MiniWarGaming's Custom Warhammer 40k Path to Glory Campaign Rules

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DISCLAIMER: Since Games Workshop's official Warhammer 40000 Path to Glory campaign rules are outdated I've taken the liberty of creating an unofficial custom ruleset with accompanying army tables. What you're about to read it 100% unofficial and not endorsed by Games Workshop and represents a fun way to play with your Citadel Miniatures. I've taken the majority of the rules and wording that existed in the original *Path to Glory Call of Chaos* and I've amended and changed areas I deemed appropriate.

Path to Glory provides you with rules for collecting one of the many Chaos warbands that beset the galaxy in the war-torn 41st Millennium. You will assume the role of a mighty Champion of Chaos and lead your fearsome hordes in battle against your rivals. Amidst the carnage, you will strive to win the favour of the Ruinous Powers; your ultimate goals are the boon of immortality and endless glory. Fail in the eyes of the gods, however, and eternal torment awaits ...

SETTING UP A PATH TO GLORY CAMPAIGN

In order to take part in a Path to Glory campaign, you will need two or more players. Each player will need at least one Chaos Lord, and they must then create a Chaos Warband (using units from Codex: Chaos Space Marines), as described later. Each player will also eventually need a Daemon Prince – this being the model their Champion will be transformed into if they are successful in their dark ambition. The players will 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 stature as more warriors flock to your Champion's banner and existing troops become more powerful.

Eventually, when you have slaughtered enough of the foe, you will have gained so much favour in the eyes of your patron that your Champion will have the boon of Daemonhood bestowed upon him for the final test. Succeed, and the boon shall be affirmed for all time. The first player to win a battle with a Daemon Prince in command of their Warband will be crowned the victor of the campaign.

STARTING A CHAOS WARBAND

When creating a Chaos Warband, do not use points values or force organization charts to pick your army. Instead, your army consists of a mighty Champion of Chaos battling to earn the favour of their god, and their entire band of loyal followers. As you wage war against fellow Chaos warbands, your own Warband will grow, and existing units will become more powerful.

To create a Chaos Warband, simply follow these steps and record the results on your Warband Roster:

1. Pick a Chaos patron: Khorne, Tzeentch, Nurgle or Slaanesh. You are a supplicant of that Chaos God.

2. Next, pick the Champion of your Warband. This is a Chaos Lord, with the following restrictions:
- They may only be equipped with weapons, wargear or armour that are represented on the miniature.
- If they have a Mark of Chaos, it must correspond to their chosen patron.
- They may take a single Chaos Artefact, but if they do so, they start the campaign with 1 fewer units of followers (see below).
- They can have up to D3 Chaos Rewards.

3. Determine your Champion's Warlord Trait. You can either pick one from any Warlord Trait table he would be allowed to choose from, or you can generate one randomly. Either way, note this on your Warband Roster; he will have this trait for the entire Path to Glory campaign.

4. Give your Champion a suitably grand and imposing name, and write this down on your Warband Roster. You can either devise a name yourself or use the Chaos Champion name generator.

5. Having named your champion, generate D3+3 units of starting followers. These can be chosen from the Retinue, Hero or Vehicle follower tables. If you wish, instead of choosing, you can place your fate in the hands of the Dark Gods and roll on the follower table of your choice.

Your followers need to be organized into units. The follower table will tell you how many models each unit can take.

If that unit's Army List Entry has the option for a Rhino Dedicated Transport, you may include one, but cannot otherwise include other models in the unit. Follower units can take any options listed in their Army List Entries except Chaos Rewards or Chaos Artefacts, which are available only to the Champion. Instead of generating a unit of followers, you may decide to sacrifice them to gain favour with your patron. You can sacrifice any number of your starting units for 1 Favour Point per unit sacrificed.

6. Record all of the information about your starting Warband on a copy of the Warband Roster sheet, which can be found at the end of this book.

7. Finally, devise a name for your Warband, one that will strike fear into the hearts of your rivals, and write it down on your Warband Roster. Your Warband is now complete, and you can fight your first battle. Good luck!

CHAOS CHAMPION NAME GENERATOR

This table has been designed to help name your Chaos Champion. You can simply select the names and titles that you like the most, or use them as inspiration for names and titles of your own creation. Alternatively, you can trust to fate and the whims of the Dark Gods themselves and roll randomly to determine your Champion's name. To do so, you will need to roll a D66 – this simply means that you roll two dice, one after the other, counting the first dice as 'tens' and the second dice as 'units'. So, if the first dice is a 1 and the

second dice is a 4, you will have rolled a 14. Roll a D66 and look up the result below to determine the first syllable of your Champion's name. Then roll as many extra D66 as you wish to determine the second and subsequent syllables (we find having a two- or three-syllable name works well).

If you like, you can then generate a title for your Champion; simply select the column that matches their patron, or select the 'Any Patron' column, and roll a final D66.

For example, Tim rolls three D66 to randomly determine the name of his Champion, choosing the 'Any Patron' column to determine his Champion's title. He rolls a 23, 63 and 35. His Champion's name is thus Sorgald Deathbringer – surely a name to inspire respect from his followers and dread in any rivals!

NAME GENERATOR TABLE

D66	FIRST SYLLABLE	SECOND & SUBSEQUENT SYLLABLES	TITLES				
			ANY PATRON	KHORNE	TZEENTCH	NURGLE	SLAANESH
11	Ska	ilax	the Thrice-Damned	the Blooded	Fatewhisper	the Pestilent	Paingiver
12	Drok	toth	the Reviled	Bloodborn	Warpkin	the Maggot-King	the Tormentor
13	Fel	gul	the Desolator	the Enraged	the All-seeing	Poxbringer	the Salacious
14	Luc	on	Fellheart	Skullbreaker	Flameborn	Plague Bringer	Soulshriver
15	Hur	zahr	Worldbreaker	Rageheart	the Changed	the Corpulent	the Eternal
16	Val	kar	the Cursed	Brassheart	the Mutator of Worlds	Blubbermaw	Sliverquick
21	Am	ros	Blacksteel	Bloodscream	Warplord	Rot-soul	Pain-lord
22	Rut	la	Blacksoul	the Decapitator	Fate-lord	Filthmonger	Painspawned
23	Sor	kia	Gibbermaw	the Slayer	the Destined	Festerheart	Bladeslash
24	Sig	nar	the Blessed	Skulleater	Warp-born	Flyborn	Thrashblood
25	Baud	baal	Twiceborn	Head-taker	Windblade	the Infested	the Magnificent
26	Eg	wulf	Neverborn	Blood-spiller	the Twisted	the Infectious	the Depraved

D66	FIRST SYLLABLE	SECOND & SUBSEQUENT SYLLABLES	TITLES				
			ANY PATRON	KHORNE	TZEENTCH	NURGLE	SLAANESH
31	Mor	zel	the Destroyer	Gore-lord	Warpmaw	Grimbelch	the Flayer
32	Ab	nir	Soulchewer	Flesh-render	Fluxlord	Bileheart	the Corrupt
33	Aek	am	Flesh Gorger	Blood Hunter	the Schemer	Life-reaper	the Debauched
34	Gul	vald	Vilespawn	Bloodlord	the Unknowing	the Leper Prince	Limbcleaver
35	Dech	rar	Deathbringer	the Everwrathful	the Architect	Bilegut	the Denied
36	Kat	rimm	Warbringer	Redmaw	Balefire	Manblight	Thrice-tainted
41	Scy	drek	the Chosen	Redaxe	the Incandescent	Slugflesh	Daggerheart
42	Khaz	ax	the Unholy	Skull-lord	Warpspawned	Poxspurter	the Pallid
43	Gorth	dol	the Undefeated	the Rampager	the Deceiver	Phlegmchild	Helbound
44	Kran	lac	the Reaper	Gorebringer	the Ancient One	the Decayed	the Seeker
45	Kithel	bar	the Malefic	Lord of Brass	the Ascendent	the Bloated	Helheart
46	Hel	nath	Scourgeborn	the Berserker	the Acolyte	Soulblight	Lord of Despair
51	Char	har	the Slaughterer	Lord of Skulls	Doomkindred	the Fecund	Lord of Tortured Souls
52	Barg	nalax	Doomlord	Gorethirster	Lord of Fate	Lord of Blights	the Defiler
53	Vash	tragar	the Despised	Bloodspawned	the Infernal	Plaguespawned	Painfeaster
54	Bub	asor	Lord of Ruin	Lord of Blood	the Aetherking	the Necrotic	the Despoiler Lord
55	Loth	lixus	the Reaver	Fleshtearer	the Eternal Watcher	the Festering	Whipperslash
56	Freg	rak	Scion of Chaos	Bloodblade	Lord of Aeons	the Scabrous One	Painsworn
61	Dec	us	the Everdamned	Skullsworn	Fireblade	Stench Lord	Manflayer
62	Tor	gan	Feaster of Souls	Bloodroar	the Changer	Blubberblade	Lord of Blades
63	Zhrakk	gald	Daemonblood	Skulltaker	the Sorcerer King	Poxmaw	Darkblade
64	Dar	vor	Warpblade	Blood-drinker	Mageblade	the Putrid	Scion of Pain
65	Fes	ash	the Possessed	Brassblade	Lord of Sorcery	Lord of Buboes	Lord of Torment
66	Ark	on	Lord of Chaos	Goresplitter	the Insane	Rotblade	the Corruptor

THE PATH TO GLORY

Having created a Chaos Warband, you can now fight battles with it. These battles will be fought against other warbands taking part in the Path to Glory campaign. You can fight battles as and when you wish and can use any of the missions available for Warhammer 40,000.

You can use your entire Chaos Warband in each battle you fight. You must always select your Champion to be your Warlord. Any casualties suffered by a Warband during a battle are assumed to have been replaced in time for its next conflict. If your Champion was slain, it is assumed he was merely injured and is back to his full fighting strength for the next battle, thirsty for revenge.

GAINING FAVOUR

Players receive Favour Points after each battle is completed, depending on the result of the battle. If you tied or lost the battle, you receive 1 Favour Point– though you may not have secured victory, the Dark Gods still delight in the carnage. If you won the battle, you receive D3 Favour Points. Add the Favour Points to the total recorded on your roster. Once you have 10 favour points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

In addition to gaining Favour Points, you can make one roll on the Eye of the Gods Table for your Champion after each battle, and also either add new followers to your Warband or bolster the powers of an existing unit by rolling on the Lesser Glory Table for a unit that is already in the Warband.

ETERNAL GLORY – WINNING THE CAMPAIGN

In order to win the Path to Glory campaign, your Champion must first become a Daemon Prince and then win a battle. In order to become a Daemon Prince, you must either reach 10 Favour Points, or if fate favours you, roll a 12 on the Eye of the Gods Table for your warband's champion. In either case, your Champion is replaced with a Daemon Prince, though he retains any of the boons he had received from the gods from when he was a mere mortal.

You must then fight and win one more battle, using your Daemon Prince as the leader of your warband in order for you to be affirmed amongst the ranks of daemonic immortals and win the Path to Glory campaign. If the next battle you fight is tied or lost, then you do not receive any Favour Points for the battle – just keep on fighting battles until you either win the campaign … or another player does so first!

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SHORTER OR LONGER CAMPAIGNS

You can shorten or lengthen a campaign by lowering or increasing the number of Favour Points that must be accumulated to become a Daemon Prince. For example, you could say that you only need 5 or 6 Favour Points to become a Daemon Prince, or that the demanding Chaos Gods require you to score 15 or even 20 points!

EYE OF THE GODS

As your Champion progresses along the path to glory, they may be gifted with great rewards by the gods … if they are deemed worthy. Unless otherwise stated, roll on the following table after each battle, and record each result on your Warband Roster. Re-roll any duplicate results. **NOTE:** This is not the Chaos Rewards Table. That is something different that I cover later in *Dave's Version of Path to Glory* and I call it Chaos Boon Table.

