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## Tamurkhan: the throne of chaos pdf free online free

We got the first game in, we played with the normal rules rather than the Chaos Host rules for now, we may try them out at some point when I get increasingly bored of playing just Nurgle lists and start to mix things up.My list:Tamurkhan the Maggot Lord, Sargath form645 pointsNurgle Sorcerer (Mark, Lvl 2, Dispel Scroll)180 pointsExalted Hero (BSB, Mark)145 pointsChaos Chariot (Mark)125 points18 Chaos Warriors (Halberds, Full Command, Marks)372 points15 Plaguebearers (Standard, Musician)215 points3 Beasts of Nurgle 180 points5 Chaos Knights (Musician, Standard, Lances)240 points16 Chosen (Nurgle, Halberds, Full Command)398 pointsMr Blank 's approx listUrak Soulbane (Daemon Prince of Tzeentch (Sword of Swift Slaying, Soulfederer, Wings, Chaos Armour, Mark)Chaos Sorcerer Lord (Level 4, Third Eye of Tzeentch, Talisman of Protection, Disc, Mark)20 Pink Horrors (Full Command)30 Marauders (Great Weapons, Mark, Full Command)6 Flamers9 Chaos Ogres (Mark, Great Weapons, Full Command)Giant (Mark)Dragon Ogre ShaggothI rolled for Fleshy Abundance and Rancid Visitations. He had the entire Lore of Tzeentch spread between his DP, Sorcerer and Pink Horrors. He rolled to deploy first, hence got the first turn, and deployed on the short edge behind the river.Having surveyed his army I immediately realised I was in a bit of trouble. I wrote my list without reading the scenario rules properly and had too many smaller units which were ripe for being picked off for victory points. (victory points in this scenario are for units destroyed, general killed and control of altar only). Also having seen the amount of magic I was facing I thought I needed to get into combat ASAP and deployed on the long edge closest to him. On the plus side, my Chosen rolled a Daemon Prince! He got first turn and generally advanced except for his Shaggoth which pulled back a little. His Sorcerer pressed forward through the middle with the knowledge he was safe from shooting. The Reign of Chaos table put a wound on Tamurkhan and a healthy amount of power dice saw him try to cast Clean magic on my Sorcerer, which I dispelled. He then cast Infernal Gateway on Tamurkhan so I dispel scrolled it.In my turn I swung the Knights and the Chariot around the top and the Warriors pressed forward towards the altar. The Beasts, Tamurkhan and the Plaguebearers pressed forward to the edge of the river. I didn't think I could quite make a charge. Reign of Chaos wounded his Sorcerer Lord who had to take a leadership test on 3D6. His ward saved him from actually dieing! I cast Fleshy Abundance on Tamurkhan and managed to get off a Rancid Visitations on his Sorcerer but it failed to break through his protective wards.In his turn, he declined to charge anything. . His Sorcerer moved behind my lines and his Daemon Prince pressed towards my flank. Reign of Chaos put rock lobster shots onto my Warriors and Chosen killing a couple. He tried to Glean Magic me again but I dispelled, then he cast Bolt of Change on my Chaos Knights which just needed a 2 to wound but came up with a 1! Into my 2nd turn, I charged with the Beasts and with Tamurkhan and the Daemon Prince into the Marauders. The Plaguebearers charged his Daemon Prince. I noticed I could make a long charge into his Sorcerer with my Chariot if I moved the Chosen out of the way. The Chosen failed their charge, getting out the way, and his Sorcerer fled from the Chariot which failed it's charge. Unfortunately I had nothing else I could charge his Sorcerer off with. Reign of Chaos continued to pick things off, nabbing a couple of Flamers. I cast the big Fleshy Abundance, miscasting and taking a wound on the Sorcerer which I decided not to re-roll (campaign phase rules). I challenged with My DP which his Marauder Champion accepted and got brutally murdered. Tamurkhan and the Toad Dragon were disappointing to say the least, largely fluffing their attacks and super thunderstomp. The Marauders remained steadfast and held. The Beasts of Nurgle were equally disappointing, missing nearly all their attacks (I forgot the hatred rule here which would have REALLY helped). They took a wound and also lost another couple due to Daemonic Instability. The Plaguebearers got smashed by the DP but were still there. Mr Blank turn 3, his Shaggoth charged into the Plaguebearers and unfortunately, his Sorcerer rallied. His left flank advanced on the Knights and Warriors. The Chaos Gods were smiling on Urak Soulbane today, as some Bloodletters blinked into existence directly in front of the Chaos Knights. His Sorcerer Glean Magic-ed