



PATH TO GLORY

HEROES RISE IN THE MORTAL REALMS



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HOW TO USE THIS BOOK

Warbands rise to power in every corner of the Mortal Realms. Mighty warlords and dread sorcerers marshal their forces as they set out to crush all who stand before them. This is Path to Glory, where legendary heroes and terrifying armies are born in bloody battle.

The Mortal Realms are rife with war. Armies march to battle through arcane Realmgates that span the void between worlds, and campaigns of conquest launched centuries ago continue to rage. In each plane of existence the thunder of heavy footfalls rings loud as armoured soldiers charge towards their enemy. Endless hordes of ferocious barbarians put entire nations to the sword, grandiose cities are ground into dust beneath their advance and vast empires are transformed into blood-

soaked boneyards. Yet not all battles are fought as large, realm-spanning engagements, and not all armies have ranks stretching beyond the horizons. Warbands are formed on a daily basis throughout the Mortal Realms, with warriors flocking to the banners of aspiring heroes and would-be tyrants. With each victory, the infamy of these warlords grows, and ever more followers are drawn to their cause. With time and tenacity, a fledgling commander can become a general of

renown, and a ragtag raiding party can become a truly fearsome army.

In *Warhammer Age of Sigmar: Path to Glory*, you build your army from humble beginnings into a deadly force that can shape the fates of the Mortal Realms. Starting with a single champion as your general and a small retinue of followers, you must fight your way to victory against the other warbands in your region. Between battles you will have the opportunity to





WARHAMMER TV

Essential viewing, Warhammer TV's painting tutorials have insights for everyone. These guides are available for free on games-workshop.com and can also be watched via the Warhammer TV YouTube channel. Painting techniques for all kinds of models are covered, from individual warriors and squads to mighty war machines, monsters and even battlefields. And while the videos are a boon for newcomers, they come packed with a host of tips, inspiring ideas and handy techniques that make them equally popular amongst even the most expert miniature painters.



WARHAMMER APP

The *Warhammer Age of Sigmar* app is your indispensable companion to collecting and gaming in the Mortal Realms.



- Download and read books, or get rules content in a variety of great-value ways.
- View warscrolls for every miniature.
- With the Azyr subscription, build and personalise an army list and export it to print or share.
- Set up every aspect of your battle for easy reference while you play.

recruit new and different warriors into your ranks, shoring up any gaps in your battle line and expanding upon the strengths of your force. Alternatively, your champion may gain new skills and abilities from besting their enemies, or a unit of followers may become hardened veterans after a particularly gruelling combat. Either way, your army will quickly become a force to be reckoned with.

When starting out, your warband will contain a hero and several units, all of which will typically have the same allegiance. For example, you may start with a Branchwraith as your champion, accompanied into battle by two units of Dryads and a unit each of Spite-Revenants and Tree-Revenants. Or you may start with an Abhorrant Ghoul King on Zombie Dragon with a retinue of scrabbling Crypt Ghouls following in his wake. But after increasing your glory through battle, you may wish to diversify your forces by adding

followers from a different allegiance within the same Grand Alliance. The Branchwraith may recruit a unit of Fyreslayer mercenaries to her cause, or the Abhorrant Ghoul King may raise some shambling zombies to fight by his side. You are free to expand your warband in multiple ways.

In this book you will find tables for creating your warband. Once you have chosen the allegiance of the army you wish to collect and the champion who will lead them, you can either select their followers or you can trust to fate by rolling dice to see which warriors have decided to fight beneath your champion's banner. After each battle in your campaign – played using the *Warhammer Age of Sigmar* rules sheet – your warband will receive rewards, which help tell the story of your warband's progression to power.

One of the most satisfying ways to play a Path to Glory campaign is choosing

a theme that unifies your warband. Who is your champion? Where do they come from? Who are their followers and what are they fighting for? This can provide immense storytelling possibilities which you can reflect in the ways you paint and convert your miniatures. On the following pages you will find the tale of the orruk warband led by Gulgaz Stoneklaw. Gulgaz started from lowly beginnings in the Caustic Peaks of Aqshy and had to prove his strength before others would follow him – the building of a great Waaagh! is his personal path to glory.

This book updates the rules for creating Path to Glory warbands and playing Path to Glory campaigns found in the General's Handbook 2016 and Age of Sigmar battletomes.



THE RISE OF GULGAZ

The Klarikkaz Earthscar twists like a fracture through the mountainous spine of the Caustic Peaks. This gaping canyon is home to the ferocious Bonesplitterz warclan known as the Gutstompas, and it is from here that the savage orruk Gulgaz Stoneclaw rose to power.

For generations, the Gutstompas dominated the Klarikkaz Earthscar. Under the rule of the Wurrzog Prophet Borkka – known as Old Bonejaw – they crushed all other greenskin tribes they encountered. Waaagh! energy filled the canyon as they launched raids down jagged crag faces or battled through the winding cave systems. Their most brutal attacks were led by the Gorka-boss Urgak, and their most cunning were devised by Morka-boss Skiga.

In Klarikkaz a good fight was never far away, and the Gutstompas thrived by hunting the bands of warriors that roamed the Caustic Peaks. The bones and treasures of those butchered made

worthy offerings to Gorkamorka, who blessed the Gutstompas with ever more enemies. Roving warbands of Vostarg Fyreslayers would come to the canyon to do battle, though they seemed more interested in seizing the ur-gold from the greenskins' sacred altars. Skaven gnawbands clawed upwards from the unplumbed depths of the chasm, and from time to time great beasts could be hunted around the pure waters of the Drowned Caldera.

Gulgaz Stoneclaw was a big boss of the Gutstompas, and though he revelled in the warclan's constant hunting, he felt a deep hunger for even greater battles. It was on a beast hunt that Gulgaz

encountered the Stormcast Eternals for the first time. These gold-clad warriors were like nothing the orruk had ever fought before, striking with the speed of a scythix and the strength of a gargant. Many greenskins fell to their hammer blows, yet the Bonesplitterz fought back with unwavering savagery. As Gulgaz battered his way through the ranks of this new enemy he felt the power of the Waaagh! coursing through his very bones. Something bestial was awakened inside him as he watched each slain Stormcast explode in a burst of lightning. The destructive force they released when they died was surely a sign that they were sent by Gorkamorka. Gulgaz was gripped by



GORKAMORKA'S PROMISED LAND

When Borkka led his Gutstompas on a beast hunt, the tribe never failed to feast on flesh. Guided by Gorkamorka, the Wurrzog Prophet was able to take his warclan safely through the winding paths of the Caustic Peaks, and could sense when great monsters came to the sacred lake in the Drowned Caldera. After his boys hacked these beasts apart, Old Bonejaw would take the remains to stoney shrines in the Klarikkaz Earthscar, and would receive further visions of hunts to be had.

In his first vision Borkka saw the creation of the Gutstompas' canyon territory. Long ago – in the time before hunts – the god of the greenskins fought the mountains. Gorkamorka's foot stomped through the belly of his enemy, forming Klarikkaz. As the mountains died they vomited up their guts in a massive eruption, creating the enormous crater that is now the Drowned Caldera. Believing these sites to be holy, Old Bonejaw never led his Gutstompas out of the Caustic Peaks.



visions of distant lands teeming with other mighty opponents such as these.

Through sheer numbers and tenacity the greenskins eradicated their armoured foes. Frothing with exhilaration, Gulgaz called out to Old Bonejaw, demanding that the Gutstompas be led onwards to find more of these warriors. Borkka was furious. He was a Wurrzog Prophet, blessed of Gorkamorka, and no orruk made demands of him. At a bellowed order, Urgak and Skiga charged Gulgaz to mete out the prophet's wrath. Urgak was bigger than Gulgaz and Skiga was faster, but the fires of destruction had been truly ignited in Gulgaz that day. The battle between these three was long and gruelling, with Borkka's lieutenants competing with one another to cave in their enraged clanmate's skull. Skiga fell first, his ribcage shattered by a backswing of Gulgaz's cleava. Urgak was brought down shortly after, his torso separated from his legs with a single mighty chop. The Wurrzog Prophet let out a guttural laugh at the display of violence and offered the surviving orruk a place at his side when they returned to their canyon home, but Gulgaz simply drove his cleava through Old Bonejaw's face. The warclan would not return to the Earthscar – they would follow Gulgaz.

Before setting out, Gulgaz mounted the heads of Urgak and Skiga on a rack made of their bones, which he gave to his biggest boys to hold aloft in battle. The Gorka-boss and Morka-boss had fought well against him – they alone were worthy of being his advisors in the wars to come.





THE IRON GAUNTLET

The rugged mountain pass known as the Iron Gauntlet had long been held by Magga Blackeye – the obstinate leader of an Ironjawz warclan. His rule came to an end when the Gutstompas marched north through the ravine, and the Megaboss' head was sent flying by a brutal upswing from Gulgaz. Blackeye's armoured orruks watched in awe as the bloody green orb sailed high into the sky. They turned to Gulgaz and began to beat their breastplates, hailing the victorious boss as their new leader. But their eyes were not the only ones on Gulgaz that day.

From the cliffs at the southern mouth of the ravine, Fyreslayers of the Vostarg lodge readied themselves for battle. The duardin had been following Gulgaz's warclan since it had left Klarikkaz, for

many of the orruks had fetishes made of ur-gold, plundered from sacred forge-temples generations ago. The duardin leader – Runeson Halvdag – sounded the call for attack, and with his clansmen at his side steered his Magmadroth mount into the ravine. From the north end of the pass, a second group of Fyreslayers emerged from the rocks and started their march towards the engaged orruks.

Gulgaz let out a defiant roar as he saw the jaws of the Fyreslayer trap close in on his army. He recognised these duardin from their battles in the Earthscar – they had ever been fierce opponents. Their leader would be a worthy foe. Gulgaz turned to his bonerack, and after a heated, one-sided debate with the heads of Urgak and Skiga, he bellowed his warcry.

The Gutstompas, joined by their new Ironjaw allies, charged southward towards the approaching duardin line, but the Fyreslayer formation did not break upon impact, and soon whirling fyresteel axes were tearing into orruk flesh. Meanwhile, the northern line of duardin had hastened their march and were closing in quickly.

As Halvdag burst through to the front astride his slaving flamebeast, Gulgaz saw his opportunity. Shouting across the clangour he ordered a charge from his Big Stabbas into the great monster's flank. His boys rammed their giant spears through the scaled side of the creature, staking it to the ravine wall. The beast howled as gouts of super-heated blood poured from its wounds, immolating the spear-wielding orruks. The flow of volcanic gore also bored



through the rocks at the base of the cliff, and the crag face collapsed in an avalanche of boulders. Duardin and orruk alike were crushed, but now the Fyreslayer formation was broken.

With their frenzy renewed by the destruction they had just created, the Gutstompas tore their enemies apart. When only greenskins were left standing Gulgaz dug into the rubble and found Halvdag, broken but breathing. Laughing, the big boss hefted a great boulder and slammed it down to crush the Runeson's skull.

THE ICEFALL TRIAL

Gulgaz was drawn ever northward by his visions. His path of destruction led him to a pack of mounted ogors – an Eurlbad who were the last remaining

hunters of their Alfrostun. Gulgaz ordered the ogors to join his warclan, or he would grind their bones. The defiant ogors bellowed back that they followed none but their Frostlord. The big boss turned to his rack of heads, and after a whispered conversation with Skiga proclaimed that he would become the ogors' new lord. Intrigued by this upstart orruk, the ogors demanded that he prove his worthiness to lead them by climbing the mountains, unarmed and alone, to hunt the Yhetees that stalked the summits. If he could bring back flesh for all to feast upon, they would call him their lord.

Gulgaz accepted this challenge and climbed until he came to a bridge made of bone spanning a great chasm between the highest mountaintops.

A freezing fog closed in around him as he began to cross. He smelt the Yhetee only moments before seeing its bristling body hurtling through the murk towards him. It swung its ice-encrusted club at Gulgaz then followed up with a swipe of its gnarled claws. The orruk ducked and sidestepped, then moved forwards and caught the monster by the arm, and with a bestial howl he ripped the limb from its socket. As the screeching Yhetee fell bleeding to its knees, Gulgaz pulled the ice-bladed weapon from the claw that lay twitching on the bridge. With a brutal swipe he decapitated the beast. He butchered many Yhetees in the mountains that day, and returned to the ogors with more than enough flesh. They named him Feastbringer, and pledged themselves to the Gutstompas.



THE FOOTPRINTS OF DESTRUCTION

The Gutstompas' devastating march continued through the mountains, wiping out numerous warbands. With each victory, more orruks joined the ranks of Gulgaz's burgeoning Waaagh!, eager to follow the mighty big boss and have the spirit-symbols of the beasts he defeated tattooed into their flesh.

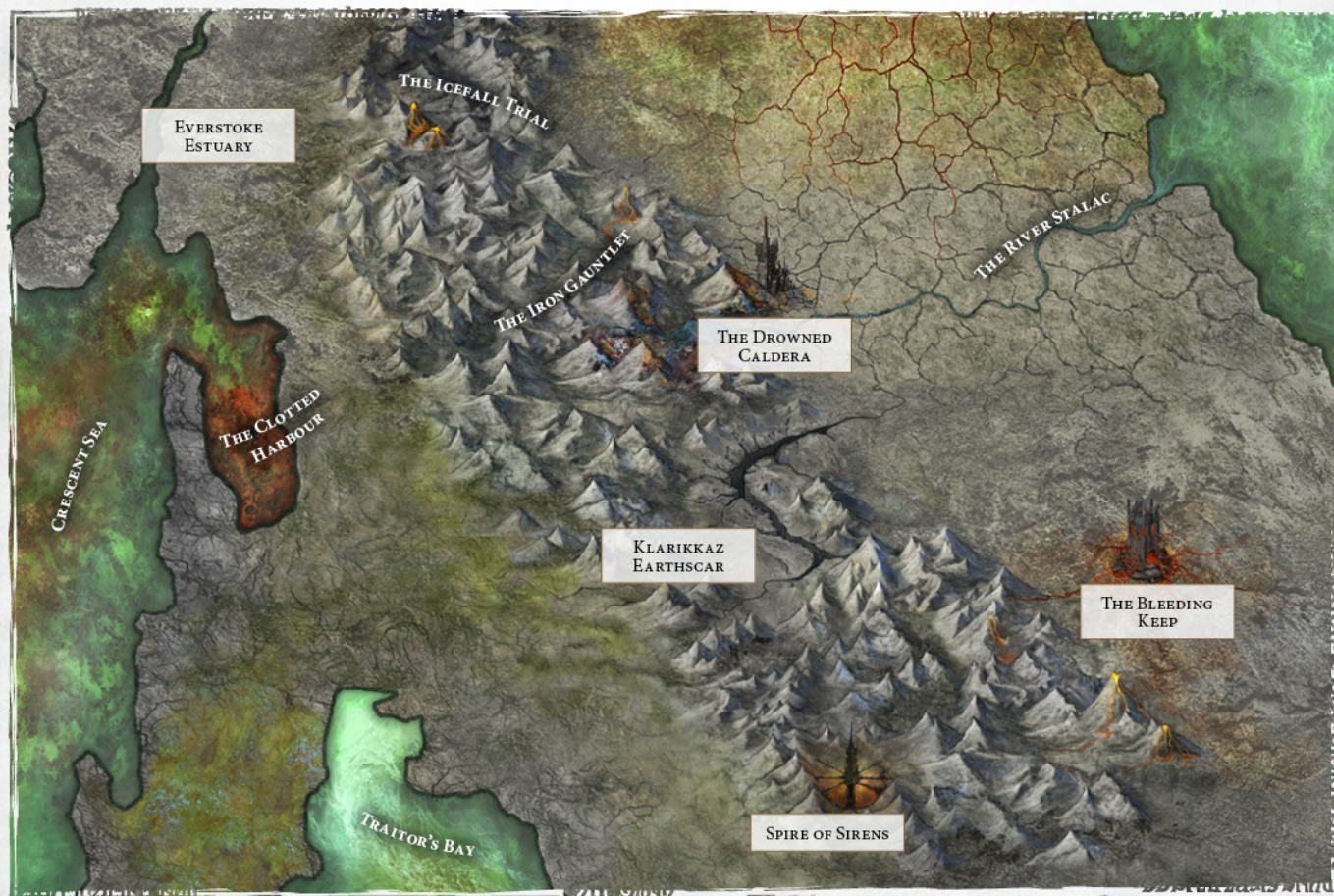
The growing army set the Fated Forest ablaze as they encircled the Arcanite Cult within. As the scrying trees burned, Gulgaz's Gutstompas charged through the roaring conflagration to butcher the awaiting Kairic Acolytes and Tzaangors.

At the Cliffs of Coal, Gulgaz was challenged to a chariot race by Bartlebug – a particularly daring grot who had taken charge of his Gitmob. Shamans declared that the winner of the race would eat the loser and absorb their might – and so in rickety wolf-drawn wagons, the orruk and the grot careened around the zigzagging cliff-side trails.

As the competitors neared the finish line Bartlebug began to pull away, and Gulgaz howled with rage. He tore off a great section of his chariot's wooden frame, hurling it at Bartlebug and sending the grot flying over the precipice. Preferring to fight with him

than against him, the remainder of the Gitmob joined with Gulgaz.

On the shores of the Ash Swamps, the Gutstompas fought the ravenous cannibals of the upland Flesh-eater Courts. Gulgaz ordered his biggest lads to smash the levees holding back the swamp sludge so that his warclan could charge unimpeded at their foes. As his warriors advanced, Fellwater Troggoths emerged from the exposed muck caves. Compelled by their dim-witted instinct for violence, these hulking abominations joined in the stampede, and after clubbing and devouring the Flesh-eaters the troggoths continued to fight at Gulgaz's side.





THE BATTLE OF EVERSTOKE ESTUARY

The Gutstompas thundered down into the lowlands, to where the lava flows from Emberkell Volcano emptied into the acrid waters of the Crescent Sea. Gulgaz's grot scouts had told him of an army gathering here, one that had bested many others and would provide a mighty battle. As the warclan came to the Everstoke Estuary, the night sky was filled with the incandescent glow of

falling stars. Surely this was a sign that Gulgaz had found his quarry.

Packs of snarling reptilian warriors burst into existence where the stars landed. Saurus warriors armed with jagged clubs ranked up while beast-riding skinks readied their javelins. Among them was Toetek, a Carnosaur-mounted Oldblood who roared savagely at the sight of Gulgaz. The big boss shouted orders at the heads of his dead lieutenants before turning to his new enemy with a vicious grin.