	EYE OF THE GODS TABLE
2D6	**RESULT**
2	**Wrath of the Gods:** Your Champion, having offended the gods so1nehow, is warped beyond recognition by baleful energies and transformed into a mindless Chaos Spawn. Lose D3 Favour Points (to a minimum of 0), and remove any rewards your Champion has gained from this table so far from your Warband Roster. Another Character from your Warband will then take charge, becoming your new Champion. If you do not have any, immediately generate one from the HERO follower table to become your new Champion. You cannot select a Chaos Spawn to be your new Champion, so re-roll these results if rolling randomly. Generate a Warlord Trait for your new Champion, and write this and their name on your Warband Roster ready for the next battle. Of course, your former Champion may still have uses - you may immediately add a Chaos Spawn to your Warband as a follower.
3	**Unstable Mutation:** Change the Attacks characteristic on your Champion's profile to D6.
4	**Acidic Blood:** If your Champion is wounded in the combat phase, each enemy model in base contact suffers a S5 AP-3 hit.
5	**Soulscream:** After enemy units declare your Champion as the target of a charge they must roll 2D6. If the result is greater than their Leadership characteristic they fail to charge. They're too afraid.
6	**Dark Patronage (Lesser Reward):** Your Champion gains the Lesser Reward from the appropriate Dark Patronage Table below.
7	**Dark Patronage (Greater Reward):** Your Champion gains the Greater Reward from the appropriate Dark Patronage Table below. If you already have 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 below. If you already have that reward, count this as a result of 7 (Greater Reward) instead.
9	**Voice of the Gods:** Your Champion doubles their strength characteristic and gains +D3 Attacks when they charge, are charged, or performs a heroic intervention.
10	**Daemonic Armour:** You can reroll 1's when making save rolls for your Champion.
11	**Ascendancy:** Your Champion gains the Daemon keyword. Furthermore, their invulnerable save is increased by 1. (i.e. if they have a 4+ invulnerable save due to a Sigil of Corruption it now becomes a 3+ invulnerable save). If they don't have an invulnerable save, they now have a 5+ invulnerable save.
12	**Daemonhood:** Your Champion undergoes a dark apotheosis, having been judged worthy of daemonhood. Your Champion is replaced on your Warband Roster with a Daemon Prince but retains any rewards he has gained from this table. If your Champion is already a Daemon Prince, re-roll this result. See 'Eternal Glory - Winning the Campaign' for further information on the effects of this transformation.

DARK PATRONAGE

If you roll a Dark Patronage result on the Eye of the Gods Table, look up the appropriate reward on the table below that matches your patron.

KHORNE	
REWARD	**RESULT**
Lesser Reward	**Brazen Will:** You gain the ability to make Deny the Witch tests.
Greater Reward	**Red Rampage:** Your Champion gains D3 attacks when he is outnumbered in close combat.
Exalted Reward	**Slaughterer's Rage:** Add 2 to your Champion's Attacks characteristic.

NURGLE	
REWARD	**RESULT**
Lesser Reward	**Fleshy Folds:** Your Champion gains the Disgustingly Resilient special rule.
Greater Reward	**Corpulent Mass:** Add 1 to your Champion's Wounds characteristic.
Exalted Reward	**Cloud of Flies:** Enemy models halve their Weapon Skill and Ballistic Skill, rounding down, while they are within 7" of your Champion.

TZEENTCH	
REWARD	**RESULT**
Lesser Reward	**Arcane Vessel:** When rolling an unmodified 6 to wound roll in close combat, your Champion inflicts a mortal wound in addition to regular damage.
Greater Reward	**Warpcraft:** During Deployment your Champion may be set up in the Teleportarium.
Exalted Reward	**Secrets of Sorcery:** Your Champion gains the Psyker special rule. Roll a D3 to determine how many psychic powers he knows and note this on your Warband Roster. He generates his powers from the Tzeentch discipline. Keep a note of which psychic powers he generates on your Warband Roster – he will keep these powers throughout the remainder of the campaign. He may cast 2 powers and deny 2 powers.

SLAANESH	
REWARD	**RESULT**
Lesser Reward	**Sensory Abundance:** Your Champion may redeploy before the first battle round.
Greater Reward	**Unnatural Swiftness:** You can re-roll failed charge rolls for your Champion.
Exalted Reward	**Bedazzling Assault:** Your Champion always attacks first in the fight phase.

THE WARBAND GROWS

As Your Warband progresses along the path to glory, it will attract more followers, and especially favoured units will be rewarded with Chaos gifts. After each battle, you can choose to take one of the following options:

1) **Additional Followers:** More followers flock to your Champion's banner. Either select a new unit from one of the Follower tables or roll for a random unit from one of those tables, then add them to your Warband Roster.

2) **Blessed Followers:** Those who have stood with your Champion begin to feel the gaze of the gods upon them. Pick a unit in your Warband, then make a roll on the Lesser Glories Table for them. Make a note of the result on your Warband Roster. If you roll a result the unit has already received, roll again until you get a different result.

LESSER GLORIES TABLE	
D6	**RESULT**
1	**Sworn Disciples:** Beginning on turn 2 and for the rest of the battle, this unit can re-roll any failed To wound rolls when in close combat.
2	**Acolytes of Darkness:** This unit adds+2 to their cover save when within a terrain feature.
3	**Avatars of Fury:** Once per battle, after this unit shoots in the Shooting phase, it can immediately shoot again. This could be at the same target or a different one.
4	**Adepts of the Hidden Path:** Once per battle, the unit can step through a tear in realspace instead of moving in the Movement phase. Remove it from the battlefield. It then immediately arrives anywhere on the board more than 9" away from enemy units.
5	**Devotees of the Dark Rite:** At the start of your turn, you can roll a dice for each model in the unit that has been slain. On a result of 5+, return it to the unit, in coherency and at least l" from any enemy models.
6	**Twice-blessed Followers:** Roll twice on this table. Re-roll further rolls of 6.

Retinue Follower Table

D66 RESULT	1	2	3	4	5	6
1	10 CSM	5 Warp Talons	3 Mutilators	7 Plague Marines*	5 Havocs	5 Possessed
2	20 Cultists	10 CSM	9 Rubric Marines*	5 Chosen	8 Berserkers*	5 Terminators
3	5 Chosen	1 Obliterators	10 CSM	6 Noise Marines*	9 Rubric Marines*	2 Spawn
4	6 Noise Marines*	5 Possessed	5 Terminators	10 CSM	5 Havocs	3 Chaos Bikers
5	5 Raptors	7 Plague Marines*	20 Cultists	5 Terminators	10 CSM	1 Helbrute
6	5 Warp Talons	5 Raptors	8 Berserkers*	3 Chaos Bikers	1 Helbrute	10 CSM

Hero Follower Table

D6 RESULT	HERO
1	1 Spawn
2	1 Warpsmith
3	1 Dark Apostle
4	1 Sorcerer
5	1 Chaos Lord
6	Aspiring Follower (Roll again on this table, re-rolling subsequent rolls of 6 until you get a follower. That follower has a Gift of Mutation Chaos Reward.)

Vehicle Follower Table

D6 RESULT	VEHICLE
1	1 Chaos Predator
2	1 Heldrake
3	1 Chaos Vindicator
4	1 Forgefiend or Maulerfiend
5	1 Chaos Land Raider
6	1 Defiler

EXAMPLE WARBAND – THE BLOODSPAWNED

Steven decides to start a warband dedicated to the Blood God, Khorne. His Chaos Lord, Krannalax the ThriceDamned, is equipped with Terminator Armour and a chainfist, and – of course – bears the Mark of Khorne. He rolls a D3 to see how many Chaos Rewards he can have, but only rolls a 1. He decides that an Aura of Dark Glory suits the character of his blood-soaked champion. Then he chooses a Warlord Trait, settling on Master of Offence from the Personal Traits table in Warhammer 40,000: The Rules. He notes all of this information in the 'Champion' box of his Warband Roster.

Next, he seeks some followers. Steven rolls a D3 and scores a 2, adding 3 to the result for a total of 5 available units. For his first, he chooses a unit of 8 Khorne Berzerkers from the Retinue follower table, which he dubs the Bloodstoked. He equips two of their number with plasma pistols (knowing full well that he will be facing no shortage of power-armoured opponents!) and gives them a Rhino as a Dedicated Transport. He adds them to his Warband Roster, noting the number of models and the options he chose.

Khorne cares not from whence the blood flows, so Stephen selects a unit of 10 Chaos Space Marines from the Retinue follower table to provide ranged support to the Bloodstoked. The Scions of Rage, as he names them, are equipped with a heavy bolter, a power fist for their Aspiring Champion, and an Icon of Vengeance. He decides that they will also bear the Mark ofKhorne and adds them to his roster.

Unsure of what to take next, Steven puts the decision in the hands of the gods, rolling on the Retinue follower table. A result of 64 nets him a trio of Chaos Bikers. He favours simplicity here, only adding a Mark of Khorne before adding them to the roster as the Crimson Riders.

Steven would like to paint a large centrepiece miniature for his force, so he rolls on the Vehicle Followers Table next and is pleased with the result of 2 – a Heldrake. Slaughterhawk, it will be called; he adds it to his roster and decides it will have a baleflamer.

One unit still to go, but Steven feels that he has enough to paint already – and besides, he is eager for glory! He sacrifices his last unit for a Favour Point, and records it on his Warband Roster.

All that remains is for Steven to name his warband. He settles on the Bloodspawned, writing it at the top of his roster. He then adds a line to the Path to Glory section (where you can record victories, name your sworn enemies or note down moments of true heroism), calling out his friend's warband the Tallymen. Even before the campaign has started, a rivalry is blooming!

Dave's Version of Path to Glory

Winning the Campaign

We know how you win using Chaos Warbands. Let's for a moment assume you are using non-Chaos Warbands.

If you're playing with non-Chaos armies, you'll gain Glory Points instead of Favour points. You win the overall campaign by winning a mission after receiving 11 or more Glory Points.

Starting a Warband

Each Warband will start with 1 HQ and 2 Troops. If playing Chaos armies the starting models are as follows:
- 1 Chaos Lord
- 1 God specific Troops choice (i.e. Berserkers if playing as World Eaters)
- 1 Chaos Space Marine squad

The Chaos God specific Troops choice may be given a dedicated transport for free. This is automatically included for them. The regular squad of Chaos Space Marines does not get a free dedicated transport.

If playing with non-Chaos armies the starting models are as follows:

- 1 HQ (Make this appropriate in terms of the typical vanilla unit you'd commonly see i.e. Captain if playing Space Marines)
- 2 Troops choices (i.e. Ork Boyz if playing Orks)

Adding to Your Warband

When choosing which additional units to add to your Warband roll a D6 a consult the following results: 1 Hero Follower Table, 2-4 Retinue Follower Table, 5-6 Vehicle Follower Table.

Fighting Battles

Later on in this guide you'll the missions from the original Path to Glory campaign book from 7th edition. Alternatively you can just use a standard mission from the Warhammer 40000 rulebook or latest Chapter Approved.

Chaos Boon Table

When choosing your Warlords in your army you may roll D3 times on the Chaos Boon Reward Table. Earlier in the *Starting A Chaos Warband* section they call this the Chaos Rewards table. This table also applies to units that are non-Chaos as well as Chaos units.

Chaos Boon Reward Table	
2D6 Result	**REWARD**
2	Character turns into spawn. Remove character, replace with spawn within 6".
3	Add 6" to range of all character's ranged weapons.
4	Add 3" to Movement characteristic.
5	Add 1 to Strength.
6	Add 1 to Attacks.
7	Choose one of your choice (not Spawn or Daemon Prince).
8	Enemies get -1 to hit the character in Fight Phase.
9	Add 1 to saving throws for this character.
10	Add 1 to Toughness.
11	Add 1 to Wounds.
12	Character turns into a Daemon Prince. Remove character and replace with Daemon Prince within 6".

Chaos God Specific | Imperium | Xenos Follower Tables

I've reworked the tables for units because they needed updating. I separated each chaos god into their own section and allowed for unique units to be included depending on the chaos god you're dedicated to. For example, you may now bring a Malignant Plaguecaster in a Nurgle army or if you're fielding a Tzeentch army, Scarab Occult Terminators are now an option. I've included some Imperium and Xenos armies courtesy of For Whom The Die Rolls (Thanks Taylor)! These are to be used for Path to Glory campaigns where Chaos does not abound. Use the same upgrade tables i.e. Lesser Glories & Eye of the Gods when rolling for unit upgrades.

