MAELSTROM OF GORE

POINTS: 100 + MODELS

When the corrupted and murderous Chaos Space Marines of the World Eaters Legion go to war, they do so not only for the joy of slaughter, but also to further the glory of Khorne.

In times of great moment, when the bulk of the World Eaters Legion is mustered for war, the high priests of Khorne ensure their patron's favour before the climax of the battle is reached. Eight hundred and eighty-eight human sacrifices are offered unto the Blood God, enemy warriors slain where they stand in a savage ritual that lasts but one hellish night. The victims' corpses are drained of blood, their exsanguinated husks left in the dirt. The skulls are sliced free and piled high in a gore-slicked pyramid that shimmers and crackles with dark energy. The blood is boiled in vast bronze vats, a hideous vapour rising into the skies that Khorne may drink deep of those offered up to him.

Should Khorne be pleased by these offerings, the skies will become thick with crimson-hued thunderheads. The blooded clouds roil and coalesce in a great spiral above the battlefield as the chanting of the World Eaters reaches fever pitch. With a deafening crack of thunder like the warcry of Khorne himself, the skies open and blood rains down in great squalls. A storm of gore spatters and soaks all those who would stand in the path of the World Eaters' rampage.

When they can hold back no more, the berzerker warriors of Khorne run screaming into the ranks of their prey. The ensorcelled lifeblood hammering down from the skies invigorates the psychotic children of the Blood God and drives them on to ever more extravagant acts of butchery. Chainaxes rise and fall in bloody arcs as the defenders arrayed against the World Eaters are hewn and cut apart. The red-stained stormclouds rumble with peals of thunder, sounding for all the world like the laughter of mad gods, and the enemy quakes in fear. Truly the berzerkers of the Chaos legions are amongst the most terrible of all foes, for their god is strong indeed.

CHAOS LORD W/ MARK OF KHORNE

Khârn the Betrayer

KHORNE BERZERKERS

Squad Ghathrax

Squad Lorgas

Squad Khiliax

FORMATION:

1+ Chaos Lord with the Mark of Khorne OR Khârn the Betrayer
3+ Squads of Khorne Berzerkers

SPECIAL RULES:

Strike Force: All units in a Maelstrom of Gore must be deployed within 12" of the Chaos Lord leading them or enter play within 12" of the Chaos Lord if they are held in strategic reserve.

Rain of Blood: The grotesque fluids raining down during the Maelstrom of Gore are anathema to the sane and balm to the berzerker, horrifying Khorne's enemies and driving his favoured sons into a desperate frenzy. All units in the formation gain the Fleet of Foot rule as long as they remain within 12" of the Chaos Lord leading them. Enemy units anywhere on the table may only make use of the Fleet of Foot rule on the roll of a 4+ whilst the Chaos Lord is still alive.