The Gutstompas charged across the cooling rock crust that covered the estuary. As they crashed into the opposing line the eruption of violence was as ferocious as Gulgaz had hoped. Troggoth vomit melted Kroxigor flesh and celestite lances impaled Mournfang mounts. The enemy army was like a singular beast, attacking without

command wherever Toetek saw weakness. Standing before this ancient scaled warrior, Gulgaz was filled with raging Waaagh! energy. He roared, and with all his might stomped the rock beneath him, just as Gorkamorka had stomped the mountains at Klarikkaz. The rocky crust cracked and shattered, sending dozens of seraphon plunging into the lava below. As his Carnosaur sunk into the magma, Toetek leapt towards Gulgaz, and the two duelled on an island of stone. After trading many blows, Gulgaz brought his cleava arcing down into his enemy's head and Toetek exploded into starlight.

This was the most brutal battle the big boss had fought, yet still he hungered for more violence. He knew there must be even tougher enemies to come, gathered for war on an even greater scale, and so he ordered his Gutstompas to march onwards...





Orruks of the Jaggatoof warclan launch a thunderous charge through the collapsed ravine at the Iron Gauntlet.

GALLERY OF GLORY



Stormcast Eternals stride through the scorching geyser fields in search of the approaching Gutstompas horde.

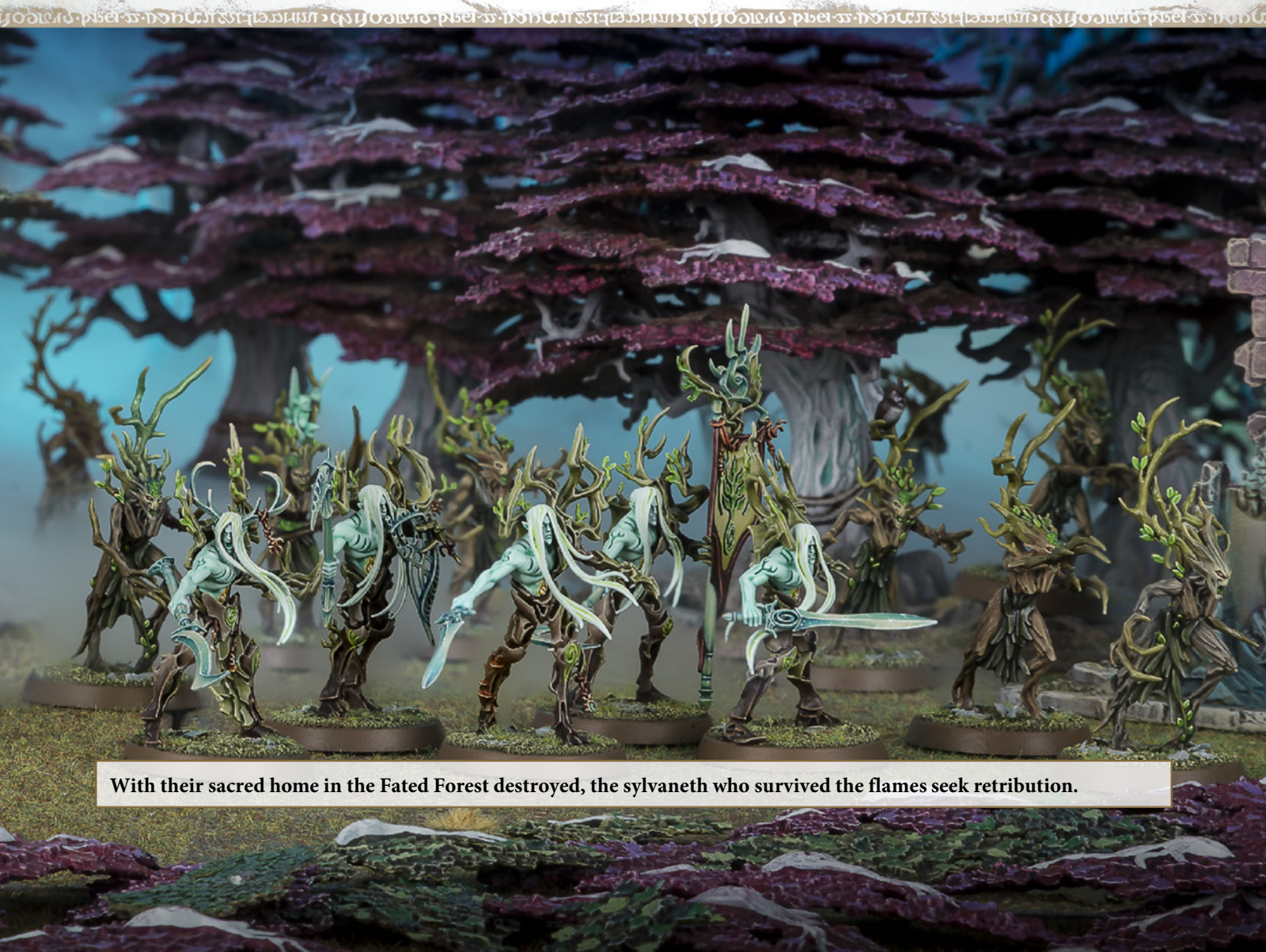


Greyfyrd lodge mercenaries, hired to avenge the death of Halvdag, set out in pursuit of Gulgaz's army.





Called to war once more by the slann, Toetek leads the seraphon in pursuit of Gulgaz.



With their sacred home in the Fated Forest destroyed, the sylvaneth who survived the flames seek retribution.

The Stormcasts are waylaid by the shambling hordes of the Mortarch of Sacrament, Arkhan the Black.





The skies ignite as a sect of Tzeentchian Arcanites lure the Jaggatoofs to their predestined place of battle.



Arkanauts from the sky-port of Barak-Zilfin brace to meet the oncoming Bonesplitter charge.



The upland Flesh-eater Courts have heard the call to war, and mordants flock to the banner of their Ghoul King.

PATH TO GLORY CAMPAIGNS

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty champion battling to earn the favour of the gods, and their entire band of loyal followers. As you

wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster. We've included a roster for you to photocopy and use on page 89, or you can download a roster from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:




- 
1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting. You can find the tables for many allegiances later in this book, and many battletomes also contain the tables for their allegiance; you may wish to study these before choosing which warband you will collect. Once you have made your decision, write your allegiance down on your warband roster along with the Grand Alliance it is from: **ORDER, CHAOS, DEATH OR DESTRUCTION**.
 2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.
 3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single

table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.

4. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Chaos warband followers can only be given the mark of their champion's patron. Record all of the information about your followers on your warband roster.
5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can start with a Follower's Reward. No champion or unit can start the Path to Glory campaign with more than one reward each.
6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!





TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign.

You can arrange to fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. We have included seven battleplans in this book particularly suited to Path to Glory campaigns (pages 20-29).

The units you use for a game must be those on your warband's roster. Wizards can summon other units during the course of a battle, but they will vanish once the battle is over (CHAOS wizards can only summon the daemons of their god). Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured, and they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 on the D3 if you won a **major victory**).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a dice to determine which option to take (1-2 = Additional Followers, 3-4 = Champion's Reward, 5-6 = Follower's Reward).

1 Additional Followers: More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.

2 Champion's Reward: Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.

3 Follower's Reward: Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign; either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood, or the numbers of extra units that must join it to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.

PATH TO GLORY BATTLEPLANS

Once you have created your warband, it is time to go to war! Battleplans provide a framework to help you fight exciting and diverse Path to Glory battles. Often based on the stories of the Mortal Realms, they can be used to depict a specific historical battle or adapted to suit one of your own design.

Battleplans are designed to be used alongside the *Warhammer Age of Sigmar* rules sheet, and make use of all of those rules unless they state otherwise. All battleplans contain the information detailed below for clarity and ease of use, and many battleplans are very open and have few parameters.

You can battle other warbands in your campaign as and when you wish, and you can do so using any of the battleplans available in *Warhammer Age of Sigmar* battletomes and campaign books. However, some of these battleplans are better suited to Path to Glory games than others. Within this book are seven battleplans created specifically for use in Path to Glory campaigns, and these are ideally suited for combat between small forces of hardened troops.

Altars of the Gods lets your warband clash with that of your opponent while each of your commanders attempts to draw power from sacred sites on the battlefield.

In The Sacrifice, one warband must make an attempt to rescue their captured comrade, while The Vendetta pits two hated rivals against each other in a battle where the two sides will do anything to bring ruin to their foe.

Cornered! sees the marauding general of one warband trying to hack their way through a trap laid by their pursuers.

Trial of Champions allows four warbands to face off against each other in a single swirling melee.

There are also two classic Path to Glory battleplans – The Monolith, in which one warband is attempting to build a colossal monument to their patron god; and Beast's Lair, where a rampaging monster is trampling the battlefield, and can be turned upon your enemy.



- 1. Overview:** Describes the background for the battle and outlines each player's objectives.
- 2. The Armies:** Defines the armies and units to be set up and how to assign sides.
- 3. The Battlefield:** Describes the field of battle, including any scenery that should be set up.
- 4. Set-up:** Describes how to arrange the armies on the tabletop in preparation for the battle ahead.
- 5. Victory:** Describes how the winner of the battle is determined.
- 6. Map:** Illustrates the territories where you should place your armies on the battlefield, as well as any key scenery items or features.

PATH TO GLORY: ALTARS OF THE GODS

Altars dedicated to the different aspects of the Chaos Gods have been built all across the Mortal Realms. Rival warbands will fight until only one side is left standing, the winner receiving great favour from their patron god.

THE ARMIES

Each player must field a warband from a Path to Glory campaign.

THE BATTLEFIELD

The battle takes place on a blood-soaked battlefield in one of the Mortal Realms. There are four different altars, one at each corner of the battlefield: the altars of Rage, Resilience, Change, and Doom.

We recommend using a suitable piece of scenery, such as a Dragonfate Dais, to represent each altar. Generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the players each roll a dice, re-rolling ties, and the player that rolled highest picks which territory they will use. The players then take it in turns to set up units, starting with the player that won the earlier dice roll. Units can be set up anywhere within their own territory (see the map opposite) more than 24" from enemy territory.

FIRST TURN

The player that finishes setting up first decides who will have the first turn in the first battle round (there is no need to roll).

THE ALTARS

A champion that is within 3" of an altar in their hero phase can attempt to gain a reward from the god of the Grand Alliance the altar is dedicated to. If they do so, roll a dice and refer to the table below. A maximum of one such attempt can be made for each altar in each turn.

D6 Result

1	Smote! The gods are affronted. No reward is granted, and the champion suffers D3 mortal wounds.
2-3	Begone! The gods ignore the champion's prayers. No reward is granted.
4+	Rewarded! The gods grant the request, and the champion receives the reward, listed below, corresponding to the altar at which the attempt was made.

Reward of Rage: Add 1 to the hit rolls of any melee weapons used by the champion, and friendly units within 6" of the champion when they attack with melee weapons, until your next hero phase.

Reward of Doom: Add 1 to the wound rolls of any melee weapons used by the champion, and friendly units within 6" of the champion when they attack

with melee weapons, until your next hero phase.

Reward of Resilience: Add 1 to the save rolls for the champion, and friendly units within 6" of the champion when they make save rolls, until your next hero phase.

Reward of Change: Add 1 to the Damage characteristic of all melee weapons used by the champion until your next hero phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, a player immediately wins a **major victory** if the enemy army is wiped out or if their own army commands three or more of the altars at the end of any of their turns. An army commands an altar if it has any models within 3" of the altar, and there are no enemy models within 3" of the altar. If neither side has won in this manner this by the end of the sixth battle round, the result is a draw.

After the battle, the loser receives one Glory Point as normal, and the winner receives D3 Glory Points. In addition, the winner may receive extra Glory Points. To find out if this is the case, cross-reference the Grand Alliance of the winner's warband with the Grand Alliance of the losing warband on the table opposite to determine how many extra Glory Points are earned by the winner.

BATTLEPLAN



		WINNER			
		Order	Chaos	Death	Destruction
LOSER	Order	+0 Glory Points	+2 Glory Points	+1 Glory Point	+1 Glory Point
	Chaos	+2 Glory Points	+0 Glory Points	+2 Glory Points	+1 Glory Point
	Death	+1 Glory Point	+1 Glory Point	+0 Glory Points	+1 Glory Point
	Destruction	+0 Glory Points	+0 Glory Points	+0 Glory Points	+0 Glory Points



PATH TO GLORY: THE SACRIFICE

An army must risk everything to rescue a captured comrade, before the enemy can sacrifice the prisoner in order to empower a deadly ritual.

THE ARMIES

Each player must field a warband from a Path to Glory campaign. Before the battle starts, decide who will be the rescuer and who will be the ritualist. If one player's champion is from the forces of Order, and the other player's champion is not, then the player with the forces of Order champion should be the rescuer.

THE BATTLEFIELD

This battle takes place at a sacrificial site drenched in the blood of countless victims. Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, before set-up begins, the rescuer must choose a model from their army to be the prisoner they are attempting to rescue. Any model can be chosen as long as it is not their champion. If this is impossible for any reason, you will need to use a different battleplan for your game!

The prisoner must be placed on the sacrificial site at the centre of the battlefield, as shown on the map opposite. The victim cannot act in any way – move, attack, cast spells, use abilities, etc. – during the battle.

The ritualist warband is set up first, anywhere in their territory. After the

ritualists have set up, roll a dice to determine which of the three territories the rescuers must set up in, as shown on the map. All of the rescuers must be set up in the territory that corresponds to the dice roll.

FIRST TURN

Roll a dice. On a roll of 1 or 2 the ritualists have the first turn in the first battle round. On a roll of 3 or more the rescuers have the first turn in the first battle round.

THE RITUAL

In each of the ritualist's hero phases, a model from the ritualist army can perform a step in the ritual ceremony if they are within 1" of the sacrificial victim. Each time a step of the ritual is performed, roll a dice; on a 1 nothing happens this turn, but on a 2 or more the victim suffers a mortal wound that cannot be stopped in any way and cannot be healed (even by abilities that normally allow mortal wounds to be negated or wounds to be healed). This is the only way the victim can be harmed – they cannot lose wounds or be affected by spells or abilities in any other way. If the victim has a Wounds characteristic of more than 4, then each successful step inflicts D3 mortal wounds rather than only 1.

The ritualist player can pick a single unit from their warband to be empowered by the stolen life force. Add 1 to all hit, wound and save rolls for that unit until the next ritualist hero phase.

The ritual is completed when the victim loses their last wound and is slain.

RIGHTEOUS FURY

The units in the rescuer's army are determined to rescue him at all costs. You do not have to take battleshock tests and can re-roll failed charge rolls for units from the rescuer's army.

FREEING THE VICTIM

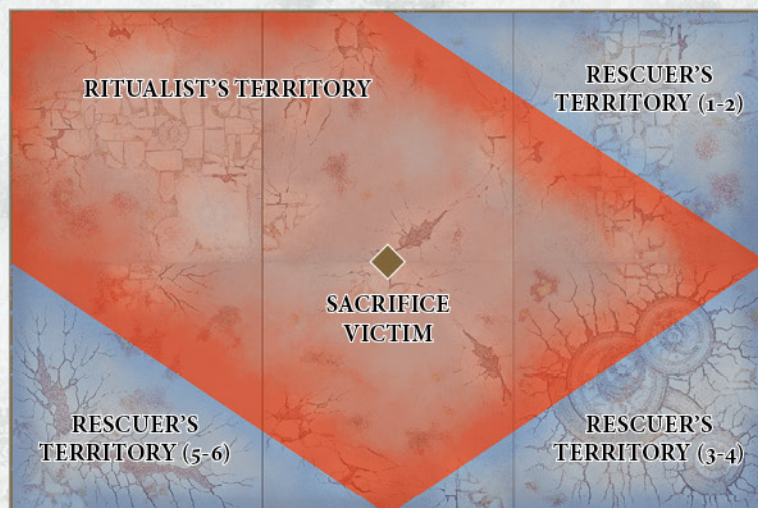
The rescuers can free the victim if there is at least one friendly model and no enemy models within 3" of the victim at the end of any turn. When the victim is freed they join the rescuer's army and can be used normally from that point onward. They are treated as a separate unit consisting of a single model.



VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, the battle ends when the ritual is completed, one side is completely destroyed, or at the end of the sixth battle round. The ritualist wins a **major victory** if the rescuer's warband is completely destroyed, and a **minor victory** if the ritual is completed but the rescuers are not wiped out. The rescuers win a **major victory** if the ritualist warband is completely destroyed, and a **minor victory** if the victim is freed but the ritualists are not wiped out. Any other result is a draw.

BATTLEPLAN



PATH TO GLORY: THE VENDETTA

Hatred and revenge are a powerful driving force, and the endemic warfare of the realms ensures that it is never in short supply. When two hated rivals encounter each other, both will seize the opportunity to settle old scores.

THE ARMIES

Each player must field a warband from a Path to Glory campaign.

THE BATTLEFIELD

Set up the scenery for battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the players each roll a dice, rolling again in the case of a tie. The player that rolls highest picks one of the territories shown on the map.

The players then take it in turns to set up units, one at a time, starting with the player who picked their territory. The player who finishes setting up first chooses who takes the first turn in the first battle round.

THE RIVALS

After both sides have set up, each player picks one unit from their own army. These two units are hated rivals.

If your rival unit is within 12" of the enemy rival unit in your charge phase, you must declare a charge with your unit, and the first model that you move must finish the move within ½" of a model from the enemy rival unit or else the charge is assumed to have failed (even if another enemy is within range).

In addition, you can add 1 to all hit rolls for models from your rival unit if they are attacking the enemy rival unit. Lastly, neither player has to take battleshock tests for the rival units.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, the game ends immediately when one of the rival units is wiped out. The player that still has models remaining in their rival unit wins a **major victory**. In the unlikely event that both rivals are wiped out at exactly the same time, then the battle is a draw.



PATH TO GLORY: CORNERED!

A marauding warband has been rampaging through the land, burning and pillaging all that it finds. It has finally been cornered by a larger force that is intent on killing the leader of the raiding party.

THE ARMIES

Each player must field a warband from a Path to Glory campaign. Both players roll a dice, rolling again in the case of a tie. The player that rolls highest commands the pursuing force, and their opponent commands the marauding force.

The player in command of the marauders puts their general to one side, and then splits the remainder of their warband into two groups. The player in command of the pursuers then picks one of the two groups to be the marauding army for this battleplan. The general is added to the group chosen by the pursuers, and the other group is put to one side and is not used at all.

THE BATTLEFIELD

Set up the scenery for battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the marauding army is set up first. The general of the marauding army must be set up at the centre of the battlefield, and any remaining models must be set up within 12" of the centre of the battlefield (see the map to the right).

The pursuers set up second. Pursuing models can be set up anywhere on the battlefield that is within 6" of the edge of the battlefield. The player in command of the marauding army can choose who has the first turn in the first battle round.



THE BETTER PART OF VALOUR

The battle ends immediately when the marauder general is slain or escapes.

In order to escape, the marauder general must be within 6" of the edge of the battlefield in their hero phase, and there must be no enemy models within 3" of the general.