my Sorcerer and not only took his spell but killed him with the damage. He then Pink Fired away a couple of Chosen. His Flamers attempted to shoot the Chosen but between long range and multiple shots, didn't manage much damage. The Beasts continued to make hard work of the Pink Horrors but at least won the combat this time around. The Plaguebearers just about survived the onslaught of the Shaggoth and DP. The Maurauders took heavy damage from Tamurkhan and the Nurgle DP but managed to hold, even putting a wound on Tamurkhan.My turn 3, The Chaos Knights charged the Bloodletters, I was hoping to kill them through brute force or instability and reform to face the Ogres & Giant. The Chosen were slightly torn between facing the DP/Shaggoth or attempting a very long charge at the Giant. I opted to cover the DP/Shaggoth. The Chariot advanced and the Warriors claimed the Altar. I completely forgot to do the Reign of Chaos since I had no magic phase (Doh!). Rather predictably the Knights completely rubber lanced the Bloodletters. Tamurkhan and the DP finally finished the Marauders as the lone standard bearer remaining broke from combat. The Plaguebearers were wiped out by the Shaggoth and DPMr Blank turn 4, his DP and Shaggoth charged the Chosen and the Giant and Ogres both charged the Warriors. He cast Rancid Visitations at Tamurkhan and killed him, only for Tamurkhans true form to emerge from his carcass and possess a nearby Flamer. The Flamers were again unspectacular in shooting. Annoyingly both the Bloodletters and Pink Horrors clung on which denied me the chance to reform and charge his Sorcerer in my turn with the Beasts. The BSB in the Chosen issued a challenge to the DP and was quickly dealt with. The Shaggoth and Chosen exchanged a couple of wounds then he rolled over 10 with the thunderstomps and put some severe hurt on them. They just about held. The Warriors were not so brave. The Champion challenged the Ogre Champion and came out on top, wounding the Ogre. The Warriors then traded advantageously with the Ogres and even though the Giant Hit them with his club for 6 hits, they were still ahead in the combat after wounding him twice. Then the Giant thunder stomped them for 6 wounds and all but eradicated the unit, who then fled, but at least escaped. Things were looking bleak for Tamurkhan's horde.My turn 4, The Toad Dragon charged the rear of the Shaggoth. Unfortunately I had turned my DP to face the other way hoping to keep the Sorcerer in my arc somewhere so basically wasted a turn and was not able to charge. Tamurkhan rear charged the Flamers. The Chariot moved around to threaten the pursuing Ogres and Giant The Reign of Chaos table managed to take the remaining 4 wounds from the Giant! The Reign of Chaos was having a large effect today with both sides rolling on it and plenty of marked/daemonic units around. The Chaos Knights finally finished with the Bloodletters and also turned to face the enemy. The Toad Dragon killed the Shaggoth but the DP again thunderstomped the Chosen for 6 and wiped them out where they stood, leaving both units no longer engaged. Tamurkhan started slowly plugging through the Flamers with his reduced profile and lack of magic items. The Beasts finally killed the last of the Pink Horrors.Mr Blank turn 5, his Daemon Prince flew over top threaten the Knights and his Sorcerer flew away to avoid the Beasts, Toad Dragon and Daemon Prince. Tamurkhan's horde was well ahead on VP at this point but there were a lot of stragglers/vulnerable units around the table. The Sorcerer started clearing these up by hitting the Knights in the flank with a Bolt of Change which skewered the entire regiment in one go. He then put several wounds on the Daemon Prince with some Rancid Visitations and killed the Chariot with Infernal Gateway. Tamurkhan killed the Flamers.My Turn 5, there was little to do, the Toad Dragon and Beasts tried unlikely charges at the Sorcerer and failed. The DP moved in to contest the altarHis turn 6, the Sorcerer flew over and zapped the remaining 2 Warriors to death and his Daemon Prince moved down and put the final 2 wounds on Tamurkhan, who had no one left to possess nearby. The Toad Dragon moved in to contest the Altar but the final wound on Tamurkhan was enough to tip the battleTzeentch destroyed-Plaguebearers -Knights-Chariot-Chosen-Warriors-General= 6 VPNurgle destroyed-Marauders-Giant-Pink Horrors-Shaggoth-Flamers=5 VPAll in all, quite a frustrating battle. I had no answers to what I was fighting and made a variety of errors throughout. I could bemoan some luck at various points but then I did get a free Daemon Prince so....I think it's tricky to write a