Khorne Retinue Follower Table

D66 RESULT	1	2	3	4	5	6
1	10 CSM	5 Warp Talons	3 Mutilators	5 Berserkers	5 Havocs	5 Possessed
2	20 Cultists	10 CSM	5 Berserkers	5 Chosen*	8 Berserkers	5 Terminators
3	5 Chosen	3 Obliterators	10 CSM	8 Berserkers	8 Berserkers	2 Spawn
4	8 Berserkers	5 Possessed	5 Terminators	10 CSM	5 Havocs	3 Chaos Bikers
5	5 Raptors	8 Berserkers	20 Cultists	5 Terminators	10 CSM	1 Helbrute
6	5 Warp Talons	5 Raptors	8 Berserkers	3 Chaos Bikers	1 Helbrute	10 CSM

Khorne Hero Follower Table

D8 RESULT	HERO
1	1 Spawn
2	1 Warpsmith
3	1 Dark Apostle (includes Dark Disciples)
4	1 Master of Executions
5	1 Exalted Champion
6	1 Chaos Lord
7	1 Lord Discordant
8	Choose the result

Khorne Vehicle Follower Table

D8 RESULT	VEHICLE
1	1 Predator
2	1 Heldrake
3	1 Vindicator
4	1 Forgefiend
5	Maulerfiend
6	1 Land Raider
7	1 Defiler
8	1 Lord Discordant

Nurgle Retinue Follower Table

D66 RESULT	1	2	3	4	5	6
1	7 Plague Marines	1 Blighthauler	Foul Blightspawn	7 Plague Marines	5 possessed	Noxious Blightbringer
2	20 Cultists	7 Plague Marines	7 Plague Marines	10 Poxwalkers	7 Plague Marines	5 Blight Lords
3	10 Poxwalkers	1 P.B. Crawler	10 Plaguebearers	7 Plague Marines	7 Plague Marines	2 Spawn
4	7 Plague Marines	Noxious Blightbringer	5 Blight Lords	10 Plaguebearers	5 possessed	Tallyman
5	3 Deathshroud	7 Plague Marines	20 Cultists	5 Blight Lords	7 Plague Marines	1 Helbrute
6	1 Blighthauler	3 Deathshroud	7 Plague Marines	Tallyman	1 Helbrute	7 Plague Marines

Nurgle Hero Follower Table

D6 RESULT	HERO
1	1 Spawn
2	1 Biologus Putrifier
3	1 Malignant Plaguecaster
4	1 Sorcerer
5	1 Chaos Lord
6	1 Lord of Contagion

Nurgle Vehicle Follower Table

D6 RESULT	VEHICLE
1	1 Blighthauler
2	1 Pred/Vindicator
3	1 Plagueburst Crawler
4	1 Foetid Bloatdrone
5	1 Land Raider
6	1 Defiler

Tzeentch Retinue Follower Table

D66 RESULT	1	2	3	4	5	6
1	10 Tzaangors	3 Tzaangor Enlightened	10 Tzaangors	9 Rubric Marines	1 Helbrute	9 Rubric Marines
2	20 Cultists	10 Tzaangors	9 Rubric Marines	1 Helbrute	9 Rubric Marines	5 Scarab Occult
3	Tzaangor Shaman	5 Scarab Occult	10 Tzaangors	9 Rubric Marines	9 Rubric Marines	2 Spawn
4	9 Rubric Marines	20 Cultists	5 Scarab Occult	10 Tzaangors	1 Defiler	20 Cultists
5	3 Tzaangor Enlightened	9 Rubric Marines	20 Cultists	Mutalith Vortex Beast	10 Tzaangors	1 Helbrute
6	Mutalith Vortex Beast	1 Helbrute	9 Rubric Marines	20 Cultists	3 Tzaangor Enlightened	10 Tzaangors

Tzeentch Hero Follower Table

D6 RESULT	HERO
1	1 Spawn
2	1 Tzaangor Shaman
3	1 Sorcerer
4	1 Sorcerer in Terminator Armour
5	1 Exalted Sorcerer
6	1 Exalted Sorcerer in Terminator Armour

Tzeentch Vehicle Follower Table

D6 RESULT	VEHICLE
1	1 Predator
2	1 Heldrake
3	1 Vindicator
4	1 Forge/Mauler Fiend
5	1 Land Raider
6	1 Defiler

Slaanesh Retinue Follower Table

D66 RESULT	1	2	3	4	5	6
1	10 CSM	5 Warp Talons	3 Mutilators	6 Noise Marines	5 Havocs	5 Possessed
2	20 Cultists	10 CSM	6 Noise Marines	5 Chosen	6 Noise Marines	5 Terminators
3	5 Chosen	3 Obliterators	10 CSM	6 Noise Marines	6 Noise Marines	2 Spawn
4	6 Noise Marines	5 Possessed	5 Terminators	10 CSM	5 Havocs	3 Chaos Bikers
5	5 Raptors	6 Noise Marines	20 Cultists	5 Terminators	10 CSM	1 Helbrute
6	5 Warp Talons	5 Raptors	6 Noise Marines	3 Chaos Bikers	1 Helbrute	10 CSM

Slaanesh Hero Follower Table

D8 RESULT	HERO
1	1 Spawn
2	1 Warpsmith
3	1 Dark Apostle (includes Dark Disciples)
4	1 Sorcerer
5	Master of Executions
6	1 Exalted Champion
7	Master of Possession
8	1 Chaos Lord

Slaanesh Vehicle Follower Table

D8 RESULT	VEHICLE
1	1 Predator
2	1 Heldrake
3	1 Vindicator
4	1 Forgefiend or Maulerfiend
5	1 Land Raider
6	1 Defiler
7	1 Lord Discordant
8	Choose the result

Starting Champion: Captain or Primaris Captain. ***Dedicated Transport:** Rhino

D66 RESULT	1	2	3	4	5	6
		Space Marine Retinue Follower Table				
1	*10 Tactical Marines	*5 Sternguard Veterans	5 Primaris Incursors	3 Devastator Centurions	1 Land Speeder	*5 Sternguard Veterans
2	*5 Scouts (any options)	5 Primaris Intercessors	5 Primaris Reivers	*5 Scouts (any options)	3 Primaris Eliminators	5 Primaris Infiltrators
3	*5 Vanguard Veterans	5 Assault Terminators	5 Primaris Hellblasters	3 Primaris Aggressors	5 Terminators	5 Primaris Reivers
4	3 Primaris Aggressors	3 Primaris Inceptors	5 Primaris Incursors	5 Primaris Intercessors	*5 Vanguard Veterans	3 Bikes
5	*5 Assault Marines	3 Assault Centurions	*5 Scouts (any options)	5 Primaris Infiltrators	*10 Tactical Marines	1 Dreadnought
6	1 Thunderfire Cannon	5 Scout Bikes	*5 Devastators	*5 Scouts (any options)	3 Primaris Eliminators	5 Primaris Intercessors

D6 RESULT	HERO
	Space Marine Hero Follower Table (Any option may be Primaris)
1	1 Apothecary
2	1 Techmarine
3	1 Chaplain
4	1 Librarian
5	1 Lieutenant
6	1 Captain

D6 RESULT	VEHICLE
	Space Marine Vehicle Follower Table
1	1 Predator or Whirlwind
2	1 Storm Raven or Stormtalon
3	1 Vindicator or Dreadnought
4	1 Hunter or Stalker
5	1 Land Raider (Any) or Repulsor
6	1 Redemptor Dreadnought

Starting Champion: Captain or Primaris Captain. ***Dedicated Transport:** Rhino

D66 RESULT	1	2	3	4	5	6
	Blood Angels Retinue Follower Table					
1	*10 Tactical Marines	*5 Sternguard Veterans	5 Primaris Incursors	3 Devastator Centurions	*10 Death Company	*5 Sternguard Veterans
2	*5 Scouts (any options)	5 Primaris Intercessors	5 Primaris Reivers	*5 Scouts (any options)	3 Primaris Eliminators	5 Primaris Infiltrators
3	*5 Vanguard Veterans	5 Assault Terminators	5 Primaris Hellblasters	3 Primaris Aggressors	5 Terminators	5 Primaris Reivers
4	3 Primaris Aggressors	3 Primaris Inceptors	5 Primaris Incursors	5 Primaris Intercessors	*5 Vanguard Veterans	5 Sanguinary Guard
5	*5 Assault Marines	3 Assault Centurions	*5 Scouts (any options)	5 Primaris Infiltrators	*10 Tactical Marines	*10 Death Company
6	5 Sanguinary Guard	*10 Death Company	*5 Devastators	*5 Scouts with Sniper Rifles	3 Primaris Eliminators	5 Primaris Intercessors

D6 RESULT	HERO
	Blood Angels Hero Follower Table **(Any option may be Primaris)**
1	Sanguinary Priest
2	1 Techmarine
3	1 Chaplain or Death Company Chaplain
4	1 Librarian
5	1 Lieutenant
6	1 Captain

D6 RESULT	VEHICLE
	Blood Angels Vehicle Follower Table
1	1 Predator/Baal Predator or Whirlwind
2	1 Storm Raven or Stormtalon
3	1 Vindicator or Dreadnought/Death Company Dreadnought
4	1 Hunter or Stalker
5	1 Land Raider (Any) or Repulsor
6	1 Redemptor Dreadnought

Starting Champion: Wolf Lord or Primaris Wolf Lord. ***Dedicated Transport:** Rhino.

D66 RESULT	1	2	3	4	5	6
Space Wolves Retinue Follower Table						
1	*10 Tactical Marines	*5 Sternguard Veterans	5 Primaris Incursors	3 Devastator Centurions	1 Land Speeder	*5 Sternguard Veterans
2	*5 Scouts (any options)	5 Primaris Intercessors	5 Primaris Reivers	*5 Scouts (any options)	3 Primaris Eliminators	5 Primaris Infiltrators
3	*5 Vanguard Veterans	5 Assault Terminators	5 Primaris Hellblasters	3 Primaris Aggressors	5 Terminators	5 Primaris Reivers
4	3 Primaris Aggressors	3 Primaris Inceptors	5 Primaris Incursors	5 Primaris Intercessors	*5 Vanguard Veterans	3 Bikes
5	*5 Assault Marines	3 Assault Centurions	*5 Scouts (any options)	5 Primaris Infiltrators	*10 Tactical Marines	1 Dreadnought
6	1 Thunderfire Cannon	5 Scout Bikes	*5 Devastators	*5 Scouts (any options)	3 Primaris Eliminators	5 Primaris Intercessors

D6 RESULT	HERO
Space Wolves Hero Follower Table (Any option may be Primaris)	
1	Battle Leader
2	1 Wolf Priest
3	1 Rune Priest or Iron Priest
4	1 Wolf Lord
5	1 Lieutenant
6	I Captain

D6 RESULT	VEHICLE
Space Wolves Vehicle Follower Table	
1	1 Predator or Whirlwind
2	1 Storm Raven or Stormtalon
3	1 Vindicator or Dreadnought
4	1 Hunter or Stalker
5	1 Land Raider (Any) or Repulsor
6	1 Redemptor Dreadnought

Starting Champion: Tech-Priest Dominus. ***Dedicated Transport:** Scorpius Dunerider.

Adeptus Mechanicus Follower Table						
D66 RESULT	**1**	**2**	**3**	**4**	**5**	**6**
1	10 Skitarii Rangers	3 Kataphron Destroyers	5 Corpuscarii Electro-Priests	4 Servitors	5 Sicarian Ruststalkers	10 Skitarii Vanguard
2	3 Kataphron Breachers	10 Skitarii Rangers	5 Sicarian Ruststalkers	3 Kataphron Destroyers	10 Skitarii Vanguard	3 Kataphron Breachers
3	5 Sicarian Infiltrators	5 Fulgurite Electro-Priests	10 Skitarii Rangers	10 Skitarii Vanguard	4 Servitors	5 Corpuscarii Electro-Priests
4	5 Fulgurite Electro-Priests	4 Servitors	10 Skitarii Vanguard	10 Skitarii Rangers	5 Fulgurite Electro-Priests	5 Sicarian Infiltrators
5	3 Kataphron Destroyers	10 Skitarii Vanguard	3 Kataphron Breachers	3 Kataphron Breachers	10 Skitarii Rangers	3 Kataphron Destroyers
6	10 Skitarii Vanguard	5 Sicarian Ruststalkers	5 Corpuscarii Electro-Priests	5 Sicarian Infiltrators	3 Kataphron Destroyers	10 Skitarii Rangers

Adeptus Mechanicus Hero Follower Table	
D6 RESULT	**HERO**
1	Tech-Priest Enginseer
2	Tech-Priest Enginseer
3	Tech-Priest Enginseer or Tech-Priest Dominus
4	Tech-Priest Dominus
5	Tech-Priest Dominus
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Adeptus Mechanicus Vehicle Follower Table	
D6 RESULT	**VEHICLE**
1	2 Sydonian Dragoons
2	2 Ironstrider Ballistarii
3	2 Kastellan Robots and 1 Datasmith
4	1 Onager Dunecrawler
5	1 Armiger Helverin
6	1 Armiger Warglaive

Starting Champion: Warboss. **Green Tide:** Each time you roll a result of Ork Boyz or Grethchin, you can either start a new unit (20 for Boyz, 10 for Gretchin), or add 10 to an existing unit, to a max of 30. ***Dedicated transport:** Trukk

D66 RESULT	1	2	3	4	5	6
	Ork Retinue Follower Table					
1	20 Ork Boyz or +10	3 Deffkoptas	5 Lootas*	5 Flash Gitz*	5 Lootas*	10 Tankbustas*
2	1 Runtherd & +10 Gretchin	20 Ork Boyz or +10	5 Nobz*	5 Nobz*	3 Mek Gunz	10 Kommandos*
3	5 Nobz	3 Meganobz	20 Ork Boyz or +10	10 Burnaboyz*	3 Meganobz	2 Killa Kans
4	10 Burnaboyz*	10 Tankbustas*	10 Kommandos*	20 Ork Boyz or +10	5 Lootas*	3 Warbikers
5	10 Stormboyz	5 Flash Gitz*	1 Runtherd & +10 Gretchin	10 Kommandos*	20 Ork Boyz or +10	1 Deffdread
6	3 Deffkoptas	10 Stormboyz	3 Mek Gunz	3 Warbikers	1 Deffdread	20 Ork Boyz or +10