VICTORY

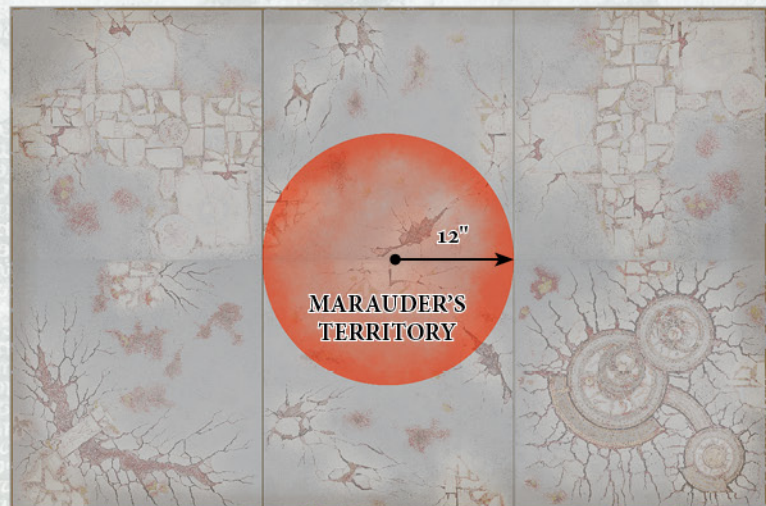
Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, the pursuers are trying to slay the marauding general before he escapes, and victory is determined as follows:

Major victory for the pursuing army: The marauder general is slain.

Minor victory for the pursuing army: The marauder general escapes but has suffered a number of wounds equal to or greater than half of their Wounds characteristic (wounds that have been healed are ignored).

Minor victory for the marauding army: The marauder general escapes but has suffered a number of wounds less than half of their Wounds characteristic (wounds that have been healed are ignored).

Major victory for the marauding army: The marauder general escapes without suffering any wounds (wounds that have been healed are ignored).



PATH TO GLORY: TRIAL OF CHAMPIONS

The gods of the Mortal Realms will often pit their champions against the champions of their rivals. The winner of such a contest can earn great favour from their patron.

THE ARMIES

This battleplan requires four players, each with their own warband from a Path to Glory campaign.

THE BATTLEFIELD

The battle takes place on a blood-soaked battlefield in one of the Mortal Realms. Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the players each roll a dice, rolling again in the case of a tie. The player that rolls highest picks one of the territories shown on the map opposite. Then the player to their left picks one of the remaining territories, and so on round the table.

The players then take it in turns to set up units, one at a time, in the same order and in the same territories that they picked. The player who finishes setting up first chooses who takes the first turn in the first battle round.

FOUR-WAY BATTLE

All models belonging to the other players are treated as being enemy models in this battle. However, although you know that you will have to defeat all of your opponents, this does not mean you cannot form temporary alliances in order

to overcome an especially powerful adversary. With luck your 'allies' will suffer the lion's share of any casualties, leaving them an easy victim when you finally turn upon them...

BATTLE ROUNDS

Each battle round is split into four turns – one for each player. At the start of each battle round, the players roll off by each rolling 2D6, rolling again in the case of a tie for the highest score. The player that rolls highest wins the roll-off, and decides who will take the first turn in that battle round. After the first player has finished their turn, the remaining players roll off again, with the winner deciding who will take the next turn in that battle round. After the second player has finished their turn, the two remaining players roll off again to decide who will go third, and after that turn is complete, the last player takes their turn. Once all four players have finished, the battle round is over and a new one begins.

COMBAT PHASE

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with. After the unit's attacks have been resolved, the other players each pick a unit to attack with, going in clockwise order round the gaming table. This is the order in which players will take in it turns to pick units to attack with until all eligible units belonging to all four players have attacked. If one player completes all of their units' attacks first, then the other

players complete all of their remaining attacks, one unit after another, in the same order as established earlier in the phase. No unit can be selected to attack more than once in each combat phase.

BATTLESHOCK PHASE

In the battleshock phase, all players must take battleshock tests for units from their army that have had models slain during the turn. Each player takes all of their battleshock tests in turn, in the same order that attacks were carried out during the turn's combat phase.

VICTORY

Use the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Remember: in order to win, all the victor's foes must be destroyed, or they must suffer the lowest percentage of casualties to their starting force – for example if, at the end of the battle, one player had only suffered 25% casualties to their army, while the others had suffered 50% or more, that player would be the winner.

All of the losers receive one Glory Point each as normal, and the winner receives D3 Glory Points. In addition, the winner may receive extra Glory Points. To find out if this is the case, cross-reference the Grand Alliance of the winner's warband with the Grand Alliances of each of the losing warbands on the table opposite to determine how many extra Glory Points are earned by the winner. For example, if the winner's patron was Order, and the patrons of the losing warbands were Order, Chaos and Death, then the winner would receive $0+2+1 = 3$ extra Glory Points.

BATTLEPLAN



		WINNER			
		Order	Chaos	Death	Destruction
LOSER	Order	+0 Glory Points	+2 Glory Points	+1 Glory Point	+1 Glory Point
	Chaos	+2 Glory Points	+0 Glory Points	+2 Glory Points	+1 Glory Point
	Death	+1 Glory Point	+1 Glory Point	+0 Glory Points	+1 Glory Point
	Destruction	+0 Glory Points	+0 Glory Points	+0 Glory Points	+0 Glory Points



PATH TO GLORY: THE MONOLITH

All across the Mortal Realms, champions erect great monoliths to celebrate the deeds they have achieved on their path to glory.

THE ARMIES

Each player must field a warband from a Path to Glory campaign. Each warband may attempt to construct a monolith in their champion's honour once during a Path to Glory campaign. When they decide to do so, then the next battle they fight must be Path to Glory: The Monolith, and they are automatically the gloryseeker, and their opponent is the desecrator.

If both players want to build a monolith, then each player rolls a dice, re-rolling any ties; whoever rolls highest is the gloryseeker, and their opponent cannot build their monolith at that time.

THE BATTLEFIELD

Following a great victory, the champion of a warband is preparing to erect a monolith to celebrate their deeds. We recommend using a suitable piece of scenery, such as a Baleful Realmgate, or a set of markers, such as small stones or rocks, to represent the monolith. Set it up after the players have chosen their territories (see Set-up, next), in the gloryseeker's territory, within 3" of the centre of the narrow edge of the battlefield.

Generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Both players roll a dice, re-rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use (see the map below). The players take it in turns to set up units. Units can be set up anywhere within their own territory more than 6" from enemy territory.

In the first battle round the desecrator decides who will have the first turn (there is no need to roll).

THE MONOLITH

The gloryseeker can roll a dice in each of their hero phases, as long as there are any friendly models within 3" of the monolith. Add 1 to the roll if there are more than 10 friendly models within 3" of the monolith. Add another 1 if either a friendly **PRIEST** or your general is also within 3" of the monolith. Keep a note of the cumulative total of these rolls. The monolith's construction is complete when the total is 20 or more.

The desecrator rolls a dice if a unit from their army is within 3" of the monolith

in their hero phase. On a roll of 4 or more the monolith has been knocked to the ground and desecrated.



VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the desecrator immediately wins a **major victory** if the monolith is cast down and desecrated. The gloryseeker immediately wins a **major victory** if the monolith is completed.

GLORY TO THE GODS

The player that wins this battle receives 1 extra Glory Point, in addition to the Glory Points they would receive normally.



PATH TO GLORY: BEAST'S LAIR

Two rival champions have learnt the location of a monster's lair. Both seek to slay the creature that dwells there so they can steal away its eggs or capture its infant kin.

THE ARMIES

Each player must field a warband from a Path to Glory campaign.

THE MONSTROUS GUARDIAN

In order to use this battleplan, you need at least one **MONSTER**. This model represents the monstrous guardian of the lair that is being raided by the two opposing armies. The monstrous guardian is not part of either player's army. You can, if you wish, use a model of a monster that has a rider. If you do this, the rider is ignored during the battle – just use the attacks and abilities that apply to the monster itself.

THE BATTLEFIELD

The battle takes place on a blood-soaked battlefield in one of the Mortal Realms, at the centre of which lies the lair that is protected by the monstrous guardian. We recommend using a suitable piece of scenery, such as a Baleful Realmgate or a Sylvaneth Wyldwood, to represent the monster's lair. Generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

First set up the monstrous guardian within 3" of its lair. Then each player rolls a dice, rolling again in the case of a tie. The player that rolls highest must pick one corner of the battlefield. The opposing side sets up in the opposite corner. The players then alternate

setting up one unit at a time, starting with the side that won the earlier dice roll. All units must be set up wholly within 18" of their corner of the battlefield.

If one player finished setting up first, the opposing player carries on setting up units from their warband until they have set up their entire army. The players then roll off to see which army has the first turn in the first battle round.

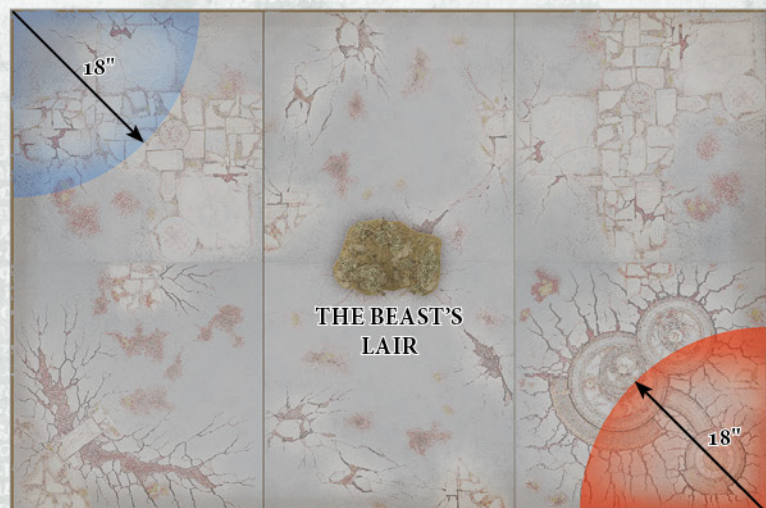
THE GUARDIAN

Check to see which side controls the monstrous guardian at the start of each battle round. After rolling off to determine who will take the first turn in a battle round, roll again, re-rolling ties. The player that rolls highest treats the monstrous guardian as a unit from their army for that battle round. They can choose to attack the monster when it is part of their army if they wish to do so, but if they do, it joins the opposing army until the end of the battle round.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, a player immediately wins a **major victory** if, at the end of any battle round, the monstrous guardian has been slain, *and* a model from the player's army was within 3" of the monster's lair at both the start and the end of the battle round, *and* there are no models from the opposing army within 6" of the lair.

The winner of the battle is allowed to add the same type of monster as that guarding the lair to their army. However, the monster is not yet fully grown. To represent this, in the first battle in which it is used, its Wounds characteristic is equal to the roll of a dice. After each battle, add the roll of another dice to the monster's Wounds characteristic until it reaches the value shown on its warscroll.



SLAVES TO DARKNESS WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Chaos Lord on Manticore	2
Chaos Sorcerer Lord on Manticore	3
Daemon Prince	3
Chaos Sorcerer Lord	3
Chaos Lord on Daemonic Mount	4
Lord of Chaos	4

Champion of the Gods

Your champion must worship one of the Chaos Gods – KHORNE, TZEENTCH, NURGLE or SLAANESH. Write this down on your warband roster.

RETINUE FOLLOWERS TABLE

D6	Followers
1	2 Chaos Spawn
2	20 Chaos Marauders
3	5 Chaos Marauder Horsemen
4	5 Chaos Warriors
5	Chaos Chariot
6	Chaos Gorebeast Chariot

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1	10 Chaos Warriors
2	Chaos Warshrine
3-4	5 Chaos Chosen
5-6	5 Chaos Knights

EVERCHOSEN RETINUE FOLLOWERS TABLE

(uses 3 rolls, or 1 roll and 2 Glory Points)

D6	Followers
1-6	3 Varanguard

HERO FOLLOWERS TABLE

D6	Followers
1-2	Exalted Hero of Chaos
3-4	Darkoath Chieftain
5	Chaos Sorcerer Lord
6	Lord of Chaos



FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6 Reward

- 1 **Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
- 2 **Acolytes of Darkness:** Once per battle, in your hero phase, this unit can enact a dark ritual which shrouds them in shadow. The unit receives the benefits of being in cover until the start of your next turn.
- 3 **Avatars of Fury:** Once per battle, in your hero phase, this unit can attack as if it were the shooting or combat phase. This does not stop it from attacking again later in the same turn.
- 4 **Adepts of the Hidden Path:** Once per battle, in your hero phase, this unit can step through a tear in reality. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following movement phase.
- 5 **Devotees of the Dark Rite:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
- 6 **Twice-blessed Followers:** Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.



CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods... if they are deemed worthy.

2D6 Result

- 2 **What the Gods Give...:** Your champion has offended their patron and is punished by being condemned to spawndom. Lose D3 Glory Points (to a minimum of 0), and remove your champion and all rewards they have gained from this table from your warband roster. If your warband has another **HERO**, that model now takes charge and becomes your new champion (if you do not have any **HEROES**, immediately generate one from the hero followers table to become your new champion). Write down your new champion's name on your warband roster ready for the next battle. Of course, your former champion may still have their uses – if your champion was **MORTAL** you may immediately add a Chaos Spawn to your warband as a follower.
- 3 **Uncontrollable Mutation:** Roll a dice for your champion in each of your hero phases. On a roll of 1, they suffer a mutating spasm and fall writhing to the ground. They cannot move, attack, cast spells or use any abilities until your next hero phase. On a roll of 4 or more, they are filled with the power of Chaos. You can re-roll hit and wound rolls of 1 for your champion until your next hero phase.
- 4 **Hellfire Blood:** Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
- 5 **Soulscream:** Subtract 1 from the Bravery of enemy units within 3" of your champion in the battleshock phase.
- 6 **Dark Patronage (Lesser Reward):** Your champion gains the Lesser Reward from the appropriate dark patronage table opposite.
- 7 **Dark Patronage (Greater Reward):** Your champion gains the Greater Reward from the appropriate dark patronage table opposite. If your champion already has that reward, count this as a result of 6 (Lesser Reward) instead.
- 8 **Dark Patronage (Exalted Reward):** Your champion gains the Exalted Reward from the appropriate dark patronage table opposite. If your champion already has that reward, count this as a result of 7 (Greater Reward) instead.
- 9 **Voice of the Gods:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 10 **Daemonic Armour:** You can re-roll failed save rolls for your champion.
- 11 **Ascendancy:** Roll a dice before a wound or mortal wound is inflicted upon your champion. On a roll of 6, the wound is negated and is not applied to your champion.
- 12 **Daemonhood Awaits:** Your champion undergoes a dark apotheosis, having been judged worthy of daemonhood. If your champion is **MORTAL** it is replaced on your warband roster with a Daemon Prince but retains any rewards they have gained from this table. If your champion is not **MORTAL** or you do not have a Daemon Prince model or your champion is already a Daemon Prince, re-roll this result.



DARK PATRONAGE

If you roll a Dark Patronage result on the Chaos champion rewards table, look up the appropriate reward on the table below that matches your patron.

KHORNE

Reward Result

- Lesser Brazen Will:** Your champion can attempt to unbind one extra spell in each enemy hero phase. Add 1 to the result of that unbinding roll if they do so.
- Greater Red Rampage:** Add 1 to all hit rolls for your champion if they are within 3" of more enemy models than friendly models when the attacks are made.
- Exalted Slaughterer's Rage:** Add 1 to the Attacks characteristic of any melee weapons used by your champion.

TZEENTCH

Reward Result

- Lesser Spelleater:** Your champion can attempt to unbind one extra spell in each enemy hero phase. They can attempt to unbind spells if they are within 24" of the enemy wizard.
- Greater Change Master:** Each time, before making an attack with a weapon, your champion can choose to swap the To Hit and To Wound characteristics around before any dice are rolled.
- Exalted Warpfire Torrent:** Once per battle, in your shooting phase, your champion can unleash a warpfire torrent upon one enemy unit within 9". When they do so, roll a dice; on a 1 it has a lucky escape, on a 2 or 3 that unit suffers a mortal wound, on a 4 of 5 it suffers D3 mortal wounds and on a 6 it suffers D6 mortal wounds.

NURGLE

Reward Result

- Lesser Fleshy Folds:** Roll a dice for your champion in each of their hero phases. On a roll of 5 or 6, they heal 1 wound.
- Greater Corpulent Mass:** Add 1 to your champion's Wounds characteristic.
- Exalted Cloud of Flies:** Subtract 1 from the hit rolls of enemy models that are within 7" of your champion.

SLAANESH

Reward Result

- Lesser Sensory Abundance:** You can re-roll one failed hit roll for your champion in each shooting phase and combat phase.
- Greater Unnatural Swiftiness:** Add 3" to all run and charge rolls for your champion. In addition, they can be selected to pile in when they are within 6" of an enemy unit, instead of 3", and pile in up to 6".
- Exalted Bedazzling Assault:** At the start of the combat phase, roll a dice for each enemy unit within 6" of your champion. On a roll of 4 or more, add 1 to any hit rolls made for any attacks against that unit in the combat phase.

KHORNE WARBAD TABLES

CHAMPION TABLE

Champion	Followers
Wrath of Khorne Bloodthirster	2
Bloodthirster of Insensate Rage	2
Bloodthirster of Unfettered Fury	2
Blood Throne	4
Skullmaster, Herald of Khorne	4
Bloodmaster, Herald of Khorne	4
Lord of Khorne on Juggernaut	4
Mighty Lord of Khorne	4
Exalted Deathbringer	4

RETINUE FOLLOWERS TABLE

D6	Bloodbound Followers	Daemon Followers
1-2	20 Bloodreavers	5 Flesh Hounds
3-4	5 Blood Warriors	10 Bloodletters
5	3 Mighty Skullcrushers	10 Bloodletters
6	Khorgorath	10 Bloodletters

HERO FOLLOWERS TABLE

D6	Bloodbound Followers
1	Bloodstoker
2	Skullgrinder
3	Aspiring Deathbringer
4	Exalted Deathbringer
5	Slaughterpriest
6	Bloodseccator
D6	Daemon Followers
1-3	Bloodmaster, Herald of Khorne
4-5	Skullmaster, Herald of Khorne
6	Blood Throne

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Bloodbound Followers	Daemon Followers
1-2	10 Blood Warriors	3 Bloodcrushers
3-4	5 Wrathmongers	3 Bloodcrushers
5-6	5 Skullreapers	Skull Cannon

FOLLOWERS REWARDS TABLE

D6 Reward

- Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for that unit in the combat phase of the turn.
- Eager for Battle:** Once per battle, you can re-roll a failed charge roll you make for this unit.
- Reckless Ferocity:** Once per battle, in your hero phase, you can declare that this unit will hurl themselves at the enemy. Roll two dice and immediately move them up to the total number rolled in inches. You cannot retreat or run as part of this move, but can use it to charge the enemy.
- Battle Fury:** Once per battle, in your hero phase, you can declare that this unit will succumb to a berserk frenzy. You can re-roll any failed hit rolls for that unit in the combat phase of that turn.
- Too Angry to Die:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
- Twice-blessed Followers:** Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.