functional 2500 point list featuring a 650 point Dragon dude! I will have to give it more thought for the next battles.We rolled the next game in the phase and it will be a standard battle line with Tamurkhan facing a make-or-break game to stay in the phase. It only seems fitting he should fight Urak Soulbane again to see who truly wins the war around Zambajin. The next game is only worth 1 Campaign Point so if Tamurkhan wins it will go to a final Storm of Magic battle to settle Phase 1. After what seems like about 2 years of consistently terrible winds of magic rolls I finally got lucky with my whole magic phase, the lowest I rolled was a 6 and the double 6 which spawned the bloodletters maybe was the turning point.Also I kept rolling high casting dice without miscasting once so the tzeentch lore attribute kept giving me an extra dice!It's a good job I'm so slow at painting because I intended to use a full Khorne no magic list but haven't got around to painting the Khorne lord and hisb I needed. Driven back from the Altar of Battle in Zambajin, Tamurkhan rallied his forces and turned to face his foe, Urak Soulbane. The slaughter had been great with many of the minor warbands crushed and driven from the field in disarray. The daemon priest rallied remnants of Sargath's and Hakka's routed armies and led them forward to face Tamurkhan's host and drive him finally from the city.Battle 2: Battle line (2500 points)1 Campaign PointHorace Tamurkhan's Chaos HostMr Blank Daemons of Chaos (Led by Urak Soulbane)My list:Tamurkhan the Maggot Lord, Sargath form645 pointsBronkius Wormhelm, Nurgle Sorcerer Lord (Mark, Lvl 4, Dispel Scroll, Familiar, Lore of Death)335 pointsChaos Chariot (Mark)125 points28 Chaos Warriors (Shields, Full Command, Marks, Standard of Swiftnes)521 points3 Plague Drones (Champion, Musician)215 points4 Beasts of Nurgle 240 points17 Chosen (Nurgle, Halberds, Full Command)421 pointsDaemon List:Urak Soulbane, Daemon Prince of Tzeentch (Exalted Gift, Mark, Lvl 4)Bloodthirster of Khorne (Greater Gift)Herald of Khorne (Lesser Gift, Locus of Fury)Herald of Slaanesh (Loci of Swiftnes)15 Pink Horrors (Full Command)20 Daemonettes (Full Command)20 Bloodletters (Full Command)5 Flamers (Champion)3 Fiends of SlaaneshFor Magic I rolled Purple Sun, Aspect of the Dreadnight, Soulblight, Doom & Darkness and a free choice. I chose Caress of Laniph (for the lower casting value) and swapped out AotD for Spirit Leech. Mr Blank rolled Blue Fire, Bolt of Change, Infernal Gateway and Glean Magic on his DP and Pink Fire on his Horrors. For Gifts he rolled the Chaos Furies thing so swapped it out for the Eternal Blade. The Bloodthirster took Souleater and the Herald of Khorne took Cleaving Blow.The table was set up with a mysterious river and some ruins and forests. I starting deploying first then finished first and rolled the first turn. I deployed heavily left, I wanted to keep Tamurkhan within possession range of the Warriors and Chosen since I was really wary of the Bloodthirster and DP double-threat. I also didn't really want to get dragged apart too much chasing flying monsters and getting picked off.He deployed his BT on my left with the super-fast Fiends, most of his infantry on the centre-right with the DP. His Flamers were pushed forward using the river as some protection.The first turn saw both armies advance towards the river. The magic phase resulted in nothing of note for either side, I dispelled a Gateway attempt. The Reign of Chaos rolled Nurgle's Rot, who caused 2 wounds on the Fiends and wounded Urak Soulbane. The Flamers failed to wound the Chariot. His BT and DP pushed over to my right flank.Turn 2 I kept advancing. I was not quite within realistic charge range. My Plague Drones dropped back towards my main forces under threat from the BT & DP. I tried to Spirit Leech his Khorne Herald & Caress a Flamer but failed to wound him.Daemon Turn 2, The Daemonettes, Fiends and Pink Horrors charged the Chariot and Plague Drones. The Fiends came up short after rolling snake eyes. The Daemons Prince and BT advanced deep into the right flank and Urak Soulbane tried to first Glean Magic Bronkius and rob him of a spell but was dispelled. He then attempted another Infernal Gateway on the Chosen but Bronkius delved into his sack and pulled a dispel magic scroll. The Flamers fired at Tamurkhan but only managed a single wound on the Toad Dragon Bubebolos. The Daemonettes and Herald managed to put only a single wound on the Chariot, struggling to penetrate its armour. The Chariot lost the combat but crucially managed to hold its ground. The Pink Horrors wounded a Plague Drone once but took heavy casualties in return