

**WARHAMMER**  
AGE OF SIGMAR

# WARCRY



## TOME OF CHAMPIONS

2019



SKIRMISH COMBAT IN THE MORTAL REALMS



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The Eightpoints, men call it. The Great Nexus. The island-between-realms. Once, it was named the Allpoints, and it stood as a bastion of civilisation and light. But that was long ago. Now madness stalks the twisted lands of the Eightpoints – madness, and the primordial force of corruption that mortalkind knows as Chaos.

It is possible to enter these lands still, though only the deranged or the desperate would do so. From across the realms come tribes and warbands pledged to Chaos, warriors seeking glory by battling to the death amidst the Bloodwind Spoil – that stretch of desolate wastes between the great arcways leading to Chamon and Ghur. Their goal is to travel to the centre of the Eightpoints and reach the dread fortress of the Varanspire, the citadel of the Everchosen himself. There, they would join his vast legions, though few survive long enough to realise their ambition.

Yet it is not only those sworn to the Dark Gods who fight for dominance in this corrupted wasteland. Brave warriors of Order, cold and deathless revenants, the brutish hordes of Destruction: all these can be found in the lands of the Varanspire, slaying one another beneath the blood-red skies in pursuit of their conquering agendas.

The Eightpoints are no mere backdrop to these desperate conflicts; they are a malignant player in their own right. Out in the shifting wastes titanic monsters clash, their battles shaking the earth for leagues around. The tainted ground hides caverns and vaults containing secrets thought long lost. Beasts and butchers, sorcerers and simple madmen – all of these and more besides can be found in abundance under the long shadow of the Varanspire. Each day unveils new mysteries and horrors, and merely surviving to see the faint light of Hysh crest the horizon once more is a small victory. For every warrior who achieves the glory they so crave, a hundred die forgotten and unmourned, more grist for the endless wars fought beneath the gaze of the thirsting gods.

But there remain those few warriors who manage to survive the unending battles, whose skill at arms and sheer willpower see them rise to the most exalted heights of glory. Their stories are the ones whispered by the denizens of this benighted land, and it is their deeds that will help shape the Eightpoints for evermore.



# FOR GLORY!

Across the Bloodwind Spoil, warbands clash in brutal conflict. In these deadly confrontations, every move can mean the difference between life and death, every parry and sword thrust a chance to rewrite the skein of fate. In Warcry, you will take command of one of these warbands and lead them on dark and dangerous quests in search of glory. The road will be long and your trials will be great, but should you master the dangers of the Eightpoints, you will surely be known amongst the foremost warriors of the Mortal Realms!

The *Tome of Champions 2019* is your invaluable companion when fighting skirmish battles in the lands of the Eightpoints. Together with a copy of the Core Book and other Warcry expansions published by Games Workshop, you'll find a wealth of content to add scope and depth to your battles and campaigns. Whether you want to pit huge monsters against one another to determine which is the dominant predator, lead your veteran warband in exploring some of the darkest places of the Bloodwind Spoil, or take on all corners in tightly balanced and highly competitive matched play bouts, this book will have something for you.

This volume contains content that expands all modes of play for Warcry, so however you choose to enjoy the game, there'll be plenty to get your teeth into. Open play gamers can look forward to extended rules for terrain generation that allow

you to introduce new pieces of scenery to your battles and add a fresh spin to your latest conquests. There's also the chance to take part in Monstrous Melees, truly titanic battles in which huge creatures clash, crushing terrain and battering each other to a pulp in the process. Once you've played one of these battles, you'll want to keep coming back for more!

Narrative gamers can look forward to a host of new material, including fifteen narrative campaigns for all-new warbands. These forces include some of the most beloved and famous armies in the Age of Sigmar, and now you'll be able to test your favourite warriors like never before. There's also a host of new fated quests, campaigns that any warband can undertake and where you decide the result, and challenge battles that allow you to put territory and prestige on the line for the chance to earn glory in bespoke and exhilarating scenarios.



*Sheer, unrelenting hatred marks the conflict between the Iron Golems and the Untamed Beasts. These two wildly different cultures both worship the power of Chaos, but this shared belief will not prevent them tearing each another apart in their quest for power and influence.*



The matched play section contains new battleplans for the 2019/20 season, in which you take on your rivals in tightly balanced match-ups where your skill and cunning – and the whim of the dice – are all that stand between victory and defeat. Also included are rules for running an exciting escalation tournament, allowing you to improve your warband's skills over the course of an organised event, as well as Hidden Agendas that add a new dimension to your tournament battles.

This companion also contains new background and name generators for a host of new warbands, so you can personalise every warrior in your force and make them truly your own. Finally, you'll find a complete list of fighter and ability cards for nine existing warbands, providing you with an easy reference that you can take with you wherever your battles lead.

There's never been a better time to join the endless warfare that rages in the lands of the Varanspire, so muster your warband, hone your skills in battle, and may the gods forever grant you their favour!

### The Most Important Rule

In a game as detailed and wide-ranging as Warcry, there may be times when you are not sure exactly how to resolve a situation that comes up during play. When this happens, have a quick discussion with your opponent and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both players should roll a dice and whoever rolls higher chooses how to resolve the situation. Then you can get on with the important business of battling for glory!

A Warcry warband at the height of a narrative campaign can have plenty of 'moving parts' to it, including destiny levels, glory points, artefacts of power and command traits. When playing a campaign game, we highly recommend ensuring that you always have an up-to-date warband roster at hand; an example roster can be found in various Warcry publications. Doing this ensures that everyone knows exactly which models have what during a game and can prevent any confusion from slowing down play.

## YOUR JOURNEY CONTINUES...

*The jaw-dropping expanse of the Eight Realms is all but limitless, and so are the opportunities for exciting games of Warhammer Age of Sigmar.*

*The Warhammer Age of Sigmar Core Book is your in-depth guide to this fantastical setting. As well as a full and detailed history of the Mortal Realms, from the legendary tales of the Age of Myth to the triumphant crusades of the Stormcast Eternals, you will find a detailed overview of several of the most heavily contested realms. Included within are introductions to each of the Grand Alliances battling across these magical lands, from the tireless legions of Death to the rampaging, howling hordes of Destruction.*

*Exciting narrative sections, breathtaking world-building and detailed timelines – along with a showcase section presenting beautifully painted Citadel Miniatures in all their glory – will offer plenty of inspiration for your own hobby collection.*

*Of course, within the pages of the Core Book, you will also find the full core rules for the Warhammer Age of Sigmar tabletop game, laying out each stage of a battle in intuitive and easy-to-follow stages. Whether you wish to take on your friends in a balanced competitive match or prefer to simulate a mythic encounter between fantastical armies in the form of a narrative campaign, this weighty tome provides everything you need to lead your mighty army into battle!*







# OPEN PLAY

In this section, you'll find a variety of rules for creating new and bespoke terrain layouts in Warcry, enabling you to take full advantage of the Age of Sigmar terrain in your collection and ensuring that no two battlefields ever need look the same. Also included are rules for playing **Monstrous Melees**, allowing you and your friends to pit your favourite Age of Sigmar monsters against one another in brutal, cinematic combat.

*'Death finds  
you a thousand  
ways here.  
Death and  
the laughter  
of the gods.'*









# OPEN PLAY TERRAIN

The lands of the Bloodwind Spoil are incredibly diverse. Ancient ruins, fell monoliths and shattered rock faces litter the landscape. Warbands must be prepared to conquer any kind of battleground if they wish to ascend to glory.

Warcry uses terrain cards to determine the scenery features that will be set up on the battlefield. This ensures your battles are fought over interesting and varied layouts that can be quickly assembled. However, if you wish to use a collection of bespoke scenery features to create your battlefields, it can be understandably tricky to follow the layout given on a terrain card. This section will detail three alternative methods for creating battlefields and ideas on how the terrain kits available from Games Workshop can be combined and customised.



## TERRAIN SET-UP METHOD ONE: THE ARCHITECT OF FATE

One player is assigned the role of the Architect of Fate. This player sets up all the scenery features on the battlefield before any of the battleplan cards are drawn. When the battleplan cards are drawn, no terrain card is drawn. In addition, the player who did not set up the terrain decides how to orientate the deployment card with the battlefield and chooses which player will use the red deployment points and which player will use the blue deployment points.

While the Architect of Fate has free rein to set up the battlefield as they wish, it is not in their best interest to give either half of the battlefield an advantage, since the other player will be able to seize that advantage when they orientate the deployment card and choose their deployment points.

This is a great method to use if one player has time before the other arrives to set up the battlefield, thereby allowing the battle to begin straight away when the other player gets there.

### CREATING A BATTLEFIELD NARRATIVE

Using this method, the Architect of Fate is encouraged to think about where the two warbands will be fighting and set up the battlefield accordingly. Will the battle take place down the cramped back alleys of Carngrad or out in the wastes of the Bloodwind Spoil? Let your imagination run wild and see what locations you can create with your terrain collection. Here are some ideas to inspire you:



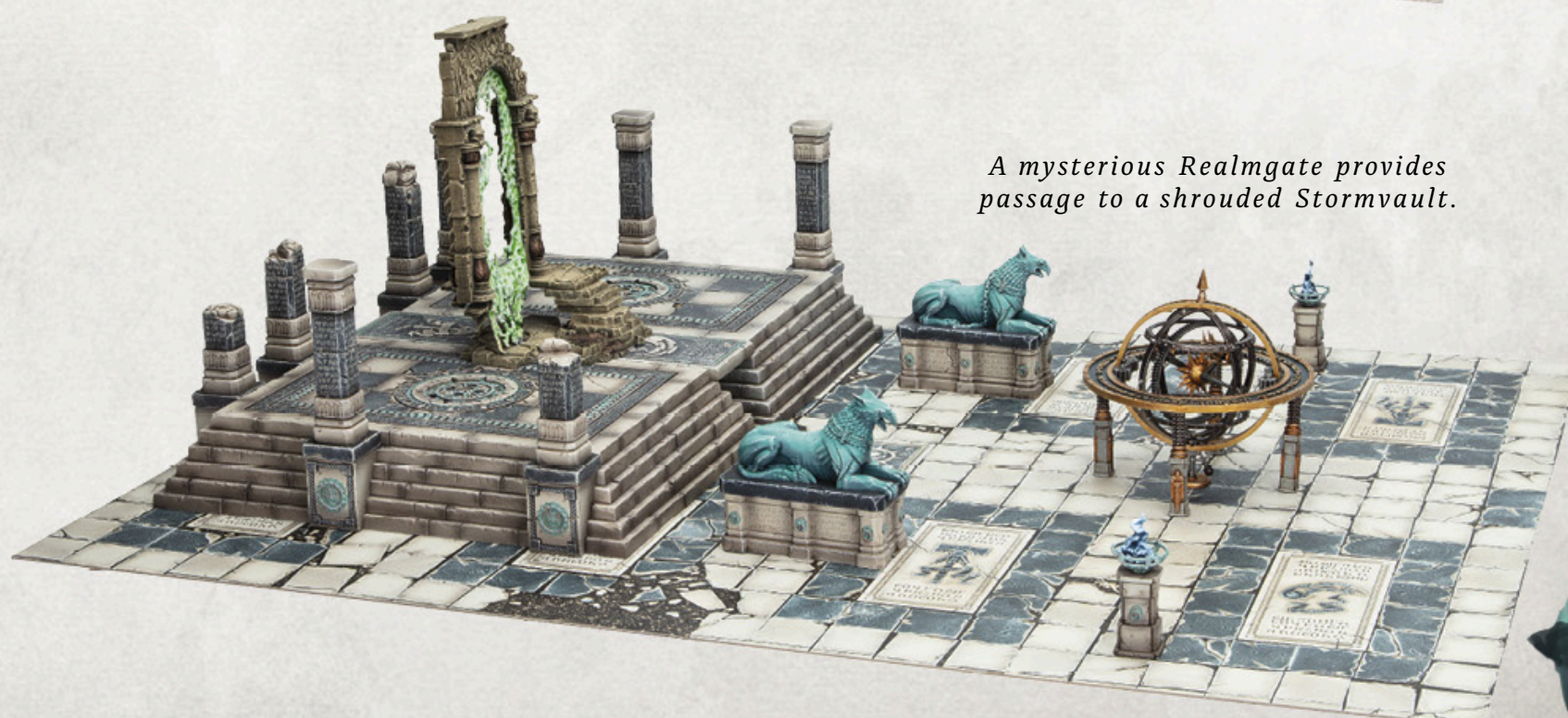




*A Khornate altar dominates an ancient and crumbling ruin.*

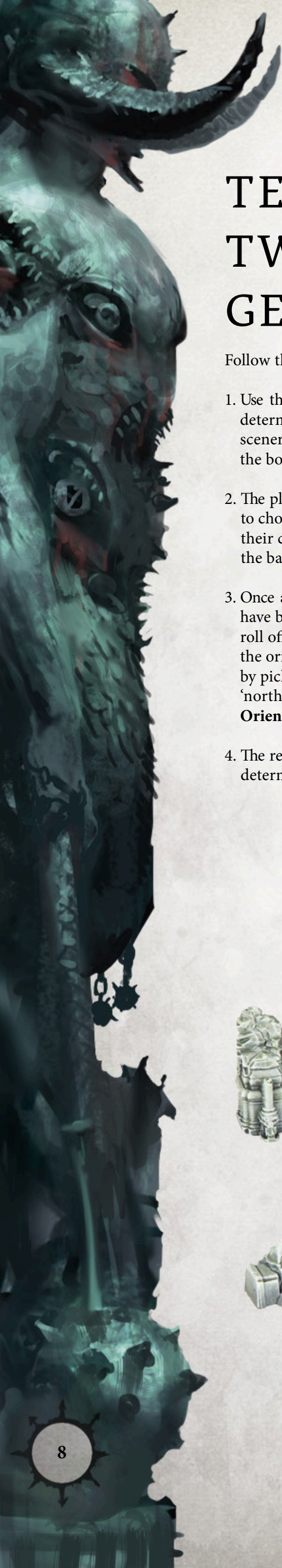


*Crude symbols of Gorkamorka rise high above the debris of civilisation.*



*A mysterious Realmgate provides passage to a shrouded Stormvault.*





# TERRAIN SET-UP METHOD TWO: USING THE TERRAIN GENERATOR

Follow these steps:

1. Use the terrain generator to determine the total number of scenery features to be set up on the board.
2. The players then take it in turns to choose a scenery feature from their collection and set it up on the battlefield.
3. Once all the scenery features have been set up, the players roll off. The winner determines the orientation of the battlefield by picking one table edge to be 'north' and aligning it with the **Orientation** runemark (↕).
4. The rest of the battleplan is determined as normal.

| TERRAIN GENERATOR                                                                 |                 |                                                                         |                                                                  |
|-----------------------------------------------------------------------------------|-----------------|-------------------------------------------------------------------------|------------------------------------------------------------------|
| D3                                                                                | TERRAIN DENSITY | LARGE SCENERY FEATURES<br>(Buildings*, platforms, large statues, trees) | SMALL TERRAIN FEATURES<br>(Debris, ruins, small walls, walkways) |
| 1                                                                                 | Sparse Terrain  | D3                                                                      | D6                                                               |
| 2                                                                                 | Medium Terrain  | D3+1                                                                    | D6+3                                                             |
| 3                                                                                 | Dense Terrain   | D3+3                                                                    | D6+6                                                             |
| *Ladders and stairs can be added to buildings without counting towards the total. |                 |                                                                         |                                                                  |





# TERRAIN SET-UP METHOD THREE: CREATING YOUR OWN TERRAIN DECK

Some players may even wish to construct their own 'terrain deck' to randomly draw from each battle. To do so, follow these steps:

1. A terrain deck contains 36 'cards' or layouts. 18 of those layouts are roughly symmetrical (and have the **Symmetrical** runemark (☹)) and 18 are asymmetrical.
2. To create a terrain deck, you do not need to create physical cards; instead, you need to create 36 layouts with which to populate a D66 table. One way to do this is to sketch 36 layouts. Alternatively, you could set up different terrain layouts on the board and take a photograph of each one. Give each layout a unique number from 11 to 66, with no digit exceeding 6 (i.e. the first 6 layouts will be numbered 11-16, the second 6 will be numbered 21-26, and so on).