CHAMPION REWARDS TABLE

2D6 Reward

- 2 **What the Gods Give...:** Your champion has offended mighty Khorne and is punished accordingly. Lose D3 Glory Points (to a minimum of 0), and remove your champion and all rewards they have gained from this table from your warband roster. If your warband has another **HERO**, that model now takes charge and becomes your new champion (if you do not have any **HEROES** immediately generate one from the hero followers table to become your new champion). Write down your new champion's name on your warband roster ready for the next battle. Of course, if your former champion was a **MORTAL**, they may still have their uses – you may immediately add a Chaos Spawn to your warband as a follower.
- 3 **Insane Fury:** Roll a dice for your champion in each of your hero phases. On a roll of 1, your champion roars at the skies in a wild rage; they cannot move, attack, or use any abilities until your next hero phase. On a roll of 2 or 3, nothing happens. On a roll of 4 or more, your champion is filled with a murderous killing fury; you can re-roll hit and wound rolls of 1 for your champion until your next hero phase.
- 4 **Molten Blood:** Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
- 5 **Ensorcelled Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Attacks from this weapon inflict an additional -1 Rend (for example, a weapon with a Rend characteristic of -1 becomes -2 instead).
- 6 **Patronage of Khorne (Lesser Reward):** Your champion gains a reward generated from the lesser rewards of Khorne table (pg 42).
- 7 **Patronage of Khorne (Greater Reward):** Your champion gains a reward generated from the greater rewards of Khorne table (pg 42).
- 8 **Patronage of Khorne (Exalted Reward):** Your champion gains a reward generated from the exalted rewards of Khorne table (pg 42).
- 9 **Blademaster:** Your opponent must subtract 1 from any hit rolls directed at your champion in the combat phase.
- 10 **Daemonic Armour:** You can re-roll failed save rolls for your champion.
- 11 **Ferocious Resolve:** Roll a dice each time your champion suffers an unsaved wound or mortal wound; on a roll of 6, the wound is ignored.
- 12 **Twice-blessed Champion:** Roll twice on this table and apply both results. Re-roll any duplicates, or further rolls of 2 or 12.



TZEENTCH WARBOARD TABLES

CHAMPION TABLE

Champion	Followers
Lord of Change	2
Herald of Tzeentch on Burning Chariot	3
Ogroid Thaumaturge	3
Fatemaster	4
Gaunt Summoner of Tzeentch	4
Gaunt Summoner and Chaos Familiars	4
Herald of Tzeentch	4
Herald of Tzeentch on Disc	4
Magister	4
Tzaangor Shaman	4

RETINUE FOLLOWERS TABLE

D6	Arcanite Followers	Daemon Followers
1	10 Kairic Acolytes	20 Brimstone Horrors of Tzeentch
2	10 Kairic Acolytes	20 Blue Horrors of Tzeentch
3-4	10 Kairic Acolytes	10 Pink Horrors of Tzeentch
5	5 Tzaangors	3 Screamer of Tzeentch
6	5 Tzaangors	Exalted Flamer of Tzeentch

HERO FOLLOWERS TABLE

D6	Arcanite Followers
1	Tzaangor Shaman
2	Gaunt Summoner of Tzeentch
3	Gaunt Summoner and Chaos Familiars
4	Magister
5	Fatemaster
6	Curseling, Eye of Tzeentch
D6	Daemon Followers
1-3	Herald of Tzeentch
4-5	Herald of Tzeentch on Disc
6	Herald of Tzeentch on Burning Chariot

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Arcanite Followers	Daemon Followers
1-2	10 Tzaangors	3 Flamers of Tzeentch
3-4	3 Tzaangor Enlightened	3 Flamers of Tzeentch
5-6	3 Tzaangor Skyfires	Burning Chariot of Tzeentch

FOLLOWERS REWARDS TABLE

D6 Reward

- Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
- Acolytes of Darkness:** Once per battle, in your hero phase, this unit can enact a dark ritual which shrouds them in shadow. The unit receives the benefit of being in cover until the start of your next turn.
- Apostles of the Secret Fire:** Once per battle, in your hero phase, this unit can conjure forth a nova of searing warpflame. Roll a dice for each enemy model that is within 9" of this unit; on a roll of 6, the unit of the model being rolled for suffers 1 mortal wound.
- Adepts of the Hidden Path:** Once per battle, in your hero phase, this unit can step through a tear in reality. Remove it from the battlefield and then set it up again anywhere more than 6" from enemy models. This counts as its move in the following movement phase.
- Devotees of the Dark Rite:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
- Twice-blessed Followers:** Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.

CHAMPION REWARDS TABLE

2D6 Reward

- 2 **What the Gods Give...:** Your champion has offended Tzeentch and is punished accordingly. Lose D3 Glory Points (to a minimum of 0), and remove your champion and all rewards they have gained from this table from your warband roster. If your warband has another **HERO**, that model now takes charge and becomes your new champion (if you do not have any **HEROES**, immediately generate one from the hero followers table to become your new champion). Write down your new champion's name on your warband roster ready for the next battle. Of course, if your former champion was a **MORTAL** or **ARCANITE**, they may still have their uses – you may immediately add a Chaos Spawn to your warband as a follower.
- 3 **Unstable Mutation:** Roll a dice for your champion in each of your hero phases. On a roll of 1, they suffer a mutating spasm and fall writhing to the ground. They cannot move, attack, cast spells or use any abilities until your next hero phase. On a roll of 4 or more, they are filled with the power of Chaos. You can re-roll hit and wound rolls of 1 for your champion until your next hero phase.
- 4 **Acidic Blood:** Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
- 5 **Ensorcelled Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). The Rend characteristic of that weapon is improved by 1 (for example, a Rend characteristic of -1 becomes -2 instead).
- 6 **Trickster:** Your opponent must subtract 1 from any hit rolls directed at your champion in the shooting phase.
- 7 **Patronage of Tzeentch (Lesser Reward):** Your champion gains a reward generated from the lesser rewards of Tzeentch table (pg 43).
- 8 **Patronage of Tzeentch (Greater Reward):** Your champion gains a reward generated from the greater rewards of Tzeentch table (pg 43).
- 9 **Patronage of Tzeentch (Exalted Reward):** Your champion gains a reward generated from the exalted rewards of Tzeentch table (pg 43).
- 10 **Daemonic Armour:** You can re-roll failed save rolls for your champion.
- 11 **Gift of Foresight:** Roll a dice each time your champion suffers an unsaved wound or mortal wound; on a roll of 6, the wound is ignored.
- 12 **Twice-blessed Champion:** Roll twice on this table and apply both results. Re-roll any duplicates, rolls of 2 and further rolls of 12.

‘The fates are unnumbered, never odd or even. They tangle and untangle like the flesh of the chosen.’

- Kraaz, Tzaangor Shaman

NURGLE WARBBAND TABLES

CHAMPION TABLE

Champion	Followers
Great Unclean One	3
Harbinger of Decay	4
Lord of Plagues	4
Rotbringers Sorcerer	4
Herald of Nurgle	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-2	3 Nurglings
3-6	10 Plaguebearers of Nurgle



ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Rotbringer Followers	Daemon Followers
1-2	5 Putrid Blightkings	3 Beasts of Nurgle
3-6	5 Putrid Blightkings	3 Plague Drones of Nurgle

HERO FOLLOWERS TABLE

D6	Rotbringer Followers
1-2	Lord of Plagues
3-4	Rotbringers Sorcerer
5-6	Harbinger of Decay
D6	Daemon Followers
1-6	Herald of Nurgle

FOLLOWERS REWARDS TABLE

D6 Reward

- Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
- Unnatural Regeneration:** In each of your hero phases, one model in the unit can heal one wound suffered earlier in the battle.
- Boon of Virulence:** Once per battle, in your hero phase, you can bestow Nurgle's foetid blessings upon this unit's weapons. You can re-roll any failed wound rolls for the unit in the combat phase of that turn.
- Revolting Resilience:** Once per battle, in your hero phase, you can choose for this unit to ignore all but the most grievous of injuries. Improve this unit's Save characteristic by 1 until the start of your next turn.
- Gift of Life:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
- Twice-blessed Followers:** Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.



CHAMPION REWARDS TABLE

2D6 Reward

- 2 **What the Gods Give...:** Your champion has offended Grandfather Nurgle and is punished accordingly. Lose D3 Glory Points (to a minimum of 0), and remove your champion and all rewards they have gained from this table from your warband roster. If your warband has another **HERO**, that model now takes charge and becomes your new champion (if you do not have any **HEROES**, immediately generate one from the hero followers table to become your new champion). Write down your new champion's name on your warband roster ready for the next battle. Of course, if your former champion was a **MORTAL**, they may still have their uses – you may immediately add a Chaos Spawn to your warband as a follower.
- 3 **Cycle of Life:** Roll a dice for your champion in each of your hero phases. On a roll of 1, your champion immediately suffers 1 mortal wound. On a roll of 4 or more, your champion immediately heals D3 wounds suffered earlier in the battle.
- 4 **Poisonous Blood:** Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
- 5 **Ensorcelled Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). The Rend characteristic of that weapon is improved by 1 (for example, a Rend characteristic of -1 becomes -2 instead).
- 6 **Oppressive Stench:** Your opponent must subtract 1 from any hit rolls directed at your champion in the combat phase.
- 7 **Patronage of Nurgle (Lesser Reward):** Your champion gains a reward generated from the lesser rewards of Nurgle table (pg 44).
- 8 **Patronage of Nurgle (Greater Reward):** Your champion gains a reward generated from the greater rewards of Nurgle table (pg 44).
- 9 **Patronage of Nurgle (Exalted Reward):** Your champion gains a reward generated from the exalted rewards of Nurgle table (pg 44).
- 10 **Daemonic Armour:** You can re-roll failed save rolls for your champion.
- 11 **Blubbery Resilience:** Roll a dice each time your champion suffers an unsaved wound or mortal wound; on a roll of 6, the wound is ignored.
- 12 **Twice-blessed Champion:** Roll twice on this table and apply both results. Re-roll any duplicates, rolls of 2 and further rolls of 12.



SLAANESH WARBBAND TABLES

CHAMPION TABLE

Champion	Followers
Keeper of Secrets	2
Herald of Slaanesh on Exalted Seeker Chariot	3
Lord of Slaanesh on Daemonic Mount	4
Herald of Slaanesh on Seeker Chariot	4
Herald of Slaanesh	4
Chaos Lord of Slaanesh	4

RETINUE FOLLOWERS TABLE

D6	Mortal Followers	Daemon Followers
1	5 Hellstriders of Slaanesh	10 Daemonettes of Slaanesh
2	5 Hellstriders of Slaanesh	5 Seekers of Slaanesh
3-4	5 Hellstriders of Slaanesh	3 Fiends of Slaanesh
5	5 Hellstriders of Slaanesh	Seeker Chariot of Slaanesh
6	5 Hellstriders of Slaanesh	Hellflayer of Slaanesh

HERO FOLLOWERS TABLE

D6	Mortal Followers
1-3	Chaos Lord of Slaanesh
4-6	Lord of Slaanesh on Daemonic Mount
D6	Daemon Followers
1-3	Herald of Slaanesh
4-6	Herald of Slaanesh on Seeker Chariot

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Mortal Followers	Daemon Followers
1-6	10 Hellstriders of Slaanesh	Exalted Seeker Chariot of Slaanesh

FOLLOWERS REWARDS TABLE

D6 Reward

- Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
- Rapturous Oblivion:** This unit never has to take battleshock tests.
- Unnatural Swiftiness:** Once per battle, in any combat phase, this unit can unleash its unnatural swiftiness. When it does so, it can immediately be chosen to attack with, even if it is your opponent's turn to choose a unit to attack with. This unit can even unleash its unnatural swiftiness after your opponent has picked a unit, before any hit rolls are made, in order to strike it down first.
- Violent Excess:** Once per battle, in your hero phase, you can choose for this unit to indulge in an excess of violence. Until the start of your next turn, each time you roll a hit roll of 6 or more for the unit, the model that made that attack can immediately make 1 additional attack using the same weapon, against the same target. This attack cannot itself generate additional attacks.
- Fuelled by Pain:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
- Twice-blessed Followers:** Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.



CHAMPION REWARDS TABLE

2D6 Reward

- 2 **What the Gods Give...:** Your champion has offended Slaanesh and is punished accordingly. Lose D3 Glory Points (to a minimum of 0), and remove your champion and all rewards they have gained from this table from your warband roster. If your warband has another **HERO**, that model now takes charge and becomes your new champion (if you do not have any **HEROES**, immediately generate one from the hero followers table to become your new champion). Write down your new champion's name on your warband roster ready for the next battle. Of course, if your former champion was a **MORTAL**, they may still have their uses – you may immediately add a Chaos Spawn to your warband as a follower.
- 3 **Self-obsessed:** Roll a dice for your champion in each of your hero phases. On a roll of 1, your champion becomes so obsessed with their own magnificence that they cannot move, attack, or use any abilities until your next hero phase. On a roll of 2 or 3, nothing happens. On a roll of 4 or more, your champion is filled with the confidence and skill of a madman; you can re-roll all failed hit rolls for your champion until your next hero phase.
- 4 **Lightning Riposte:** Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
- 5 **Ensorcelled Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). The Rend characteristic of that weapon is improved by 1 (for example, a Rend characteristic of -1 becomes -2 instead).
- 6 **Aura of Acquiescence:** Your opponent must subtract 1 from any hit rolls directed at your champion in the combat phase.
- 7 **Patronage of Slaanesh (Lesser Reward):** Your champion gains a reward generated from the lesser rewards of Slaanesh table (pg 45).
- 8 **Patronage of Slaanesh (Greater Reward):** Your champion gains a reward generated from the greater rewards of Slaanesh table (pg 45).
- 9 **Patronage of Slaanesh (Exalted Reward):** Your champion gains a reward generated from the exalted rewards of Slaanesh table (pg 45).
- 10 **Daemonic Armour:** You can re-roll failed save rolls for your champion.
- 11 **Insensate to Pain:** Roll a dice each time your champion suffers an unsaved wound or mortal wound; on a roll of 6, the wound is ignored.
- 12 **Twice-blessed Champion:** Roll twice on this table and apply both results. Re-roll any duplicates, rolls of 2 and further rolls of 12.



PATRONAGE OF KHORNE REWARDS

If you roll a Patronage of Khorne result on the champion rewards table, generate a reward from the appropriate table below.

LESSER REWARDS OF KHORNE TABLE

D3	Result
1	Collar of Khorne: Your champion can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.
2	Killer Instinct: You can re-roll failed hit rolls of 1 for your champion.
3	Murderous Skill: You can re-roll failed wound rolls of 1 for your champion.

GREATER REWARDS OF KHORNE TABLE

D3	Result
1	Whirlwind of Death: You can make one additional attack in the combat phase each time you make a hit roll of 6 or more with your champion. Any bonus attacks made in this manner must use the same weapon that generated the additional attack, and can themselves generate additional attacks.
2	Berserk Charge: You can re-roll all failed hit rolls for attacks made by your champion on a turn in which they charged.
3	Fuelled by Blood: At the end of the combat phase, your champion heals 1 wound if they slew one or more enemy models in that phase.

EXALTED REWARDS OF KHORNE TABLE

D3	Result
1	Wrathful Aura: You do not need to take battleshock tests for any of your units that are within 8" of your champion at the start of the battleshock phase.
2	Gift of Immortal Strength: Add 1 to the Damage characteristics of all of your champion's melee weapons.
3	Boon of Blood: Once per battle, your champion can call upon Khorne's favour. You immediately gain one Blood Tithe point (see <i>Battletome: Blades of Khorne</i>).



PATRONAGE OF TZEENTCH REWARDS

If you roll a Patronage of Tzeentch result on the champion rewards table, generate a reward from the appropriate table below.

LESSER REWARDS OF TZEENTCH TABLE

- | D3 | Result |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Moment of Destiny: After set-up, but before rolling to see which player has the first turn in the first battle round, roll one dice and place it to one side. You can expend this dice at any point during the battle as if it were a Destiny Dice (see <i>Battletome: Disciples of Tzeentch</i>). However, this Destiny Dice can only be used to fix one of your champion's rolls. |
| 2 | Prescience: You can re-roll failed hit rolls of 1 for your champion. |
| 3 | Arcane Vessel: Your champion immediately heals 1 wound each time they, or a friendly model within 3" of them, successfully cast a spell (whether it is unbound or not). In addition, your champion heals 1 wound if they are affected by any spell (whether cast by friend or foe). The wound is healed after any effects of the spell have been resolved. |

EXALTED REWARDS OF TZEENTCH TABLE

- | D3 | Result |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Fate-cheater: Roll a dice after your first failed save roll for your champion, or when they suffer their first mortal wound; on a roll of 2 or more the wound is ignored. |
| 2 | Wreathed in Warpfire: Add 1 to the Damage characteristics of all of your champion's melee weapons. |
| 3 | Secrets of Sorcery: Your champion can attempt to cast 1 extra spell in each of your hero phases, and attempt to unbind 1 extra spell in each enemy hero phase. If your champion is not a WIZARD , they become a WIZARD instead! They can attempt to cast 1 spell in each of your own hero phases, and attempt to unbind 1 spell in each enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. |

GREATER REWARDS OF TZEENTCH TABLE

- | D3 | Result |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Arcane Knowledge: Add 1 to any casting and unbinding rolls you make for your champion. If your champion is not a WIZARD , treat this result as Magebane (below) instead. |
| 2 | Magebane: You can re-roll all failed hit rolls for attacks made by your champion that target enemy WIZARDS . |
| 3 | Warpcraft: In your hero phase, you can remove your champion from the battlefield and then set them up again anywhere more than 6" from enemy models. This counts as their move in the following movement phase. |



PATRONAGE OF NURGLE REWARDS

If you roll a Patronage of Nurgle result on the champion rewards table, generate a reward from the appropriate table below.

