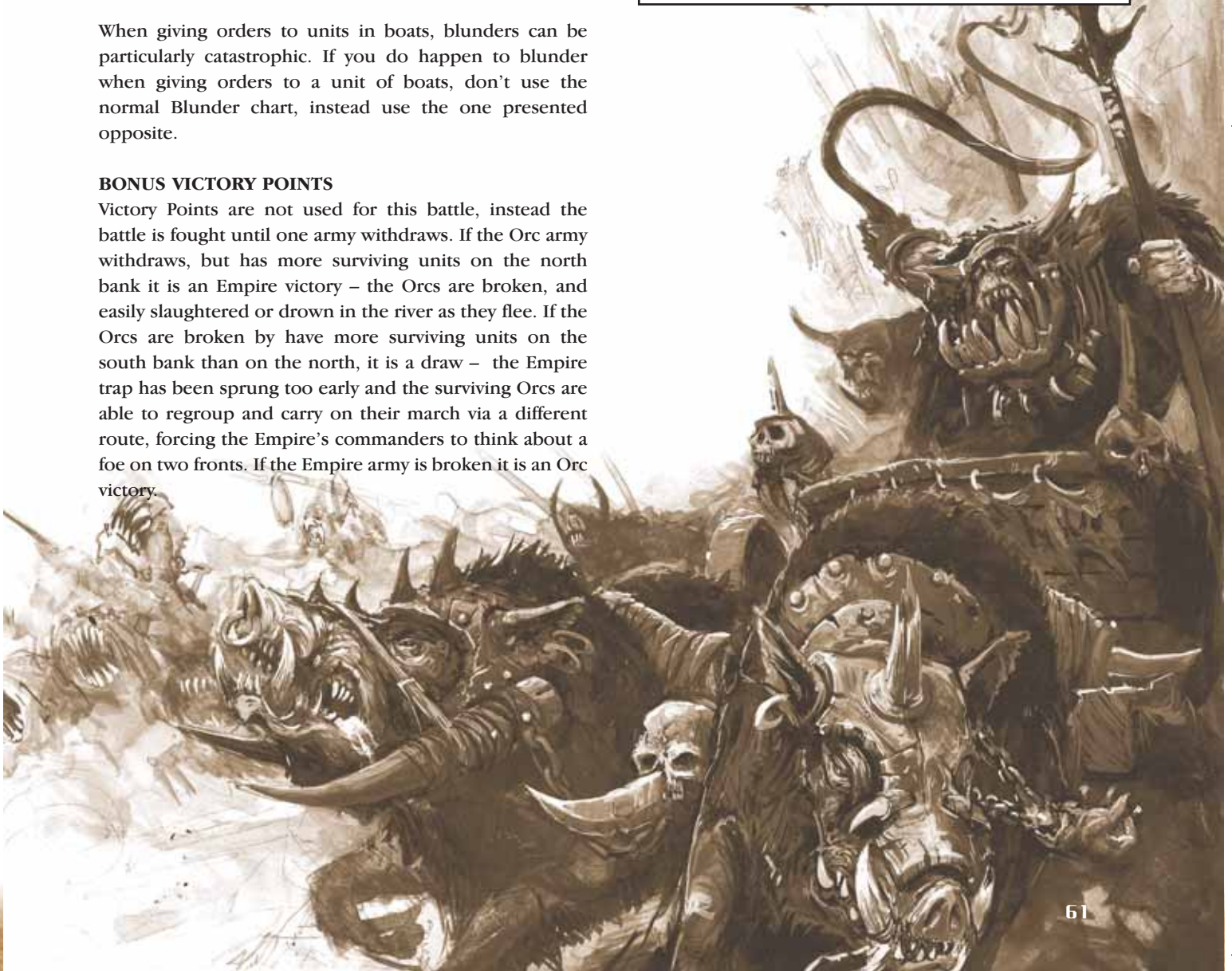
The boats are swept up by the current, their crews unable to paddle fast enough to resist. The boats do not move forwards, but move 10 cm directly downstream. This move counts as a drive back, so if the boats are swept into another unit you should roll for each of the units becoming confused.

#### 3-4 "Keep in time, you bleeders!"

The rowers are unable to keep pace and the boats turn ominously to one side. The unit moves at half pace then turns 90 degrees (left, if the blunder was a 3, right if the blunder was a 4)

#### 5-6 "Sit down at the back!"

The boats lurch ominously, caught in an unexpected current or overbalancing dangerously and taking on water. Roll a dice for each boat in the unit. If you roll under the boat's Armour, the boat is unaffected. If you roll over the boat's Armour it capsizes and the stand on board is lost.