3. The 18 symmetrical layouts should include 6 that have sparse terrain, 6 that have medium terrain and 6 that have dense terrain. The asymmetrical layouts should follow the same format. Use the terrain generator table as a guideline for how many scenery features each of those layouts should have.
4. Instead of drawing a terrain card, roll a D66 to determine which of your layouts is in play. Follow all other rules in the Core Book for setting up the battlefield as normal.



## Using these Methods in Narrative and Matched Play

Although these set-up methods are designed in the spirit of open play, they can lend themselves to both narrative and matched play, especially if the players have a large collection of bespoke scenery features.

### NARRATIVE PLAY

If both players agree, when playing a campaign battle that is not a convergence, the players can use one of these methods to set up the terrain. The first method (The Architect of Fate) works particularly well with narrative play because it allows one player to create an atmospheric location in which the campaign battle will take place.

### MATCHED PLAY

If both players agree, these methods can be used in matched play battles. The second or third methods work particularly well as it is important that the battles are fought on a varied amount of terrain. This is because some warbands will naturally favour sparse terrain (those with a selection of ranged weapons) while others will favour dense terrain (those who prefer to fight up close).

## BLAZESPEAKER XORTHANOX

The Burning Lords are fire-touched champions who lead the Scions of the Flame. Of these, few can match the burning conviction of Xorthanox. He has fought in many of Aspiria's dreaded Pyrecrusades; during one such conflict, Xorthanox was gravely wounded by a Fyreslayer priest. From that day onwards, visions of smoke and ash have raged through his mind. The Blazespeaker has since led his warband of branded zealots to the Bloodwind Spoil in search of the living inferno that calls to him always.



*'The fire calls to me. Come, listen to its red keening.'*



# MONSTROUS MELEES

The wilds of the Bloodwind Spoil are no place for lesser warriors. These are the hunting grounds of titanic monstrous beasts, and when these terrifying creatures clash, only one can emerge as the apex predator.

If you are looking for an exciting game for you and your friends to play, or if you have ever dreamed of taking control of a titanic monster, crashing through buildings and then unleashing devastating attacks upon your rivals, Monstrous Melees offer new thrills and the promise of a whole lot of fun!

Monstrous Melees are multiplayer battles for 2-6 players in which each player pits a single monster against their opponents. To organise a Monstrous Melee, you will need the *Warcry: Monsters and Mercenaries* expansion, which contains fighter cards and rules for the monsters, in addition to the following rules:

## THE WARBANDS

Instead of mustering a warband, each player picks 1 fighter with the **Gargantuan** runemark (♾️). This fighter is referred to as the player's monster.

## PRIORITY ORDER

When setting up a Monstrous Melee, the players first roll off to determine **priority order**. The winner of the roll-off is first in the priority order (re-rolling in the event of a tie), the player to their left is second, and so on.

## BATTLE GROUPS

The rules for battle groups are not used in Monstrous Melees.

## THE BATTLEPLAN

To generate a Monstrous Melee battleplan, resolve these steps in order:

### 1. TERRAIN

The player first in the priority order sets up D3 scenery features more than 6" from any battlefield edge.

### 2. DEPLOYMENT

Do not draw a deployment card. Instead, in reverse priority order, players take it in turns to pick

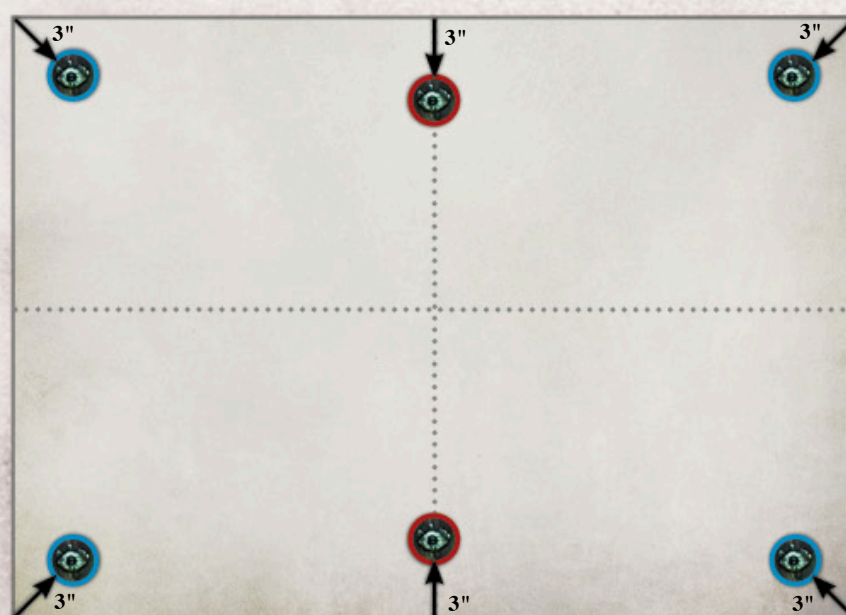
a deployment point on the map (shown below) and set up their monster within 1" of that point. Once a player has picked a deployment point, that same deployment point cannot be picked by another player. In addition, the red deployment points can only be picked if there are 5 or 6 players.

### 3. VICTORY

There is but 1 victory condition in a Monstrous Melee:

#### THERE CAN BE ONLY ONE

A player wins the battle as soon as all of their opponents' fighters have been taken down.





At the end of the fourth battle round and each subsequent battle round, allocate 10 damage points to any fighters that are within 4" of the battlefield edge.

In addition, at the end of each battle round after the fourth, the area within which fighters take damage increases by 1".

#### 4. TWIST

Draw a twist card as normal, but before doing so, limit the deck to cards with the following runemarks: **Climate** (☁), **Environment** (🌳) and **Magical Phenomena** (⚡).

### PLAYING MONSTROUS MELEES

When fighting a Monstrous Melee, follow the core rules with the following amendments and special rules:

#### HERO PHASE

In the hero phase, an **initiative order** is determined by counting the number of singles each player has. The player with the most singles is first in the initiative order, the player to their left is second in the initiative order, and so on. If players are tied for the most singles, those players roll off to determine who is first in the initiative order. Players declare how they will use wild dice in initiative order.

#### SEIZING THE INITIATIVE

Players can attempt to seize the initiative (Core Book, pg 39) from the player who is first in the initiative order by adding wild dice to the total number of singles they have.

Once all players have declared any wild dice they will use this battle round, count the number of

singles each player has once more to redetermine who is first in the initiative order. If the number of players with the most singles is now tied (and was not previously), those players roll off to determine who is first in the initiative order.

#### COMBAT PHASE

The combat phase is resolved in initiative order. If a fighter is said to have fallen (Core Book, pg 42) in a Monstrous Melee, the player who controls the closest enemy fighter to the fighter that has fallen is treated as the 'opposing player' to resolve the rule (if there are multiple enemy fighters that are the closest, the players who control those enemy fighters roll off to determine who is treated as the 'opposing player').

The following special rules are in play during a Monstrous Melee:

### SPECIAL RULES

#### ACTS OF DOMINANCE

If an opponent's monster is taken down by an attack action or ability performed by your fighter, you gain 1 additional wild dice that you can use in the next hero phase. In addition, if you use the '**Demolishing Rampage**' ability and remove any terrain features as a result, you gain 1 additional wild dice that you can use in the next hero phase.

#### STAMINA POINTS

Each monster starts the battle with 3 stamina points. Each player then compares the points cost of their monster with the player whose monster costs the most points. For every 20 points of difference, the player whose monster costs fewer points gains 1 additional stamina point.

At the start of the second combat phase and each subsequent combat phase, each player regains 1 of their spent stamina points.

#### ACTIONS AND ABILITIES

When your monster has been activated, it can make 1 action and, if you have sufficient wild dice, use 1 ability. Once it has done so, roll a dice. On a 4+, your monster can make 1 additional action or, if you have sufficient wild dice, use 1 additional ability, but you must spend 1 stamina point for it to do so. If it does so, after that additional action or additional ability, roll a dice again. On a 4+, your monster can again make 1 additional action or, if you have sufficient wild dice, use

1 additional ability, spending another stamina point to do so. Keep repeating this process until you fail to roll a 4+, you decide that your monster will not make an additional action or use an additional ability, or you run out of stamina points.

#### ATTACK ACTIONS

Attack actions work differently in a Monstrous Melee. After you have chosen a target for an attack action and a weapon to attack with, both you and the player controlling the target monster must make a grapple roll. To do so, both players roll a dice.

If the roll of each dice is the same, the monsters are locked in a bitter brawl and the attack action fails; however, your monster still considered to have made 1 action.

If the roll of each dice is different, your monster can make the attack action, but the Attacks characteristic of the weapon they are using changes to match the result of your grapple roll. Any abilities that affect the Attacks characteristic do so as normal.





# NARRATIVE PLAY

In this section, you will find **narrative campaigns** for 15 new warbands as well as 8 **fated quests**, campaigns that are open to all warbands. Also included are 7 new **challenge battles**, allowing you to test your warband in unique scenarios; rules for playing **Trial of Champions** campaigns, which increase both the peril and the reward for each game you play; and name and background generation tables for warbands from some of the most popular Age of Sigmar factions.

*'My road to glory has been paved with the bones of a thousand broken rivals. Come, then – I would have you join them.'*





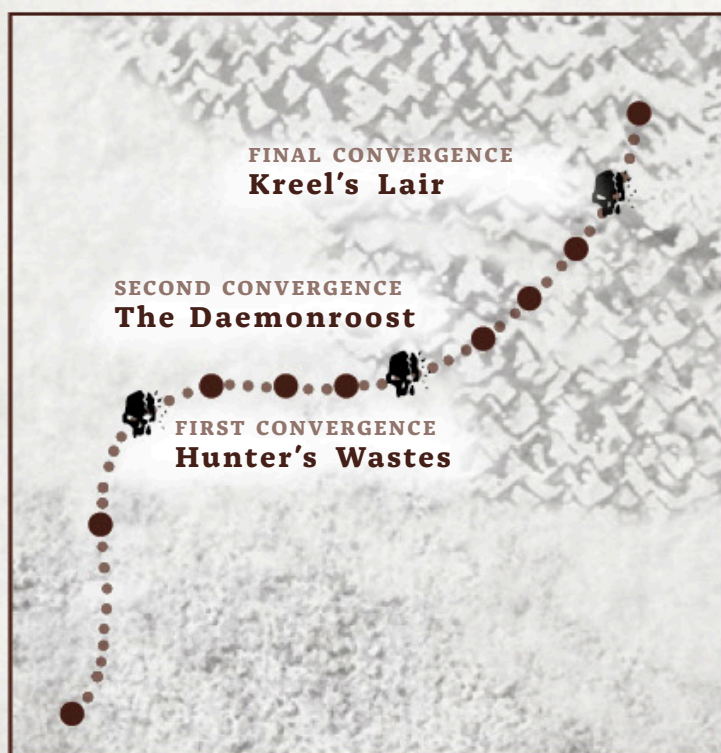






# SLAVES TO DARKNESS: SHADOW OF THE VARANSPIRE

The vast majority of the multifarious hordes of the Slaves to Darkness accept the truth that Archaon is the Everchosen and that he alone has won the favour of all the Ruinous Powers, yet there are those who would dispute this. The sorcerer Navaran Kreel is one such malcontent, and it is whispered that he wishes to usurp Archaon's throne. Such is doomed to fail, but there is an opportunity for glory here. Slaughter him and you may gain the notice of Archaon himself.



## TERRITORY RULES

**Raise Monolith:** *The tribes of the Slaves to Darkness raise a wide variety of monoliths to honour the gods, all radiating an aura of strange and forboding power.*

You can spend 10 glory points to dominate a territory by raising a monolith. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                                                                      |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Doombringer's Helm:</b> <i>Only a truly favoured champion can wear this helm and live.</i><br>Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                                                                                                                                                                                                               |
| 2  | <b>Icon of Undivided Glory:</b> <i>This eightfold icon inspires great devotion in the Slaves to Darkness.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 1 to the Attacks and Strength characteristics of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 3" of the bearer. |
| 3  | <b>Wicked Shield:</b> <i>Blows that strike this dark iron shield have their strength absorbed and soon redirected back at the bearer's enemy.</i><br>While the bearer has 5 or more damage points allocated to them, add 2 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                           |

| D3 | COMMAND TRAIT                                                                                                                                                                                              |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Child of Ruin:</b> <i>This warrior has spent their whole life fighting for power, glory and simple survival.</i><br>Add 1 to the Toughness characteristic of this fighter.                              |
| 2  | <b>Oracular Blessings:</b> <i>This warrior occasionally receives visions of perils yet to come.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                           |
| 3  | <b>Darkly Favoured:</b> <i>It is said that this warrior has attracted the favour of a deadly daemon.</i><br>If this fighter is included in your warband, you begin the battle with 1 additional wild dice. |



## FIRST CONVERGENCE: PATH OF BLADES

*The sky glows a bloody crimson as your warband tracks Kreel – an omen of the bloodshed to follow. Crossing the wastes, you eventually encounter a roving champion and their retinue. This foe serves as one of Kreel's enforcers; apparently, the sorcerer has foreseen your attempted meddling and has sent this warrior to stop you. No true champion of Chaos can refuse such a challenge. Prove your dominance over this would-be assassin and continue on your dark quest.*

**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Cut Off the Head

**Twist:** Eager for the Fight



## SECOND CONVERGENCE: THE DAEMONROOST

*Kreel's lair can be found nestled in a mountain range beyond the grisly Flesh Swamp, but to reach it, you must first pass through a region known as the Daemonroost. Here, all manner of horrors stalk, waiting amongst the ruins of civilisation to pounce on the unwary. Other warbands have come searching for the treasures rumoured to lie in this cursed land, but you cannot let them slow you. Your only choice is to fight your way clear, through both your rivals and the lurking monsters alike.*

**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Gauntlet  
The Aspirant warband is the defender.

**Twist:** Rampaging Beasts



## FINAL CONVERGENCE: THE RIGHT TO RULE

*You find Kreel just as the sorcerer and his minions begin a foul ritual, no doubt intended to attract the favour of the gods. There is no telling what damage it could wreak – especially on the very rare chance that the pantheon does choose to favour Kreel. As the sorcerer's servants endeavour to bring the ritual to its apex, your warriors let out a roar and charge into battle. Put an end to this craven ritual with the edge of your blade, and show Kreel what it means to be a true champion of the Dark Gods.*

**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Blood Rush

The Aspirant warband uses the blue deployment points.

**Victory:** The Ritual

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.

### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 44 to see the outcome and claim your reward.