LESSER REWARDS OF NURGLE TABLE

- | D3 | Result |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Putrid Vomit: Once per game, in your shooting phase, pick an enemy unit within 3" of your champion. Roll a dice for each model in the unit you picked that is within 3" of your champion; for each roll of 5 or 6, the enemy unit suffers 1 mortal wound. |
| 2 | Repellent Smell: Your opponent must subtract 2 from any charge rolls they make for units that are within 12" of your champion. |
| 3 | Inimical Touch: You can re-roll failed wound rolls of 1 for your champion. |

EXALTED REWARDS OF NURGLE TABLE

- | D3 | Result |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Infectious Joviality: You do not need to take battleshock tests for any of your units that are within 7" of your champion at the start of the battleshock phase. |
| 2 | Fly Swarm: Once per game, at the start of any combat phase, pick an enemy unit within 7" of your champion. Your opponent must subtract 1 from any hit rolls they make for models in the unit you picked until the end of the phase. |
| 3 | Boon of Regeneration: Once per battle, in your hero phase, your champion can call upon Nurgle's favour. Your champion immediately heals D3 wounds suffered earlier in the battle. |

GREATER REWARDS OF NURGLE TABLE

- | D3 | Result |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Reaping Strikes: You can make one additional attack in the combat phase each time you make a hit roll of 6 or higher with your champion. Any bonus attacks made in this manner must use the same weapon that generated the additional attack, and can themselves generate additional attacks. |
| 2 | Bulky Onslaught: You can re-roll all failed wound rolls for attacks made by your champion on a turn in which they charged. |
| 3 | Baleful Virulence: Add 1 to the Damage characteristic of one of your champion's melee weapons. |



PATRONAGE OF SLAANESH REWARDS

If you roll a Patronage of Slaanesh result on the champion rewards table, generate a reward from the appropriate table below.

LESSER REWARDS OF SLAANESH TABLE

- | D3 | Result |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Sonic Screech: Once per game, in your shooting phase, pick an enemy unit within 6" of your champion. Roll a dice: on a 4 or 5 that unit suffers 1 mortal wound, but on a 6 it suffers D3 mortal wounds instead. |
| 2 | Lithe and Swift: Your champion can run and charge in the same turn. |
| 3 | Graceful Feint: Your champion can charge even if it retreated this turn. |

EXALTED REWARDS OF SLAANESH TABLE

- | D3 | Result |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Locus of Terror: All enemy units must roll an extra dice when taking a battleshock test within 6" of your champion, and discard the lowest result. |
| 2 | Rending Strikes: Each time you roll a wound roll of 6 or more for one of your champion's weapons, that hit inflicts a mortal wound on the target in addition to any other damage. |
| 3 | Quicksilver Reflexes: Once per battle, in any hero phase, your champion can pile in and fight as if it were the combat phase. This does not prevent them from attacking again during the combat phase of that turn. |

GREATER REWARDS OF SLAANESH TABLE

- | D3 | Result |
|----|--------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Painful Excess: Each time you roll a wound roll of 6 or more for one of your champion's weapons, that hit inflicts 1 extra damage. |
| 2 | Aura of Fear: Each time an enemy unit fails a battleshock test whilst within 6" of your champion, 1 extra model flees that unit. |
| 3 | Cruel Tormentor: You can re-roll all failed hit rolls and wound rolls for attacks made by your champion that target a HERO . |



BEASTS OF CHAOS WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Dragon Ogor Shaggoth	3
Doombull	4
Beastlord	5
Great Bray-Shaman	5

RETINUE FOLLOWERS TABLE

D6	Brayherds	Monsters
1	20 Ungors	Razorgor
2	20 Ungors	10 Chaos Warhounds
3	10 Ungor Raiders	5 Harpies
4	10 Gors	5 Centigors
5	10 Gors	Cockatrice
6	Tuskgor Chariot	Jabberslythe

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Brayherds	Warherds	Monsters
1-2	20 Gors	3 Bullgors	3 Dragon Ogors
3	20 Ungor Raiders	3 Bullgors	Chaos Gargant
4	10 Bestigors	3 Bullgors	Slaughterbrute
5	10 Bestigors	Cygor	Mutalith Vortex Beast
6	10 Bestigors	Ghorgon	Chimera

HERO FOLLOWERS TABLE

D6	Brayherds
1-3	Beastlord
4-6	Great Bray-Shaman

FOLLOWERS REWARDS TABLE

D6 Reward

- | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1 Children of Chaos: Once per battle, before making a save roll for this unit, you can declare that it is protected by the Dark Gods. You can re-roll any failed save rolls for the unit for the rest of the phase.</p> <p>2 Hungry for Battle: Increase this unit's Move characteristic by 2".</p> <p>3 Rend Their Flesh: Once per battle, in your hero phase, you can declare that this unit will rend the flesh of their foes. You can re-roll any failed hit rolls for the unit in the combat phase of that turn.</p> | <p>4 Bestial Resilience: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.</p> <p>5 Enraged: Whenever this unit charges, roll one additional dice and discard the lowest result when determining the unit's charge distance.</p> <p>6 Rip, Gore, Tear: Once per battle, in your hero phase, you can choose for this unit to rip, gore and tear its foes apart. Until the start of your next turn, each time you roll a hit roll of 6 or more for the unit, the model that made that attack can immediately make 1 additional attack using the same weapon, against the same target. This attack cannot itself generate additional attacks.</p> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

CHAMPION REWARDS TABLE

2D6 Reward

- 2 **Shamed and Beaten:** You lose 1 Glory Point. In addition, your champion must reduce their Wounds characteristic by 1 for the remainder of the campaign.
- 3 **Ghastly Mutation:** Roll a dice for your champion in each of your hero phases. On a roll of 1, they suffer a mutating spasm and fall writhing to the ground. They cannot move, attack, cast spells or use any abilities until your next hero phase. On a roll of 4 or more, they are filled with the power of Chaos. You can re-roll hit and wound rolls of 1 for your champion until your next hero phase.
- 4 **War Roar:** Add 2 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 5 **Frothing Hatred:** Note down the name of the warband you fought the last battle against. Add 1 to all hit and wound rolls made by your champion against models from that warband for the rest of the campaign.
- 6 **Gorge on Flesh:** At the end of the combat phase, your champion heals 1 wound if they slew one or more enemy models in that phase.
- 7 **Dark Despoiler:** You can re-roll all failed hit rolls for your champion that target a HERO.
- 8 **Goaded Fury:** Once per battle, at the end of any combat phase, you can pile in and attack with your champion for a second time.
- 9 **Bane Weapon:** Pick one of your champion's melee weapons and note it down on your warband roster as being diseased. Add 1 to the weapon's Damage characteristic.
- 10 **Rampager:** Add 1 to the Glory Points you earn when you win a battle.
- 11 **Heedless of Injury:** Roll a dice before a wound or mortal wound is inflicted upon your champion. On a roll of 5 or 6, the wound is ignored.
- 12 **Savage Blow:** Once per battle, your champion can attempt to make a savage blow instead of attacking normally in the combat phase. If they do so, pick an enemy model within 1" of your champion as the target for the attack and then roll a dice. On a roll of 4 or 5, the target suffers D3 mortal wounds. On a roll of 6, the target is slain.



SKAVEN WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Verminlord Warpseer	2
Verminlord Warbringer	2
Verminlord Deceiver	2
Screaming Bell	2
Deathrunner	4
Grey Seer	4
Skaven Warlord	4
Arch-warlock	4
Packmaster	4

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Clans Skryre Followers	Clans Moulder Followers
1-3	Warp Lightning Cannon	Hell Pit Abomination
4-6	3 Stormfiends	Hell Pit Abomination



RETINUE FOLLOWERS TABLE

D6	Clans Verminus	Clans Skryre	Clans Moulder	Clans Eshin
1	20 Clanrats	Weapon Team (any type)	4 Rat Swarms	10 Night Runners
2	20 Clanrats	Weapon Team (any type)	20 Giant Rats	10 Night Runners
3	20 Clanrats	Weapon Team (any type)	20 Giant Rats	10 Night Runners
4	10 Stormvermin	3 Warplock Jezzails	2 Rat Ogors	10 Night Runners
5	10 Stormvermin	10 Skryre Acolytes	2 Rat Ogors	10 Gutter Runners
6	10 Stormvermin	Doomwheel	2 Rat Ogors	10 Gutter Runners

HERO FOLLOWERS TABLE

D6	Clans Verminus	Clans Skryre	Clans Moulder	Clans Eshin
1-3	Skaven Warlord	Warlock Engineer	Packmaster	Skaven Assassin
4-5	Skaven Warlord	Arch-warlock	Packmaster	Deathrunner
6	Grey Seer	Grey Seer	Grey Seer	Grey Seer



FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Children of the Horned Rat:** Once per battle, before making a save roll for this unit, you can declare that it is protected by the Horned Rat. You can re-roll any failed save rolls for the unit for the rest of the phase.
- 2 **Verminous Horde:** Once per battle, if this unit is destroyed, you can replace it with an identical unit in your hero phase. Set up the replacement unit with all models within 6" of the edge of the battlefield and more than 9" from any enemy units. This counts as their move for the following movement phase.
- 3 **The Menace Below:** Instead of setting this unit up on the battlefield at the start of a battle, you can declare it is hiding underground. You can set it up in any of your hero phases, with all models within 6" of the edge of the battlefield and more than 9" from any enemy units. This counts as the unit's move for the following movement phase.
- 4 **Warpstone Fallout:** In your hero phase, roll a dice for each enemy unit that is within 3" of this unit. On a roll of 6, the enemy unit suffers D3 mortal wounds.
- 5 **Cornered Rats:** Roll a dice for each model in this unit that flees. On a roll of 4 or more, you can inflict 1 mortal wound on an enemy that is within 3" of the fleeing model.
- 6 **Seething Tide:** This unit pours towards the foe, clambering over their comrades in order to attack. Add 1" to the range of all of the unit's melee weapons.



CHAMPION REWARDS TABLE

2D6 Result

- 2 **Punished for Incompetence:** You lose 1 Glory Point. In addition, your champion cannot gain any further rewards for the rest of the campaign.
- 3 **Uncatchable:** Double your champion's Move characteristic when they retreat.
- 4 **Scabrous:** Your opponent must subtract 1 from any hit rolls directed at your champion in the combat phase.
- 5 **Flurry of Blows:** Once per battle, double the number of attacks made by your champion.
- 6 **Backstabber:** You can re-roll failed hit rolls for your champion if the target has already been attacked by another model in the same phase.
- 7 **Survivor:** You can re-roll failed save rolls for your champion.
- 8 **Terrifying Overlord:** Add 2 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 9 **Warpstone Weapon:** Pick one of your champion's melee weapons and note it down on your warband roster as being made of warpstone. Add 1 to the weapon's Damage characteristic.
- 10 **Nefarious:** Add 1 to the Glory Points you earn when you win a battle.
- 11 **Blessed by the Horned Rat:** Roll a dice before a wound or mortal wound is inflicted upon your champion. On a roll of 5 or 6, the wound is ignored.
- 12 **Rewarded for Excellence:** You can include a Verminlord in your warband in one battle of your choice.

CLANS PESTILENS WARBOARD TABLES

CHAMPION TABLE

Champion	Followers
Vermine Lord Corruptor	3
Plague Furnace	3
Plague Priest	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-4	20 Plague Monks
5-6	10 Plague Censer Bearers

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-4	Plagueclaw
5-6	Plague Furnace

HERO FOLLOWERS TABLE

D6	Followers
1-6	Plague Priest

FOLLOWERS REWARDS TABLE

D6 Reward

- Children of the Horned Rat:** Once per battle, before making a save roll for this unit, you can declare that it is protected by the Horned Rat. You can re-roll any failed save rolls for the unit for the rest of the phase.
- Vermineous Horde:** Once per battle, if this unit is destroyed, you can replace it with an identical unit in your hero phase. Set up the replacement unit with all models within 6" of the edge of the battlefield and more than 9" from any enemy units. This counts as their move for the following movement phase.
- Faithful Congregation:** You do not need to take battleshock tests for this unit.
- Poxed:** In your hero phase, roll a dice for each enemy unit that is within 3" of this unit. On a roll of 6, the enemy unit suffers D3 mortal wounds.
- Pestilent Fury:** Whenever this unit charges, roll one additional dice and discard the lowest result when determining the unit's charge distance.
- Seething Tide:** This unit pours towards the foe, clambering over their comrades in order to attack. Add 1" to the range of all of the unit's melee weapons.

CHAMPION REWARDS TABLE

2D6 Result

- 2 **Punished for Incompetence:** You lose 1 Glory Point. In addition, your champion cannot gain any further rewards for the rest of the campaign.
- 3 **Repugnant Regeneration:** Roll a dice for your champion in each of your hero phases. On a 5 or 6, your champion heals one wound.
- 4 **Foetid Blood:** Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
- 5 **Plagued Fanatic:** Once per battle, double the number of attacks made by your champion.
- 6 **Zealous Devotion:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 7 **Blessed with Corpulence:** Add 1 to your champion's Wounds characteristic.
- 8 **Master of Pestilence:** If your champion is a WIZARD, you can add 1 to any casting rolls they make. If your champion is a PRIEST, you can add 1 to any dice rolled to see if a prayer is answered.
- 9 **Diseased Weapon:** Pick one of your champion's melee weapons and note it down on your warband roster as being diseased. Add 1 to the weapon's Damage characteristic.
- 10 **Unbearable Stench:** Your opponent must subtract 1 from any hit rolls made for units within 3" of your champion.
- 11 **Blessed by the Horned Rat:** Roll a dice before a wound or mortal wound is inflicted upon your champion. On a roll of 5 or 6, the wound is ignored.
- 12 **Rewarded for Devotion:** You can include a Verminlord Corruptor in your warband in one battle of your choice.



KHARADRON OVERLORDS WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Arkanaut Admiral and Arkanaut Ironclad*	0
Arkanaut Admiral and Arkanaut Frigate*	2
Arkanaut Admiral	4
* You receive the Ironclad or Frigate unit in addition to the Admiral. The Admiral is the warband's champion, and the Ironclad or Frigate is a follower.	

SKYFARER FOLLOWERS TABLE

D6	Followers
1-2	5 Grundstok Thunderers
3-4	10-strong Arkanaut Company
5-6	3 Skywardens or 3 Endrinriggers

SKYVESSEL FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-6	Grundstok Gunhauer

HERO FOLLOWERS TABLE

D6	Followers
1-2	Aetheric Navigator
3-4	Aether-Khemist
5-6	Endrinmaster

SKYFARER FOLLOWERS REWARDS TABLE

D6 Reward

- Armed to the Teeth:** Add 1 to the Attacks characteristic of one kind of weapon the unit carries.
- Close-quarter Drills:** You can add 1 to hit rolls for this unit in the shooting phase for attacks that target enemy units within 3".
- Commandos:** This unit can disembark after a SKYVESSEL it is embarked upon has moved in the movement phase. This is its move for that turn.
- Crack Shots:** Any wound rolls of 6 or more made for this unit cause 1 additional damage.
- Old Hands:** You can re-roll one failed hit, wound or save roll for this unit each turn.
- Urbaz Courage:** This unit never has to take battleshock tests.

‘To every Arkanaut, one tenth of a
sixteenth share for each orruk slain.’

- Arkanaut Admiral Torbin Haarkalson



SKYVESSEL FOLLOWERS REWARDS TABLE

D6 Reward

- | | |
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| <p>1 Parachutes: When this SKYVESSEL's passengers bail out, you do not need to roll to see if they survive – they always land safely. Re-roll this result if this SKYVESSEL is a Grundstok Gunhauler.</p> <p>2 Sturdy Frame: Add 2 to this SKYVESSEL's Wounds characteristic.</p> <p>3 Smuggling Compartment: Your army can include one additional artefact of power.</p> | <p>4 Masterwork: This SKYVESSEL can have a great endrinwork. If it already has one, re-roll this result.</p> <p>5 Windrider: Once per battle, in your hero phase, this SKYVESSEL can move as if it were the movement phase. It can act normally for the remainder of your turn, including allowing embarked units to disembark in the hero phase.</p> <p>6 Master Gunner: You can re-roll one failed hit roll for this SKYVESSEL each turn.</p> |
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CHAMPION REWARDS TABLE

2D6 Result

- | | |
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| <p>2 Demotion: Your champion is on their last warning – should they fail even once, they will be stripped of their command. If your champion is ever slain, you lose D3 Glory Points (to a minimum of 0), and must remove all rewards your champion has gained from this table so far from your warband roster. Your champion is replaced with a new Arkanaut Admiral.</p> <p>3 War Wound: Roll a dice for your champion in each of their hero phases. On a roll of 1, their old war wound is playing up; you must re-roll hit and wound rolls of 6 for them until your next hero phase. On a roll of 4 or more, the wisdom earned in their many years of war aids them; you can re-roll save rolls of 1 for your champion until your next hero phase.</p> <p>4 Ancestral Grudge: Name a keyword when you roll this result. You can add 1 to the damage inflicted by one successful attack made by your champion in each combat phase if the target has this keyword.</p> <p>5 Aetherturgic Ward: Roll a dice when your champion would be affected by an enemy spell. On a roll of 4 or more, your champion is not affected. Other units are affected as normal.</p> | <p>6 Aetheric Augmentation: Pick one weapon used by your champion. Add 1 to any hit rolls made for attacks with the weapon that you pick.</p> <p>7 Tough as Old Boots: Add 1 to your champion's Wounds characteristic.</p> <p>8 Master-at-Arms: Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.</p> <p>9 Impervious Armour: You can re-roll failed save rolls for your champion.</p> <p>10 Glory Hunter: Add 2 to all run and charge rolls you make for your champion.</p> <p>11 Master Rune: Roll a dice before a wound or mortal wound is inflicted upon your champion. On a roll of 6, the wound is negated and is not applied.</p> <p>12 A Scholar and an Arkanaut: Generate an additional footnote for your army. You cannot have the same footnote twice – re-roll duplicate results. If your champion is slain before you have used the footnote in a battle, it is lost until your next battle.</p> |
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STORMCAST ETERNALS WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Lord-Celestant on Stardrake	0
Drakesworn Templar	0
Lord-Celestant on Dracoth	3
Lord-Aquilor	3
Lord-Celestant	4

RETINUE FOLLOWERS TABLE

D6	Strike Chamber	Vanguard Auxiliary
1	3 Gryph-hounds	6 Aetherwings
2	5 Liberators	6 Aetherwings
3	5 Liberators	5 Vanguard-Hunters
4	5 Liberators	5 Vanguard-Hunters
5	3 Prosecutors	5 Vanguard-Hunters
6	3 Prosecutors	5 Vanguard-Hunters

ELITE RETINUE FOLLOWERS TABLE *(uses 2 rolls, or 1 roll and 1 Glory Point)*

D6	Strike Chamber	Extremis Chamber	Vanguard Auxiliary
1	10 Liberators	2 Concussors or Fulminators	3 Vanguard-Raptors
2	5 Judicators	2 Fulminators or Tempestors	3 Vanguard-Raptors
3	5 Retributors	2 Tempestors or Desolators	3 Vanguard-Raptors
4	5 Protectors	2 Desolators or Concussors	3 Vanguard-Palladors
5	5 Protectors	2 Concussors or Tempestors	3 Vanguard-Palladors
6	5 Decimators	2 Fulminators or Desolators	3 Vanguard-Palladors

HERO FOLLOWERS TABLE

D6	Lord Followers	Knight Followers
1-2	Lord-Relictor	Knight-Heraldor
3	Lord-Castellant	Knight-Questor
4	Lord-Castellant	Knight-Venator
5	Lord-Veritant	Knight-Azyros
6	Lord-Veritant	Knight-Vexillor



‘The trail of this horde is unmistakable – it heads for Hammerhal. But greenskin warclans are unwieldy, and they quickly become distracted when given an opportunity for combat. We may yet have time to slay this upstart orruk.’

