

Hello everyone

this will be the first write up i do in quite awhile but i do hope i can at least summerize most events I attend this year.

Since im awful at taking pictures I'll use TTS to show of the game state between turns so keep in mind that the terrain might be larger or smaller than what you see in the pictures.

This first event I will be writing about is the polish team championship in Katowice it is my third year attending this tournament and one i highly recommend anyone who want a feel for warhammer in teams format to go too.

I will not dive too much into pairings or things around the games this time partly cause i wasn't super involved and partly as i want to make it nice and easy for myself this time around with more focus on the actual games.

I ran my favorite Tzeentch list that I have been playing since mid/late 2024 it has seen some rules changes and point increases since then but the core has remained the same

Kairos

LoC

Spawn

20 blues

2x10 pinks

most of the time accompanied with 6 flamers and another 10 man pinks unit and this time with a Jade Obelisk unit aswell

LoC has pretty much since forever been equipped with Illusionist and burning blade both for extra protection but also to get more fire out each turn as I like to play him on the verge of being too offensive.

Most commonly i take Restless energies and wrathfulcycles as tactics but as the team event requires every tactic to be taken at least once and we felt my list was the best candidate for attuned and it is one of the tactics i have previously experimented with so didn't feel like a huge sacrifice especially since Kairos lets us exchange one tactic card.

First game is gonna be played on bountiful equinox and is a mirrormatch against another Tzeentch player running a list with more goat focus

to be precise

Kairos

soggy Thamaturg

tzaangor shaman

2x20 tzaangors

10 tzaangors

2x3 skyfires

10 kairic acolytes

with scouting forces and Wrathful cycles as tactics

personaly I like this list a lot and looks similar to what I'd wanna try out if i were to go with a GOATS build altho I'd want a demonprince to be slotted in there somewhere but that would require testing to finetune.

Game on and I win the starting roll and set up roughly like i do every game with a castle around my birds and 2 units on either flank that will have to make use of the terrain to survive

opponent has a similar set up but goes heavier on one flank instead of the center,

Deployment:



While i have had the habit of always letting my opponent go first to avoid getting doubled which has felt like the easiest way to loose big I thought too myself that I'd switch it up this tournament and not give as many points if i can avoid it and here giving first would mean that opponent is likley scoring 20 in the first turn asawell as making the first step of attuned significantly harder for me to score.

With that in mind i take first and port Kairos up the middle of the board so that he has 12" to the kaeric acolytes

throw a wyrdflame bolt on the 10 tzaangors on the side ot start burning down the lone flanking unit early

and set up geminids next to Kairos so that they'd get mixed in with the blues once they have ran up in the center,

whole army just moves up a lil fanning out slightly,

staying like at 12" from oponents frontline making countercharges unlikley

easy 20 for me to kick the game of.

opponent gets shield of fate, burning sigil out with extra attacks and gets to reroll his fate dice

I answer by countercasting transform into a spawn, since my oponent at this time has significantly better fate dice than me I have to cast it without using the fates since that would just leave it free to unbind with the help of dice

rolling a 6 ensures i get it off onto the kairics and wich locks down both units of Tzaangors.

end of opponents Herophase:



In the movement he goes for completing scouting 1 by running the flank unit of tzaangors and moving both skyfire units just across the center line staying just close enough to shoot my chaos spawn

Kaeric acolytes chooses to retreat as to not have this happen again in the next turn quite as freely,

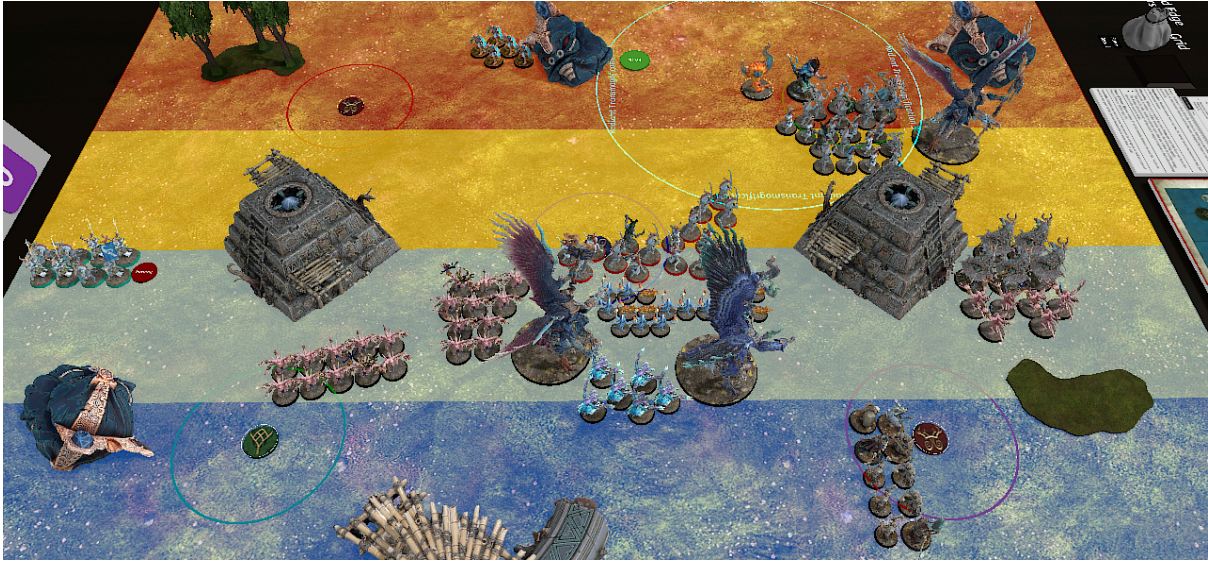
I redeploy Kairos back behind my blues so that he won't get slammed by all the tzangoors but still able to fight if he wanna push into me.