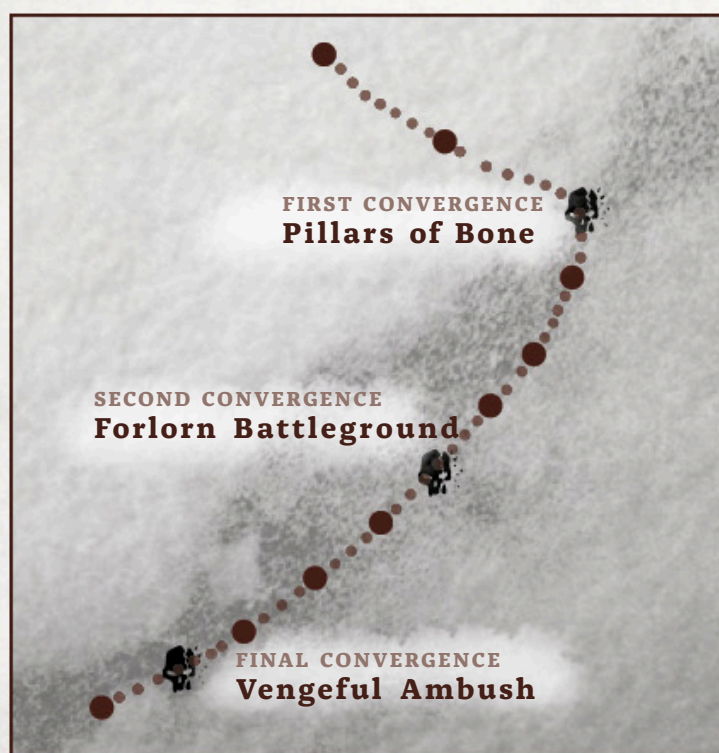






# OSSIARCH BONEREAPERS: THE BONE HARVEST

The Bonereaper legions that serve Katakros the Undefeated are amongst the finest fighting forces in all the realms, and their inexorable conquests show no signs of slowing. The Mortarch of the Necropolis will not rest until all of creation has been dominated – including the Eightpoints. However, to do this, Katakros must assemble an army of truly formidable size. Stalk the Bloodwind Spoil, and reap a dark harvest of bones and souls for the wars to come.



## TERRITORY RULES

**Establish the Tithe:** *Those lands conquered by the Ossiarchs are subject to a most terrible tithe: the bones of the living must be surrendered to the Bonereapers so that the Mortisans may reinforce and replenish the unliving cohorts.*

You can spend 10 glory points to dominate a territory by establishing a tithe. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                                                               |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Nadirite Gladius:</b> <i>This baleful short sword can easily slip through an enemy's guard.</i><br>Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                                                                                                  |
| 2  | <b>Grave-sand Plate:</b> <i>Those who linger near this morbid armour soon crumble entirely to dust.</i><br>Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 3" of the bearer.                                                                                                                                                     |
| 3  | <b>Tithe Scroll:</b> <i>Ossiarch warriors will fight all the harder when exacting the demands of the Bone-tithe.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of the bearer. |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                      |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Amethyst Reservoir:</b> <i>This warrior's bones crackle with potent Shyishan energy.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                                                                                           |
| 2  | <b>Strategos:</b> <i>This warrior has amassed multiple lifetimes' worth of military experience.</i><br>If this fighter is included in your warband, you begin the battle with 1 additional wild dice.                                                              |
| 3  | <b>Deathly Supremacy:</b> <i>This warrior is a true believer in the martial supremacy of the Ossiarch empire.</i><br>Add 3 to the damage points allocated by critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less. |



## FIRST CONVERGENCE: THE BLACK REAPING

*The soul of every Ossiarch is a composite entity, created from the animus of worthy warriors through necromantic alchemy. Some qualities and quirks of the original soul are retained throughout this process and are used to imbue a Bonereaper with an aptitude for a particular form of warfare. You have found a warband that contains certain warriors with these desirable traits, but the rest of their kin are less valuable. Focus your efforts on harvesting those notable few.*

### BATTLEPLAN

**Terrain:** See map.

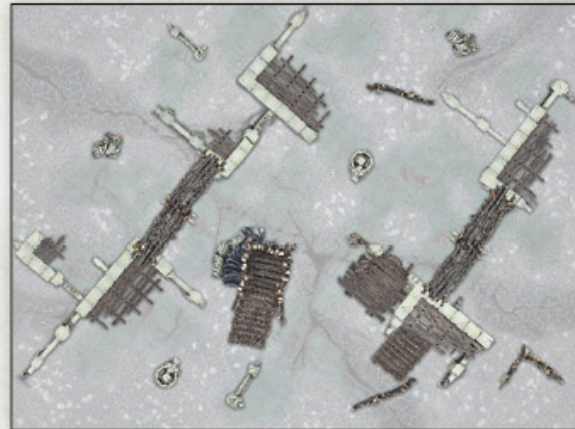
**Deployment:** Outflank

The Aspirant warband uses the red deployment points.

**Victory:** Blunt

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: GRAVE ROBBERS

*There are some forces that would consider it shameful to loot the dead. The Ossiarch have no such hesitation; their interest is in the bodies of the slain themselves, rather than any precious trinkets once carried to war. You have arrived at a former battlefield where the fallen still lay strewn all around. Here can be found plenty of raw materials for Katakros' armies. Plunder this boneyard for all it is worth, fighting off other wandering looters and the beasts that prowl between the bones.*

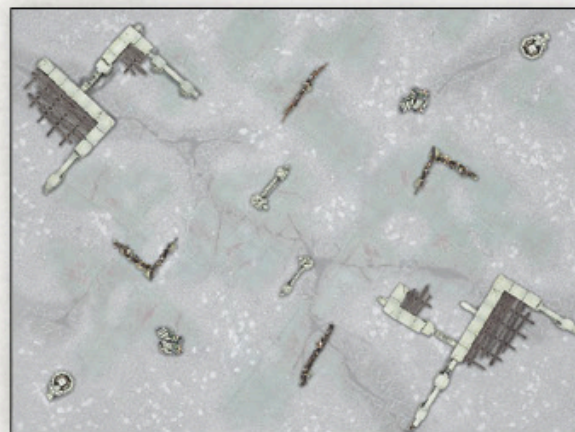
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:**  
Realmstone Hunt

**Twist:** Rampaging Beasts



## FINAL CONVERGENCE: THE TITHE UNENDING

*As the blood-red orb known as the Goremoon crests the horizon, your progress is halted by enemies emerging from the shadows. For many days they have tracked you, incensed by your plundering of a sacred battleground and determined to stop your cold harvest. But though they may appear to hold the advantage, you have studied the writings of Katakros, and few can outfox you in matters of war. Turn this ambush back on your enemies, and demonstrate the might of the dead.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Defend the Find

The Aspirant warband is the defender.

**Twist:** The Goremoon Rises

### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 44 to see the outcome and claim your reward.







# OGOR MAWTRIBES: THE PLATTER OF CARNGRAD

The ravenous nature of the ogor race is legendary, and warbands of the brutes will often break off from their Mawtribe in search of new tastes. Word has reached you that Larthir the Gorged, a major power broker in Carngrad, seeks to hold a feast in his own honour. Within his larder are all manner of unique flavours, many of which cannot be found outside the Eightpoints. Smash your way into Carngrad and honour the Gulping God by taking Larthir's stores for your own.



## TERRITORY RULES

**Construct Mawpot:** Ogors gather around cobbled-together cooking cauldrons known as Mawpots. These maw-like vessels are typically constructed from scrap looted from defeated enemies, and so they can be assembled with remarkable swiftness when necessary.

You can spend 10 glory points to dominate a territory by constructing a Mawpot. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                     |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Vicious Snap-trap:</b> <i>This fanged contraption is perfect for bringing down even the largest of prey.</i><br>Add 3 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 30 or more. |
| 2  | <b>Great Gut-plate:</b> <i>The greatest ogors wear imposing gut-plates that proclaim their might.</i><br>Add 1 to the Toughness characteristic of the bearer.                                                                                                                                                                                         |
| 3  | <b>Brutal Tenderiser:</b> <i>A single blow from this brutish club can shatter bones and pulp flesh.</i><br>Add 3 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                |

| D3 | COMMAND TRAIT                                                                                                                                                                                                  |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Always Eating:</b> <i>This warrior is constantly consuming the flesh of the slain.</i><br>Add 5 to the Wounds characteristic of this fighter.                                                               |
| 2  | <b>Bellowing Voice:</b> <i>This warrior's ear-splitting bellows can terrify enemies into stunned submission.</i><br>Enemy fighters within 1" of this fighter cannot make disengage actions.                    |
| 3  | <b>Unstoppable Bulk:</b> <i>This warrior's charge can flatten opponents outright.</i><br>Each time this fighter finishes a move action, visible enemy fighters within 1" of this fighter suffer impact damage. |



## FIRST CONVERGENCE: THE AVALANCHE COMETH

*Carngrad is a formidable settlement – at least by the standards of the Bloodwind Spoil. Though its outskirts may seem ruined, many warbands prowl through the blasted landscape and delight in assailing any who draw too close. These would-be raiders are, however, unlikely to be prepared for a full-on ogor charge. Sheer momentum has always been a powerful tool in the arsenal of the Mawtribes, and now is no exception. Smash them aside without hesitation, and keep on moving towards your goal.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Escalation

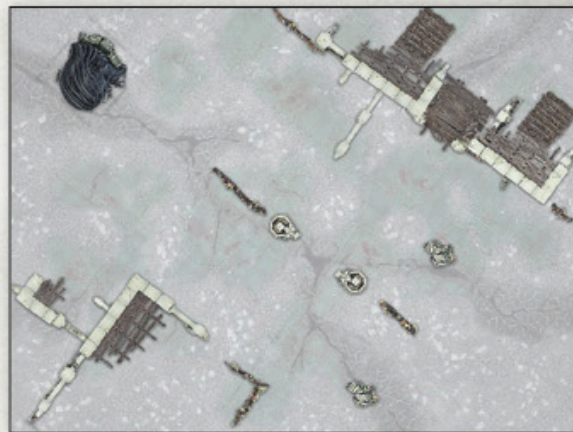
The Aspirant warband uses the red deployment points.

### Victory:

The Gauntlet

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: TOP OF THE FOOD CHAIN

*Thus far, the decision to come to Carngrad has proven wise. Few inhabitants of the city wish to get in the way of a marauding band of ogors, and those who do have provided you with a balanced diet of differing flesh-tastes. But in all the excitement, you've been diverted. You must find Larthir's keep before the feast can begin; take to the high ground and get a Blood-Vulture's-eye view of your surroundings. If you get to knock a few little 'uns off their perches in the process, then so much the better.*

### BATTLEPLAN

**Terrain:** See map.

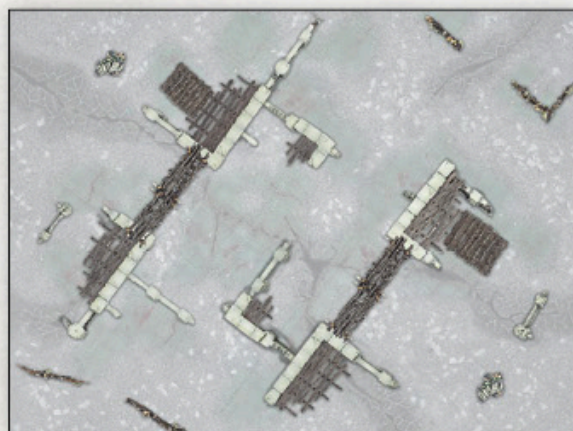
**Deployment:** Blindfight

The Aspirant warband uses the blue deployment points.

### Victory:

Higher Ground

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: FEED THE MAW

*At last, you have reached the anarchic districts ruled by Larthir – and not a moment too soon. The feast is beginning, and already many of the Gorged's supplicants wander the streets, intoxicated by the bizarre foodstuffs they have devoured. Yet plenty still remains, ready to be sampled and messily consumed. The more they eat the tainted meat, the more frenzied Larthir's minions become. Shrug off their maddened attacks, and claim yourself a great bounty on which to gorge.*

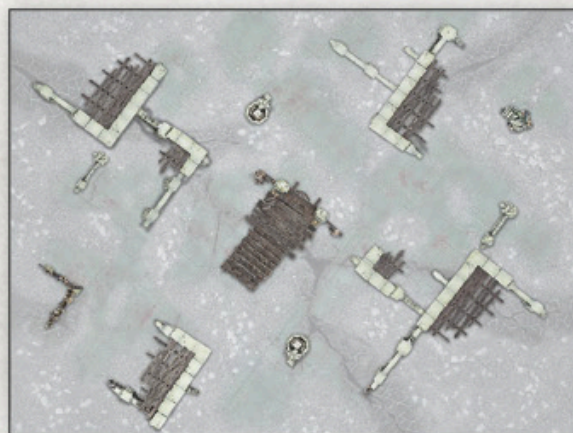
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Burn and Pillage

**Twist:** Battle Frenzy



### CAMPAIGN OUTCOME

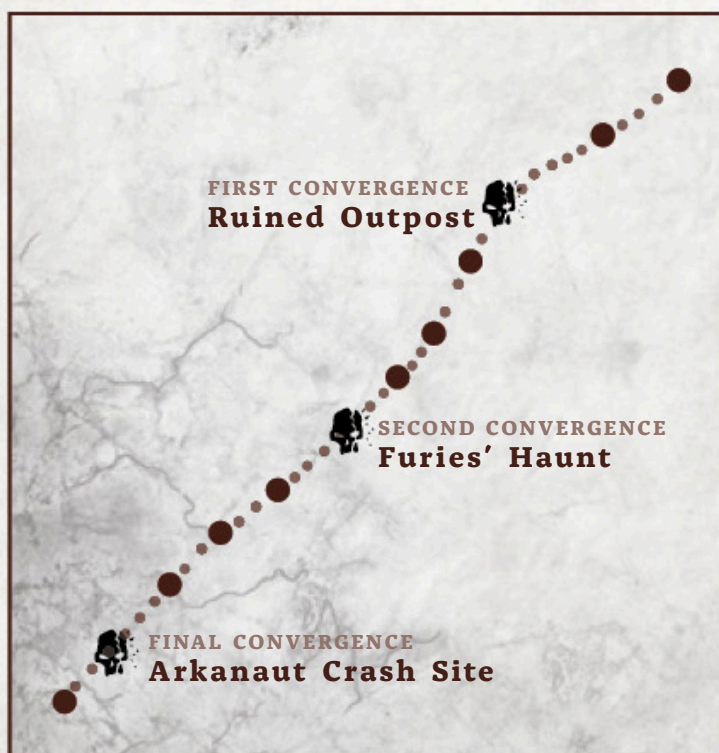
If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 44 to see the outcome and claim your reward.





# KHARADRON OVERLORDS: A BAD INVESTMENT

The Blazebeard and Sons company is known for its risky endeavours; their latest undertaking was to send a team of Arkanautes to the Eightpoints to field-test their new invention, the Realmsplitter Fusil. Unfortunately, the Arkanautes were shot down in the Bloodwind Spoil. The loss to personnel is regrettable. The loss of the Fusil is disastrous. Now the Blazebeards have hired you to recover the prototype before the Geldraad catches wind of the whole sorry affair...



## TERRITORY RULES

**Stake a Claim:** Territory to which the Kharadron have laid claim is surrounded by floating skymines and aether-markers, providing a safe area for duardin reinforcements to make a landing.