- Knight-Questor Oryan Greyblade

FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Lifted by Lightning:** Once per battle, in your hero phase, this unit can be transported across the battlefield by Sigmar's lightning. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following movement phase.
- 2 **Iron Discipline:** This unit never has to take battleshock tests.
- 3 **Furious Avengers:** Once per battle, at the start of your charge phase, you can declare that none will escape this unit's fury. If you do so, the unit can charge up to 12" in that charge phase (you do not have to roll).
- 4 **All-out Defence:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
- 5 **Smite:** Once per battle, in your hero phase, you can smite an enemy unit that is within 3" of this unit. Roll a dice for each model from this unit that is within 3" of the enemy unit; the enemy unit suffers 1 mortal wound for each roll of 4 or more.
- 6 **Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLE

2D6 Result

- 2 **Dark Destiny:** Your champion is fated to die a permanent death. If your champion is ever slain, you lose D3 Glory Points (to a minimum of 0), and must remove all rewards your champion has gained from this table so far from your warband roster. In subsequent battles, your champion is replaced with a new Drakesworn Templar, Lord-Aquilor or Lord-Celestant, riding a Stardrake or Dracoth if your original champion had one.
- 3 **Flashbacks:** Roll a dice for your champion in each of their hero phases. On a roll of 1, they suffer terrible flashbacks from their previous life and are filled with despair; you must re-roll hit and wound rolls of 6 for them until your next hero phase. On a roll of 4 or more, the memories fill them with a terrible fury; you can re-roll hit and wound rolls of 1 for your champion until your next hero phase.
- 4 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from your warband for the rest of the turn.

- 5 **Mighty Blow:** You can add 1 to the wounds inflicted by one successful attack made by your champion in each combat phase. Add D3 to the wounds instead if the target is a follower of **CHAOS** or a **MONSTER**.
- 6 **Master-crafted Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Add 1 to any hit rolls made for attacks with the weapon that you pick.
- 7 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.
- 8 **Stalwart:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 9 **Blessed Sigmarite Armour:** You can re-roll failed save rolls for your champion.
- 10 **Bounding Leap:** Add 2 to all run or charge rolls you make for your champion.
- 11 **Noble Blood:** Roll a dice before a wound or mortal wound is inflicted upon your champion. On a roll of 6, the wound is negated and is not applied.
- 12 **Lord of Lightning:** Roll a dice in your hero phase if your champion has been slain. On a roll of 5 or 6, they return to the battle in a blinding flash of lightning. Set up your champion anywhere on the battlefield that is more than 9" from the enemy. This counts as their move for the following movement phase.





FYRESLAYERS WARBBAND TABLES

CHAMPION TABLE

Champion	Followers
Auric Runefather on Magmadroth	2
Auric Runeson on Magmadroth	3
Auric Runefather	4
Auric Runeson	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-2	10 Vulkite Berzerkers
3-4	5 Auric Hearthguard
5-6	5 Hearthguard Berzerkers

‘Stoneclaw killed our kin. Make him pay with blood. Make him pay with gold.’

- Voldan, Greyfyrd Runeson

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-4	Auric Runesmiter on Magmadroth
5-6	Auric Runeson on Magmadroth

HERO FOLLOWERS TABLE

D6	Followers
1	Grimwrath Berzerker
2	Doomseeker
3	Auric Runesmiter
4	Auric Runemaster
5	Battlesmith
6	Auric Runeson

FOLLOWERS REWARDS TABLE

D6 Reward

- Oathbound Guardians:** This unit can be selected to pile in and attack twice in the combat phase, but only if they are within 6" of your champion the second time they are selected.
- Blades of Fury:** Once per battle, you can add 1 to the Attacks characteristic of any melee weapons used by this unit.
- Vendetta:** At the start of the first battle round, pick an enemy unit. This unit adds 1 to all hit rolls for attacks that they make against the enemy unit that you pick.
- All-out Defence:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
- Grim Tenacity:** This unit does not have to take battleshock tests.
- Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLE

2D6 Result

- 2 **Hot-blooded:** As long as your champion is alive, you can add 1 to the dice roll that determines who will have the first turn in the battle round. However, if you win the dice roll, you must choose to take the first turn.
- 3 **Enmity:** Note down the name of the warband you fought the last battle against. Add 1 to all hit and wound rolls made for your champion against models from that warband for the rest of the campaign.
- 4 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from your warband for the rest of the turn.
- 5 **The Bigger They Are:** Add 1 to all hit and wound rolls for your champion if the target has a Wounds characteristic of 7 or more.
- 6 **Master-forged Blade:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Improve the Rend characteristic of the weapon that you pick by 1 (e.g. '-' becomes -1).
- 7 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.
- 8 **Intractable:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 9 **Stubborn Defiance:** In your hero phase, pick your champion or a unit from your warband that is within 10" of them. The unit you pick cannot move, charge or pile in, but you can add 1 to all of its save rolls until your next hero phase.
- 10 **Furious Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 11 **Second Wind:** Once per battle, in your hero phase, you can heal D6 wounds that have been suffered by your champion.
- 12 **Killing Blow:** Once per battle, your champion can attempt to make a killing blow instead of attacking normally in the combat phase. If they do so, pick an enemy model within 1" of your champion as the target for the attack and then roll a dice. On a roll of 4 or 5, the target suffers D3 mortal wounds. On a roll of 6, the target is slain.



SYLVANETH WARBOARD TABLES

CHAMPION TABLE

Champion	Followers
Spirit of Durthu	1
Treelord Ancient	2
Branchwych	4
Branchwraith	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-2	10 Dryads
3-4	5 Spite-Revenants
5-6	5 Tree-Revenants

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-3	3 Kurnoth Hunters
4-6	Treelord

HERO FOLLOWERS TABLE

D6	Followers
1-3	Branchwraith
4-6	Branchwych

FOLLOWERS REWARDS TABLE

D6 Reward

- Awakened Fury:** You can re-roll hit and wound rolls of 1 for this unit in the combat phase if the unit has made any attacks in an earlier combat phase.
- Deadly:** Re-roll hit rolls of 1 for this unit in the combat phase.
- Cruel:** Re-roll wound rolls of 1 for this unit in the combat phase.
- Swift:** Add 2" to this unit's Move characteristic.
- Resilient:** Re-roll save rolls of 1 for this unit.
- Ancient Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



'We have ever risen fast from the ashes, and so shall our Household now. The change cults shall be reaped, the greenskins shall be reaped, and all shall be consumed by the loam!'

- Florelei Burntseed,
Branchwych of the Fated Forest

CHAMPION REWARDS TABLE

2D6 Result

- 2 **Fatal Ennui:** You lose 1 Glory Point. In addition, your champion cannot gain any further rewards for the rest of the campaign.
- 3 **Overcome by Fury:** Roll a dice for your champion in each of their hero phases. On a roll of 5 or 6, they are overcome by a wild rage – your champion can run and charge in this turn, and you can re-roll hit and wound rolls of 1 for them until your next hero phase. However, your champion must finish any moves that they make closer to the nearest enemy than they were at the start of the move.
- 4 **Call the Spirits of the Hunt:** Once per battle, in your hero phase, your champion can call upon their followers to hunt down the foe. If they do so, they, and all units in your warband, can run and charge this turn.
- 5 **Unleash the Wyldwood:** Once per battle, in your hero phase, your champion can command a Sylvaneth Wyldwood anywhere on the battlefield to attack the enemy. If they do so, each enemy unit within 3" of the Wyldwood suffers D3 mortal wounds. A Treelord Ancient can use this ability in the same turn that they cast the Awakening the Wood spell, but cannot use both the spell and this ability on the same Sylvaneth Wyldwood.
- 6 **Vengeful Blow:** You can add 1 to the wounds inflicted by one successful attack made by your champion each combat phase. Add D3 to the wounds instead if the target is a follower of Chaos, or D6 to the wounds if they are a follower of NURGLE.
- 7 **Unnatural Swiftiness:** Add 2 to all run or charge rolls you make for your champion.
- 8 **Noble Bearing:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 9 **Thick Ironbark:** You can re-roll failed save rolls for your champion.
- 10 **Resilient Heartwood:** Add 1 to your champion's Wounds characteristic.
- 11 **Spitelings:** Once per battle, in your hero phase, your champion can unleash a huge flock of spites upon the enemy. If they do so, pick an enemy unit within 6" of your champion. It suffers D3 mortal wounds.
- 12 **Immortal Defender:** Roll a dice in your hero phase if your champion has been slain. On a roll of 4 or more, your champion is reborn. Set up your champion anywhere on the battlefield that is within 1" of a Sylvaneth Wyldwood and more than 6" from the enemy. This counts as your champion's move for the following movement phase.



RULES

SERAPHON WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Slann Starmaster or Saurus Oldblood on Carnosaur	2
Saurus Scar-Veteran on Carnosaur or Skink Starseer	3
Saurus Oldblood, Saurus Sunblood, Saurus Scar-Veteran on Cold One, Skink Starpriest or Skink Priest	4

RETINUE FOLLOWERS TABLE

D6	Saurus	Skinks
1	10 Saurus Warriors	20 Skinks
2	10 Saurus Warriors	20 Skinks
3	5 Saurus Guard	20 Skinks
4	5 Saurus Guard	5 Chameleon Skinks
5	5 Saurus Knights	3 Terradon Riders
6	5 Saurus Knights	3 Ripperdactyl Riders

HERO FOLLOWERS TABLE

D6	Saurus	Skinks
1	Saurus Eternity Warden	Skink Priest
2	Saurus Sunblood	Skink Priest
3	Saurus Scar-Veteran on Cold One	Skink Priest
4-6	Saurus Oldblood	Skink Starpriest

MIGHTY HEROES FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-2	Saurus Astrolith Bearer
3-4	Engine of the Gods
5-6	Saurus Scar-Veteran on Carnosaur

MONSTERS FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-2	3 Kroxigor
3-4	Stegadon
5	Troglodon
6	Bastiladon

AUXILIARY FOLLOWERS TABLE

D6	Followers
1-3	Razordon and 3 Skink Handlers
4-6	Salamander and 3 Skink Handlers



FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Celestial Protectors:** This unit can be selected to pile in and attack twice in the combat phase, but only if they are within 6" of your champion the second time they are selected.
- 2 **Ancient Battle-skills:** Once per battle, you can add 1 to the Attacks characteristic of any melee weapons used by this unit.
- 3 **Predatory Fighters:** At the start of the first battle round, pick an enemy unit. This unit adds 1 to all hit rolls for attacks that they make against the enemy unit that you pick.
- 4 **Implacable Defenders:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
- 5 **Cold-blooded:** This unit does not have to take battleshock tests.
- 6 **Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLES

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods. Seraphon warbands have three champion rewards tables, one for Slann champions, one for Saurus champions, and one for Skink champions. Simply use the one that corresponds to your champion's race.

SLANN

D6 Result

- 1 **Never Forgotten Enmity:** Note down the name of the warband you fought the last battle against. Add 1 to all hit and wound rolls made for your champion against models from that warband for the rest of the campaign.
- 2 **Undying Endurance:** Add 1 to your champion's Wounds characteristic.
- 3 **Arcane Might:** Re-roll rolls of 1 when making casting or unbinding rolls for your champion.
- 4 **Stubborn Defiance:** In your hero phase, pick your champion or a unit from your warband that is within 10" of them. The unit you pick cannot move, charge or pile in, but you add 1 to all of its save rolls until your next hero phase.
- 5 **Vast Intellect:** Your champion can use the Curse of Fates and Summon Starlight spells from the Skink Starseer and Skink Starpriest warscrolls.
- 6 **Rememberer:** Once per battle, in your hero phase, you can pick a unit from the warband that has had one or more models slain or that has been completely destroyed, and return D6 of the unit's slain models to the battlefield. If the unit had been completely destroyed, the returning models cannot move in the following movement phase, and all of the models must be set up within 12" of your champion and more than 9" from any enemy models.

SAURUS

D6 Result

- 1 **Mighty War Leader:** Once per battle, in your hero phase, your champion can loose an inspiring roar. If they do so, add 1 to hit rolls for your champion and all units from your warband for the rest of the turn.
- 2 **Celestial Might:** Add 1 to your champion's Wounds characteristic.
- 3 **Thickly Scaled Hide:** You can re-roll save rolls of 1 for your champion.
- 4 **Stubborn Defiance:** In your hero phase, pick your champion or a unit from your warband that is within 10" of them. The unit you pick cannot move, charge or pile in, but you add 1 to all of its save rolls until your next hero phase.
- 5 **Disciplined Fury:** You can re-roll one failed hit roll for your champion in each combat phase.
- 6 **Death Strike:** Once per battle, your champion can attempt to make a death strike instead of attacking normally in the combat phase. If they do so, pick an enemy model within 1" of your champion as the target for the attack and then roll a dice. On a roll of 4 or 5, the target suffers D3 mortal wounds. On a roll of 6, the target is slain.

SKINK

D6 Result

- 1 **Star Blade:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Improve the Rend characteristic of the weapon that you pick by 1 (e.g. '2' becomes -1).
- 2 **Outwit:** Add 1 to all hit rolls for your champion in the combat phase as long as the target is not a **WIZARD**.
- 3 **Master of Star Rituals:** If your champion is a Skink Priest, they can use the Celestial Rites ability from their warscroll twice in each of their hero phases rather than once. If they are not a Skink Priest, they can use the Celestial Rites ability.
- 4 **Nimble:** Add 1 to your champion's Move characteristic. In addition, add 1 to save rolls for your champion.
- 5 **Cunning:** Roll a dice at the start of the combat phase if your champion is within 3" of an enemy **HERO**. On a roll of 4 or more the enemy **HERO** suffers 1 mortal wound.
- 6 **Celestial Might:** Add 1 to your champion's Wounds characteristic.



ORDER WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Human	Aelf	Duardin	Followers
Battlemage on Griffon or Freeguild General on Griffon	Sorceress on Black Dragon, Archmage on Dragon, Drake-seer, Dragonlord or Dreadlord on Black Dragon		2
	Cauldron of Blood, Flamespyre or Frostheart Phoenix ridden by Anointed, Skywarden or High Warden		3
Freeguild General	Archmage, Dragon Noble, Anointed or Nomad Prince	Runelord or Warden King	4
	Black Ark Fleetmaster		5



RETINUE FOLLOWERS TABLE

D6	Human	Aelf	Duardin
1	10 Flagellants	10 Bleakswords or 5 Dragon Blades	10 Warriors
2	10 Freeguild Archers	10 Darkshards or 10 Spireguard	10 Longbeards
3	10 Freeguild Crossbowmen	10 Dreadspears or 10 Glade Guard	10 Quarrellers
4	10 Freeguild Guard	10 Sisters of Slaughter, 5 Dark Riders or 5 Wild Riders	10 Thunderers
5	10 Freeguild Handgunners	10 Witch Aelves or 10 Eternal Guard	10 Warriors or 10 Quarrellers
6	5 Freeguild Outriders or 5 Freeguild Pistoliers	10 White Lions or 10 Black Ark Corsairs	10 Warriors or 10 Thunderers

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Human	Aelf	Duardin
1	3 Demigryph Knights	10 Black Guard or 5 Reavers	10 Hammerers
2	3 Demigryph Knights	10 Executioners or 10 Shadow Warriors	10 Hammerers
3	3 Demigryph Knights	5 Doomfire Warlocks or 5 Sisters of the Thorn	10 Irondrakes
4	10 Freeguild Greatswords	10 Swordmasters	10 Irondrakes
5	10 Freeguild Greatswords	5 Drakespawn Knights or 10 Wildwood Rangers	10 Ironbreakers
6	10 Freeguild Greatswords	10 Phoenix Guard	10 Ironbreakers

RULES

HERO FOLLOWERS TABLE

D6	Human	Aelf	Duardin
1	Battlemage	Sorceress or Spellweaver	Runelord
2	Excelsior Warpriest	Death Hag or Nomad Prince	Runelord
3	Warrior Priest	Archmage or Wayfinder	Cogsmith
4	Witch Hunter	Loremaster or Waystrider	Cogsmith
5	Freeguild General	Dragon Noble, Assassin or Waywatcher	Unforged
6	Gunmaster	Anointed or Black Ark Fleetmaster	Unforged

AUXILIARY FOLLOWERS TABLE

D6	Human	Aelf	Duardin
1	Helblaster Volley Gun	Bloodwrack Shrine or Skycutter	Organ Gun
2	Helblaster Volley Gun	Bloodwrack Medusa	Organ Gun
3	Helblaster Volley Gun	White Lion Chariot	Gyrobomber
4	Helblaster Volley Gun	Drakespawn Chariot	Gyrobomber
5	Helblaster Volley Gun	Scourgerunner Chariot	Gyrocopter
6	Helblaster Volley Gun	Swifthawk Agents Chariot	Gyrocopter

BEHEMOTHS FOLLOWERS TABLE *(uses 2 rolls, or 1 roll and 1 Glory Point)*

D6	Human	Aelf	Duardin
1	Luminark of Hysh	War Hydra	Cannon
2	Luminark of Hysh	War Hydra	Cannon
3	War Altar of Sigmar	Kharibdyss	Cannon
4	War Altar of Sigmar	Kharibdyss	Cannon
5	Helstorm Rocket Battery	Flamespyre Phoenix (not ridden by Anointed)	Cannon
6	Helstorm Rocket Battery	Frostheart Phoenix (not ridden by Anointed)	Cannon

MIGHTY BEHEMOTHS FOLLOWERS TABLE

(uses 3 rolls, or 1 roll and 2 Glory Points)

D6 Followers
1-3 Celestial Hurricanum
4-6 Steam Tank



FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Champion's Bodyguard:** This unit can be selected to pile in and attack twice in the combat phase, but only if they are within 6" of your champion the second time they are selected.
- 2 **Masterful Warriors:** Once per battle, you can add 1 to the Attacks characteristic of any melee weapons used by this unit.
- 3 **Punishers:** At the start of the first battle round, pick an enemy unit. This unit adds 1 to all hit rolls for attacks that they make against the enemy unit that you pick.
- 4 **All-out Defence:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
- 5 **Iron Discipline:** This unit does not have to take battleshock tests.
- 6 **Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.

CHAMPION REWARDS TABLES

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods. Order warbands have three champion reward tables, one for Human champions, one for Aelf champions, and one for Duardin champions. Simply use the one that corresponds to your champion's race.

HUMAN

D6 Result

- 1 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from your warband for the rest of the turn.
- 2 **Furious Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 3 **Grim Resolve:** Add 1 to your champion's Wounds characteristic.
- 4 **Stalwart:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 5 **Battle-tested Veteran:** Your champion can use the Inspiring Presence command ability and one other command ability in each of your hero phases. If they do not have any other command abilities, they can use the Inspiring Presence command ability twice.
- 6 **Shrewd Commander:** You may make an extra roll on the triumph table at the start of each battle.