# THE DWARFS MARCH FORTH

*The Dwarfs battled long and hard to resist the enemy in the East, holding Peak Pass with the kind of stern determination only Dwarfs can muster. To the Dwarfs, however, this was a mere obligation for which they deserved no praise, so to truly show the strength of their allegiance, the Dwarfs of Karak Kadrin resolved to march against the enemy in the north.*

*Karak Kadrin has long been ruled over by a line of Slayer Kings, indeed many observers have claimed it will always be so, since thus far the Oath of the Slayer has proven impossible to fulfil by any Dwarf who (quite rightly) continues to try and uphold his Oath of Kingship. In an effort to overcome this, Garagrim Ironfist, son of the current Slayer King Ungrim Ironfist, took the Slayer Oath, unusual since his father and current holder of the Oath, still lives. Nonetheless, Garagrim's Oath follows the line of his father's and so if Garagrim, free from the restrictive Oath of Kingship, can find his death in battle, the shame will at long last be lifted from his family.*

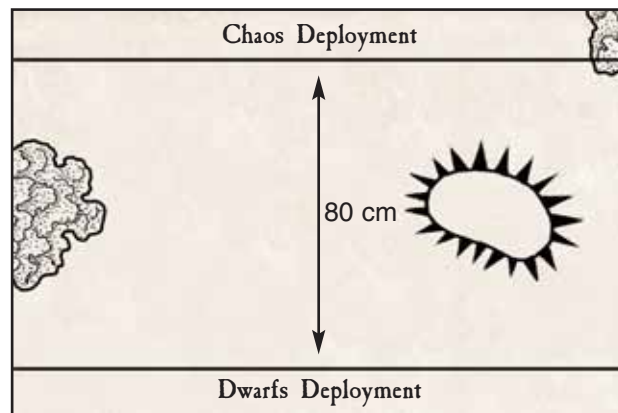
*As news of Garagrim's Oath spread, thousands of other members of the Slayer Cult gathered at Karak Kadrin, these normally solitary Dwarfs banding together under Garagrim's banner for the march north in search of a glorious death in battle.*

*Garagrim and his Slayer army arrived in Kislev as the country already lay overrun by all manner of unspeakable things which had descended south from the Troll Country. Marauder raids were at their height, and*

*already the vast horde of Archaon was rumbling indefatigably southward. Garagrim and his slayers would have plentiful opportunity to find the glorious death after which they sought...*

## FIGHTING THE BATTLE

This battle took place somewhere in Kislev (in many places in Kislev, in fact, since Garagrim's army engaged in numerous battles throughout Archaon's invasion). The battle was fought between Garagrim Ironfist's Slayer army and elements of Archaon's Chaos Horde - either Daemonic Legion or Chaos armies (or even Hordes of Chaos, see opposite page). This scenario is designed specifically for Dwarfs as defenders, but they can equally well be opposed by any attacking army. The main feature is the unique composition of the Dwarf army, consisting, as it does, of many more Slayers than would normally be expected.



## HORDES OF CHAOS

The forces of Chaos are perhaps slightly unusual in having two separate armies – Chaos armies and Daemonic Legions – to represent them. Of course, the division is not nearly so simple as that, and armies will often exist which contain a mixture of mortal and daemonic followers of Chaos (and even Beastmen too, of course – no models for those yet, though!). I don't really see the need for a separate army list to represent these mixed forces (that would rather complicate things), but at the same time I'm sure there are players who would like to use such armies in their games. To do this, we recommend you simply use one list or the other (Chaos or Daemons) and then use a selection of models from the other army as 'counts as' units for your army. To avoid any confusion, you'll find a list of suggested 'counts as' conventions below. What's more we've even decided to include a few Beastmen units on the list, in case anybody out there is mad enough to have modelled up units of the damned things to complete their Horde of Chaos.

**Chaos Warriors or Daemonic Hordes or Beastmen Gors**  
**Chaos Knights or Daemonic Cavalry**  
**Chaos Hounds or Daemonic Hounds**  
**Chaos Chariots or Daemonic Chariots or Beastmen Chariots**  
**Dragon Ogres or Daemonic Beasts**  
**Harpies or Daemonic Flyers**  
**Greater Daemon or Hero on Chaos Dragon**  
**Ogres or Minotaurs**

Obviously, all of the units are reciprocal for counts as purposes, so in a Chaos army you might replace a few units of Chaos Warriors with Daemonic Hordes, while in Daemon Legions you could do the reverse. We haven't included everything from all armies on this list, since some of the units quite rightly have no direct counterpart in other Chaos armies (if they did, we wouldn't have needed to do two lists would we!). So, yes, this does mean that there's not really any sensible way to include Marauders in a Daemonic Legion army, for example, and quite right too!