You can spend 10 glory points to dominate a territory by staking a claim. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                     |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Aethermatic Boost-boots:</b> <i>These prototype boots allow a warrior to propel themselves along with small bursts of aether-power.</i><br>Add 1 to the Move characteristic of the bearer.                                                                                                                                                                         |
| 2  | <b>Baradurm's Flareblaster:</b> <i>Though less famed than the Svaregg-Stein model, this flare pistol does a fine job of illuminating targets.</i><br>If an enemy fighter is allocated any damage points from an attack action made by the bearer, until the end of the battle round, add 1 to the Strength characteristic of attack actions that target that fighter. |
| 3  | <b>Aether-gold Share:</b> <i>Kharadron will fight ferociously to protect their aetheric wealth.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters while they are within 6" of the bearer.                      |

| D3 | COMMAND TRAIT                                                                                                                                                                                                           |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Wealthy:</b> <i>This warrior has amassed fortune and influence over the course of their career.</i><br>If this fighter is included in your warband, you begin the battle with 1 additional wild dice.                |
| 2  | <b>Academy's Finest:</b> <i>This warrior is a dead shot with an aether-powered weapon.</i><br>Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or more. |
| 3  | <b>Tough Old Sky-dog:</b> <i>Even for a duardin, this warrior is particularly hardy.</i><br>Add 5 to the Wounds characteristic of this fighter.                                                                         |



## FIRST CONVERGENCE: AETHERSHOT DIPLOMACY

*It is unlikely that your fellow duardin made it that far into the Eightpoints; even so, there is plenty of ground to cover, and taking to the air would only draw unwanted attention. After trekking for a day or two, you find a series of ruins that could serve as a staging point for deeper excursions into the Bloodwind Spoil. Unfortunately, as you get closer, you realise other warbands stalk the tumbledown structure. Assert your dominion over these shattered buildings, down the barrel of a blunderbuss if need be.*

### BATTLEPLAN

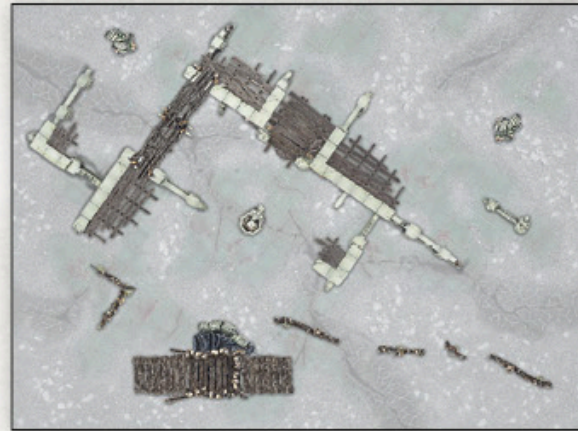
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:**  
Seize Territory

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: FOLLOWING THE TRAIL

*Having scouted the area, you set out towards where the Arkanauts likely went down. Before long, you are approached by one of the daemon-imps known as a Fury. It claims to know the location of the crash site and will lead you to it – if you help it to purloin several artefacts from a nearby raider camp. Technically, there is nothing in the Code that expressly forbids bargaining with daemons, and every second you waste could prove the difference between the success or failure of your contract...*

### BATTLEPLAN

**Terrain:** See map.

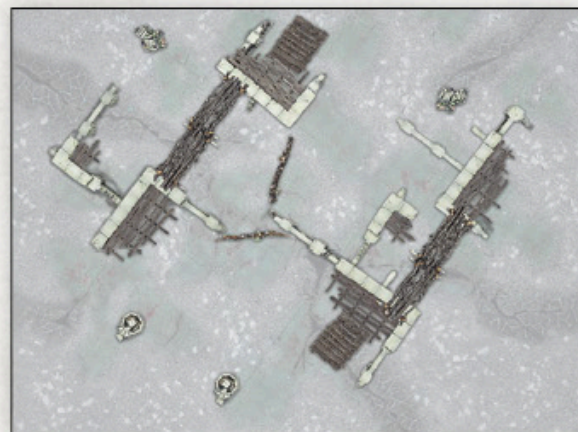
**Deployment:** Draw a deployment card as normal.

**Victory:** Defend the Find

The Aspirant warband is the attacker.

**Twist:** Sinister Bargain

The Aspirant warband is considered to have won the roll-off.



## FINAL CONVERGENCE: VENTURE CAPITALISM

*The Fury, to its credit, kept its word. What it failed to mention was that the crash site – though out in the hazardous wastelands of the Spoil and thus not immediately picked clean – is now crawling with avaricious treasure hunters. The bodies of the unfortunate Arkanauts lie scattered where they fell, but more concerning still is the prospect that one of these marauders has managed to locate the Realmsplitter Fusil. Track it down and neutralise the bearer, before it's too late.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal

**Victory:** Steal the Prize

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 45 to see the outcome and claim your reward.





# DISCIPLES OF TZEENTCH: THE DAVENOK CONSPIRACY

The Davenok, once an influential house of the Allpoints, were torn apart by internal strife. Even before the Nexus Wars, Tzeentch watched their politicking with glee, laughing at their self-engineered doom. Now Ralian Davenok, the last descendant, seeks to reclaim his family's lost holdings. He could be of use in disrupting the status quo of the Bloodwind Spoil. Follow the young scion and feed his hopes of reconquest. Then show him the futility of contesting fate.



## TERRITORY RULES

**Raise Flux-cairn:** *The flux-cairns of Tzeentch are amongst the strangest of all monoliths. Their proportions defy the laws of geometry and physics, while shrouds of scintillating change-mist drift around them in a great haze.*

You can spend 10 glory points to dominate a territory by raising a flux-cairn. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                       |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Changeblade:</b> <i>Those struck by this blade are soon wracked with the energies of mutation.</i><br>If an enemy fighter is allocated any damage points from an attack action made by the bearer that has a Range characteristic of 3 or less, until the end of the battle round, subtract 1 from the Toughness characteristic of that fighter (to a minimum of 1). |
| 2  | <b>Temporal Stave:</b> <i>One who wields this staff can move slightly outside the linear flow of time.</i><br>Add 1 to the Move characteristic of the bearer.                                                                                                                                                                                                           |
| 3  | <b>The Ninefold Sign:</b> <i>This secret sigil is a potent source of inspiration for Tzeentch's followers.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 1 to the value of abilities used by friendly fighters (to a maximum of 6) while they are within 6" of the bearer.               |

| D3 | COMMAND TRAIT                                                                                                                                                                                                          |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Arch-manipulator:</b> <i>This warrior stacks the odds in their favour before battle even begins.</i><br>If this fighter is included in your warband, you begin the battle with 1 additional wild dice.              |
| 2  | <b>Lord of Witchfire:</b> <i>This warrior's attacks are empowered by the flickering change-fires of Tzeentch.</i><br>Add 1 to the Strength characteristic of attack actions made by this fighter.                      |
| 3  | <b>Canny Illusionist:</b> <i>This warrior lurks behind an array of cunning falsehoods and illusions.</i><br>Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target this fighter. |



## FIRST CONVERGENCE: PLUCKING THE STRINGS

*Ralian's journey is only just beginning, but it may already be fated to end. The foolish princeling's path will lead him right through notorious bandit territory, and these roving marauders are not known for their mercy. Yet there may be opportunity in this still. Take the enemy camp off guard and work your way through their warriors, leaving the mark of the Davenok carved or seared onto their flesh. Should you succeed, tales of Ralian's prowess and skill will surely spread for miles around.*

### BATTLEPLAN

**Terrain:** See map.

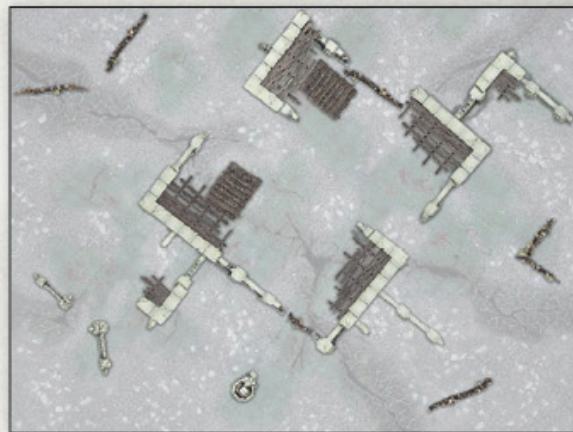
### Deployment:

Hold Out

The Aspirant warband uses the blue deployment points.

**Victory:** No Mercy

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: THE WHEEL OF FATE

*Tales of Ralian's exploits – most notably his single-handed defeat of an entire bandit camp – have passed from warband to warband, and warriors of all creeds have sworn themselves to him. The balance of power is already shifting, and now you have a chance to tip the scales further. An elusive enemy champion has heard of Ralian and is now marshalling their forces to end the young Davenok's ambitions. Take advantage of their distraction to strike down this powerful foe.*

### BATTLEPLAN

**Terrain:** See map.

### Deployment:

Outflank

The Aspirant warband uses the red deployment points.

**Victory:** Assassinate

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: FACING THE INEVITABLE

*At long last, Ralian has reached the ruins that once formed the heart of his family's holdings. You guide him and his warriors through the wreckage, leading them to an ancient vault sealed by sigils of warding. This portal can only be opened by one with Davenok blood in their veins – and sure enough, the eager Ralian does just that, hungry for the treasures within. This is your moment. Strike now, slaughter Ralian's bodyguard and bring your darkling scheme to completion.*

### BATTLEPLAN

**Terrain:** See map.

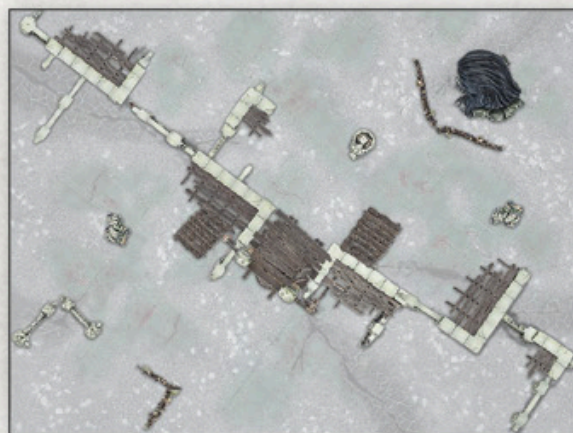
### Deployment:

Draw a deployment card as normal.

**Victory:** Isolated

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 45 to see the outcome and claim your reward.





# SKAVEN: SNIRRIK'S GREAT-GRAND SCHEME

Skaven society is a nest of ambition, backstabbing and convoluted plots. The warren that runs beneath Carngrad is no exception. Looking to make his mark, Clawlord Snirrik seeks to assassinate one of the Talons of Carngrad and sell the services of his Verminus mercenaries in the resulting power struggle. He has hired the most expendable warband he can find – your own – as his accomplices. Aid him and you will be richly rewarded – after all, why would Snirrik lie?



## TERRITORY RULES

**Raise Icon of Supremacy:** *Skaven totems are usually hidden in plain sight, which suits this devious race. Bells and warpstone chunks are common features, as are runes proclaiming the power of the Great Horned Rat.*

You can spend 10 glory points to dominate a territory by raising an icon of supremacy. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                  |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Things-bane:</b> <i>This cursed weapon is anathema to its wielder's foes.</i><br>Add 3 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                                                    |
| 2  | <b>Death Globe:</b> <i>The energies of this strange orb are volatile but lethal when unleashed.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, pick a visible enemy fighter within 6" of the bearer and roll a dice. On a 4-5, allocate 5 damage points to that fighter. On a 6, allocate 10 damage points to that fighter. |
| 3  | <b>Fragment of the Liber:</b> <i>This scrap of tattered parchment contains knowledge of the foulest plagues known to skavenkind.</i><br>Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                                                                                                                    |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                           |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Verminous Valour:</b> <i>This warrior's survival instinct has been honed to a razor edge.</i><br>Once per battle, this fighter can make a bonus disengage action.                                                                                                                                    |
| 2  | <b>Manic Agility:</b> <i>This warrior is swift enough to evade even the most skillfully placed blows.</i><br>Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that have a Range characteristic of 3 or less and that target this fighter.                               |
| 3  | <b>Stab in the Back:</b> <i>This warrior enjoys nothing more than preying on the weak.</i><br>Add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with 5 or more damage points allocated to them. |



## FIRST CONVERGENCE: REALMSTONE HEIST

*As the Clawlord would have it, Snirrik's plan is breathtaking in its simplicity. He intends to use the latest technology of the Clans Skryre to fashion a powerful explosive and then smuggle it into the throne hall of one of the Talons. To do this, he will require some of the magical accelerant known as Chamonite. Luckily for you, the masters of Carngard's weapon foundries occasionally use this precious realmstone to forge tools of war. Infiltrate one of these foundries and track down the precious Chamonite.*

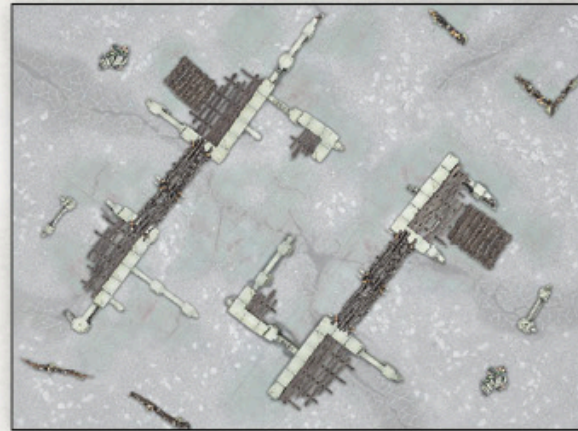
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:**  
Realmstone Hunt

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: UNDER THEIR NOSES

*While Snirrik's warlocks work on modifying the explosive with the realmstone you collected, the Clawlord has sent you to scout out the target. But word travels fast in Carngrad, and it seems the Talons are on edge. All of them have increased the number of sentries patrolling their territory, and your chosen victim is no exception. You must pick your moment carefully. Wait for dusk to fall before slipping past their lines – and remember, any rat who falls behind is left behind.*

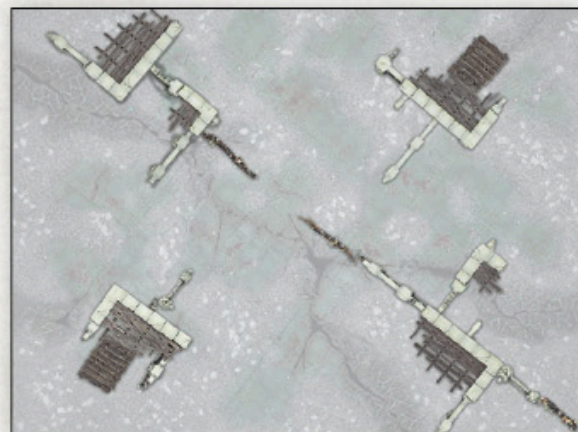
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Gauntlet  
The Aspirant warband is the defender.

**Twist:** Dusk



## FINAL CONVERGENCE: THE BIG BANG

*The target has been scouted out and the Chamonite bomb has been prepared. All that remains is for you to get the weapon into place, which may prove easier said than done. The target's fortress has been reinforced by their most elite fighters, and by now they must know what you intend. Promising to be right behind you, Snirrik commands you to ensure that none can get their hands on the bomb before it is safely in place. You must defend your prize with all the courage you can muster.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

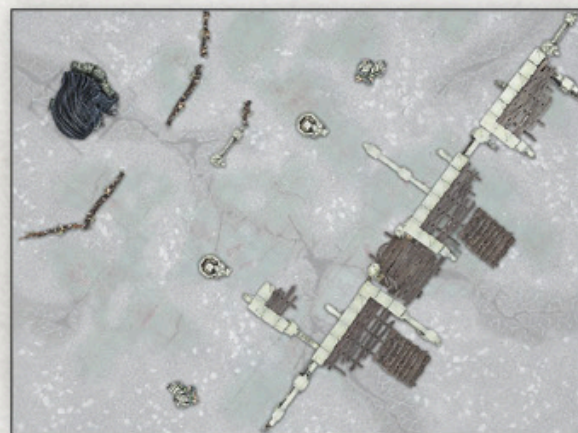
**Victory:**  
Steal the Prize

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.

### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 45 to see the outcome and claim your reward.

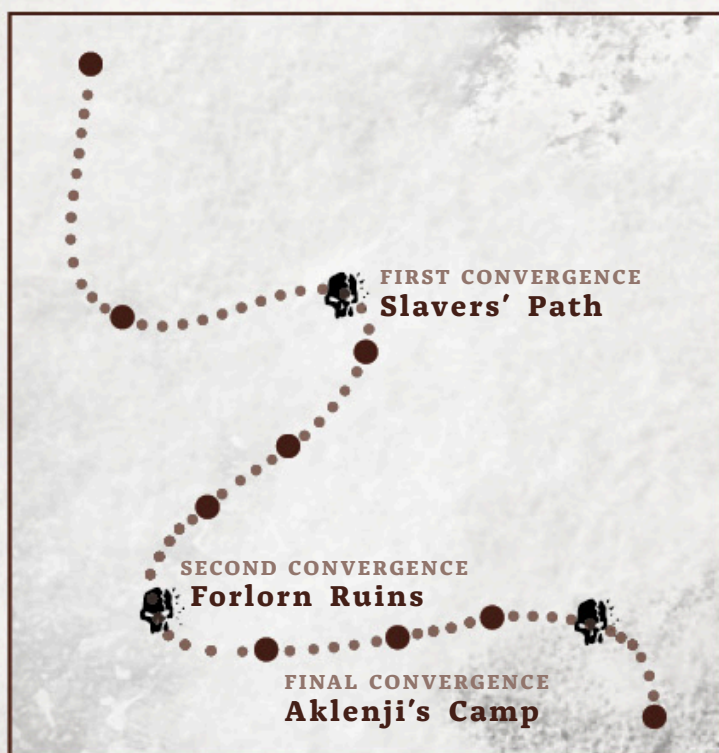






# WARRIOR CHAMBER: VENGEANCE OF THE STORM

Sigmar is not known for his mercy, yet still there are those who turn their backs on the lord of Azyr, swayed by the whispers of the Dark Gods. Taormin Aklenji is one such man, a former priest of Sigmar who has sworn himself to Chaos. Aklenji has fled to the Eightpoints in the hopes of escaping justice and has enslaved his former congregation in the process. Track down and destroy Aklenji in the God-King's name, then free his flock from their shackles.



## TERRITORY RULES

**Hallowed Ground:** *With celestial magic and thrice-blessed Azyrite starwater, the servants of the God-King cleanse the earth of corruption.*

You can spend 10 glory points to dominate a territory by creating hallowed ground. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                                     |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Hallowed War-plate:</b> <i>This warrior's sigmarite armour glows with a cleansing, heavenly light.</i><br>When the bearer is picked to activate, you can remove 1 damage point allocated to them.                                                                                                                                                                                  |
| 2  | <b>Stormbringer Amulet:</b> <i>By beseeching this amulet's power, a warrior can summon a mighty bolt of lightning.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, pick a visible enemy fighter within 6" of the bearer and roll a dice. On a 4-5, allocate 5 damage points to that fighter. On a 6, allocate 10 damage points to that fighter. |
| 3  | <b>Saint's Helm:</b> <i>One who dons this holy war-mask becomes filled with a righteous rage.</i><br>Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                                                                          |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                  |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Venerable Veteran:</b> <i>This warrior has fought in Sigmar's name for decades, even centuries.</i><br>Add 5 to the Wounds characteristic of this fighter.                                                                                                  |
| 2  | <b>Peerless Duellist:</b> <i>This warrior excels in matching blades with worthy opponents.</i><br>Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target this fighter and that have a Range characteristic of 3 or less. |
| 3  | <b>Tactician:</b> <i>This warrior has a natural talent for shaping the flow of battle to their liking.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                                                                        |



## FIRST CONVERGENCE: THE TEMPEST BREAKS

*Some warbands operate in secrecy, working their way into the perfect position from which to catch their enemies unaware. But you are the chosen of Sigmar, and you have no need for such circumspection. You wish Aklenji to know exactly what is coming for him. The fallen priest has made several allies in the wastes of the Bloodwind Spoil through supplying them with an influx of new slaves and thralls. Track down one of these warlords and execute them, so Aklenji learns of your oncoming wrath.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Assassinate

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: THE STORM IRREPRESSIBLE

*Your efforts to intimidate the priest have worked better than you could have imagined. Aklenji spent many years preaching of Sigmar's divine fury, likely never expecting it to fall upon him – in a panic, he has sent some of his finest killers to lay you low through a craven ambush. Yet it will take more than that to stop you from enacting the God-King's will. Though taken by surprise, your warband are fearsome warriors all; weather this ambush and mete out justice upon your attackers.*

### BATTLEPLAN

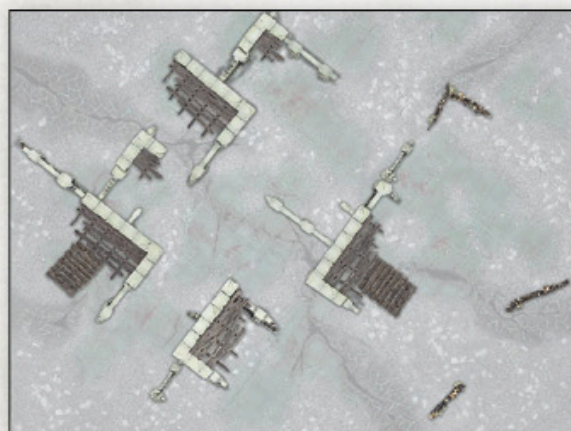
**Terrain:** See map.

**Deployment:** Defiant Stand

The Aspirant warband uses the blue deployment points.

**Victory:** No Mercy

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: TYRANT'S BANE

*Aklenji's efforts to escape you have come to naught. Now, there is nowhere to run. Your task, however, is not merely to slay the fallen preacher. The Stormcast Eternals are symbols of hope to the people of the realms, and many of Aklenji's congregation languish in the slave pens of his camp. Free them, and they will doubtless fight by your side. Storm Aklenji's camp, slaughter his inner circle of guards and raze their defences to the ground so that Sigmar's faithful can earn their rightful vengeance.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Relentless Assault

The Aspirant warband uses the blue deployment points.

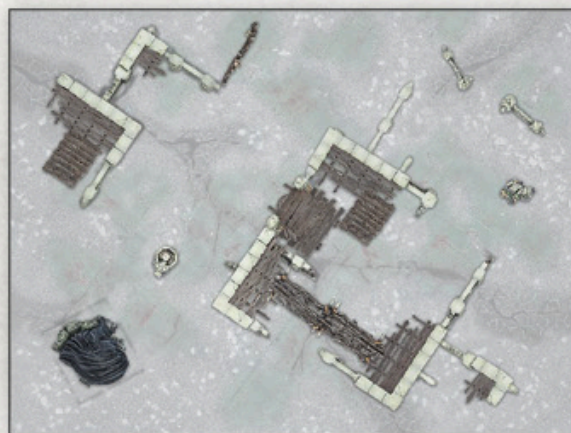
**Victory:** Crush

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.

### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 45 to see the outcome and claim your reward.

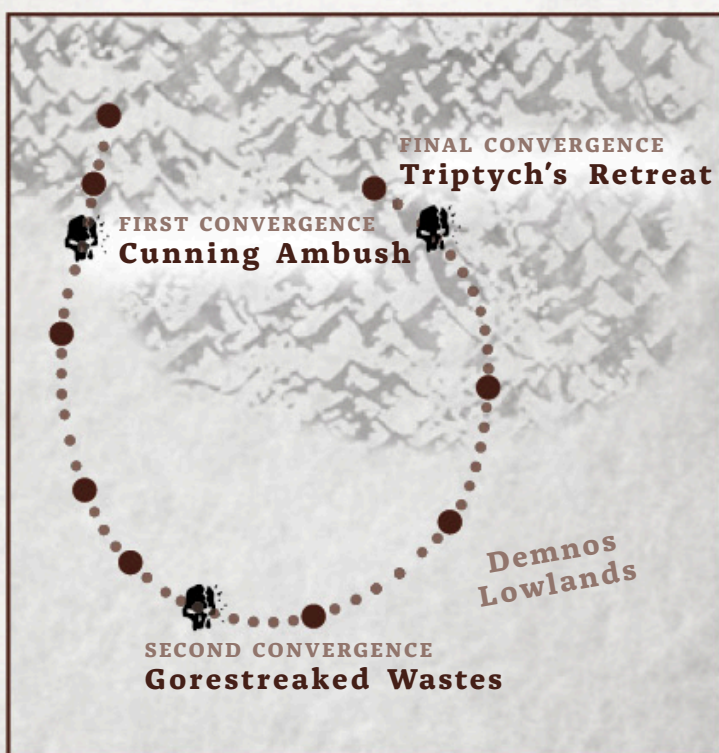






# BEASTS OF CHAOS: THE OLD WAYS

An alliance of warlords known as the Iron Triptych has recently risen to power, claiming that they will leash the Bloodwind Spoil to their rule. They would impose their will on the forests and the mountains; they would see the pure anarchy of Chaos diluted by mortal ambitions. But you know that such dreams of dominion are laughable, and that all things are simply predator or prey. Hunt down the Triptych and remind them why they fear the wild places.



## TERRITORY RULES

**Raise Herdstone:** Herdstones are brought forth from the ground by dark rituals of sacrifice. Around these totems the Greatfrays pile the weapons of their defeated enemies and indulge their dark and savage natures to the full.

You can spend 10 glory points to dominate a territory by raising a Herdstone. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                          |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Sharpened Horn-blades:</b> <i>The tips of this warrior's horns are bedecked with sharp and impaling spikes.</i><br>Each time the bearer finishes a move action, visible enemy fighters within 1" of the bearer suffer impact damage.                                                                                                    |
| 2  | <b>Troggoth-hide Cloak:</b> <i>One who wears this cloak is imbued with regenerative powers.</i><br>When the bearer is picked to activate, you can remove 1 damage point allocated to them.                                                                                                                                                 |
| 3  | <b>Hunter's Trophies:</b> <i>This warrior garbs themselves in the remains of defeated foes.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 1 to the value of abilities used by friendly fighters (to a maximum of 6) while they are within 6" of the bearer. |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                    |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Bestial Cunning:</b> <i>Behind this warrior's bestial exterior lies the mind of a deadly predator.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                                                                           |
| 2  | <b>Gorefeast:</b> <i>This warrior grows stronger the more of their foes they messily devour.</i><br>Add 5 to the Wounds characteristic of this fighter.                                                                                                          |
| 3  | <b>Alpha Beast:</b> <i>With a single growl, this warrior can thrall lesser beasts to their will.</i><br>If this fighter is included in your warband, you automatically pass bestial intellect rolls when you activate a chaotic beast within 6" of this fighter. |



## FIRST CONVERGENCE: HORNED SHADOWS

*There are few forces in all the Mortal Realms that can claim to match the Beasts of Chaos when it comes to the art of ambush. Every shadowed forest or rocky cavern can conceal a host of savage beastmen, poised and ready to strike. You will teach this lesson to the first of the Iron Triptych – to their cost. Wait until their forces have entered the perfect ambush site before falling upon them from all angles. Every warrior you lay low is a further testament to the power of the cunning beast.*

### BATTLEPLAN

**Terrain:** See map.

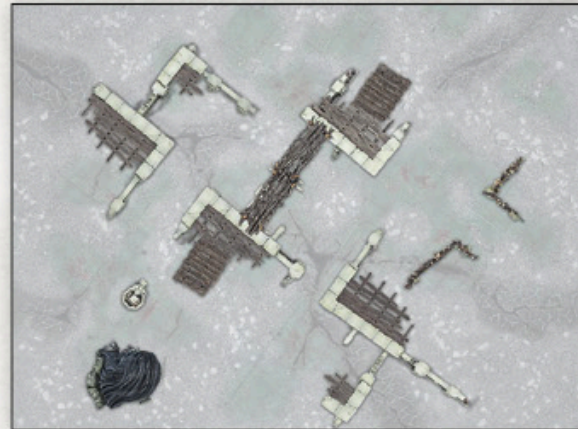
**Deployment:** Draw a deployment card as normal.

**Victory:** Isolated

The Aspirant warband is the attacker.

**Twist:** Favourable Position

The Aspirant warband is considered to have won the roll-off.



## SECOND CONVERGENCE: THE THRILL OF THE HUNT

*As satisfying as striking from ambush can be, few sensations can match the primal thrill of running an enemy to the ground and goring them to death. Admittedly, the warriors sworn to the second of the Iron Triptych likely would not agree at present. For many days, you have hunted them, but you have waited until a howling blizzard lashes the Bloodwind Spoil to close in for the kill. Make sure they do not escape, for you intend to dine well on the flesh of the fallen this night.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Gauntlet

The Aspirant warband is the attacker.

**Twist:** Blizzard



## FINAL CONVERGENCE: ICONOCLASM

*The last of the Iron Triptych trembles, for they know that the fury of the wild will soon be upon them. Yet they must still adopt a brave face before their warriors, and so they have chosen to make their stand at an ancient redoubt. Atop its highest points flies their banner, which snaps in the wind. If they think they have the strength to stop you, they are woefully mistaken. Smash them, gore them, rend them – and ensure you reach the apex of the structure to cast their colours into the dirt.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Vantage Point

**Twist:** Draw a twist card as normal.



### CAMPAIGN OUTCOME

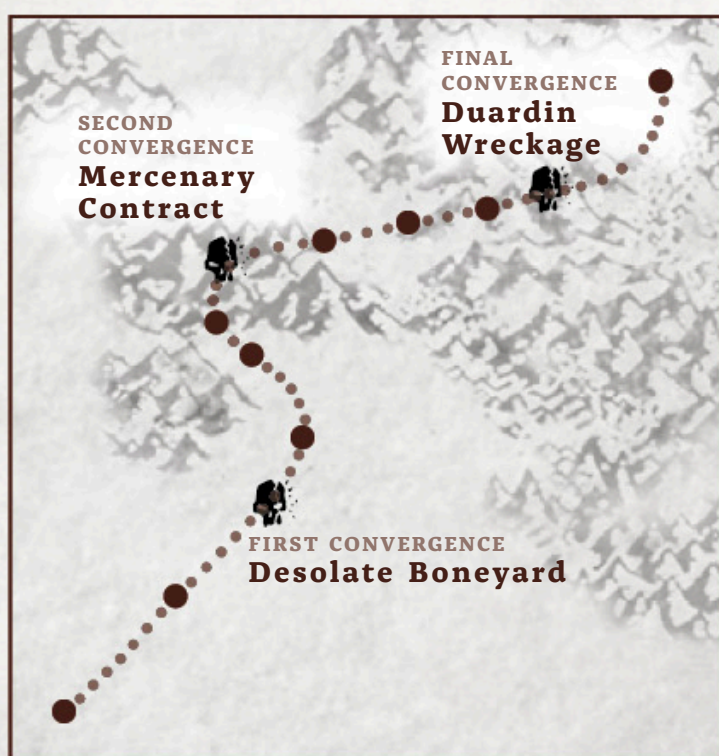
If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 46 to see the outcome and claim your reward.





# FYRESLAYERS: A GOD'S FOOTSTEPS

Grimnir is dead. The warrior-god of the Fyreslayers perished long ago and the precious ur-gold sought by the lodges is formed from his divine essence. So how can there be claims that he wanders the Eightpoints in search of new challenges? The Zharrgrim dismiss it as fantasy, but you must know the truth. After all, with death magic on the rise, anything is possible... and no doubt the cursed lands will provide plenty of opportunity for great feats of arms!