AELF

D6 Result

- 1 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from your warband for the rest of the turn.
- 2 **Master-crafted Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Add 1 to any hit rolls made for attacks with the weapon you pick.
- 3 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.
- 4 **Masterful Blow:** Once per battle, your champion can attempt to make a masterful blow instead of attacking normally in the combat phase. If they do so, pick an enemy model within 1" of your champion as the target for the attack and then roll a dice. On a roll of 4 or 5, the target suffers D3 mortal wounds. On a roll of 6, the target is slain.
- 5 **Bounding Leap:** Add 2 to all run and charge rolls for your champion.
- 6 **Noble Blood:** Roll a dice before a wound or mortal wound is inflicted on your champion. On a roll of 6 the wound is negated and not applied.

DUARDIN

D6 Result

- 1 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from your warband for the rest of the turn.
- 2 **Hot-blooded:** You can add 1 to the hit rolls for your champion. However, if your champion is within 12" of the enemy at the start of their charge phase, they must attempt to make a charge, and must complete the charge within ½" of the enemy if it is possible for them to do so.
- 3 **Enmity:** Note down the name of the warband you fought the last battle against. Add 1 to all hit and wound rolls made for your champion against models from that warband for the rest of the campaign.
- 4 **The Bigger They Are:** Add 1 to all hit and wound rolls for your champion if the target has a Wounds characteristic of 7 or more.
- 5 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.
- 6 **Master-crafted Armour:** You can re-roll failed save rolls for your champion.



IRONJAWZ WARFIST TABLES

CHAMPION TABLE

Champion	Followers
Megaboss on Maw-krusha	1
Orruk Megaboss	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-3	3 Orruk Gore-gruntas
4-6	5 Orruk Ardboys

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-6	5 Orruk Brutes

HERO FOLLOWERS TABLE

D6	Followers
1-2	Orruk Megaboss
3-4	Orruk Warchanter
5-6	Orruk Weirdbob Shaman

'Come on boys, put some iron in 'em!
Waaagh!'

- Bogok, Jaggatoof Warchanter

FOLLOWERS REWARDS TABLE

D6 Reward

- Big Boss:** Add 2 to the Wounds characteristic of the leader of this unit.
- On Da Rampage:** Once per battle, in your hero phase, this unit can make a charge move as if it were the charge phase. If the charge is successful, pick one enemy unit within 3" of this unit; the enemy unit suffers D3 mortal wounds.
- Intoxicating Rhythm:** Add 1 to the hit rolls for this unit if it is within 10" of a Warchanter from the warband at the start of the combat phase. This bonus cannot be used if the Warchanter used their Frenzy of Violence ability on this unit in the hero phase.
- 'Ere We Go:** In your hero phase, this unit can move D6" as if it were the movement phase, except that it cannot run.
- Kunnin' Tricks:** Once per battle, at the start of your combat phase, this unit can play a kunnin' trick on an enemy unit that is within 3" of it. The enemy unit must subtract 1 from all hit rolls for the rest of that combat phase.
- Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLE

2D6 Result

- | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>2 Too Angry To Die: Do not remove your champion if they are slain. They carry on until your following hero phase, at which point they finally collapse and are removed.</p> <p>3 Extra-heavy Armour: You can re-roll save rolls of 1 for your champion.</p> <p>4 Bellowing Battle Cry: Once per battle, in your hero phase, your champion can make a bellowing battle cry. If they do so, add 1 to the hit rolls for your champion and all units from your warband for the rest of the turn.</p> <p>5 Might is Right: Add 1 to all wound rolls for your champion if the target has a Wounds characteristic of less than 5.</p> <p>6 Massive Choppa: Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Increase the Damage characteristic of the weapon that you pick by 1.</p> <p>7 Big and Tough: Add 1 to your champion's Wounds characteristic.</p> | <p>8 Thunderous Charge: Add 1 to all wound rolls made for your champion in the same turn that they charge.</p> <p>9 Intractable: Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.</p> <p>10 Don't Stop the Waaagh!: You can re-roll the dice when your champion uses their Waaagh! or Mighty Waaagh! ability.</p> <p>11 Monster Slayer: Add 1 to all hit and wound rolls for attacks made by your champion where the target is a MONSTER.</p> <p>12 Blessed by Gorkamorka: Once per battle, in your hero phase, you can heal all of the wounds that have been suffered by your champion. When you do so, you can add 1 to all of your champion's hit rolls, and subtract 1 from the hit rolls for enemy attacks made against your champion, until your next hero phase.</p> |
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BEASTCLAW RAIDERS WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Frostlord on Stonehorn or Thundertusk	0
Huskard on Stonehorn or Thundertusk	1
Icebrow Hunter	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-3	5 Frost Sabres
4-6	3 Icefall Yhetees

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-6	2 Mournfang Riders



HERO FOLLOWERS TABLE

D6	Followers
1-6	Icebrow Hunter

BEASTRIDERS FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-3	Stonehorn Beastrider
4-6	Thundertusk Beastrider

FOLLOWERS REWARDS TABLE

D6 Reward

- Avalanche:** You can re-roll failed wound rolls for this unit in the combat phase if it charged in the charge phase of the same turn.
- Vicious Beasts:** Add 1 to all hit rolls for this unit. If the unit consists of mounts and riders, then only add 1 to the hit rolls for attacks made by the mounts.
- Hardy Breed:** Add 1 to the Wounds characteristic of all models in this unit.
- Numbing Chill:** Enemy units cannot retreat if they are within 3" of this unit.
- Grim Tenacity:** This unit does not have to take battleshock tests. If this unit consists of a single model, count this as a Hardy Breed result instead.
- Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLE

2D6 Result

- 2 **Avalanche Voice:** You can add 8" to the range of any command abilities your champion uses.
- 3 **Extra-heavy Armour:** You can re-roll save rolls of 1 for your champion.
- 4 **Bellowing Battle Cry:** Once per battle, in your hero phase, your champion can make a bellowing battle cry. If they do so, add 1 to the hit rolls for your champion and all units from your warband for the rest of the turn.
- 5 **Might is Right:** Add 1 to all wound rolls for your champion if the target has a Wounds characteristic of less than 5.
- 6 **All-frost Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Increase the Damage characteristic of the weapon that you pick by 1.
- 7 **Massive Bulk:** Add 2 to your champion's Wounds characteristic.
- 8 **Thunderous Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 9 **Intractable:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 10 **Famed Hunter:** You can re-roll all hit rolls of 1 made for your champion's melee and missile weapons. This does not apply to any attacks made by your champion's mount (if he has one).
- 11 **Beast Eater:** You can re-roll wound rolls for your champion when the target is a MONSTER.
- 12 **Tokens of the Everwinter:** Once per battle, in your hero phase, your champion can swallow a Token of the Everwinter. If he does, you can re-roll all hit, wound and save rolls for your champion until your next hero phase.



BONESPLITTERZ WARFAND TABLES

CHAMPION TABLE

Champion	Followers
Wurrigog Prophet or Savage Big Boss	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-3	10 Savage Orruks
4-5	5 Savage Boarboys
6	2 Savage Big Stabbas

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-6	5 Savage Boarboy Maniaks

HERO FOLLOWERS TABLE

D6	Followers
1-2	Maniak Weirnob
3-4	Savage Big Boss
5-6	Wardokk

FOLLOWERS REWARDS TABLE

D6 Reward

- Big Boss:** Add 2 to the Wounds characteristic of the leader of this unit.
- On Da Rampage:** Once per battle, in your hero phase, this unit can make a charge move as if it were the charge phase. If the charge is successful, pick one enemy unit within 3" of this unit; the enemy unit suffers D3 mortal wounds.
- Extra Warpaint:** You can re-roll all failed save rolls for this unit; the re-rolled saves will only be successful on a roll of 6, irrespective of any modifiers that apply to the attack.
- 'Ere We Go:** In your hero phase, this unit can move D6" as if it were the movement phase, except that it cannot run.
- Sneaky:** Once per battle, at the start of your combat phase, this unit can play a kunnin' trick on an enemy unit that is within 3" of it. The enemy unit must subtract 1 from all hit rolls for the rest of that combat phase.
- Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.

'Urgak's plan is more brutal, but Skiga's is more kunnin'... Let me fink about it boys.'

- Gulgaz Stoneclaw
conversing with his war council



CHAMPION REWARDS TABLE

2D6 Result

- 2 **Too Angry To Die:** Do not remove your champion if they are slain. They carry on until your following hero phase, at which point they finally collapse and are removed.
- 3 **Squirmy Warpaint:** Your champion ignores mortal wounds on rolls of 4 or more, instead of 6.
- 4 **Bellowing Battle Cry:** Once per battle, in your hero phase, your champion can make a bellowing battle cry. If they do so, add 1 to the hit rolls for your champion and all units from your warband for the rest of the turn.
- 5 **Great Hunter:** Each time your champion kills a **MONSTER** in the combat phase, they can immediately pile in and attack again.
- 6 **Massive Chompa:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Increase the Damage characteristic of the weapon that you pick by 1.
- 7 **Big and Tough:** Add 1 to your champion's Wounds characteristic.
- 8 **Thunderous Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 9 **Prophet of da Waaagh!:** As long as your champion is still alive, you can re-roll the first battleshock test that causes any friendly models to flee in each battleshock phase.
- 10 **The Voice of Gorkamorka:** Double the range of any command abilities used by your champion.
- 11 **Killer Instinkt:** Each time you roll a wound roll of 6 or more for your champion, that attack is resolved with a Rend of -3.
- 12 **Lucky Bone:** You can re-roll any run rolls, hit rolls, wound rolls, save rolls, and damage rolls of 1 for your champion.



DESTRUCTION WARFAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Orruk	Grot	Ogor	Followers
	Arachnarok Spider		2
Orruk Warboss on Wyvern		Tyrant	3
Orruk Warboss or Orruk Great Shaman	Gitmob Grot Shaman, Moonclan Grot Warboss, Moonclan Grot Warboss on Great Cave Squig or Spiderfang Grot Big Boss on Gigantic Spider		4

RETINUE FOLLOWERS TABLE

D6	Orruk	Grot	Ogor
1	10 Orruks	20 Gitmob Grots	3 Ogors
2	10 Orruks	5 Grot Wolf Riders, 5 Grot Squig Hoppers or 5 Grot Spider Riders	3 Ogors
3	10 Orruks	6 Nasty Skulkers or 3 Grot Fanatics	3 Ogors
4	10 Orruks	5 Snotlings or 5 Cave Squigs and 2 Grot Squig Herders	3 Leadbelchers
5	5 Orruk Boarboys	20 Gutbusters Grots	3 Leadbelchers
6	5 Orruk Boarboys	20 Moonclan Grots	Gorger

HERO FOLLOWERS TABLE

D6	Orruk	Grot	Ogor
1-2	Orruk Warboss	Gitmob Grot Shaman	Firebelly
3-4	Orruk Warboss	Moonclan Grot Shaman	Butcher
5-6	Orruk Great Shaman	Moonclan Grot Warboss	Butcher

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-3	3 Ironguts
4-6	3 Maneaters



RULES

AUXILIARY FOLLOWERS TABLE

D6	Orruk	Grot	Ogor
1	Orruk Boar Chariot	Doom Diver Catapult	Ironblaster
2	Orruk Boar Chariot	Grot Rock Lobber	Ironblaster
3	Orruk Boar Chariot	Grot Spear Chukka	Ironblaster
4	Orruk Boar Chariot	2 Grot Wolf Chariots	Ironblaster
5	Orruk Boar Chariot	Snotling Pump Wagon	Ironblaster
6	Orruk Boar Chariot	Grot Scraplauncher	Ironblaster

BEHEMOTH FOLLOWERS TABLE *(uses 2 rolls, or 1 roll and 1 Glory Point)*

D6	Orruk	Grot	Ogor
1-2	Aleguzzler Gargant	Aleguzzler Gargant	Aleguzzler Gargant
3-4	Aleguzzler Gargant	Mangler Squigs	Aleguzzler Gargant
5-6	3 Troggoths	3 Troggoths	3 Troggoths

FOLLOWERS REWARDS TABLE

D6 Reward

- 'Ard Nuts:** This unit does not have to take battleshock tests.
- Get 'Em:** Once per battle, in your hero phase, this unit can make a charge move as if it were the charge phase. If the charge is successful, you can re-roll any failed wound rolls for this unit for the rest of the turn.
- Smashing and Bashing:** Once per battle, you can add 1 to the Attacks characteristic of all melee weapons used by this unit.
- Rampage:** In your hero phase, this unit can move D6" as if it were the movement phase, except that it cannot run.
- Vendetta:** At the start of the first battle round, pick an enemy unit. This unit adds 1 to all hit rolls for attacks they make against the unit you picked.
- Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLES

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods. Destruction warbands have three champion reward tables, one for Orruk champions, one for Grot champions, and one for Ogor champions. Simply use the one that corresponds to your champion's race.

ORRUK

D6 Result

- 1 **Too Angry To Die:** Do not remove your champion if they are slain. They carry on until your following hero phase, at which point they finally collapse and are removed.
- 2 **Bellowing Battle Cry:** Once per battle, in your hero phase, your champion can make a bellowing battle cry. If they do so, add 1 to the hit rolls for your champion and all units from your warband for the rest of the turn.
- 3 **Massive Choppa:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Increase the Damage characteristic of the weapon that you pick by 1.
- 4 **Big and Tough:** Add 1 to your champion's Wounds characteristic.
- 5 **Thunderous Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 6 **Blessed by Gorkamorka:** Once per battle, in your hero phase, you can heal all of the wounds that have been suffered by your champion. When you do so, you can add 1 to all of your champion's hit rolls, and subtract 1 from the hit rolls for enemy attacks made against your champion, until your next hero phase.



GROT

D6 Result

- 1 **Jagged Blade:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Improve the Rend characteristic of the weapon that you pick by 1 (e.g. ‘-’ becomes -1).
- 2 **Outwit:** Add 1 to all hit rolls for your champion in the combat phase as long as the target is not a WIZARD.
- 3 **Cowardly Git:** Roll a dice whenever your champion suffers a wound or mortal wound and another unit from your warband is within 3". On a 4 or more the wound is not inflicted on your champion after all, but the nearest unit from your warband suffers a mortal wound.
- 4 **Nimble:** Add 1 to your champion's Move characteristic. In addition, add 1 to save rolls for your champion.
- 5 **Cunning:** Roll a dice at the start of the combat phase if your champion is within 3" of an enemy HERO. On a roll of 4 or more the enemy HERO suffers 1 mortal wound.
- 6 **Scrawny but Tough:** Add 1 to your champion's Wounds characteristic.

OGOR

D6 Result

- 1 **Extra-heavy Armour:** You can re-roll save rolls of 1 for your champion.
- 2 **Bellowing Battle Cry:** Once per battle, in your hero phase, your champion can make a bellowing battle cry. If they do so, add 1 to the hit rolls for your champion and all units from your warband for the rest of the turn.
- 3 **Might is Right:** Add 1 to all wound rolls for your champion if the target has a Wounds characteristic of less than 5.
- 4 **Massive Bulk:** Add 2 to your champion's Wounds characteristic.
- 5 **Thunderous Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 6 **Huge Clubbing Weapon:** Pick one weapon used by your champion. Increase the Damage characteristic of the weapon by 1.



FLESH-EATER COURTS WARBAND TABLES

CHAMPION TABLE

Champion	Followers
Abhorrant Ghoul King on Terrorgheist or Zombie Dragon	1
Abhorrant Ghoul King	4

RETINUE FOLLOWERS TABLE

D6	Followers
1-6	10 Crypt Ghouls

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-3	3 Crypt Flayers
4-6	3 Crypt Horrors

HERO FOLLOWERS TABLE

D6	Followers
1-2	Crypt Ghast Courtier
3-4	Crypt Haunter Courtier
5-6	Crypt Infernal Courtier

MIGHTY HERO FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-6	Varghulf Courtier

BEHEMOTH FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-3	Terrorgheist
4-6	Zombie Dragon

FOLLOWERS REWARDS TABLE

D6 Reward

- King's Own:** This unit can be selected to pile in and attack twice in the combat phase, but only if they are within 6" of your champion the second time they are selected.
- Hungry for Flesh:** Once per battle, you can add 1 to the Attacks characteristic of any melee weapons used by this unit.
- Vendetta:** At the start of the first battle round, pick an enemy unit. This unit adds 1 to all hit rolls for attacks that they make against the enemy unit that you pick.
- Body Part Acquisition:** In your hero phase, roll a dice for each enemy unit within 3" of this unit. On a roll of 4 or more, the unit being rolled for suffers a mortal wound.
- Loyal Subjects:** You can re-roll failed hit rolls for this unit.
- Martial Excellence:** You can re-roll one failed hit, wound or save roll for this unit each turn.

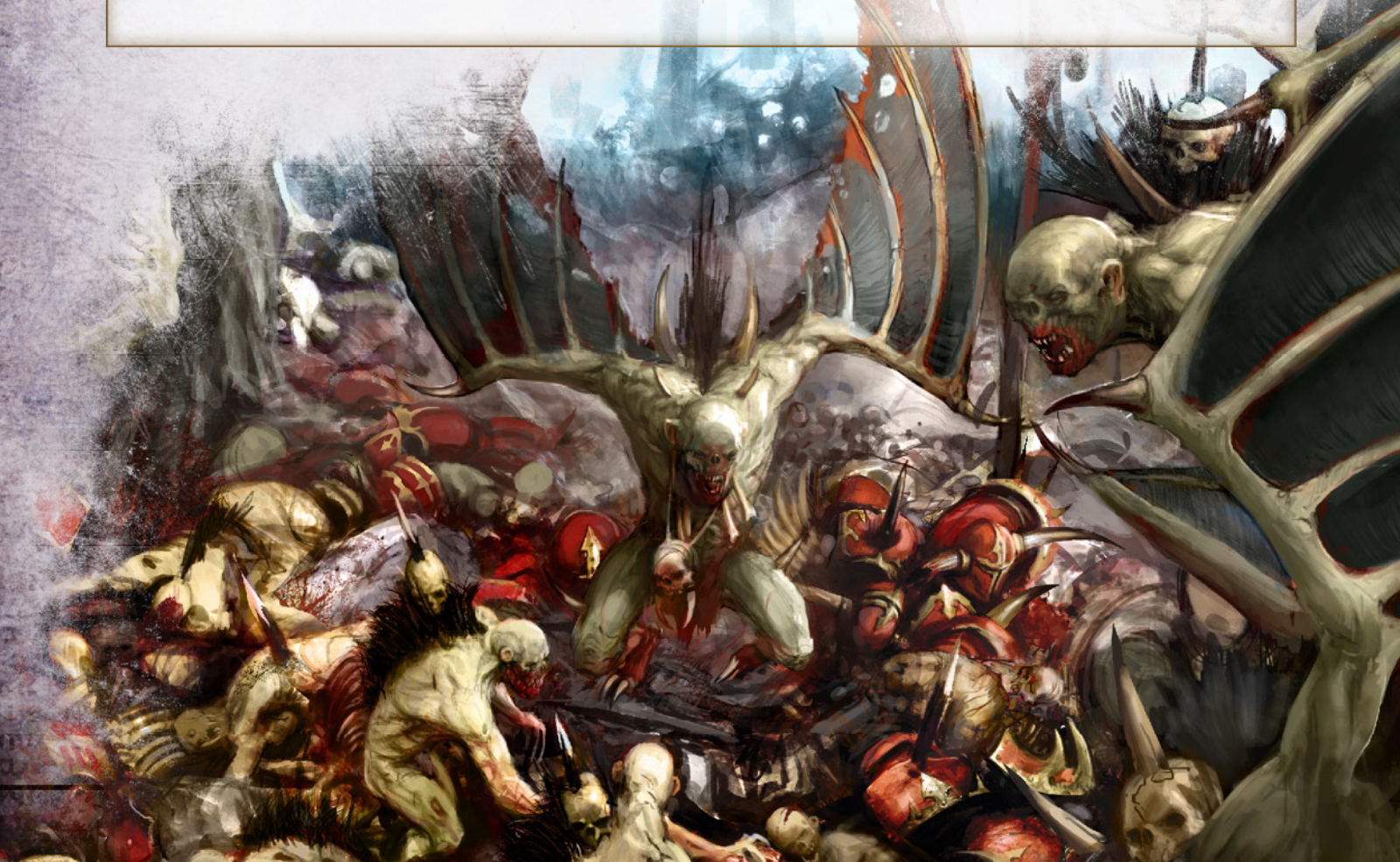
"The bounties of our lands have been despoiled by this foul brute. Shall you march with your king to war, my courtiers? Shall you strike the flesh of savages and uphold our untarnished glory?"