D6 RESULT	ORK HERO (Heros may ride a bike, or take Mega Armor if there is a datasheet for that option)
	Ork Hero Follower Table
1	Nob w/ Waaagh! Banner
2	Big Mek
3	Painboy
4	Weirdboy
5	Warboss
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

D6 RESULT	VEHICLE
	Ork Vehicle Follower Table
1	1 Wazbom Blastajet/Dakka Jet
2	1 Burna-Bommer/Blitza-Bommer
3	3 Warbuggies/Skorchas/Wartrakks
4	1 Kustom Boosta-Blasta/Shokkjump Dragsta/Boomdakka Snazzwagon/Megatrakk Scrapjet/Rukkatrukk Squigbuggy
5	1 Battlewagon
6	1 Gorkanaut/Morkanaut

Starting Champion: Overlord ***Dedicated Transport:** Ghost Ark

Necron Retinue Follower Table						
D66 RESULT	1	2	3	4	5	6
1	10 Necron Warriors*	3 Scarab Swarms	3 Destroyers	3 Canoptek Wraiths	5 Deathmarks	10 Immortals
2	5 Flayed Ones	10 Necron Warriors*	1 Canoptek Spyder	3 Scarab Swarms	10 Immortals	5 Lychguard
3	5 Lychguard	5 Praetorians	10 Necron Warriors*	10 Immortals	1 Canoptek Spyder	3 Scarab Swarms
4	5 Deathmarks	3 Tomb Blades	10 Immortals	10 Necron Warriors*	5 Praetorians	3 Destroyers
5	3 Tomb Blades	10 Immortals	3 Tomb Blades	5 Flayed Ones	10 Necron Warriors*	1 Triarch Stalker
6	10 Immortals	3 Canoptek Wraiths	5 Lychguard	3 Scarab Swarms	1 Triarch Stalker	10 Necron Warriors*

Necron Hero Follower Table	
D6 RESULT	NECRON HERO
1	1 Cryptek
2	1 Lord
3	1 Destroyer Lord
4	1 Overlord
5	1 Catacomb Command Barge
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Necron Vehicle Follower Table	
D6 RESULT	VEHICLE
1	1 Ghost Ark
2	1 Doom Scythe
3	1 Night Scythe
4	1 Annihilation Barge
5	1 Doomsday Ark
6	1 Transcendent C'Tan

Starting Champion: Tyranid Prime.*** Endless Hordes:** When you roll a gaunt result (incl gargoyles), you can either make a new unit of gaunts, or add 10 models to an existing gaunt unit to a max of 30. **Flurry of Claws:** When you roll a +5 Genestealers result, you may either start a new unit of 5, or add 5 to an existing unit, to a max of 20. **Overpowered Awesomeness:** Due to the awesomeness of Tyranid Monsters a roll on the Monster table costs 1 Glory Point.

Tyranid Retinue Follower Table						
D66 RESULT	**1**	**2**	**3**	**4**	**5**	**6**
1	20 Termagants or +10*	3 Tyranid Warriors	3 Tyrant Guard	3 Venomthropes	+5 Genestealers**	3 Zoanthropes
2	10 Gargoyles or +10*	20 Hormagaunts or +10*	+5 Genestealers**	10 Gargoyles or +10*	3 Venomthropes	3 Tyranid Warriors
3	3 Ripper Swarms	3 Zoanthropes	20 Termagants or +10*	3 Tyranid Warriors	3 Hive Guard	20 Hormagaunts or +10*
4	+5 Genestealers**	10 Gargoyles or +10*	3 Ripper Swarms	20 Hormagaunts or +10*	1 Pyrovore or 1 Biovore	3 Spore Mines
5	3 Raveners	1 Pyrovore or 1 Biovore	10 Gargoyles or +10*	3 Tyrant Guard	20 Termagants or +10*	3 Hive Guard
6	1 Carnifex	1 Lictor	3 Venomthropes	3 Raveners	3 Spore Mines	1 Carnifex

Tyranid Hero Follower Table	
D6 RESULT	**TYRANID HERO**
1	Mucolid Spore
2	Broodlord
3	Neurothrope
4	Tyranid Prime
5	Re Roll
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Tyranid Monster Follower Table	
D6 RESULT	**MONSTER**
1	1 Maleceptor or Toxicrene
2	1 Haruspex or Exocrene
3	1 Mawloc or Trygon
4	1 Harpy or Hive Crone
5	1 Sporocyst or Tyranocyte
6	1 Tyrannofex or Tervigon

Starting Champion: Autarch ***Dedicated Transport:** Wave Serpent

Craftworlds Aeldari Retinue Follower Table						
D66 RESULT	**1**	**2**	**3**	**4**	**5**	**6**
1	10 Guardians*	5 Striking Scorpions*	5 Howling Banshees*	5 Warp Spiders	5 Wraithguard*	10 Guardians*
2	5 Fire Dragons*	10 Dire Avengers*	3 Shining Spears	3 Windriders	1 Support Weapon	5 Swooping Hawks
3	5 Rangers	5 Howling Banshees*	10 Guardians*	5 Rangers	2 War Walkers	5 Dark Reapers*
4	5 Wraithblades*	3 Shining Spears	5 Striking Scorpions*	10 Dire Avengers*	5 Rangers	5 Fire Dragons*
5	5 Warp Spiders	1 Support Weapon	2 War Walkers	5 Dark Reapers*	10 Guardians*	5 Wraithguard*
6	10 Dire Avengers*	5 Swooping Hawks	5 Rangers	3 Windriders	5 Wraithblades*	10 Dire Avengers*

Craftworlds Aeldari Hero Follower Table	
(Characters may take Swooping Hawk Wings, or ride a Jetbike (if there is a datasheet for that option)	
D6 RESULT	**AELDARI HERO**
1	Warlock
2	Spiritseer
3	Farseer
4	Autarch
5	Re-Roll
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Craftworlds Aeldari Vehicle Follower Table	
D6 RESULT	**AELDARI VEHICLE**
1	2 Vypers
2	Night Spinner
3	1 Falcon
4	1 Crimson Hunter or Hemlock
5	1 Fire Prism
6	1 Wraithlord

Starting Champion: XV8 Commander (May exchange 1 starting follower slot to upgrade to XV86 Coldstar Battlesuit) ***Dedicated Transport:** Devilfish.

D66 RESULT	1	2	3	4	5	6
Tau Retinue Follower Table						
1	10 Breachers*	2 Piranhas	5 Vespids	4 Drones	1 Broadside	10 Breachers*
2	15 Kroot	10 Strike*	4 Kroot Hounds	3 Crisis Suits	4 Drones	5 Pathfinders*
3	3 Crisis Suits	5 Pathfinders*	10 Breachers*	2 Piranhas	3 Stealth Suits	3 Crisis Suits
4	3 Stealth Suits	15 Kroot	3 Stealth Suits	10 Strike*	15 Kroot	4 Kroot Hounds
5	5 Vespids	4 Drones	15 Kroot	5 Pathfinders*	10 Breachers*	1 Broadside
6	10 Strike*	1 Firesight Marksman and 3 Sniper Drones	2 Piranhas	4 Drones	1 Firesight Marksman and 3 Sniper Drones	10 Strike*

Tau Hero Follower Table	
D6 RESULT	**TAU HERO**
1	Cadre Fireblade
2	Ethereal
3	XV8 Commander
4	XV85 Commander
5	XV86 Commander
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Tau Vehicle Follower Table	
D6 RESULT	**TAU VEHICLE**
1	1 Devilfish
2	1 Razorshark/Sun Shark
3	1 Hammerhead
4	1 Sky Ray
5	1 Riptide
6	1 Ghostkeel

Starting Champion: Archon ***Dedicated Transport:** Raider &/or Venom (Grotesques cannot take a Venom as a Dedicated Transport)

Drukhari Retinue Follower Table						
D66 RESULT	**1**	**2**	**3**	**4**	**5**	**6**
1	10 Kabalite Warriors*	10 Wyches*	5 Incubi*	10 Kabalite Warriors*	1 Cronos	10 Kabalite Warriors*
2	1 Beastmaster + 5PL of Beasts	10 Wyches	5 Hellions	3 Reavers	5 Incubi*	5 Scourges
3	5 Mandrakes	5 Incubi*	10 Kabalite Warriors*	5 Wracks*	3 Grotesques*	5 Hellions
4	1 Cronos	5 Hellions	5 Wracks*	10 Wyches*	5 Mandrakes	3 Reavers
5	5 Scourges	5 Wracks*	1 Beastmaster + 5PL of Beasts	3 Grotesques*	10 Kabalite Warriors*	1 Talos
6	10 Wyches*	5 Scourges	5 Mandrakes	3 Reavers	1 Talos	10 Wyches*

Drukhari Hero Follower Table	
D6 RESULT	**DRUKHARI HERO**
1	Haemonculus
2	Succubus
3	5 PL of Court of the Archon
4	Archon
5	Re-Roll
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Drukhari Vehicle Follower Table	
D6 RESULT	**DRUKHARI VEHICLE**
1	1 Raider
2	1 Razorwing
3	1 Voidraven
4	1 Venom
5	1 Ravager
6	Re-roll

Starting Champion: Primus (Choosing Artifact doesn't take up unit slot) ***Dedicated Transport:** Goliath Truck. Chimera (Neophytes Only). **NOTE:** When you roll a +5 Purestrains result, you may either start a new unit of 5, or add 5 to an existing unit, to a max of 20.

D66 RESULT	1	2	3	4	5	6
Genestealer Cults Retinue Follower Table						
1	10 Neophytes*	5 Acolyte Hybrids*	4 Aberrants	+5 Purestrains	Scout Sentinels	5 Hybrid Metamorphs*
2	4 Aberrants	10 Neophytes*	+5 Purestrains	5 Hybrid Metamorphs*	+5 Purestrains	10 Neophytes*
3	5 Acolyte Hybrids*	5 Hybrid Metamorphs*	10 Neophytes*	+5 Purestrains	+5 Purestrains	4 Aberrants
4	+5 Purestrains	Scout Sentinels	5 Hybrid Metamorphs*	10 Neophytes*	5 Acolyte Hybrids*	Scout Sentinels
5	10 Neophytes*	+5 Purestrains	Scout Sentinels	4 Aberrants	10 Neophytes*	5 Acolyte Hybrids*
6	5 Hybrid Metamorphs*	5 Acolyte Hybrids*	+5 Purestrains	Scout Sentinels	4 Aberrants	10 Neophytes*

D6 RESULT	GENESTEALER CULT HERO
Genestealer Cults Hero Follower Table	
1	Primus
2	Iconward
3	Magus
4	Patriarch
5	Re Roll
6	Aspiring Follower: Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

D6 RESULT	GENESTEALER CULT VEHICLE
Genestealer Cults Vehicle Follower Table	
1	1 Chimera
2	1 Goliath
3	1 Goliath Rockgrinder
4	1 Armoured Sentinel
5	1 Leman Russ
6	Re Roll

Chaos Daemons Tables

You must choose a Starting Champion that aligns with your chosen Chaos God. When you roll a new follower, you may roll on any table! **NOTE:** You cannot have more units aligned to a Chaos God that is not your chosen God. When you roll a Soul Grinder, Furies, or Spawn result, they are aligned to whatever table you were rolling on. When you roll a +10 result, you may either make a new unit of 10, or add 10 to an existing unit to a max of 30.

If you can make detachments that align with 1 chaos god, you may do so in order to take advantage of Daemonic Loci (and Command Points). All other units that don't fit into that detachment will either go into an unbound detachment, or you may make other detachments out of them to take advantage of Command Point benefits (though they may not take advantage of Daemonic Loci if they are not all aligned to one Chaos God).

i.e. Let's say you've chosen Khorne as your Chaos God, rolled 3 Khorne Followers and 3 Nurgle followers. You choose a Bloodmaster and rolled 1 Khorne Spawn, 5 Flesh Hounds, 1 Skull Cannon, 1 Poxbringer, 10 Plaguebearers, and 3 nurglings. You may make a Patrol Detachment of Nurgle with the Poxbringer, Plaguebearers, and Nurglings in order to benefit from the Locus of Virulence, which leaves the Khorne units in an unbound detachment (no loci benefit). Next time you roll, you choose Khorne again, rolling 5 more Flesh Hounds! You can then put the Khorne units in an Outrider Detachment, so they now benefit from the Locus of Rage, and you get +1 Command Point!

For balance purposes, characters are allowed to only summon once per battle.

Starting Champions: Bloodmaster, Changecaster, Poxbringer, or Herald of Slaanesh ***Aspiring Follower:** Roll again on this table, re-rolling 6s. The follower then rolls on the Chaos Boon Strategem table, and keeps that result for the whole campaign (re-rolling Spawndom and Daemonhood).