In this game, the defenders (Dwarfs) set up first along their own table edge. This represents the Slayers moving into position early enough to taunt the attackers as they march onto the battlefield. Roll a dice to determine which side takes the first turn.

The Dwarf army is unusual in that it is actually a Slayer army, and must include a minimum of two Slayer units per 1,000 points, and may include up to four. The army may not include any handgunners, flame cannon or gyrocopters. It can still include Warriors and Rangers, which can be imagined to be units already abroad in Kislev, now joining with their red-crested kin in battle. Cannons may also be included, and can be imagined as

representing one of the crazed inventions of Malakai Makaiisson or a similar once and former engineer.

All characters in the Dwarf army are considered to be Slayers and as such may not retreat up to 30cm when moved through by an enemy unit. Instead they will seek their doom and attempt to die honourably in battle. As such, any Dwarf character moved through by an enemy unit will automatically be captured and killed.

## BONUS VICTORY POINTS

The battle is fought until one side withdraws. However, this is not used to determine victory – victory is decided solely on victory points, since the rather contrary nature of a slayer army means that even in breaking the opposing army they may well be rather disappointed in finding themselves alive at the end of it!

The army with the most victory points wins the game.

If all the Slayers die, however, the Dwarf player has every right to claim the moral victory, no matter the outcome of the actual battle.





# THE DEAD MUST FIGHT AGAIN

*The Dwarfs did what they could, but as the Storm of Chaos loomed ever larger over the Old World, even their staunch defence finally failed and Crom's horde at long last broke through the once impenetrable barrier of the Worlds Edge Mountains. The Dwarfs' efforts had not been entirely in vain, however. Crom was unable to attack the lush hinterlands of the Ostermark and Averland in as greater numbers as he had perhaps wished. Instead, much of the Conqueror's force drove westward through the cursed Land of Sylvania, seat of the Vampire Counts.*

*As Crom drew near, Mannfred von Carstein, the ruling Vampire Count of Sylvania roused from his slumber and made ready to defend his lands. At the border of his realm, Mannfred mustered his army and made ready to drive off all would-be invaders.*

*Crom's army was huge, and against them stood fewer than Crom had expected, but Sylvania is not defended as other lands are. To an outsider, the land, trees and skies of Sylvania seem every bit as dead as the evil which lurks within, but to the Vampire Counts these things are the spies, heralds, scouts and sentinels of their armies.*

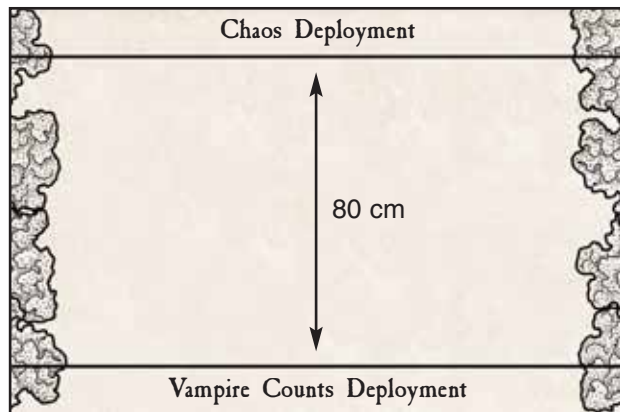
*The land of Sylvania is littered with the bones of the dead as frequently as outposts, watchtowers, beacons and garrisons might be scattered throughout other lands. Crom's army assembled amidst this mass of unseen, unliving defences and as the armies of Death and Chaos prepared to face one another, Crom found his enemies all about him, indeed, the enemy lay right under their feet...*

## FIGHTING THE BATTLE

This battle took was fought on one of the many barren plains which lie amidst Sylvania's otherwise heavily forested landscape (indeed Mannfred and Crom's forces clashed more than once as Crom attempted to break through and attack the Empire's heart to the west).

The attackers (Chaos) should have twice as many points in total as the defenders (Vampire Counts). The defender's break point is equal to the total number of starting units in their army.

This scenario is only really suited to Undead as defenders (though you could substitute Tomb Kings for Vampire Counts). Other armies can easily be used in place of Chaos as attackers. The main feature of the battle are the units of Skeletons and Zombies which the Undead are able to raise from the ground and encircle the Chaos army and that the Undead army begins with an army half the size of their enemy.