- The Withered King

CHAMPION REWARDS TABLE

2D6 Result

- 2 **Lord of Darkness:** Each time a model from your warband uses an ability or spell to call forth additional models, you can add 1 to the models that they summon if the summoner is your champion or within 10" of your champion.
- 3 **Enmity:** Note down the name of the warband you fought the last battle against. Add 1 to all hit and wound rolls made for your champion against models from that warband for the rest of the campaign.
- 4 **Terrifying Appearance:** Subtract 2 from the Bravery of enemy units within 6" of your champion.
- 5 **Dark Wizardry:** Add 1 to casting and unbinding rolls for your champion.
- 6 **Haunted Blade:** Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Improve the Rend characteristic of the weapon that you pick by 1 (e.g. '-' becomes -1).
- 7 **Hard to Kill:** Add 1 to your champion's Wounds characteristic.
- 8 **Feared Ruler:** Add 1 to the Bravery of your champion. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 9 **Death Incarnate:** You can re-roll wound rolls of 1 for your champion.
- 10 **Frenzied:** Add 1 to all wound rolls made for your champion in the same turn that they charge.
- 11 **Immortal Fiend:** Once per battle, in your hero phase, you can heal D6 wounds that have been suffered by your champion.
- 12 **Majestic Horror:** Your champion can use their command ability that allows them to summon models to the battlefield twice in each of their hero phases.



DEATH WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Vampire Lord on Zombie Dragon	1
Coven Throne	2
Necromancer, Wight King with Baleful Tomb Blade or Black Axe, Cairn Wraith, Tomb Banshee or Vampire Lord	4

AUXILIARY FOLLOWERS TABLE

D6	Followers
1-2	Corpse Cart
3-4	Black Coach
5-6	2 Bat Swarms

RETINUE FOLLOWERS TABLE

D6	Followers
1	10 Dire Wolves or 3 Fell Bats
2	20 Zombies
3	10 Skeleton Warriors
4	5 Black Knights
5	5 Grave Guard
6	3 Spirit Hosts

BEHEMOTH FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-3	Mortis Engine
4-6	5 Blood Knights

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-2	2 Morghast Archai or 2 Morghast Harbingers
3-4	5 Hexwraiths
5-6	3 Vargheists

HERO FOLLOWERS TABLE

D6	Followers
1	Necromancer
2	Wight King with Baleful Tomb Blade
3	Wight King with Black Axe
4	Cairn Wraith
5	Tomb Banshee
6	Vampire Lord



FOLLOWERS REWARDS TABLE

D6 Reward

- 1-2 The Danse Macabre:** Once per battle, in your hero phase, you can declare that this unit will perform the Danse Macabre. The unit can run and charge in that turn.
- 3-4 The Restless Dead:** Instead of setting this unit up on the battlefield, you can say that it is resting beneath the earth. You can order the unit to rise up in any of your hero phases. When you do so, set it up anywhere on the battlefield that is more than 9" from the enemy. This counts as its move for the following movement phase.
- 5-6 Undying Legion:** This unit does not have to take battleshock tests. Instead, in the battleshock phase, you can heal D3 wounds suffered by a model in the unit. If the models in the unit only have a Wounds characteristic of 1, then you can instead return D3 slain models to the unit.

CHAMPION REWARDS TABLE

D6 Reward

- 1 Lord of Darkness:** Each time a model from your warband uses an ability or spell to call forth additional models, you can add 1 to the models that they summon if the summoner is your champion or within 10" of your champion.
- 2 Blighted Blade:** Pick a weapon carried by your champion and note it on the roster (it cannot be a weapon used by a mount if they have one). Wound rolls of 6 or more rolled for this weapon inflict a number of mortal wounds equal to the weapon's damage instead of its normal damage.
- 3-4 Hard to Kill:** Add 1 to your champion's Wounds characteristic.
- 5 Supreme Monarch:** Add 1 to your champion's Bravery. In addition, add 1 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.
- 6 Stench of Death:** Subtract 1 from the Bravery of any units within 6" of your champion unless they have the DEATH keyword.



START COLLECTING! WARBANDS

Games Workshop produces a growing range of Age of Sigmar Start Collecting! sets. Each contains enough models to make a perfect starting warband for use in a Path to Glory campaign.

Instead of using the rules for picking a warband on pages 16-17 of this book, you can simply choose to use the models in one of the Start Collecting! sets instead. All of the models in the set can be used as part of your warband.

The information presented on the following pages will list the units created from the models you will find in the Start Collecting! set, the allegiance of the warband, and which of the models is your champion. Some

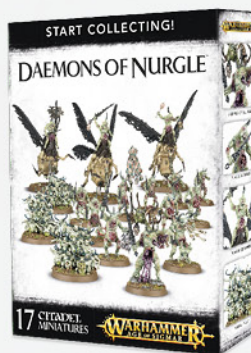
of these warbands allow you to use models that cannot normally be used in Path to Glory games, or are led by champions that cannot otherwise lead a warband – for example, the Skeleton Horde set includes Arkhah the Black as the warband's champion.

Some of these warbands begin the campaign with one reward. When this is the case it will be clearly noted in the information provided about the warband. Decide on a reward

by picking or rolling for it on a rewards table corresponding to the warband's allegiance. At other times the information for a warband may tell you that you have to score more than 10 Glory Points in order to win the campaign. For example, if you use the Khorne Bloodbound set you can take a reward at the start of the campaign, while if you use the Slaves to Darkness set you will need to score 12 Glory Points before you can attempt to win the campaign by Blood (pg 18).

START COLLECTING! BOX SETS

The easiest way to muster a warband and begin battling through the Mortal Realms is by picking up a Start Collecting! set. Inside you will find a range of exquisite Citadel Miniatures that are perfect for use in a Path to Glory campaign. Every set contains a mighty hero to serve as your Path to Glory champion, along with the first followers to flock to their banner. The warriors in each Start Collecting! set are all drawn from the same allegiance, allowing them to be fielded immediately as a deadly and cohesive warband. Whether collecting your first army, trying out a new allegiance or bolstering the ranks of an existing warband, a Start Collecting! set is the ideal resource.



START COLLECTING! FLESH-EATER COURTS

Flesh-eater Courts Allegiance

The rabid cannibals of the Flesh-eater Courts are a nightmarish blight upon the Mortal Realms. Sharing in the maniacal delusion of their Ghoulish King, these filth-encrusted savages see themselves as regal knights and stately soldiers, not as the horrific servants of Death that they truly are.

CHAMPION

- Abhorrant Ghoulish King on Terrorghast

FOLLOWERS

- One unit of 3 Crypt Horrors
- One unit of 10 Crypt Ghouls

You must score 12 Glory Points (or add 5 more followers to your warband) before you can attempt to win a Path to Glory campaign with this Start Collecting! set.

START COLLECTING! KHORNE BLOODBOND

Blades of Khorne Allegiance

Bellowing with rage, the Khorne Bloodbound overrun their foes in a murderous horde. The chosen mortal warriors of Khorne, they are the most psychotic and bloodthirsty of his devotees. There is no mercy in these barbarous warriors, and no desire for peace, only an endless thirst for battle. After all, Khorne cares not from whence the blood flows.

CHAMPION

- Slaughterpriest

FOLLOWERS

- Two units of 5 Blood Warriors,
or one unit of 10 Blood Warriors
- One unit of 3 Mighty Skullcrushers

You can take one reward for your warband if you begin a Path to Glory campaign with this Start Collecting! set.

START COLLECTING! SLAVES TO DARKNESS

Chaos Allegiance

The mortal worshippers of Chaos gather together in warbands mighty enough to conquer entire nations. Though the tyrannical lords that lead the armoured hordes believe themselves to be warrior kings, they are bound to higher powers in their turn. In truth, every murderer, monster and mutant in their armies is but a slave to darkness and a puppet of the Dark Gods.

CHAMPION

- Chaos Sorcerer Lord

FOLLOWERS

- One unit with 1 Chaos Chariot
- One unit of 5 Chaos Knights
- One unit of 12 Chaos Warriors

You must score 12 Glory Points (or add 5 more followers to your warband) before you can attempt to win a Path to Glory campaign with this Start Collecting! set.

START COLLECTING! SKELETON HORDE

Death Allegiance

In the war-torn Mortal Realms, the unquiet dead are plentiful indeed. Some have the power to bind the slain to their will, from the most bestial corpse to the most kingly of spectres. Their revenant armies walk abroad in every realm, grave-cold blades hacking into warm flesh whenever their masters seek dominion over the living.

CHAMPION

- Arkhan the Black

FOLLOWERS

- One unit of 10 Skeletons
- One unit of 5 Black Knights

You can take one reward for your warband if you begin a Path to Glory campaign with this Start Collecting! set.

START COLLECTING! GREENSKINZ

Destruction Allegiance

Unruly mobs of hulking orruks stomp across the Mortal Realms always looking for a good scrap. A force of wilful destruction, they gleefully smash apart their foes with crude weapons and massive green fists, all the while bellowing out war cries to their savage god Gorkamorka.

CHAMPION

- Orruk Warboss on Boar

FOLLOWERS

- Orruk Warboss
- One unit with 1 Orruk Boar Chariot
- One unit of 5 Orruk Boarboys
- One unit of 10 Orruks

START COLLECTING! MALIGNANTS

Death Allegiance

Shadows in darkness, the Malignant armies rise up across the realms to visit their revenge upon the living. Tormented spirits howl through the air, while scythe-wielding riders and ghostly war machines lead the charge, the Malignant hosts leaving naught but withered corpses in their wake.

CHAMPION

- Mortis Engine

FOLLOWERS

- One unit of 3 Spirit Hosts
- One unit of 5 Hexwraiths

START COLLECTING! SYLVANETH

Sylvaneth Allegiance

Nature's wrath is given form as the sylvaneth march to war against those who would defile the Mortal Realms. They spring from every side, hissing with spite as they tear at their foes with vicious talons and strange elemental blades. The children of Alarielle wield the very magic of life itself to heal their comrades and slaughter their foes. With the mystical spirit-song pulsing through their heartwood, the sylvaneth pull the enemy ranks apart like roots rending stone, until nothing remains but thorn-strangled corpses.

CHAMPION

- Branchwych

FOLLOWERS

- One unit with 1 Treelord
- One unit of 16 Dryads

START COLLECTING! IRONJAWZ

Ironjawz Allegiance

The sound of crashing, clanking metal and the din of guttural bellows and howls of 'Waaagh!' announce the arrival of the Ironjaw orruks, largest of the greenskin races. Born for battle, they loom over their enemies, all thick armour and violence, before slamming, smashing and hacking them apart in a storm of blades. Only once the enemy has been given a good and proper stomping do the vast hordes of grinning orruks push onwards, ever looking for another scrap.

CHAMPION

- Orruk Warchanter

FOLLOWERS

- One unit of 3 Orruk Gore Gruntas
- One unit of 10 Orruk Ardboys

START COLLECTING! SKAVEN PESTILENS

Clans Pestilens Allegiance

The sound of booming brass gongs and the appearance of huge clouds of thick, acrid smoke announces the entrance of the Clans Pestilens. The most vile and diseased of the Horned Rat's progeny, they seek to rot the Mortal Realms in the name of the Great Corruptor. Everything that stands in their way will fall to rusted, infectious blades and utterly toxic contagion, and the lands left behind them will wither and die in their passing.

CHAMPION

- Plague Furnace

FOLLOWERS

- One unit with 1 Plagueclaw
- One unit of 20 Plague Monks

START COLLECTING! DAEMONS OF SLAANESH

Slaanesh Allegiance

The sickening thrum of sirens is the clarion call of the daemons of Slaanesh. As they glide across the field of combat they exude grace and terror, their very being bringing the innermost secrets and deepest fears of those who face them blistering to the surface. The daemons are at once unbearably beautiful and hypnotically grotesque, and are able to wither the willpower of even the most battle-hardened warrior with a mere glance.

CHAMPION

- Herald of Slaanesh on Exalted Seeker Chariot

FOLLOWERS

- One unit of 5 Seekers of Slaanesh
- One unit of 10 Daemonettes of Slaanesh

You can take one reward for your warband if you begin a Path to Glory campaign with this Start Collecting! set.

START COLLECTING! STORMCAST ETERNALS

Stormcast Eternals Allegiance

A vision of golden celestial light, a living embodiment of the God-King's might, the Stormcast Eternals are messengers of vengeance armed with the might of stars. Once-mortal champions of Order forged by Sigmar into an astonishing fighting force, hurled down from the heavens to meet the forces of Chaos head-on, they wreak bloody revenge on the Dark Gods, the corruptors of the realms.

CHAMPION

- Lord-Celestant

FOLLOWERS

- One unit of 2 Retributors
- One unit of 5 Liberators
- One unit of 3 Prosecutors

You can take one reward for your warband if you begin a Path to Glory campaign with this Start Collecting! set.



START COLLECTING! FYRESLAYERS

Fyreslayer Allegiance

When roused to war, the Fyreslayers emerge from their keeps deep beneath the fiery mountains and stride dauntlessly onto the battlefield. Their knotted muscles bulge and glow with the burning light of the runes pressed into their flesh as axes are hefted high. When the patriarchal Auric Runefather calls the charge, Fyreslayers crash into the lines of their enemy like a lava wave. They vanquish their foes with blade and breath of fire, and by the blood of the fallen they honour their mighty god, add to their coffers and uphold the oaths that have been held unforgotten for countless generations.

CHAMPION

- Auric Runefather on Magmadroth

FOLLOWERS

- One unit with 1 Auric Runesmiter
- One unit with 1 Auric Runeson
- One unit of 10 Vulkite Berzerkers

START COLLECTING! BEASTCLAW RAIDERS

Beastclaw Raiders Allegiance

Roaring, bone-chilling winds and raging blizzards herald the approach of the Beastclaw Raiders. These brutish ogors sweep across the Mortal Realms at the edge of an endless winter, leaving nothing but an ice-blasted wasteland behind them in their ceaseless search for food. Nothing but bloodstains are left behind by the Beastclaw Raiders, for every scrap of flesh is gathered up for the cooking pots.

CHAMPION

- Frostlord on Stonehorn

FOLLOWERS

- One unit of 4 Mournfang Riders

You must score 12 Glory Points (or add 5 more followers to your warband) before you can attempt to win a Path to Glory campaign with this Start Collecting! set.



START COLLECTING! DAEMONS OF NURGLE

Nurgle Allegiance

Plague-ridden, diseased and festering, daemons of Nurgle spread terrible miasmas and rotting, fuming death across the Mortal Realms in the name of their benevolent god. They consider their choking plagues to be a gift from Grandfather Nurgle, and the gurgling cries of their victims are interpreted as thankful praise.

CHAMPION

- Herald of Nurgle

FOLLOWERS

- One unit of 3 Plague Drones
- One unit of 3 Nurglings
- One unit of 10 Plaguebearers

START COLLECTING! SERAPHON

Seraphon Allegiance

Warriors of the stars, the seraphon bring the wrath of the slann down upon the Mortal Realms. Their fearsome scaled ranks are packed with massive saurus infantry and reptilian monsters, ready to sweep away their foes in a storm of flashing fangs and tearing celestial blades.

CHAMPION

- Saurus Oldblood on Carnosaur

FOLLOWERS

- One unit of 8 Saurus Knights
- One unit of 12 Saurus Warriors





PATH TO GLORY WARBAND ROSTER

WARBANDNAME:

ALLEGIANCE:

GLORY POINTS:

CHAMPION

NAME:

WARSCROLL:

OPTIONS & REWARDS:

.....

.....

FOLLOWERS

NAME:

TYPE & SIZE:

OPTIONS & REWARDS:

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NAME:

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THE PATH TO GLORY

(Use this however you wish to chronicle
your warband's rise to power)

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WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story

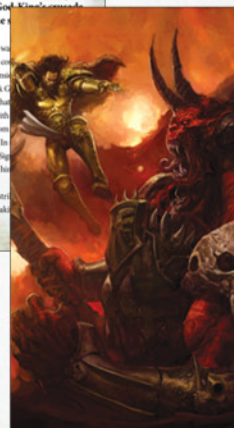
of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper

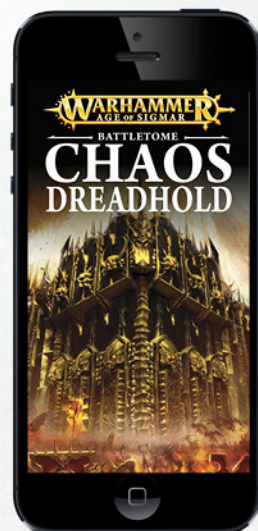
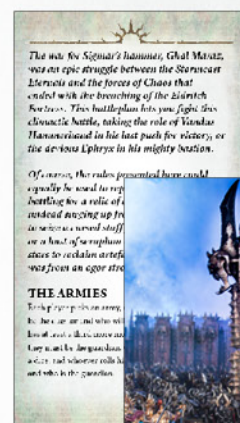
into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.