Daemons of Chaos Hero Follower Tables

D6 RESULT	Khorne Hero		D6 RESULT	Nurgle Hero		D6 RESULT	Tzeentch Hero		D6 RESULT	Slaanesh Hero
1	1 Bloodmaster		1	1 Poxbringer		1	1 Changecaster		1	Herald of Slaanesh on foot
2	1 Skullmaster		2	1 Sloppity Bilepiper		2	1 Fateskimmer		2	Herald on Steed
3	1 Blood Throne		3	1 Spoilpox Scrivener		3	1 Exalted Flamer		3	Herald on Seeker Chariot
4	1 Bloodmaster		4	1 Poxbringer		4	1 Fluxmaster		4	Herald on Exalted Seeker Chariot
5	Re Roll		5	Re Roll		5	Re Roll		5	Re Roll
6	Aspiring Follower*		6	Aspiring Follower*		6	Aspiring Follower*		6	Aspiring Follower*

Chaos Follower Units

2D6 RESULT	Khorne Units		2D6 RESULT	Nurgle Units		2D6 RESULT	Tzeentch Units		2D6 RESULT	Slaanesh Units
2	1 Spawn		2	1 Spawn		2	1 Spawn		2	1 Spawn
3	5 Furies		3	5 Furies		3	5 Furies		3	5 Furies
4	3 Blood Crushers		4	2 Beasts of Nurgle		4	3 Screamers		4	1 Hellflayer or Seeker Chariot
5	5 Flesh Hounds		5	3 Nurglings		5	3 Flamers		5	5 Seekers of Slaanesh
6	+10 Blood Letters		6	+10 Plaguebearers		6	+10 Horrors		6	+10 Daemonettes
7	+10 Blood Letters		7	+10 Plaguebearers		7	+10 Horrors		7	+10 Daemonettes
8	+10 Blood Letters		8	+10 Plaguebearers		8	+10 Horrors		8	+10 Daemonettes
9	5 Flesh Hounds		9	3 Nurglings		9	3 Flamers		9	5 Seekers of Slaanesh
10	3 Blood Crushers		10	2 Beasts of Nurgle		10	3 Screamers		10	2 Fiends of Slaanesh
11	1 Skull Cannon		11	3 Plague Drones		11	1 Burning Chariot		11	1 Exalted Seeker Chariot
12	1 Soul Grinder		12	1 Soul Grinder		12	1 Soul Grinder		12	1 Soul Grinder

ALTAR OF WAR: REWARDS OF CHAOS

This Altar of War mission enables you to fight a battle between two champions of the ChaosGods. Both have travelled far to reach an altar where they can receive powerful rewards from their patron, but they must defeat their rival before they can do so!

USING ALTAR OF WAR: REWARDS OF CHAOS

When choosing a mission to play, you can simply choose to play Altar of War: Rewards of Chaos. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos warband as their army.

PATH TO GLORY CAMPAIGNS

If this mission is used by Chaos warbands taking part in a Path to Glory campaign, then the following rules apply.

- Both of the armies taking part in the battle must be warbands from the Path to Glory campaign. The players taking part simply need to agree to fight the battle.

- When this mission is used as part of a Path to Glory campaign, the winner may receive extra Favour Points. To find out if this is the case, cross-reference the patron of the winner's warband with that of the losing warband on the following table to determine how many extra Favour Points are earned by the winner. Regardless of who won, you lose 1 Favour Point if your warband accepted a reward from their patron's rival (see The Rewards of Chaos on page 27). Khorne and Slaanesh are rivals, and Tzeentch and Nurgle are rivals.

LOSER	WINNER			
	KHORNE	SLAANESH	TZEENTCH	NURGLE
KHORNE	+1 Favour	+2 Favour	+1 Favour	+1 Favour
SLAANESH	+2 Favour	+1 Favour	+1 Favour	+1 Favour
TZEENTCH	+1 Favour	+1 Favour	+1 Favour	+2 Favour
NURGLE	+1 Favour	+1 Favour	+2 Favour	+1 Favour

ALTAR OF WAR: REWARDS OF CHAOS

Altars dedicated to the different aspects of the Chaos Gods have been built all across the galaxy. These altars can endow supplicants with supernatural rewards if their patron god feels so inclined – or painful punishments if they do not! Sometimes altars lie in close proximity to each other; when this happens they act as a focal point for battles between followers of the different gods. Rival warbands will fight until only one side is left standing, the winner receiving great favour from their patron god.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos warband.

THE BATTLEFIELD

At each corner of the battlefield stands an altar, each one dedicated to a different aspect of a Chaos god: **Rage** (Khorne), **Fecundity** (Nurgle), **Change** (Tzeentch), and **Agony** (Slaanesh). We recommend using a suitable piece of scenery or a set of markers to represent the altars. Generate the rest of the scenery for this battle as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

DEPLOYMENT

The players must first roll-off, and the player that rolled highest picks which deployment zone they will use. Then set up using the Standard Deployment Method from *Warhammer 40,000: The Rules* and the deployment map included with this mission.

FIRST TURN

The player that deployed their army first goes first unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission continues until one player has won.

VICTORY CONDITIONS

A player immediately wins if the opposing army is completely destroyed, or if their own army ever commands three or more of the altars at the end of their turn. 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.

MISSION SPECIAL RULES

Night Fighting, Reserves.

The Rewards of Chaos: A character or warlord that is within 3" of an altar at the start of their turn can attempt to call upon the power of the god the altar is dedicated to. Roll a dice if they do so and refer to the table below to see whether the attempt succeeds or fails. A maximum of one such attempt can be made at each altar each turn.

D6	Result
1	**Smote:** The god is affronted. No reward is granted, and the model suffers D3 wounds with no save of any kind allowed.
2-3	**Begone!:** The god ignores the model's pleas. No reward is granted.
4-5	**Rewarded:** The god grants the model's plea, and it receives the relevant reward listed below until the start of its next turn.
6	**Handsomely Rewarded!** The god rewards the supplicant beyond their wildest dreams. The model receives the relevant reward listed below for the rest of the battle.

Reward of Rage: The model receives +1 Strength and the Rage special rule.

Reward of Agony: The model receives +1 Attack and all weapons used by this model have the Shred special rule.

Reward of Fecundity: The model receives +1 Toughness and the Feel No Pain special rule.

Reward of Change: The model receives a 5+ invulnerable save. If it already has an invulnerable save, it receives a +1 bonus to its invulnerable save (to a maximum of 3+). In addition, all weapons used by this model have the Soul Blaze special rule.

Altar of Rage

Altar of Fecundity

Deployment Zone A

Deployment Zone B

24"

Altar of Change

Altar of Agony
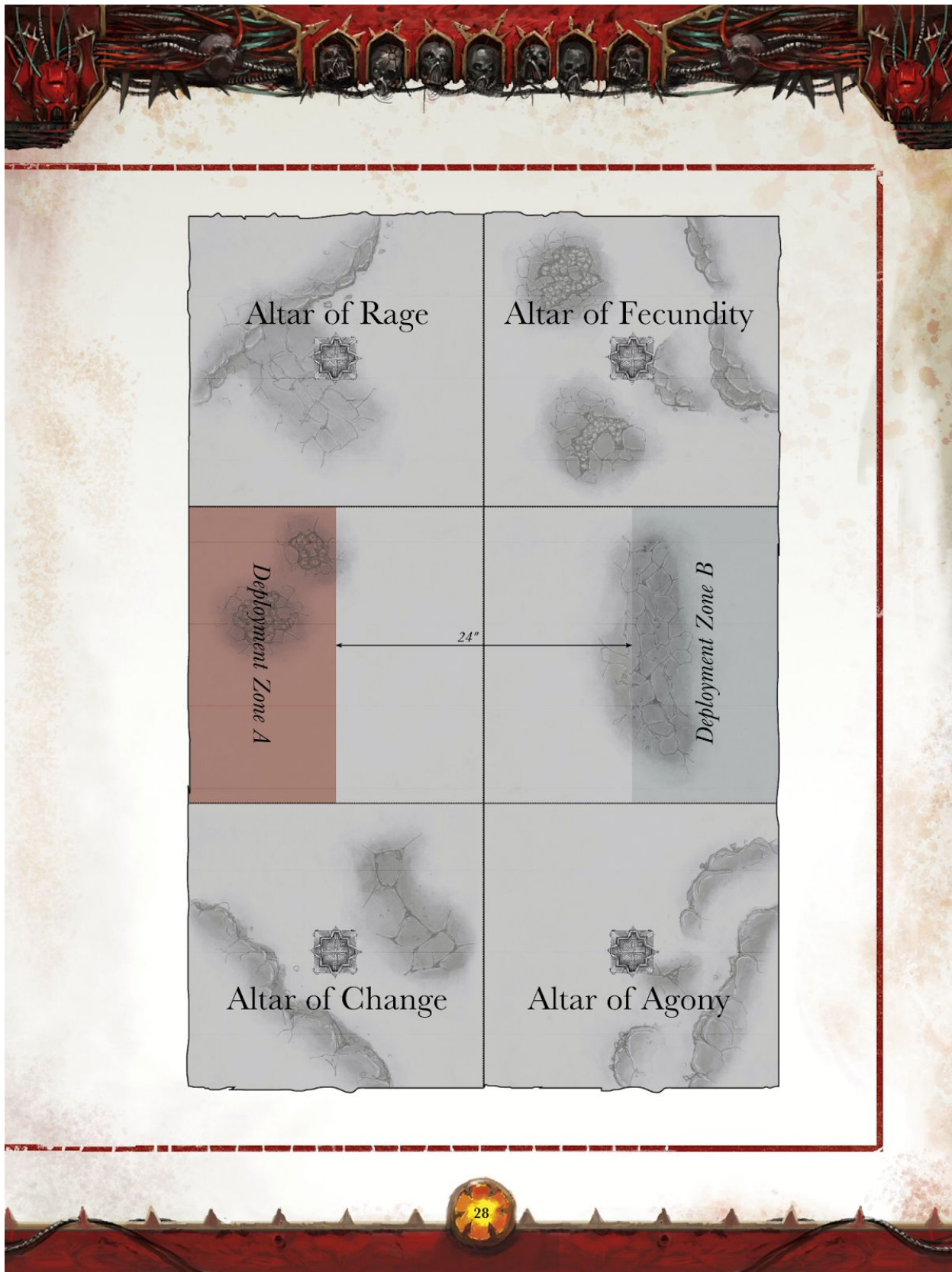
ALTAR OF WAR: LAIR OF THE BEAST

This Altar of War mission enables you to fight a battle between two champions of the Chaos Gods that takes place on a planet infested with monstrous beasts, forcing the two rivals to contest not only with each other, but also with the world's ferocious denizens.

USING ALTAR OF WAR: LAIR OF THE BEAST

When choosing a mission to play, you can simply choose to play Altar of War: Lair of the Beast. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos warband as their army.

PATH TO GLORY CAMPAIGNS

If this mission is used by warbands taking part in a Path to Glory campaign, then the following rules apply:

Both of the armies taking part in the battle must be warbands from the Path to Glory campaign. The players taking part simply need to agree to fight the battle.

When this mission is used as part of a Path to Glory campaign, the players receive Favour Points for winning or losing as normal. However, each player may gain additional Favour Points for slaying the deadly creatures that inhabit the planet on which the battle is taking place:

- A warband gains one additional Favour Point each time its Warlord slays a Monstrous Creature.

- At the end of the battle, the warband that has killed the most Monstrous Creatures gains one additional Favour Point.

ALTAR OF WAR: LAIR OF THE BEAST

Many battlefields are located in wilderness areas far from any of the vestiges of civilisation. More often than not such battlegrounds will be near the hunting grounds of any monstrous predatory creatures that inhabit the planet. As the battle rages, these predators will be drawn to the battlefield, lured by the screams of the dying and the scent of fresh blood wafting through the air. The combatants will suddenly find themselves beset by new foes, ones that are willing to attack warriors from either side with equal ferocity. Though dangerous to face, there is much glory to be won by slaying such a creature.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos warband.

THE BEASTS

In order to use this mission, the players need to provide 1-3 units of Monstrous Creatures to form a 'pool of beasts'. These units represent the creatures whose hunting grounds have been encroached upon by the two opposing armies. They are not treated as being part of their player's army. The units will enter play from the sides of the battlefield, starting from the second turn, as explained on page 32.

> **Designer's Note:** *The choice of which Monstrous Creatures to use in this mission is completely up to you. Maybe you will fight on a Daemon world and be beset by Greater Daemons, or perhaps the planet you are battling over is infested with Tyranid bio-monstrosities. With a little modification, it is easy to alter the rules that refer to 'the beasts' in this mission to affect other models in your collection. Perhaps, instead of Monstrous Creatures, you are hunting a pack of frenzied Daemon Engines, or maybe several Helbrutes that have gone berserk!*

THE BATTLEFIELD

Generate the scenery for this battle as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission. The area surrounding the battlefield is home to numerous monstrous beasts, which use the area as one of their hunting grounds. The sound of battle and scent of spilt blood will soon draw the creatures to the battle.