between skyfires and Kairos the spawn is shot dead and fate dice is used to get the shield of fated goats into my line of blues,

since i dont have a whole lot to spend commands on I make an attempt to countercharge my pinks into his skyfires to potentially deny scouting and i do get the 9 to make that charge which at this point just feels like adding insult to injury which tbh is a great name for a Tzeentch list..

opponents turn ends holding 1 and 2 for 8 points

End of T1:



I win the priorroll going into 2 and decide to give the turn to my opponent as he's pretty locked up and won't be doing much since the tail on those Tzaangors wanting to stay within the sigil makes for another excellent spawn to lock the other unit down with and having the opportunity to double can really help in locking this game down..

No commands is cast on my right side pinks, SoF goes on the Tzgor's in range, the lil unit rallies of burning unit and my spawn goes out as planned, In the movement the opponent once again goes for scouting by retreating both units of skyfires this time staying safe distance from any countercharging units.

Tzaangors in the back retreat to get more movement in while Tharmaturge charges into my spawn and lifts it

Kairos goes into my pinks and kills a couple

1, 2 and Scouting for 13 points,

End of opponents T2:



At this point it feels like we are just not ever becoming underdog so I decide to drop Wrathful for scouting as its the one we can score without even rolling dice, since opponent has scouting too and already did the first part we gotta go for the mobile scouts this turn and preferably at least take one of the objectives of my opponent to prevent him from getting to over 30 points as the tournament scoring is a difference system, no commands on the big tzaangors to prevent any countercharges a bolt on the kairics to make sure Kairos can run and capture that objective on the left is what my herophage has to offer, Jades and LoC moves left aswell as bringing back some pinks. the 10 pinks on my left goes to tie up those tzaangors so that they are not able to reach the objective the next turn. central Pinks and blues retreat to make sure we score part 2 of attuned with Shooting we lift most of the tzaangors in the center with our flamers and then charge in to fin the Kairos gets burning from the 5 returned pinks shooting him we go in where we can I had completely forgotten about Tharmaturgs ability to join the flanking tzaangors to turn the tide on my pinks they do survive with 3 remaining bodies to still do the job they were sent there to do LoC split its attacks between skyfires to spread the burning between Jades and the burning Kairos is left on just a few wounds end of T2:



at this point I win the roll and take a double turn to make sure we shut this game down before my opponent gets past 30 points with a lil help from Kairos my left flank is once again under control and between the rest of my army only the large unit of Tzaangors in the back remains after my turn 3 and this is where we call the game

Solid showing out of Tzeentch and a good start to the tournament  
80-21 is the final felt like the positioning was still largely there even if i have had a lil bit of a break for the last few months.

## Game 2

We are paired up against OBR on Grasp of thorns

Ossiarch Bonereapers

Tithe Guards

General's Handbook 2025-26

Drops: 3

Spell Lore - Lore of Necrotheurgy

Manifestation Lore - Horrors of the Necropolis

Battle Tactic Cards: Attuned to Ghyran, Wrathful Cycles

General's Regiment

Katakros, Mortarch of the Necropolis (520)

- General

Immortis Guard (340)

- Reinforced

Kavalos Deathriders (200)

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Regiment 1

Mortisan Soulreaper (90)

- Helm of Tyranny
  - Aura of Sterility
- Necropolis Stalkers (280)
- Reinforced

#### Regiment 2

- Mortisan Soulreaper (90)
- Necropolis Stalkers (280)
- Reinforced

With both of us running attuned this once again feels like a game where I'd want to go first and score that one early as I risk not having access to the center for a good while if I don't. I have heard a whole lot about stalkers but never gotten to play against them seems like a really flexible unit.

Since I last played against OBR they have also gotten a subfaction that allows them to heal again so now they won't suffer as badly from getting burning and the obscuring rules should make it harder to control Katakross but at the same time if he just stands back in the cover of terrain I suppose that is a small win in itself....