## TERRITORY RULES

**Raise Idol of Grimnir:** *The passage of a Fyreslayer warband is marked by idols of stone and magma wrought in the image of the Burning Berzerker; the warlike energy that radiates from these constructs draws yet more Fyreslayers to battle.*

You can spend 10 glory points to dominate a territory by raising an idol of Grimnir. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                                    |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Fearsome Flame-crest:</b> <i>This warrior's striking mane inspires dread in their foes.</i><br>Enemy fighters within 1" of the bearer cannot make disengage actions.                                                                                                                                                                                                              |
| 2  | <b>Drakksbane Throwing Axe:</b> <i>This finely balanced throwing weapon can split skulls with unerring precision.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, pick a visible enemy fighter within 6" of the bearer and roll a dice. On a 4-5, allocate 5 damage points to that fighter. On a 6, allocate 10 damage points to that fighter. |
| 3  | <b>Magmalt Flask:</b> <i>This warrior never enters battle without a flask of Magmalt ale close by.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 2 to the bearer's Toughness characteristic.                                                                                                          |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                          |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Sturdy:</b> <i>This resolute warrior can withstand even the most sundering of blows.</i><br>Add 1 to the Toughness characteristic of this fighter.                                                                                                                                                                                  |
| 2  | <b>Empowered Runecraft:</b> <i>This warrior's ur-gold runes glow with a potent inner power.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                                                                                                                                                           |
| 3  | <b>Veteran Slayer:</b> <i>This warrior excels at taking down the most powerful of enemies.</i><br>Add 3 to the damage points allocated by each hit or critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 30 or more. |



## FIRST CONVERGENCE: THE BONEYARD

*If Grimnir walks once more, then he will no doubt be found wherever the fighting is thickest. You simply have to follow the ever-present trail of battle that leads across the Bloodwind Spoil. Eventually, you come to a blasted ruin strewn with the bodies of men and beasts. Wrathful winds blow strong here, and fury burns hot in your core. Fortunately, you do not have to wait long; others have been drawn to this place, and they too feel the call to war within them. Show them the might of Grimnir's sons!*

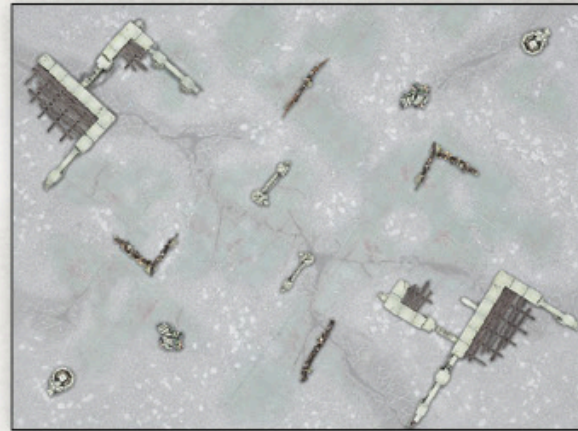
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Dominate

**Twist:** Bloodwind



## SECOND CONVERGENCE: SERVICES RENDERED

*Grimnir eludes you still, but you feel that there is some divine spark on the wind that keeps drawing you ever onwards. Along the way, however, you are approached by a warband offering you a golden reward for slaying a particular mark. Within their offering, you detect the glimmer of what may be ur-gold; though this does bode ill for your hopes of finding Grimnir, you can hardly turn down such an offer – find this hapless target and earn your pay through bloodshed.*

### BATTLEPLAN

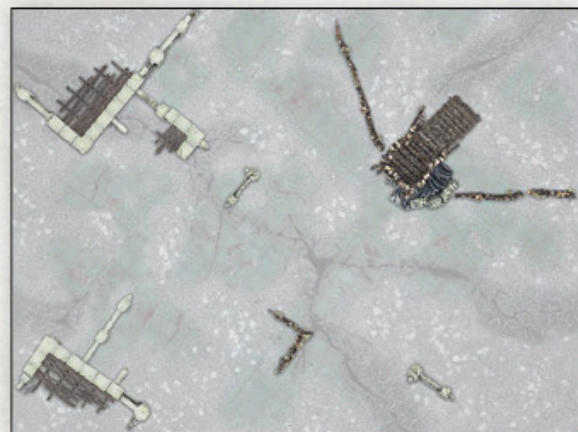
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Hunted

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: TOUCHING THE DIVINE

*Grimnir must be close. Your runes burn with anticipation and the air is heavy with the power of a god. Your certainty has only intensified as you approach an ancient township. Long ago, this was once a duardin community of the Allpoints – surely, the Burning Berzerker would make his stand here! Yet as you approach, you realise that outsiders skulk in the ruins, searching for ancient treasures. They must be driven off entirely so you may stand before your lord with pride.*

### BATTLEPLAN

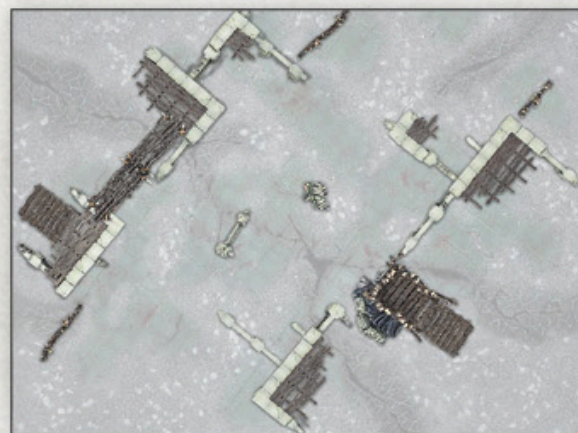
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Purge

The Aspirant warband is the attacker.

**Twist:** No Holding Back



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 46 to see the outcome and claim your reward.





# SYLVANETH: THE SEASON OF RETRIBUTION

Rotting Marvolion. That is the name you hear upon the spirit-song, the name howled in rage by sorrowful forest-sprites. After the most recent engagements of the War of Life, Marvolion has retreated to his sickly lair in the Eightpoints to perform unspeakable experiments on the captured spirits of your fellow Sylvaneth. You cannot simply abandon your kin to such a horrific end. Find Marvolion's lair and unleash upon him nature's unfettered wrath.



## TERRITORY RULES

**Purify Land:** *Giving voice to ancient and haunting melodies from within the spirit-song, you cleanse just enough of the taint from your territory to allow nature to take hold once more.*

You can spend 10 glory points to dominate a territory by purifying land. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                        |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Oaken Crown:</b> <i>This circlet proclaims the favour of one of the wargrove's old-oaks.</i><br>If the bearer is included in your warband, you begin the battle with 1 additional wild dice.                                                                                                                                                                          |
| 2  | <b>Kurnothean Heartspear:</b> <i>Within this barbed spear thrums the furious power of the Hunter God.</i><br>Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                                                    |
| 3  | <b>Staff of Withering:</b> <i>Those touched by this stave find the cycle of life soon accelerated.</i><br>If an enemy fighter is allocated any damage points from an attack action made by the bearer that has a Range characteristic of 3 or less, until the end of the battle round, subtract 1 from the Toughness characteristic of that fighter (to a minimum of 1). |

| D3 | COMMAND TRAIT                                                                                                                                                        |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Evergreen:</b> <i>This warrior is constantly filled with vibrant life magic.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).     |
| 2  | <b>Terrifying Howl:</b> <i>This warrior's shriek can chill their enemies to the bone.</i><br>Enemy fighters within 1" of this fighter cannot make disengage actions. |
| 3  | <b>Wayfinder:</b> <i>This warrior is adept at discovering hidden paths and secret ways.</i><br>Add 1 to the Move characteristic of this fighter.                     |



## FIRST CONVERGENCE: CRIMSON DOWNPOUR

*The forests of the Eightpoints are twisted and terrible things, and even you fear to tread beneath those branches. Yet there are places where nature once thrived, and the spirits of the land may persist there still. You follow the dim song of these spirits until you discover a clearing claimed by another warband. They cover the land in their filth, tormenting the weakened spirits further. Water the ground with the interlopers' blood and you may energise your kin enough to see them aid you.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Vanquish

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: SILENCE BENEATH THE BRANCHES

*The spirits whispered to you the names of those who aided Marvolion in his harrowing of Ghyran. You have taken vengeance where you can, tearing these defilers apart with thorny claws. Yet your most recent attack left one survivor, and even now they hurry to inform Marvolion of your coming. Whether they act out of genuine loyalty or in the hope of reward, it matters not. Chase down this messenger and overwhelm them before they can inform the Nurglite of your coming.*

### BATTLEPLAN

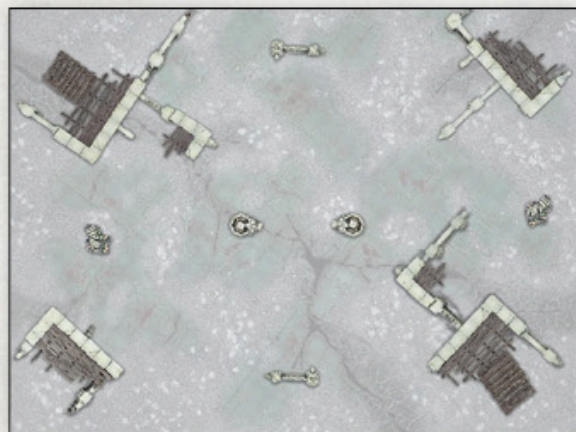
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:**  
The Messenger

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: THE EARTH REMEMBERS

*You approach Marvolion's lair under the cover of a raging downpour, filled with a lust for revenge. It is unclear whether the Nurgle worshipper is aware of your intent or is simply cautious; either way, one of his supplicant warbands patrols the entrance to his demesne. But they cannot stop you from taking your vengeance. It is time for Marvolion to know that the wrath of Ghyran has come for him. Descend upon these despoilers, leave none standing and purge the land of their taint.*

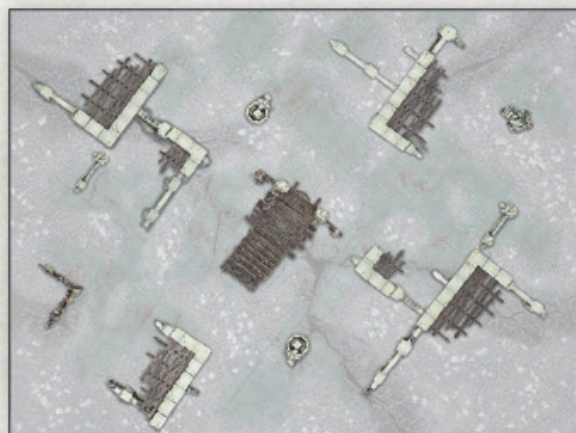
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** No Mercy

**Twist:** Rainstorm of Ghyran



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 46 to see the outcome and claim your reward.





# SACROSANCT CHAMBER: A LOST SOUL

The warriors of the Sacrosanct Chambers seek to remedy the flaws in the reforging process, and it is they who oversee the rebirth of their fellow Stormcasts after death. On occasion, a Stormcast's soul, charged with pain and grief, may not submit to reforging easily. One such soul has managed to break free and has fled blindly into the lands of the Bloodwind Spoil. It must be recovered before harm can come to it – or worse, before the forces of Chaos can learn its secrets.



## TERRITORY RULES

**Hallowed Ground:** *With celestial magic and thrice-blessed Azyrite starwater, the servants of the God-King cleanse the earth of corruption.*

You can spend 10 glory points to dominate a territory by creating hallowed ground. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                                                             |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Celestial Warding Charm:</b> <i>The heavenly magic within this Azyrite pendant can turn aside all but the most determined of blows.</i><br>Add 1 to the Toughness characteristic of the bearer.                                                                                                                                                                                                            |
| 2  | <b>Tome of Thunder:</b> <i>Within this tome are contained some of the most potent spells of the storm, ready to be unleashed upon the foe.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, pick a visible enemy fighter within 6" of the bearer and roll a dice. On a 4-5, allocate 5 damage points to that fighter. On a 6, allocate 10 damage points to that fighter. |
| 3  | <b>Coruscating Stormblade:</b> <i>This elegant weapon constantly crackles with the force of Sigmar's divine fury.</i><br>Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                                                                             |

| D3 | COMMAND TRAIT                                                                                                                                                                                      |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Stormbringer:</b> <i>The power of the tempest obeys this warrior's every command.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                              |
| 2  | <b>Wise War-sage:</b> <i>This warrior considers every action they take with the utmost care.</i><br>If this fighter is included in your warband, you begin the battle with 1 additional wild dice. |
| 3  | <b>Speed of the Tempest:</b> <i>This warrior moves with the speed of a striking lightning bolt.</i><br>Add 1 to the Move characteristic of this fighter.                                           |



## FIRST CONVERGENCE: A THANKLESS TASK

*It is no easy feat to track down one soul in an area as vast as the Bloodwind Spoil, even one that has been transformed into a crackling nimbus of Azyrite power. The only way you can hope to determine its location is to commune with the heavens through an arcane star-ritual. But news of Sigmar's chosen walking the lands inevitably travels fast. As you prepare your ritual site, a band of headhunters strikes, eager to curry favour in their master's eyes. Hold them off until you have completed the necessary rites.*

### BATTLEPLAN

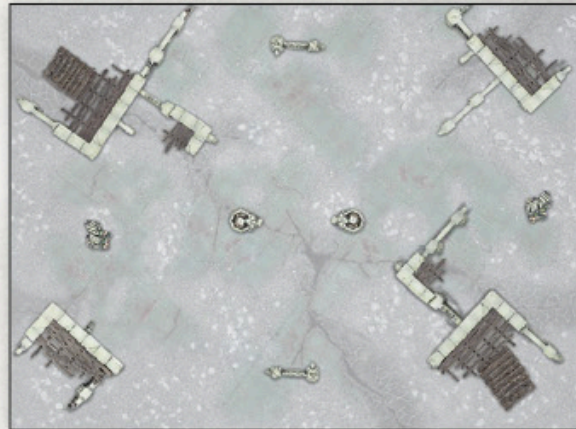
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Ritual

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: THE HUNTERS HUNTED

*You have managed to track the errant soul's random path of destruction, but time is of the essence. Each moment that passes is another in which the enemy may overtake you in the pursuit. Alas, it appears that your travails are not yet at an end: another warrior band has been tracking you for several days and has singled out one of your warriors as a sacrifice with which to please their gods. Repel these assassins quickly and send a message to any who would try to impede your progress.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Hunted

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: CHILDREN OF THE STORM

*It is easy to tell when you are gaining on the lost soul: the air becomes tempestuous and highly charged zephyrs of storm magic flicker around you. At last, you arrive at a blasted clearing, in which waits the nimbus of Azyr-blessed soulstuff you have quested so long to recover. But the task is not finished – an enemy warband has beaten you here and is attempting to bind the soul to them through a ritual of their own. Put a stop to it, before they can succeed in their dire quest.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Ritual

The Aspirant warband is the attacker.