DEPLOYMENT

The players must first roll-off, and the player that rolled highest picks which deployment zone they will use. Then set up using the Standard Deployment Method from *Warhammer 40,000: The Rules* and the deployment map included with this mission.

ZZ

1

4

Side A Deployment Zone

24"

2

5

Side B Deployment Zone

3

6
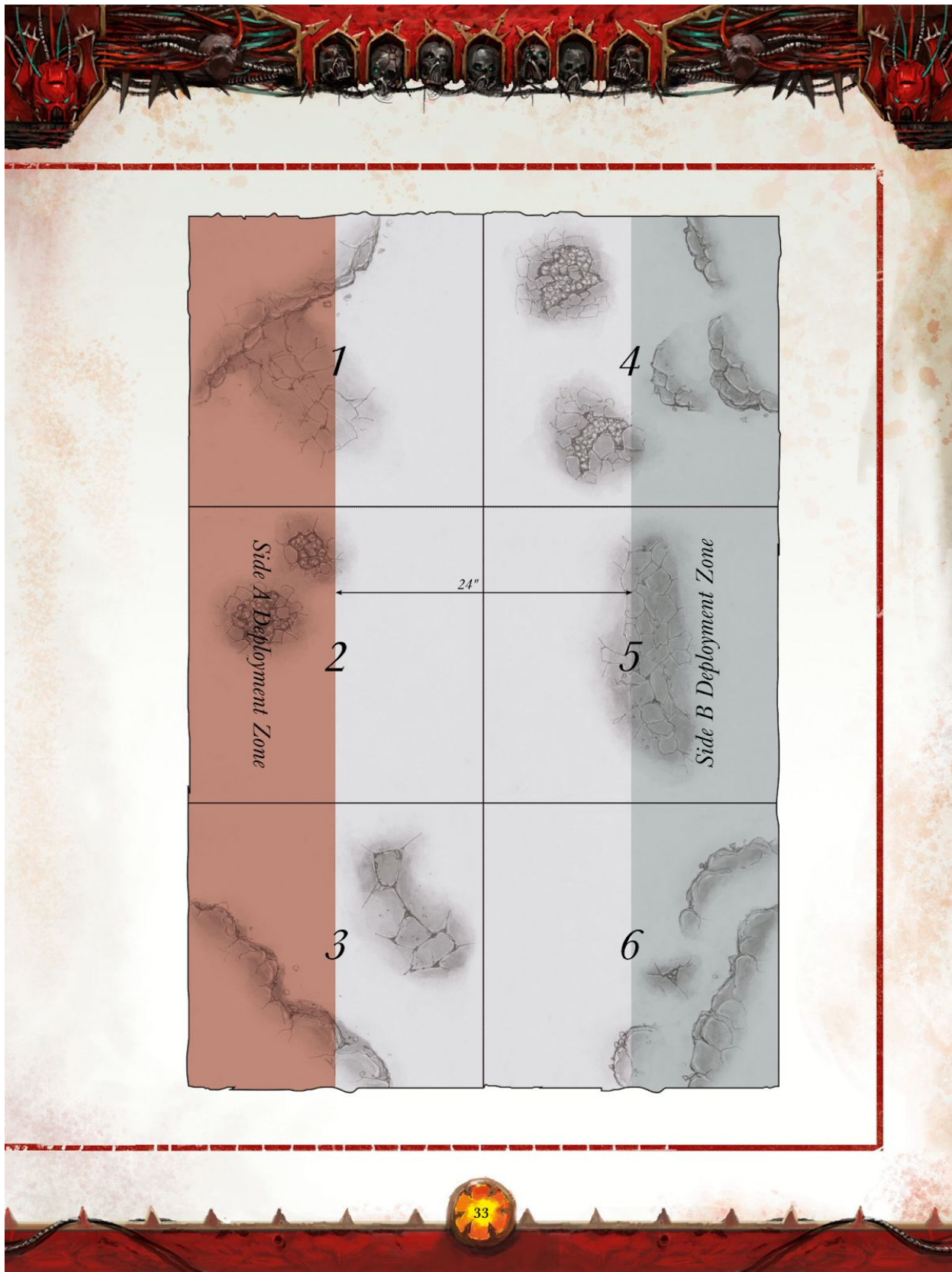
ALTAR OF WAR: MEGALITH

This Altar of War mission enables you to create a desperate conflict between two forces: one army, known as the gloryseekers, is attempting to raise a monument in the name of their patron god before their opponents, the desecrators, can break through their lines and bring the structure crashing to the ground.

USING ALTAR OF WAR: MEGALITH

When choosing a mission to play, you can simply choose to play Altar of War: Megalith. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos Warband as their army.

PATH TO GLORY CAMPAIGNS

If you play this mission as part of a Path to Glory campaign, you must determine which player is the attacker and which is the defender by bidding to see who will build the greater megalith. Before setting up the battlefield, each player hides a dice behind their hand, showing a result of their choice. This represents how many Favour Points they are willing to bid in raising a great idol to their Patron. A player cannot bid more Favour Points than they have on their Warband Roster.

Once both players have chosen a number, the dice are revealed at the same time. The player with the highest number is the defender in this scenario, and the other player is the attacker. If both dice show the same number, the players roll off, with the winner deciding who will be the attacker and who will be the defender. In any case, the defender makes a note of the number of Favour Points they bid.

After the battle, the players can win or lose additional Favour Points as follows:

- If the megalith was standing at the end of the battle, the defender rolls a dice for each Favour Point they bid at the start of the battle. For each roll of 4, 5 or 6 they gain an additional Favour Point.

- If the megalith was cast down, the defender rolls a dice for each Favour Point they bid at the start of the battle. For each roll of 1, 2 or 3 they lose a Favour Point, to a minimum of 0.

- If the attacker cast down the megalith, they gain an additional Favour Point if their defender has a rival patron. **Tzeentch** and **Nurgle** are rivals, as are **Slaanesh** and **Khorne**.

ALTAR OF WAR: MEGALITH

The path of Chaos is a long one, and ascendant warlords will stop at nothing to elevate their position above that of their rivals. Countless worlds across the galaxy are studded with great megaliths, raised by these champions of Chaos in the names of their dark patrons. Of course, should one of these idols be brought low before its completion, the gods' favour would surely turn against its would-be gloryseeker…

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. One player is the gloryseeker, looking to complete the construction of a great megalith in honour of their patron deity. The other player is the desecrator.

If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos Warband.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

OBJECTIVE MARKER

After terrain has been set up, the gloryseeker places an Objective Marker anywhere in their deployment zone, at least 6" from any edge of the battlefield, to represent the unfinished megalith. You could also set up a suitable terrain piece, either instead of the Objective Marker or in addition to it.

DEPLOYMENT

Players deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*. The gloryseeker always deploys first, setting up their first unit within 3" of the megalith. Then the desecrator sets up all the units in their army.

FIRST TURN

The desecrator takes the first turn. The gloryseeker can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

This mission lasts until the megalith has either been raised or cast down (see opposite).

VICTORY CONDITIONS

If the gloryseeker successfully raises the megalith (see opposite), they are the winner. If the desecrator casts down the megalith, they are the winner.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Raising the Megalith: At the start of each of the gloryseeker's turns, one of their units that is within 3" of the megalith can work towards raising it, providing that it is not locked in combat or Falling Back. Roll a dice, adding 1 if there are any other friendly units within 3" of the megalith (do not include units that are Falling Back or locked in combat), and keep a running total of the result of these rolls. If the total reaches 20, the megalith is successfully raised and the game immediately ends.

Casting Down the Megalith: At the start of each of the desecrator's turns, any of their units that are within 3" of the megalith can attempt to cast it down, providing that they are not locked in combat or Falling Back. Roll a dice, adding 1 for each unit after the first. On a result of 6 or more, the megalith is cast down and the game immediately ends.

The Power of the Megalith: Psykers from the gloryseeker's army harness Warp Charge points on a roll of 3+ rather than 4+ whilst they are within 12" of the megalith. In addition, all units in the gloryseeker's army can add 1 to Deny the Witch rolls whilst they are within 12" of the megalith.

Stop Them At All Costs: At the beginning of each of the gloryseeker's turns, pick a friendly unit within 12" of your Warlord. That unit is allowed to immediately shoot as if it were the Shooting phase. The unit can still act normally for the rest of its turn.

Break Through Their Lines: Whilst the desecrator's Warlord is still alive, at the end of each of their Assault phases, the desecrator may pick one of their units that charged this turn and is no longer locked in close combat. That unit can immediately declare a second charge and potentially fight in a second close combat (their opponents will be unable to fight back in response).

Gloryseeker's
Deployment Zone

24"

The Megalith

Desecrator's
Deployment Zone
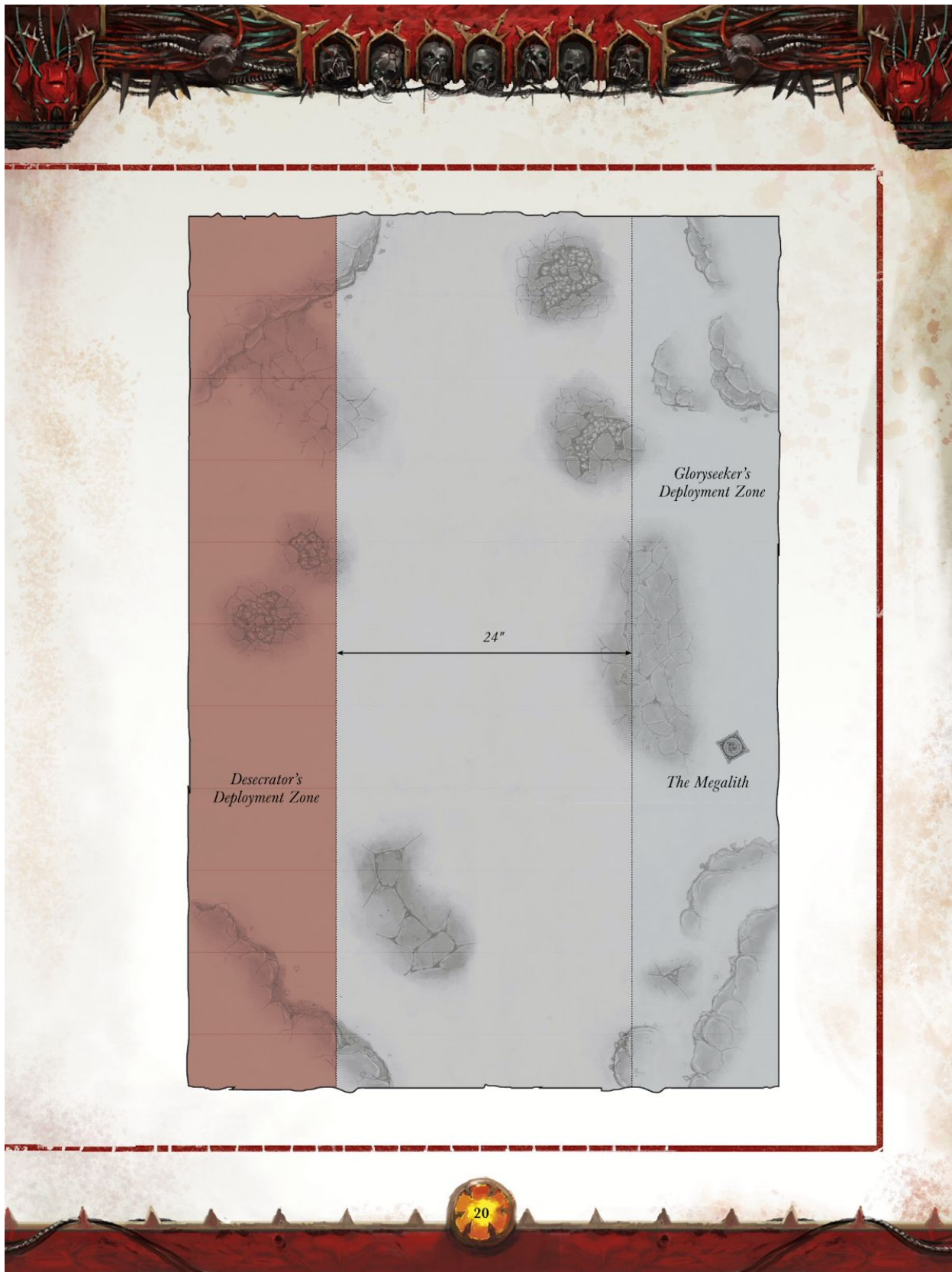
ALTAR OF WAR: TRIAL OF CHAMPIONS

This Altar of War mission enables you to fight a bloody battle between four rival Chaos warlords locked in a bitter fight to the death. Of course, such are the jealous demands of the Ruinous Powers that only one champion can stand triumphant at battle's end – when the broken bodies of their foes lie at their feet.