Terrain can be set-up in any mutual agreeable manner. The only absolute must, is that the short table edges (ie. the flanks) should be forested. The defender can also place one additional forested piece or a graveyard for each full 1,000 points of his army. The defenders deploy first on the chosen long table edge. The attackers then deploy on the opposite long table edge. The attackers take the first turn.

During their own Command phase, the Vampire Counts may attempt to raise the dead bodies which have been left scattered across the dread realm of Sylvania over the centuries of Vampiric rule. Unlike the unwilling and ill-prepared corpses which a Vampire or Necromancer might animate hurriedly amidst the confusion and strife of battle, these corpses are former servants of the Vampire Counts, many of them carefully prepared with ritual symbols and invocations before being committed to a shallow grave. Many of the dead have served their masters countless times before, rising up and fighting on the very same battlefield, falling back to a broken slumber at battle's end. As such, these loyal spirits are somewhat easier to raise.

Any character in the Vampire Counts army which is capable of casting magic can try to raise the dead during the Command phase. This is done by issuing a successful order. Nominate any point on the battlefield within the character's Command range and make a Command check as though an Undead unit was present at that point, taking into account all the normal modifiers (raising a unit counts as the first order to the unit, so for the most part only the modifier for distance from the character will apply). If the order is successful, a new Undead unit is raised, which immediately moves using the order just given (ie, no new Command check is necessary). If the order is failed, the unit is not raised, and the character may not give any further orders, as normal for a failed Command check. In all respects, orders given to raise a

unit count as a normal order. After a unit is raised, you may of course continue to issue additional orders to it. A unit can be raised directly into combat, but the -1 Command Penalty for enemy within 20 cm will apply when attempting to issue the order to raise them. The type of unit raised depends on the command roll used to raise it, and where it was raised.



### Skeletons

If the Command roll to raise a unit is an even number, the unit raised are Skeletons.

### Zombies

If the Command roll to raise a unit is an odd number, the unit raised are Zombies.

### Dire Wolves

If the unit is raised within 20cm of a forest, you may choose to 'raise' (or rather muster) a unit of Dire Wolves with a successful Command roll.

### Ghouls

If the unit is raised in a graveyard, you may choose to 'raise' (or rather muster) a unit of Ghouls with a successful Command roll.

### Grave Guard

If the Command roll to raise a unit is a double, the unit raised are Grave Guard.

### Grave Knights

If the Command roll to raise a unit is a double 2, the unit raised are Grave Knights.

### Ethereal Host

If the Command roll to raise a unit is a double 3, the unit raised is an Ethereal Host.

If you raise a unit which you don't have the models to represent, you may instead raise a unit of Skeletons or Zombies (your choice). If you don't have any models left to represent Skeletons or Zombies, tough, you don't raise the unit.

### Bonus Victory Points

This battle is fought as normal, with both armies seeking to break each other. The defenders' break point is determined at the start of the game, and is equal to the total number of starting units deployed in the army (ie, not half that number as would normally be the case). The actual units destroyed can come from either the original army, or from amongst those units raised during the course of the game – the Chaos player need only destroy enough units to break the Vampire Counts, it doesn't matter where they come from. The attackers can only win by breaking the enemy.

#### Author

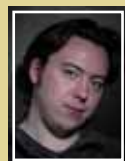
*Matt is Head of System for Warmaster. He is currently working on the Araby army list, which promises to be a fantastic release.*

#### Further Information

*More Storm of Chaos stuff to come next issue. All Warmaster Storm of Chaos products can be purchased from Games Workshop Direct.*

#### Website

*[www.Warmaster.co.uk](http://www.Warmaster.co.uk)*





# CONVERTING DAEMONIC CHARIOTS

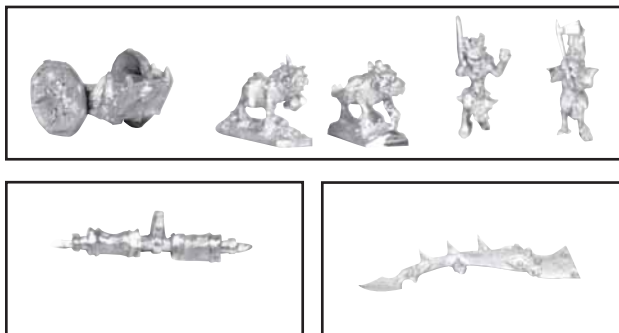
*With the release of the Daemonic Legion army list in Fanatic magazine issue 1 we thought we'd show you how to convert the one unit that we are not planning to release any models for in the immediate future. Tom Merrigan converted two units of Daemonic Chariots for his Daemonic Legion army that were used during playtesting. Here he explains how he went about it.*