then lost further wounds to daemonic instability. Tamurkhan led the counter-charge, ploughing into the Flamers. The Beasts charged the Daemonettes. The Warriors pushed further around the flank towards the Bloodletters and the Chosen swung around to face the threat from the BT and DP. Bronkius left the "safety" of the Chosen to go it alone. He again tried to Spirit Leech and Caress targeting Urak Soulbane. Spirit Leech was allowed through but his attempts were fought off and Caress was dispelled. Tamurkhan answered the challenge from the Flamer but relied on Bubebolos to dispatch him. The gods were unimpressed and "rewarded" Tamurkhan with spawnDom. Tamurkhans true form gnawed its way free from his mutating carcass and possessed a Flamer. The Beasts and the Chariot inflicted heavy casualties on the Daemonettes and the Plague Drones finished off the Pink Horrors.Urak Soulbane considered his next move in light of the heavy casualties his forces were suffering... who should he and the Bloodthirster charge? He was worried about the Deaths Heads missiles from the Plague Drones and wanted to keep bringing his magic to bear. The Bloodthirster unworried by such things charged the Chosen. The Bloodletters charged the shambling remnants of Tamurkhan's former body, now lurching towards them as a spawn. Urak flew in behind the Chosen but the winds of magic were weak and though he did manage an Infernal Gateway on the Warriors, he rolled a double 1 for Strength, then followed it up with another double one for hits! Lovely. The Bloodthirster was challenged by the Chosen champion and just about managed to kill him, but in such unconvincing fashion he lost the combat and his Frenzy. The Bloodletters fared better, easily slaughtering the spawn and over-running to not-quite-safety. The Daemonettes were put to the sword by the Beasts and the Toad Dragon demolished the remaining Flamers.Tamurkhan ordered his forces to attack, the Warriors charged the Bloodletters in the flank and the Plague Drones charged the Bloodthirster. The Chariot and the Beasts charged Urak. Bronkius cast Doom & Darkness on the Bloodletters but his attempts to cast Soulblight were dispelled. The Chaos Warrior Champion was swiftly killed by the Herald of Khorne with some Bloodletters fading from instability. The Bloodthirster was again struggling to cut through the Chosen and took some heavy damage in return with 4 wounds, regaining 1 from Souleater. Urak Soulbane's challenge to Tamurkhan was run down beneath the Chariot as its impact hits finished him. The Bloodletters and Bloodthirster continued to fight valiantly for several turns, the Bloodthirster breaking the Chosen before finally succumbing to the weight of numbers as the Beats joined the fray. The Bloodletters were finally vanquished as the Toad Dragon charged and Urak's forces driven from Zambajin! MVP - Plague Drones. Held the line beautifully and actually put out quite a lot of damage throughout the battle. I wondered if they would be a nothing unit but was pleasantly surprised!Tamurkhan managed to avenge his embarrassing early defeat and perhaps gain favour with the gods!It leaves the campaign phase poised at 2-1 to Mr Blank with one battle left in the phase.We agreed the final battle would be our first game of Storm of Magic which is worth 2CP, so all still to play for! Fun read, thanks for putting these reports up. Tamurkhan is a bit unimpressive. Died in one battle, turned to a spawn in the next!?!? Lovely models throughout.I think you guys should give the Great Host rules a chance. I've played a fair few of those games and it is refreshing to have that Paragon of Chaos. Just make sure you read the fine print (i.e. careful with bringing small units). We ended up houseruling that warhounds don't count in the 'destroyed unit tally' (though it seems they don't feature in your armies anyway). Also we toyed with the idea of reversing the tally results, i.e. the gods go against the Paragon with the higher tally. As written you basically get kicked in the groin when you are already down. That may be in line with chaos fluff but maybe using the tally effect to even things out would make for more exciting games?Keep it up. A game a month? I envy you. I agree, Tamurkhan suffers from the classic special character problem: no ward save. If you play the Paragon rules at least he gains a 5++. We will probably play those rules at some point and see how they go, so I'm not playing pure Nurgle constantly. He will also probably benefit from his Tyrant form rather than his "cheap" Sargath form, but we haven't reached that point in the campaign yet

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