USING ALTAR OF WAR: TRIAL OF CHAMPIONS

When choosing a mission to play, you can simply choose to play Altar of War: Trial of Champions. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos Warband as their army.

PATH TO GLORY CAMPAIGNS

If this mission is used by warbands taking part in a Path to Glory campaign, then all four of the armies taking part in the battle must be warbands from the Path to Glory campaign. The four players taking part simply need to agree to fight the battle.

When this mission is used as part of a Path to Glory campaign, the winner receives D3 Favour Points, and all of the other players receive one Favour Point each as normal. However, each player may gain additional Favour Points as follows:

• A warband gains one additional Favour Point each time its Warlord slays an enemy Warlord in a challenge.

• At the end of the battle, the warband whose Warlord killed the most enemy characters in challenges gains one additional Favour Point.

ALTAR OF WAR: TRIAL OF CHAMPIONS

Four rival Chaos warbands have mustered at an unhallowed battleground to take part in the mysterious Trial of Champions. The prize for the winner is known to all – favour in the eyes of the Dark Gods and a step closer to immortality – but the nature of the trial will not be revealed until the warlords take their appointed places.

THE ARMIES
Choose armies as described in *Warhammer 40,000: The Rules*. If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos Warband.

THE BATTLEFIELD
Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

DEPLOYMENT
Each player rolls a D6, re-rolling ties. Whoever rolls highest can decide which deployment zone they wish to set up in. The remaining players take it in turns to choose their deployment zones, starting with the player who rolled the second highest, and so on. Next, each player rolls another D6, re-rolling ties. Whoever scores lowest must deploy their entire army first. The remaining players take it in turns to deploy their entire army, starting with the player who rolled the second lowest, and so on.

The Warlord from each army must be deployed outside of their deployment zone, exactly 12" from the centre of the table, and with their deployment zone to their back, as shown on the deployment map. If the Warlord is an Independent Character, then they can be deployed joined to a unit (their personal honour guard). However, the Warlord must be deployed first, within 12" of the centre of the table as shown below, and all of the models in their honour guard must deploy within 6" of their Warlord.

FIRST TURN
Each player rolls a dice, re-rolling ties. Whoever scores highest takes the first player turn, with play proceeding clockwise from that point onwards (players cannot attempt to Seize the Initiative in this mission).

GAME LENGTH
The mission uses Variable Game Length (see *Warhammer 40,000: The Rules*). For the purposes of this mission, each game turn comprises four player turns – one for each player.

VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points is the winner. If two or three players have the joint highest number of Victory Points, they are joint winners. If all four players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE
During the game, 1 Victory Point is scored each time a unit is completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission.

The Victory Point scored for the destruction of a unit is awarded to the player whose unit made the attack that resulted in the unit's destruction. If a unit was not destroyed by an attack, then the point is scored by the player that had a unit closest to the unit when it was destroyed.

SECONDARY OBJECTIVES
Slay the Warlord*, First Blood.
* *Note that players earn 1 Victory Point for each enemy Warlord that they slay.*

MISSION SPECIAL RULES
Reserves: Units arriving from Reserve may do so from any point on any table edge that is within the controlling player's deployment zone.

Meet at Dawn: In this mission, the Night Fighting rules are always in effect during game turn 1.

Lines of Retreat: Units Fall Back towards the closest table edge within their deployment zone.

Massed Melees: During the Assault phase of each player turn, only resolve combats that include one or more units belonging to the player whose turn it is. If that player's units are involved in a multiple combat, resolve the entire combat as normal, regardless of how many players are involved.

Trial of Champions: In this mission, all models fighting in a challenge can re-roll failed To Hit rolls.

Honour the Dark Gods With Blood: The Chaos Gods take a dim view of those that shirk from fighting in their honour. Because of this, subtract 1 from each player's Victory Points total for each unit that is in Reserves at the end of the game. This can reduce a player's score to below zero!

B

C

B ——— 12" ——— C

12"   12"

12"   12"

A ——— 12" ——— D

A

D
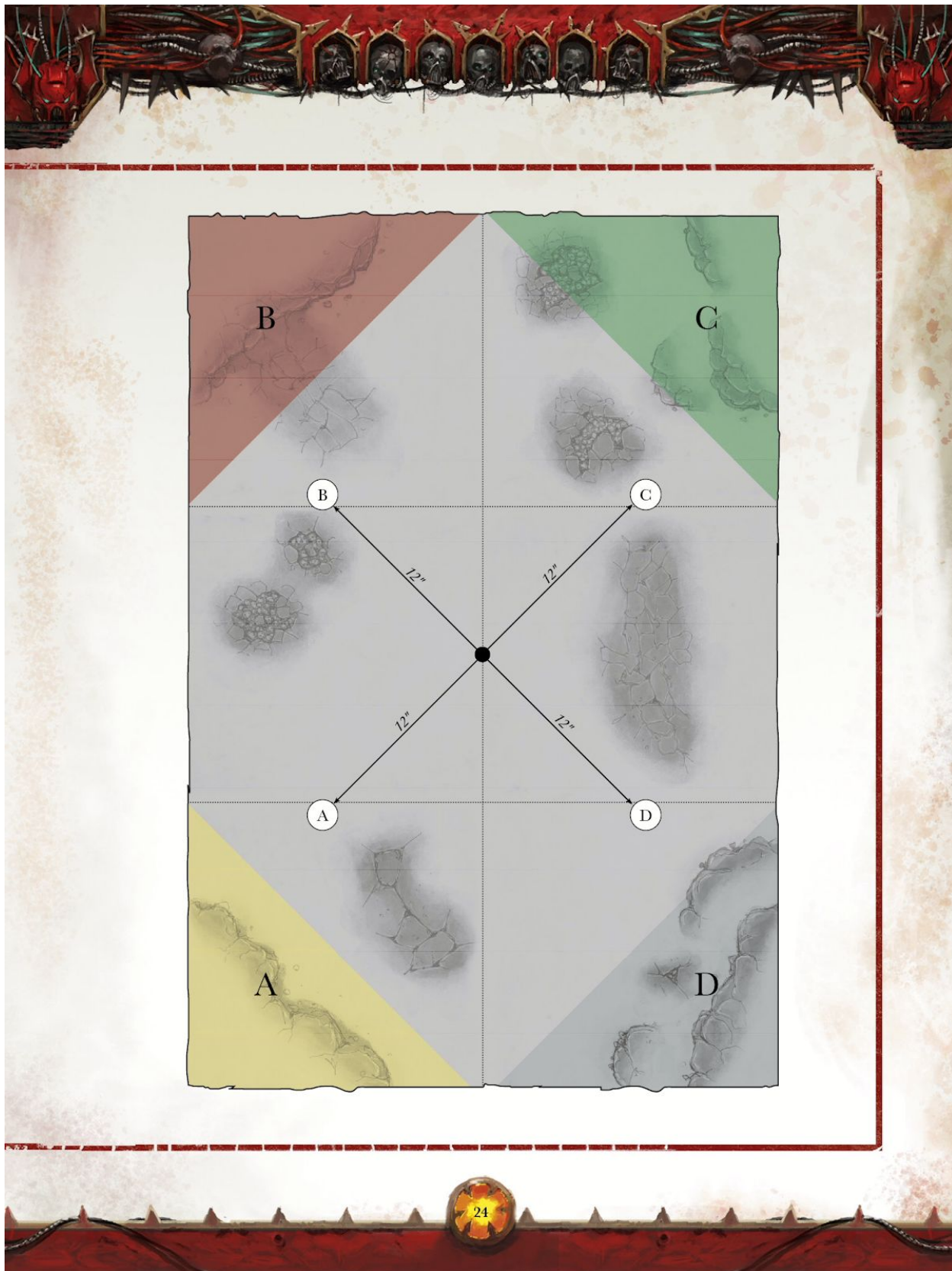
DAEMON WORLDS: THE EYE OF TERROR

Of all the battlefields of the 41st Millennium, those that are situated on a Daemon world are among the most terrifying. To find yourself on the surface is to face utter madness; the laws of nature may be warped or absent altogether, and nothing is quite as it seems to mortal minds.

These rules allow you to stage battles on one of two Daemon worlds: Slaughtersphere, an irradiated wasteland held under the influence of Khorne, and Phagos VII, a living bog where teeming life writhes in supplication to Nurgle.

They are designed to be used in any game of Warhammer 40,000; any Maelstrom of War, Eternal War or Altar of War mission could take place in such an environment, as could games of Planetstrike, Cities of Death or Apocalypse. They can be used by anyone brave enough to fight upon a hostile battlefield, but they are particularly fun when incorporated into a Path to Glory campaign where a Chaos warband may gain an advantage for fighting in their own domain, but risk the ire of their patron god should they suffer defeat. Why not bring an exciting new dimension to your favourite missions by adding these rules into the mix?

DAEMON WORLDS: EYE OF TERROR – SLAUGHTERSPHERE

Slaughtersphere is held by the followers of Khorne, and it likely always will be, as any battles fought to claim it increase the Blood God's power there. The world is shaped by his influence; great lakes of blood divide the continents, while trees of gore-slick bone jut from the blackened ground. Great fortresses of brass and skulls stud the land, from which crazed warbands ride out in the name of their patron. Most sinister of all is the Blood Eye, a crimson sun that materialises above the fiercest fighting, deadly flares lashing the surface.

When fighting on the blood-soaked battlefields of Slaughtersphere, roll two dice at the start of each game turn, and consult the following table:

2D6	RESULT
2-3	**The Blood God's Contempt:** Psykers struggle to keep their powers in check. Each unit on the battlefield that contains any Psykers suffers D6 Strength 8 AP3 hits, with any hits allocated randomly.
4-5	**Murdercall:** A bloody haze fills the air, compelling all to advance. Starting with the player who has the second turn, each player picks one non-vehicle unit in their opponent's army. That unit must either move 2D6" towards the nearest enemy unit or suffer D6 Strength 8 AP3 hits (allocated randomly). If the unit ends its move within 1" of the enemy, it becomes locked in combat, but does not count as charging. Otherwise, the unit does not count as moving.
6-8	**The Blood Eye:** The daemonsun appears in the sky and hypersolar flares batter the planet. Place a 5" blast marker over the centre of the battlefield, then scatter it 6D6". If one player's Warlord has the Mark of Khorne or is a Daemon of Khorne, that player can choose to re-roll the scatter dice. Any unit touched by the marker suffers a hit for each of its models that is fully or partially under it. These hits are resolved at Strength 8, AP1, with the Barrage and Ignores Cover special rules. After the flare has been resolved, roll a dice. On a 1 or 2, another flare lashes out; repeat this process. Keep going until a 3 or higher is rolled.

2D6	RESULT
9-10	**The Butchered Host:** Drawn to the battle, Khornate Daemons rise to join the fight. Each player rolls a dice, adding 1 to the result for each unit in their army that has been completely destroyed. If a player's Warlord has the Mark of Khorne or is a Daemon of Khorne, add an additional 1 to the result. The player who scores the highest can immediately add a unit of up to 3D6 Bloodletters to their force, with no additional options or upgrades apart from those represented on the miniatures, and immediately set them up using the Deep Strike rules.
11-12	**Returned to the Slaughter:** Death is not permanent on Slaughtersphere. Each player rolls a dice, adding 1 to the result for each unit in their army that has been completely destroyed. If a player's Warlord has the Mark of Khorne or is a Daemon of Khorne, add an additional 1 to the result. The player who scores the highest can pick one unit from their army that has been completely destroyed, and return it to the battlefield at full strength using the rules for Deep Strike.

THE CALL OF CHAOS: PATH TO GLORY CAMPAIGN

The following additional rule takes effect if your battle is part of a Path to Glory campaign. If you fight a battle on Slaughtersphere with a Khorne warband, your warriors are under the gaze of their patron god. If you win the battle, you gain an extra Favour Point, but if you lose, you lose D3 Favour Points (to a minimum of 0). Furthermore, after the battle, you can seek a powerful artefact instead of rolling on the Eye of the Gods table for your Champion. Choose an additional Chaos Artefact, adding it to your Champion's section of the warband roster.

DAEMON WORLDS: EYE OF TERROR – PHAGOS VII

Phagos VII was once little more than an arid wasteland, but that did not last for long once the children of Nurgle arrived. The indigenous creatures were quickly overcome, and shrine after shrine was erected in honour of the god of plagues. In less than a year, Phagos VII teemed with life. Every inch of its surface was covered in tiny, squirming creatures. Continent-spanning bogs of rancid water seethed and boiled with rapidly multiplying organisms, the cycle of life and death playing out a million times a second. Nurgle saw this, and he was pleased.