The Daemonic Legion list includes rules for chariots, and these can be styled to any of the Chaos Powers. In fact, the list gives a number of examples of the different types of chariots that are commonly seen within a Daemonic Legion army. For reference they are:

- **Chariot of Khorne:** Bloodletters pulled by Flesh Hounds or Juggernauts of Khorne
- **Chariots of Tzeentch:** Flamers pulled by Screammers of Tzeentch
- **Chariots of Slaanesh:** Daemonettes pulled by Steeds of Slannesh
- **Chariots of Nurgle:** Plaguebearers pulled by Beasts of Nurgle

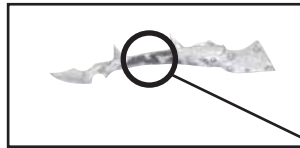
My own Daemonic Legion is themed around Khorne, as these were the first Daemon models released by Fanatic. Consequently, when I set about converting a unit of Chariots, I went for Chariots of Khorne. As Flesh Hounds were already part of the Warmaster range and would be easy to get hold of I decided to use them as the chariot mounts.

This conversion is a relatively simple undertaking and three chariots (enough for a unit) can be completed within 30-40mins. In order to make these Daemonic Chariots of Khorne you will need the following:  
 1x unit of Chaos Chariots, 1x unit of Orc and Goblin Wolf Chariots, 1x unit of Daemonic Hounds of Khorne, 1x unit of Daemonic Horde of Khorne.



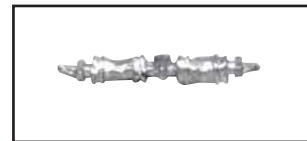
I know this sounds like a lot of stuff to make just three chariots, but most of these packs provide more than enough parts, and if you plan on making more than one unit you'll find you have spare pieces left over which will reduce the number of packs you need to buy for your second and subsequent units.

## STAGE 1: THE CHARIOT



Start by taking each haft of the Chaos Chariots. You will notice that there are three spikes along the length of the haft and two studs that join the haft to the Chaos horses. Remove the centre spike and both studs from each haft and file down the area smooth. Once this is done glue the haft and the Chaos Chariot base and wheels together.

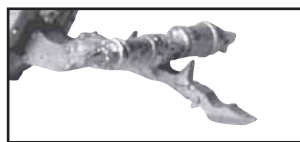
Next take the yoke from the Goblin Wolf Chariots. This piece will form the bridge between the haft of the Chaos Chariot and the Flesh



Hounds. You will need to trim the yoke down (where it would attach to the haft of the Goblin Chariot) by removing the locator peg. This will allow the yoke piece

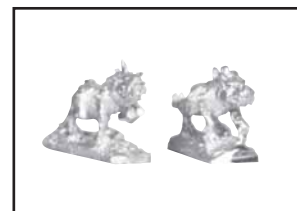


to fit flush to the position where the middle spike was removed from the Chaos Chariot haft. Once this is done glue each yoke to the hafts of the Chaos Chariot. With this done the most difficult and intensive part of the conversion is complete.



## STAGE 2: THE MOUNTS

Clip the base of the Flesh Hounds in half so that each model is a single piece. You will require a total of two Flesh Hounds per chariot. The important thing to bear in mind here is that the yoke



fits flatly across the backs of each pair of Flesh Hounds. As the Flesh Hounds are sculpted in different positions you



will need to test pairs of models together with the already constructed chariot. Once you have done this put the Flesh Hounds to one side ready for painting.

## STAGE 3: THE CREW

For the chariot crew you will need to cut out individual Bloodletters from the Daemonic Horde of Khorne unit. When removing each model from the metal strip it is important to make sure that the models will stand-up straight in the back of the chariot. This may result in a few feet being clipped short on individual models, but once



the Bloodletters are painted and stuck into the back of the chariot no one will notice if this is the case.

When I converted my first unit of Chariots, I failed to distinguish any model as the leader in the unit. For the second unit I converted I added the banner bearer from the Daemonic Hordes of Khorne unit. This would make it easy to distinguish whether the unit was in column or line formation when brigaded with other units of chariots. It also looked aesthetically pleasing.

**THE END BIT**

By this stage the models are ready to be painted. I painted each piece (chariot, mounts and crew) individually and glued them together afterwards. Believe me, this makes things easier and quicker then if you stick the chariots together before painting. Once the chariots were painted I stuck each model together and mounted them on Warmaster bases. I then textured and painted each base, and finished with a coat of Citadel Purity Seal to protect the paint from chipping during gaming. The end result – a striking and easy to convert unit for my Daemonic Legions army.