When fighting a battle in the living bogs of Phagos VII, roll two dice at the start of each game turn and consult the following table:

2D6	RESULT
2-4	**Living Whirlpool:** The carpet of tiny organisms begins to shift, rapidly turning into a horrific living whirlpool. Flyers, Flying Monstrous Creatures, Skimmers and Jetbikes are safe, as are Daemons of Nurgle and models with the Mark of Nurgle. All other units treat all terrain as dangerous terrain until the start of the next turn.
5-6	**Horrific Writhing:** The bog liquifies as billions of miniscule creatures begin to writhe and squirm. Flyers, Flying Monstrous Creatures, Skimmers and Jetbikes are safe, as are Daemons of Nurgle and models with the Mark of Nurgle, but any other units risk being swallowed by the ground. Roll a dice for each other unit that is not entirely within 1" of a terrain feature. If the result is equal to or greater than the unit's Armour Save, it suffers D6 Strength 7 AP4 hits with the Ignores Cover and Poisoned (4+) special rules. Hits are allocated randomly.
7	**The Great Hatching:** In the space of a few seconds, millions of larvae reach maturity and take to the skies in new and putrid forms, laying foetid clutches of eggs in open wounds before they expire. Roll a dice for each wounded model on the battlefield. On a result of 1, 2 or 3, they suffer another wound with no armour saves allowed. If the model is a Daemon of Nurgle or has the Mark of Nurgle, it instead regains a lost wound.
8-9	**Volatile Expulsion:** A vast pocket of swamp gas, born of the decaying bodies of innumerable living things, breaks the surface and ignites. Both players roll a dice, re-rolling ties. The player who rolled the highest can place a dice on the battlefield, then scatter it 2D6". Then, each unit within 7" of the dice suffers as many Strength 7 AP4 hits as it has models within 7" of the dice.
10-12	**Grandfather's Boon:** The 'ground' suddenly envelops a unit, swallowing it whole before vomiting it forth, blessed with Grandfather Nurgle's Boon. Both players roll-off, with the winner selecting any unit on the battlefield. That unit is immediately removed from the table and then is returned to the battlefield by the owning player using the rules for Deep Strike. Once the unit has been set up, roll a dice, adding 1 if the unit is a Daemon of Nurgle or has the Mark of Nurgle. On a 1, 2, 3 or 4, the unit suffers 7 Strength 7 AP4 hits with the Ignores Cover and Poisoned (4+) special rules as Nurgle grants it the boon of decay. On a 5, 6 or 7, the unit is restored to its starting strength (all wounds are healed and all slain warriors returned) as they are gifted the boon of fecundity.

THE CALL OF CHAOS: PATH TO GLORY CAMPAIGN

The following additional rule takes effect if your battle is part of a Path to Glory campaign. If you fight a battle on Phagos VII with a Nurgle warband, your warriors are under the gaze of their patron god. If you win the battle, you gain an extra Favour Point, but if you lose, you lose D3 Favour Points (to a minimum of 0). Furthermore, after the battle, you can seek a powerful artefact instead of rolling on the Eye of the Gods table for your Champion. Choose an additional Chaos Artefact, adding it to your Champion's section of the Warband Roster.

DAEMON WORLDS: MORPHEON

Viewed from space, Morpheon is a swirling ball of azure fire that could easily be mistaken for a gas giant. The surface tells a different tale. Great seas of roiling flame speed across its vast plains, depositing gleaming shards of crystal in their wake. It is unquestionably a world belonging to Tzeentch. His followers, mortal and Daemon alike, walk the ever-changing shores or craft boats of living crystal to brave the firetide. It is said that oracles live among the waves, and many have met their doom in search of these mythical entities.

When fighting a battle on the Daemon world of Morpheon, the following rules apply:

SPARKLING SHARDS
The ground here is littered with splinters of psychically resonant crystal that hum and vibrate with accumulated power. All psykers successfully harness Warp Charge on rolls of 3+ on Morpheon instead of 4+ but, when rolling on the Perils of the Warp table, they must roll two dice and select the lowest result unless they have the Mark of Tzeentch or are a Daemon of Tzeentch.

FIRETIDE
When fighting a battle on the crystal-lined shores of Morpheon, roll a dice at the start of each game turn to see whether the tide of azure flame begins to roll in. If the result is 1, 3 or 6, consult the following table:

D6	RESULT
1	**Tide of Pinkfire:** The firetide rises rapidly, engulfing all in its path in agonising flame before receding as swiftly as it arrived. Each unit on the battlefield that is not a Flyer or a Swooping Flying Monstrous Creature suffers D3 Strength 9 AP3 hits with the Ignores Cover special rule. Units with the Mark of Tzeentch or that are Daemons of Tzeentch only suffer a single hit. Hits are randomly allocated.
3	**Tide of Bluefire:** The battlefield is partially wreathed in azure flame as the firetide comes in. Roll a scatter dice. The tide comes in from the edge of the battlefield that the arrow is pointing at (use the small arrow on the hit symbol if a hit is rolled). Any unit within 18" of that edge suffers D3 Strength 9 AP3 hits with the Ignores Cover special rule. Units with the Mark of Tzeentch or that are Daemons of Tzeentch only suffer a single hit. Hits are randomly allocated.

D6	RESULT
6	**Tide of Change:** The tide comes in swiftly, but its flames are cold and do not seem to do harm. Phantasms of slain warriors swim amid the waves, stepping forth to rejoin their kin. Roll a dice for each non-vehicle unit on the battlefield that has suffered casualties. On a result of 5 or 6, return D3 models to the unit that have been removed as casualties, setting them up in unit coherency and not within 1" of the enemy. Return D6 models instead if the unit has the Mark of Tzeentch or the Daemon of Tzeentch special rule.

THE CALL OF CHAOS: PATH TO GLORY CAMPAIGN
The following additional rule takes effect if your battle is part of a Path to Glory campaign.

If you fight a battle on Morpheus with a Tzeentch warband, your warriors are under the gaze of their patron god. If you win the battle you gain an extra Favour Point, but if you lose you lose D3 Favour Points (to a minimum of 0). Furthermore, after the battle you can seek a powerful artefact instead of rolling on the Eye of the Gods table for your Champion. Choose an additional Chaos Artefact, adding it to your Champion's section of the warband roster.

DAEMON WORLDS: LOTUS

Lotus is a small planetoid that has succumbed entirely to the sway of Slaanesh. Its rolling hills and tree-lined vistas are a riot of colour and sound, and the air is filled with cloying perfumes. The world has a deadly secret, though. Called by the din of battle, or perhaps the promise of fresh minds to corrupt, a sickly-sweet mist rises from hidden orifices in the ground. Any who are caught unawares will soon find their judgement clouded and their thoughts subverted, until they are blissfully unaware and ripe for the soul-harvest that will doubtless follow.

The following rules apply when fighting a battle on the fragrant plains of Lotus, representing the effects of the pervasive mist:

At the start of each game turn, each player rolls a dice. Whoever scores highest can pick a non-vehicle unit in the enemy army, then roll a dice. On a result of 4, 5 or 6, that unit is overcome by the fragrant mist (if your Warlord has the Mark of Slaanesh, or is a Daemon of Slaanesh, your units are only affected on the roll of a 6). When a unit is overcome by the mist, roll two dice, add its Leadership to the result, and consult the table below. If your Warlord has the Mark of Slaanesh, or is a Daemon of Slaanesh, you can re-roll the dice before adding the unit's Leadership and consulting the table:

2D6	RESULT
10 or less	**Ecstatic Catatonia:** The unit is overcome with a state of pure bliss, more intense than anything they have ever known. Warriors cast their weapons aside and fall to the ground, heedless of anything but the ecstasy of the moment as they roll back and forth. Remove the entire unit from the battlefield; even if they are not slain by the enemy, it will take several hours for them to recover enough to be of any use.
11-13	**Sadistic Glee:** With a sudden, passionate ferocity, the unit turns on itself. Warriors who have stood side by side for years swing enthusiastically at each other, laughing joyously as their entrails spill and their limbs are crushed. Roll a dice for each model in the unit. On a result of 4, 5 or 6 the unit suffers D6 randomly allocated wounds with no armour or cover saves allowed.
14-16	**Pavane of Slaanesh:** The unit slows to a halt, warriors cocking their heads to one side as they hear the first notes of a disturbingly compelling song. They lower their weapons, unable to keep themselves from swaying side to side, eventually breaking into a lewd pavane. During this game turn the unit cannot move, Run, charge or pile in; it cannot cast psychic powers or attempt to Deny the Witch; it cannot shoot in the Shooting phase or make attacks in the Combat phase. In short, it cannot do anything! However, it has the Fearless and Feel No Pain (4+) special rules until the start of the next game turn.

2D6	RESULT
17+	**Excess of Violence:** After a moment's hesitation, the unit springs wide-eyed towards their foe, the raging desire to spill their blood and feel its warmth overruling any sense of self-preservation. The player whose unit it is moves it 2D6" towards the nearest enemy (if this brings the unit into contact with an enemy, it counts as having charged in the next Assault phase). The unit has the Furious Charge special rule until the start of the next turn.

THE CALL OF CHAOS: PATH TO GLORY CAMPAIGN

The following additional rule takes effect if your battle is part of a Path to Glory campaign. If you fight a battle on Lotus with a Slaanesh warband, your warriors are under the gaze of their patron god. If you win the battle you gain an extra Favour Point, but if you lose you lose D3 Favour Points (to a minimum of 0). Furthermore, after the battle you can seek a powerful artefact instead of rolling on the Eye of the Gods table for your Champion. Choose an additional Chaos Artefact, adding it to your Champion's section of the warband roster.

DAEMON WORLDS: THE MAELSTROM

Of all the battlefields of the 41st Millennium, those that are situated on a Daemon world are among the most terrifying. To find yourself on the surface is to face utter madness; the laws of nature may be warped or absent altogether, and nothing is quite as it seems to mortal minds.

These rules allow you to stage battles on one of two Daemon worlds: Lotus, a planet of bright hues and enrapturing scents that stem from the influence of Slaanesh, and Morpheon, a world covered in a sea of living blue fire.

They are designed to be used in any game of Warhammer 40,000; any Maelstrom of War, Eternal War or Altar of War mission could take place in such an environment, as could games of Planetstrike, Cities of Death or Apocalypse. They can be used by anyone brave enough to fight upon a hostile battlefield, but they are particularly fun when incorporated into a Path to Glory campaign where a Chaos warband may gain an advantage for fighting in their own domain, but risk the ire of their patron god should they suffer defeat. Why not bring an exciting new dimension to your favourite missions by adding these rules into the mix?

Dark Side Chronicles Version

I stumbled across this alternate version of Path to Glory online and wanted to include it in this guide. Props to Dark Side Chronicles for coming up with another fun way to play Warhammer 40000: Path to Glory.

Introduction

The intention of this campaign is to allow players to play using the path to glory game style with models outside of the Chaos model line. The following are our custom home-made rules developed for playing Path to Glory with other 40k factions. The following are prototype rules being used in our 40K path to glory campaign featured on youtube under JAADproductions and is a work in progress.

Starting a Warband

Each player selects their faction keyword and then begins to construct their Warband. Each player starts with 30 power level with which to build their army. Players all have the following restrictions.

- Players must have a single HQ in their army that is not a unique or named character (players are free to amend this if they wish).
- Players must start in a Patrol Detachment.
- Units added to your Warband may not be removed unless you change detachment type and the new detachment no longer allows that unit type. in this case, remove that unit from your roster and gain back the power spent on that unit.

Growing a Warband

After players have completed a game their Warband grows by increasing the total Power Rating of the Warband.

For competing in a game, both players gain D6 power to their Warbands Power rating.

The player that won the game gains 2D6 power to their warbands rating.

If one player is the underdog with a lower power rating before the game, they gain an additional 3 power after its completion when rolling for Warband growth.

Players may also spend resources to further grow their army as explained below. NOTE: excess power is cumulative and players do not have to spend their power

immediately by adding new units to their roster. thus allowing players to save up for expensive units.

Resources:

Instead of glory points, each faction has resources. each player begins with 30 resources. In this campaign, the player with the highest remaining resources after the final battle is the winner of the campaign.

- Players lose 3 resources at the start of each round in the campaign before any battles are played.
- If a player wins a battle in that round, they gain 2 resources.

The following is a table that can be used for keeping track of resource points:

Resource:	Starting amount:	Amount Lost per mission:	Amount Gained per mission victory:	Total
	30	-3	+2	

Additionally, after a battle has been played resources can be spent in the following ways by both players.

- A player can spend one of their resource points to re-roll a single dice when determining how much power is gained after a battle.
- A player can spend 3 resource points to add a D6 to their roll when determining how much power is gained after the battle.
- A player can choose to spend 5 resource points to not roll any dice for determining power level increase and instead gain a flat 12 power.
- The player can spend 5 resource points to change detachments. Any units that cannot fit in the detachment are removed and the power cost refunded.
- A player can spend 10 resource points to change one of their faction keywords.

Fighting battles

Any scenario from any GW approved book may be used for fighting battles in Path to Glory.

we recommend using the Open play, Narrative or Eternal war missions in the 40k rulebook.