**Twist:** Azyrite Lightning Storm



### CAMPAIGN OUTCOME

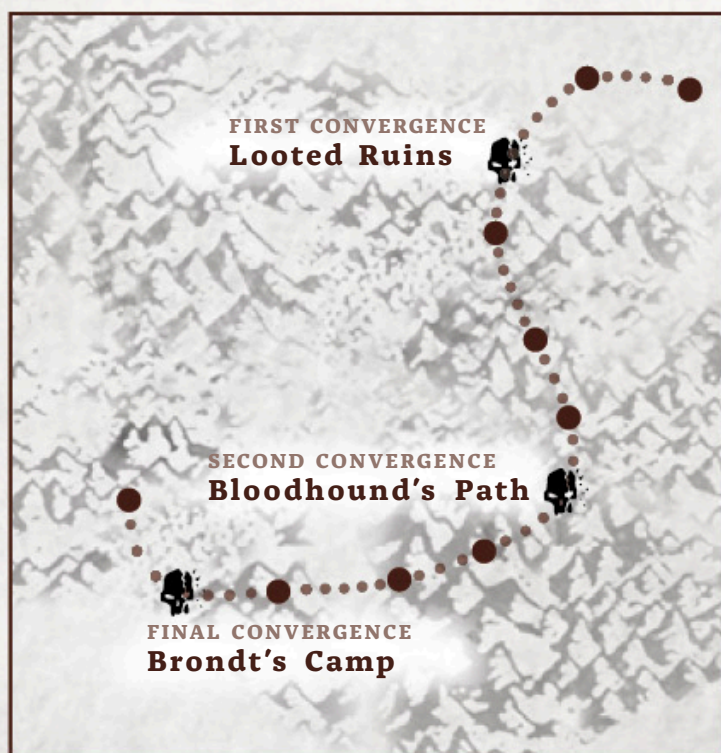
If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 46 to see the outcome and claim your reward.





# BLADES OF KHORNE: THE BLOOD GOD'S DUE

Khorne is an uncomplicated god. To gain his favour, a would-be champion need only kill, often and indiscriminately. Those who breach this covenant are subjected to the full force of the Blood God's fury. You have heard tell of Tarkus Brondt, a warrior who committed the unforgivable sin of retreating in battle. The raging bellow that echoes through your mind speaks to your god's command. Run Brondt to the ground and prove that none escape Khorne's wrath.



## TERRITORY RULES

**Raise Skull-totem:** *The Blades of Khorne mark their territory by erecting huge edifices of stacked skulls, each a reflection of their divine master's own osseous throne.*

You can spend 10 glory points to dominate a territory by raising a skull-totem. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                  |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Brass Collar:</b> <i>This runes that mark this spiked collar quash the power of any foes nearby.</i><br>Subtract 1 from the value of abilities used by enemy fighters (to a minimum of 1) while they are within 6" of the bearer.                               |
| 2  | <b>Gore-slick Plate:</b> <i>The seams of this thick armoured cuirass constantly drip with blood.</i><br>Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target the bearer and that have a Range characteristic of 3 or less. |
| 3  | <b>Fleshrend Blade:</b> <i>The serrated teeth of this blade tear through flesh with furious vigour.</i><br>Add 1 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.  |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                     |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Slaughterborn:</b> <i>Ceaseless war has honed this champion's battle-craft.</i><br>Add 1 to the Toughness characteristic of this fighter.                                                                                                                                                                                      |
| 2  | <b>Master Decapitator:</b> <i>This warrior seeks to take the worthiest skulls intact.</i><br>Add 3 to the damage points allocated by each hit or critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 30 or more. |
| 3  | <b>Red Blessing:</b> <i>Every wound this warrior takes serves only to stoke their fury to new heights.</i><br>While this fighter has 5 or more damage points allocated to them, add 2 to the Attacks characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.                        |



## FIRST CONVERGENCE: WAR UNENDING

*Brondt has managed to evade Khorne's red rage for some time, but now the jaws are beginning to close. As you dog his steps, you come across one of the disparate warrior bands sworn to him rooting through the wreckage of an enemy camp. They revel in the aftermath of their victory, concerning themselves with the physical spoils rather than seeking fresh battles. This blasphemy cannot stand. Give them no time to prepare themselves before you destroy them utterly.*

**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Raid

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: THE AXE DESCENDS

*One of Brondt's men had a fragment of a map on them when they were slain. It seems to direct you to the meeting place from which Brondt plans his raids. If you could find a complete copy, your quarry would have nowhere to hide. It has taken some searching, but at last you have tracked down one of Brondt's lieutenants carrying just such a map. You cannot afford to tarry, for the warrior is no fool and they must know what you seek. Strike without delay and take what you need.*

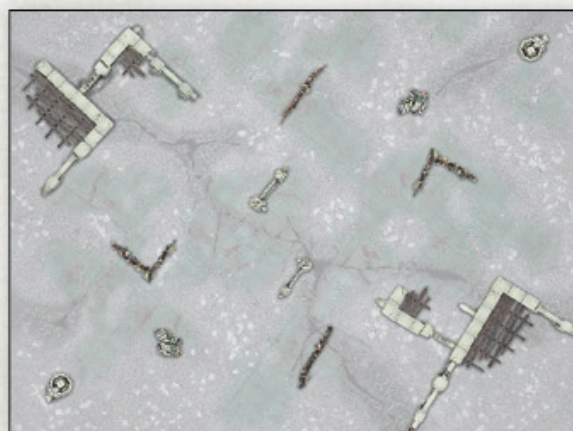
**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Steal the Prize

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: SKULLS FOR THE SKULL THRONE

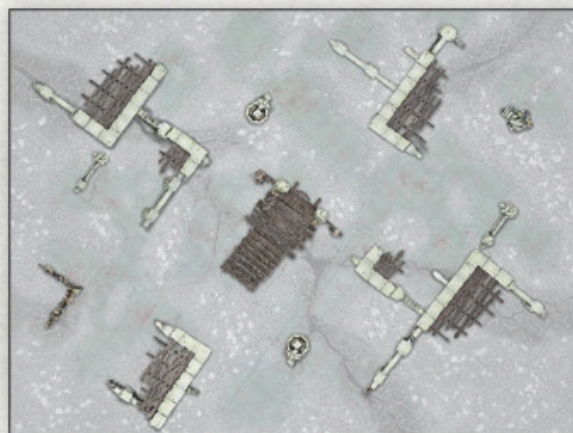
*Tarkus Brondt has nowhere left to hide. Having learnt the location of his lair, your warband attacks with boundless ferocity. The defences are soon overrun, crushed by your blood-mad warriors. Soon you are at the heart of the encampment. The Blood God's wrathful howl echoes through your skull as you spot the craven lord. In a last effort to stop you, Brondt sends forth his most elite hired killers. Destroy these worthy opponents and claim Brondt's skull for Khorne's throne.*

**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** No Mercy

**Twist:** Bloodwind



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 47 to see the outcome and claim your reward.





# MAGGOTKIN OF NURGLE: BURSTING WITH LIFE

Nurgle is a generous god, and his Maggotkin children delight in spreading his gifts to the Mortal Realms – rot, contagion and despair – wherever they go. Life in the Eightpoints is brutal and hard, yet still there are those who deny the Father of Plagues' love. They must be made to realise the error of their ways. Collect the ingredients to brew a new and potent contagion, then ensure it travels far and wide, for even the greatest warriors cannot outrun inevitable decay.



## TERRITORY RULES

**Letting the Garden Grow:** *Wherever Nurgle has ascendancy, the skin of reality grows thin and brittle; before long, the corrupt flora of the Plague Lord's garden spills out across the land.*

You can spend 10 glory points to dominate a territory by letting the garden grow. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                         |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Poxcleaver:</b> <i>Even the hardest fighters can be slain by one scratch from this pestilent blade.</i><br>Add 3 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less. |
| 2  | <b>Rancid Imp:</b> <i>This cackling daemon-mite whispers the secrets of contagion to its master.</i><br>Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                                           |
| 3  | <b>The Endless Gift:</b> <i>This warrior's wounds are soon sealed by thick layers of pus and bile.</i><br>When the bearer is picked to activate, you can remove 1 damage point allocated to them.                                                         |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                                           |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Nurgle's Rot:</b> <i>This warrior is surrounded by an aura of wasting disease.</i><br>Subtract 1 from the Toughness characteristic of enemy fighters (to a minimum of 1) while they are within 3" of this fighter.                                                                                                                                   |
| 2  | <b>Bloated with Foulness:</b> <i>This warrior's body has been swollen by Nurgle's gifts.</i><br>Add 5 to the Wounds characteristic of this fighter.                                                                                                                                                                                                     |
| 3  | <b>Tallyman:</b> <i>The more enemies laid low by Nurgle's children, the stronger this warrior becomes.</i><br>Until the end of the battle, each time an enemy fighter is taken down by an attack action made by this fighter, add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less. |



## FIRST CONVERGENCE: BREAKING THE QUARANTINE

*To brew a suitable concoction, you must first collect the right ingredients. Fortunately, there are no shortage of monsters roaming the Eightpoints whose corpses can be turned into prime alchemical materials. Alas, you are not the only one hunting these beasts. Another warband has taken umbrage to you seeking their prey, but this is of no matter. Smash through their lines without slowing and keep up the pursuit, for that which you hunt shall surely tire before you do.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Raze

**Twist:** Rampaging Beasts



## SECOND CONVERGENCE: SHARING THE LOVE

*The beasts you have slain have provided a veritable bounty of ingredients, and with them – and a little bit of sorcery – you have brewed a truly delightful malady. Now you must ensure it spreads across the land. You have discovered a warband out in the wild whose fighters would be the perfect vectors for this pox. Fall on them with the speed of a plague wind, slaughter their mightiest warriors and ensure that the rest are infected, so that your gifts are carried to every corner of the Bloodwind Spoil.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Dominate

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: BRING OUT YOUR DEAD

*Your plague has done its work. Half the camps and shanty settlements you pass are little more than corpse pits, the bodies ripe with disease. It is almost enough to bring a tear to your eye. But there are still some ingrates who wish to deny Nurgle's love. One warband in particular has hunted you down, perhaps believing that by slaying you they will end the daemonic malaise that sweeps the land. You are a child of the Plaguefather, and you are unkillable. Remind them of that.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** No Mercy

**Twist:** Winds of Rot



### CAMPAIGN OUTCOME

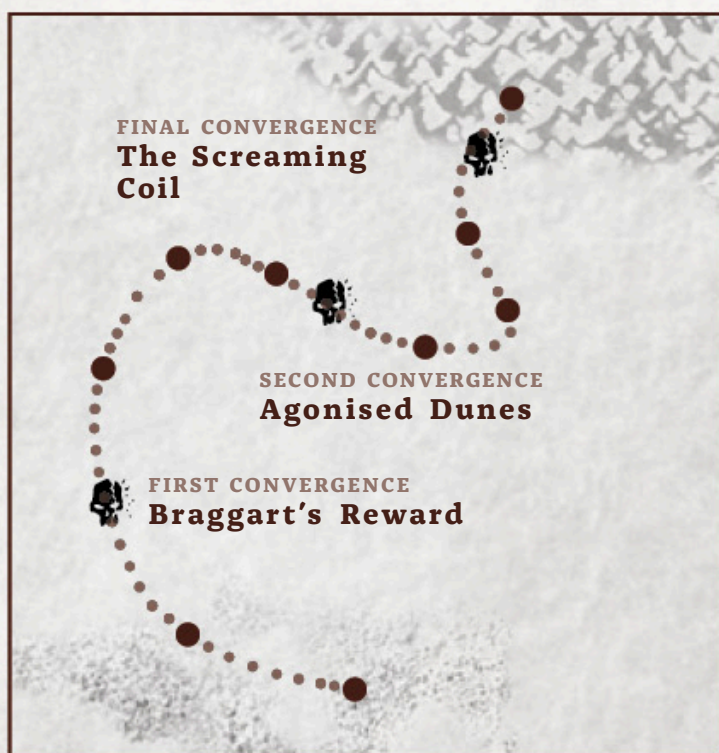
If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 47 to see the outcome and claim your reward.





# HEDONITES OF SLAANESH: THE GRAND REVEL

Though the endless warring across the Bloodwind Spoil is an amusing diversion, it can be woefully uncreative at times. But through the magic of the soul-engine known as the Screaming Coil, you can introduce a little excitement to your rivals' dull lives. Long corrupted by the Dark Prince's disciples, the Screaming Coil has the power to transmit a wave of pure mania for miles around. Travel to the Coil, claim its mechanisms for your own – and let the madness begin.



## TERRITORY RULES

**Erect Gilded Fane:** *The temples of the Hedonites are raised in accordance with the narcissistic whims of their champions, and each reflects and magnifies the obsessions of one of Slaanesh's sinful disciples.*

You can spend 10 glory points to dominate a territory by erecting a gilded fane. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. In addition, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner cost points like any other fighter. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                          |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Soulflayer Lash:</b> <i>This barbed whip lashes out at those around it with a mind of its own.</i><br>Each time the bearer finishes a move action, visible enemy fighters within 1" of the bearer suffer impact damage. |
| 2  | <b>Egotist's Crown:</b> <i>This violet diadem marks the wearer as a true child of Slaanesh.</i><br>If the bearer is included in your warband, you begin the battle with 1 additional wild dice.                            |
| 3  | <b>Cameo of the Dark Prince:</b> <i>This sculpted locket resonates with forbidden power.</i><br>Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                    |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                          |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Greatest of All:</b> <i>This warrior is obsessed with slaying enemy champions.</i><br>Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.                     |
| 2  | <b>Sinful Strength:</b> <i>This warrior draws great power from their depraved acts.</i><br>Each time an enemy fighter is taken down by an attack action made by this fighter, you can remove 1 damage point allocated to this fighter. |
| 3  | <b>Speed Chaser:</b> <i>This warrior hurtles across the battlefield at a breathtaking pace.</i><br>Add 1 to the Move characteristic of this fighter.                                                                                   |



## FIRST CONVERGENCE: THE OVERTURE

*Your warriors have made haste towards the Screaming Coil, eager for the promenade of excess to begin. But the Dark Prince's creed has always been to indulge every temptation and vice, and even you cannot help but be distracted. Word has reached your ear of a warband strutting through the wastes, one of whom bears an ancient treasure from a lost kingdom. You simply must have it for yourself. Chase down these unworthy curs and claim their shining bauble for the glory of Slaanesh.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Hidden Artefact

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: THE SYMPHONY

*The Screaming Coil is fuelled by souls, especially those that blaze with heightened sensations. Amongst the most potent of these is pain. Before you can make for the Coil proper, you must reap a veritable harvest of agony and terror to feed into its corrupted mechanisms. The warband you have tracked for the past several days seems well equipped to provide the soul-stuff you need. Strike without warning and tear them apart, for their deaths will mean more than their dull lives ever did.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Isolated

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: THE CRESCENDO

*Having collected the fuel to power your great soul-scream, there is no reason to tarry – glory awaits. At long last, you arrive at the serpentine construct that is the Screaming Coil. You must feed the pain-wracked souls into key nodes of the spirit-mechanism, for only then can the Coil be turned to your design. But be quick, for you are not the only one seeking to make use of the ancient engine, and these unimaginative adversaries cannot be allowed to stop your grand finale.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Ritual

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 47 to see the outcome and claim your reward.





# SERAPHON: THE COSMIC PYLON

Long ago, the mysterious race known as the Old Ones sought to reshape the universe in line with their Great Plan. The Old Ones are long gone, but their servants still fight to continue what they started. Your slann master has received a vision concerning an ancient device known as the Cosmic Pylon, which lies beneath the Bloodwind Spoil. Travel to the Eightpoints, obliterate any who would lay claim to the Pylon and bring the Great Plan one step closer to fruition.



## TERRITORY RULES

**Adjust Cosmic Alignment:** By working complex star-rituals, the leaders of the Seraphon can minutely alter the cartography of the stars, bathing an area in blessed heavenly light from which more Seraphon can emerge.

You can spend 10 glory points to dominate a territory by adjusting the cosmic alignment. Mark on your warband roster how many territories you have dominated.

Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                               |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Cloak of Feathers:</b> <i>Formed from star-eagle feathers, this cloak allows the bearer to take flight for a limited time.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, they can make a bonus move action. In addition, until the end of the battle round, the bearer can fly.                                      |
| 2  | <b>Maiming Shield:</b> <i>This brutal shield is covered in sharp edges that tear apart flesh with ease.</i><br>Each time the bearer finishes a move action, visible enemy fighters within 1" of the bearer suffer impact damage.                                                                                                                                |
| 3  | <b>Bane Charm:</b> <i>This primaeval totem can be used to call down a powerful curse on a foe.</i><br>Once per battle, the bearer can use this artefact as an action. If they do so, pick a visible enemy fighter within 6" of the bearer. Until the end of the battle round, subtract 3 from the Toughness characteristic of that fighter (to a minimum of 1). |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                  |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Swift Hunter:</b> <i>This warrior relentlessly runs down those ordained as their prey.</i><br>Add 1 to the Move characteristic of this fighter.                                                                             |
| 2  | <b>Predatory Fighter:</b> <i>This warrior is a savage force of nature in hand-to-hand combat.</i><br>Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less. |
| 3  | <b>Mark of the Old Ones:</b> <i>This warrior has been marked as possessing a great destiny.</i><br>During the aftermath sequence, when rolling for destiny levels, this fighter gains a destiny level on a 5-6.                |



## FIRST CONVERGENCE: AZYR'S BOUNTY

*On occasion, chunks of meteoric rock from the vaults of Azyr cross the aetheric void and fall to the cursed earth of the Eightpoints. Many are soon claimed and corrupted by roving warbands, for within each meteor is locked an ember of cosmic power that makes them valuable fuel for ritual magics. This power could prove useful for reconsecrating the Cosmic Pylon. Travel to the Heavensfall wastes and acquire such a meteorite, fighting off any others that have come seeking celestial might in the process.*

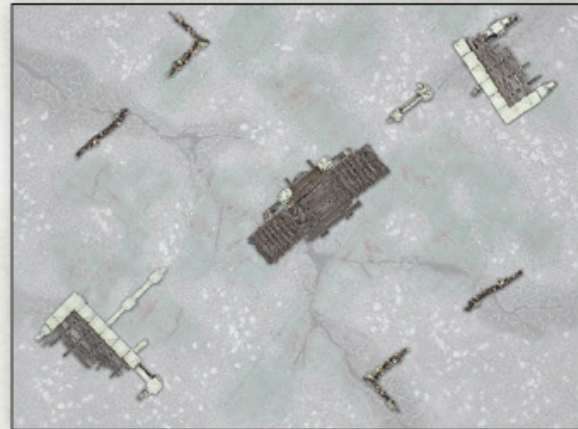
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Comet

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: STELLAR JUDGEMENT

*With the meteorite in your possession, your warband sets out for the hidden chamber wherein the Cosmic Engine lies. But it seems you are not the only ones wishing to uncover the ancient secrets of the Old Ones. Another warband, guided by their thralls, shamans and seers, is preparing to track down the techno-arcane prize and claim it for their own. The Great Plan requires their removal. Fall upon them and destroy the mastermind of their scheme without warning or mercy.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Assassinate

The Aspirant warband is the attacker.

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: RELICS OF THE LOST AGE

*Though the ruins may appear uninviting at first, you know that you have reached your goal; beneath the cracked earth lies the ancient mechanism of the Cosmic Pylon. With the meteorite you collected in the Heavensfall wastes, you begin a ritual to reactivate the device – but before you can finish, a fierce war cry rings out. Another warband has tracked you, and they now jeopardise everything through their short-sighted greed. You must hold them off until the ritual is complete.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Ritual

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 47 to see the outcome and claim your reward.





# SPOILS OF VICTORY

Through cunning, fearlessness and strength of arms, you have triumphed over your rivals and left your mark on the Bloodwind Spoil. Under your leadership, your warband has grown into a truly deadly force, feared by all who have heard the legends of their exploits. Your tale is not yet over, but for now you can relish the rewards of your victory.

|                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| On the following pages, you will find conclusions for each of the faction-specific narrative campaigns provided in this book, bringing your warband's epic journey to an end. You will also receive a unique reward for completing each campaign: an | item or blessing that you can bestow upon your favoured champion to wield in any future battles. Although you have earned a great victory, your warband's odyssey is not over. You can continue to take on all rivals with the new and powerful tools at | your disposal, or you can embark upon a fresh campaign – either one detailed in this book or one provided in another Games Workshop publication. In time, your foes will learn to dread the very mention of your name! |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## SLAVES TO DARKNESS – SHADOW OF THE VARANSPIRE

*Though it is almost too close for comfort, Kreel's ritual is thwarted. The sorcerer's life does not persist for long after that. To the last, he still names the Everchosen as a false lord. Disregarding his lunatic ramblings, you send one of your best riders to make for the Varanspire's outermost garrisons, carrying the sorcerer's head as an offering. A few weeks pass before your warband is approached by a hooded rider. The messenger clutches a formidable-looking blade, its pommel shaped into the Everchosen's mark – a sure sign that your service has been noted by the lords of the Varanspire with approval.*

**ARTEFACT OF POWER**  
**Thrice-damned Runeblade:** *This evil blade, already marked with sinister runes of the Dark Tongue, has been further empowered by the Varanspire's infernal artisans.*

Add 2 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

## OSSIARCH BONEREAPERS – THE BONE HARVEST

*One by one your enemies fall, pierced by precise blade thrusts or shattered by disciplined and coordinated shield bashes. What began as a daring ambush has been reversed into simple slaughter. Yet you are not surprised; after all, who could hope to stand before the undying genius of the Bonereaper legions? How could any expect to resist the inevitable triumph of the dead? You watch impassively as the last of your foes lets out a death rattle and resolve yourself to the fact that it truly matters little. In time, all shall be made one with Nagash – but for now, the tithe must continue...*

**ARTEFACT OF POWER**  
**Hekatos' Phylactery:** *The soul-energy within your phylactery burns bright, empowered by your many victories and imbuing you with the deathless strength of Shyish.*

Add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less.

## OGOR MAWTRIBES – THE PLATTER OF CARNGRAD

*By the time your rampage concludes, Larthir's feast has been thrown into disarray. The Gorged cowers within his keep; though he has survived, his rivals will watch his reversal of fortune with keen interest. Such was not your intent, of course – you and your warband are too busy stuffing yourself full on the sack of the Gorged's larder. Preserved Khirofiend wings, Toad Dragon eyes, mysterious meat soaked in daemonblood; truly, the Gulping God has blessed you. But enjoy this feast while you can, as before long the hunger will call once more.*

**ARTEFACT OF POWER**  
**Curious Meat-shank:** *You're not sure what this chunk of regenerating flesh once belonged to, but taking a bite from it fills you with a sudden rush of power.*

Once per battle, the bearer can use this artefact as an action. If they do so, you can remove up to 10 damage points allocated to them. In addition, until the end of the battle round, add 1 to the Strength characteristic of attack actions made by the bearer.



KHARADRON OVERLORDS – A BAD INVESTMENT

*The bark of aethershot rings out over the crash site – then suddenly falls silent. Most of the treasure hunters fled rather than stand before the punishing firepower; as for your target, the only word that seems to appropriately describe their state is ‘obliterated’. Miraculously – not that you believe in such things – the Realmsplitter Fusil remains unharmed by the conflagration. It seems strange that a simple weapon could cause so much trouble, but at least it is safe once more and your contract has been fulfilled. Now you just have to figure out how to return to the sky-port and collect your hard-earned payment...*

ARTEFACT OF POWER

**Blazebeard and Sons’ Prototype Realmsplitter**

**Fusil:** *This sidearm may still be experimental, but it is utterly lethal when wielded with skill and accuracy.*

Add 2 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or more.

DISCIPLES OF TZEENTCH – THE DAVENOK CONSPIRACY

*Before long, Ralian’s bodyguard lie dead, and only the princeling himself remains. It is with no small measure of amusement that you explain how you manipulated his quest into serving your own anarchic ends, how all that has occurred did so only because you allowed it. By the time you transmute the last son of the Davenok into his new and hideous form, his sanity has already been dislodged by your revelation. Exploring the now-open vault, you find many arcane treasures and curios that will serve you well in the future – treasures of the ancient Davenok, now turned to your diabolical ends.*

ARTEFACT OF POWER

**Changestorm Amulet:** *Sacred power once coursed through this icon, but it has since been corrupted with the ever-changing energies of the Great Manipulator.*

If the bearer is included in your warband, you begin the battle with 2 additional wild dice.

SKAVEN – SNIRRIK’S GREAT-GRAND SCHEME

*As the battle reaches its climax, the Talon of Carngrad arrives with his bodyguard. He decries you as verminous cowards, while Snirrik emerges from the shadows to preen over how his minions have paved the way for his success. Amidst the commotion, none notice you priming the bomb and scampering away. The resulting explosion tears through the Talon’s throne hall, consuming them and Snirrik alike. When you dare to return, there is almost nothing standing – though Snirrik’s tailblade, all that remains of the Clawlord, makes for a fine prize.*

ARTEFACT OF POWER

**Snirrik’s Much-stab Tailblade:** *This devious weapon can be employed by an adept fighter to sink deep into the weak spots of an opponent’s guard.*

Add to 5 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less.

WARRIOR CHAMBER – VENGEANCE OF THE STORM

*As you raze Aklenji’s camp, your warriors throw open the slave pens, freeing those trapped within. They waste no time in storming their former priest’s redoubt and ripping him limb from limb. As the sound of battle fades, some wish to return to their homeland, whilst others pledge to continue dealing out retribution to the worshippers of Chaos for as long as they can. Either way, your task is done and Sigmar’s will carried out. Before your warband takes your leave, one of the congregation offers you a token of gratitude: a book of holy Azyrite scripture that has served them well for generations.*

ARTEFACT OF POWER

**Book of Azyrite Litanies:** *By chanting the holy verses contained within this aged prayer book, a warrior is filled with the might of holy Sigmar.*

Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 2 to the damage points allocated by each hit or critical hit from attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of the bearer.







## BEASTS OF CHAOS – THE OLD WAYS

*The banner of the Triptych is a flimsy thing, as are all the trappings of civilisation. It is no effort for you to tear it from its mountings and hurl it to the battlefield below. Your enemies soon break and run, unable or unwilling to stand before the primal power of the wild unleashed. Soon the ancient redoubt is being torn apart stone by stone, great fires burning as your warriors indulge their savage natures. As you throw back your head and let loose an ear-splitting howl, several of your pack hold the now-tattered banner aloft to smear it with filth and gore. It shall make a fine symbol of your might.*

### ARTEFACT OF POWER

**The Broken Banner:** *Where once this tattered and defiled standard proclaimed the dominion of a great lord, now it is little more than a crude reminder of the primacy of the beast.*

If the bearer is included in your warband, you begin the battle with 2 additional wild dice.

## FYRESLAYERS – A GOD'S FOOTSTEPS

*Grimnir is not here. You search throughout the ruins for any sign of the warrior-god, but there are none to be found. Perhaps it was always a fool's hope, the need of an orphaned civilisation to believe. As you prepare to leave, however, something catches your eye. Buried amidst signs of battle only slightly older than your own is a fragment of some great war-axe. As you lift it to the light, your eyes widen; upon it is inscribed a portion of an ancient Khazalid rune. Upon examining it closer, you realise that it is not the mark of the Warrior but that of the Maker. Perhaps you were looking for the wrong god all along...*

### ARTEFACT OF POWER

**Ancient Axe-shard:** *It is unclear what precise relationship this gleaming shard has with Grungni the Maker, but merely holding it in your grasp sends waves of power thrumming through you.*

Add 1 to the value of abilities used by friendly fighters (to a maximum of 6) while they are within 9" of the bearer.

## SYLVANETH – THE SEASON OF RETRIBUTION

*Marvolion is the last to be dragged from his lair. The champion of Nurgle does not die easily. His blubbery hide is pierced in a hundred places by your sharp talons, his organs torn out and hung from the desiccated branches of those withered trees nearby. It is a fitting end for one so loathsome – you only wish his torment could be prolonged a thousandfold. With your task done and vengeance sated, you soon slip away, resolved to continue your war against Chaos. You bring with you several of the Ghyranite relics recovered from Marvolion's laboratory, eager to turn them on their would-be defilers.*

### ARTEFACT OF POWER

**Cutting of Thyrian Wildbloom:** *When a clipping from this branch is placed into the ground, a storm of thorn-clad roots erupts from the earth to spear and envelop nearby enemies.*

Once per battle, the bearer can use this artefact as an action. If they do so, roll a dice for each visible enemy fighter within 6" of the bearer. On a 4+, until the end of the battle round, the fighter being rolled for cannot make move actions or disengage actions.

## SACROSANCT CHAMBER – A LOST SOUL

*Though it is no easy feat, you manage to thwart your adversary's diabolical ritual and perform a rite of cleansing upon the errant soul. The worst of its frenzied rage seems to fade, though you still must bring it back to the Anvil of the Apotheosis before it can once more take form as one of Sigmar's chosen champions. As you seal the soul in a Redemption Cache, you wonder if you will ever discover how to halt the flaws in the reforging process. But you must trust in Sigmar – the God-King has a plan for all things, and your task is simply to obey.*

### ARTEFACT OF POWER

**Soulfury Cache:** *Though its power must be utilised carefully, tapping into the energies of this captured soul can offer a crucial advantage in the heat of battle.*

If the bearer is included in your warband, you begin the battle with 2 additional wild dice.



## BLADES OF KHORNE – THE BLOOD GOD’S DUE

*At the last, Tarkus Brondt seems to find a measure of courage – or perhaps he is simply consumed by the raging fury sweeping across the battlefield. Drawing his blade, Brondt lets out a wordless howl as he charges towards you. It does him little good; your blade soon carves through his neck, and Brondt’s body collapses at your feet. It is a fitting end for one who dishonoured the Blood God so. As your warriors set about burning the camp to the ground, you observe your weapon glowing with crimson light – a symbol of Khorne’s favour for a task well done.*

### ARTEFACT OF POWER

**Coward’s Bane:** *This terrible blade has been drenched in the blood of one who offended Khorne with their craven nature. It is adept at slaying those who would avoid the rush of face-to-face battle.*

Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less. If the target fighter has made a disengage action that battle round, add 3 to the Attacks characteristic of that attack action instead.

## MAGGOTKIN OF NURGLE – BURSTING WITH LIFE

*It was a valiant effort by your enemies – their conviction to slay you was most commendable. But now the game is over. A bleak wind whistles across the Bloodwind Spoil, carrying with it the scent of death. Many have succumbed to the sickness you have unleashed, and many shall follow them before the disease burns itself out. Then, of course, you shall simply do it all over again. As your enemy chokes on their own bile, you look upon your works and find them good. Your patron seems to feel the same, judging by the new, filth-encrusted brand that has joined the other marks of devotion across your body.*

### ARTEFACT OF POWER

**The Rancid Brand:** *Gifted only to those who have excelled in Nurgle’s service, this pus-weeping mark acts as a lodestone for the Lord of Plague’s power.*

Add 1 to the value of abilities used by friendly fighters (to a maximum of 6) while they are within 9" of the bearer.

## HEDONITES OF SLAANESH – THE GRAND REVEL

*As the agonised screams of your opponents echo across the battlefield, you fuel the Screaming Coil with new and potent soul-stuff. Almost immediately, the corrupted engine begins to glow with a lurid light, and then a piercing howl of pure madness rings out for miles around. Warbands are torn apart as sworn sword-brothers fall on one another and wild beasts descend in a frenzy of violence. The ecstatically agonising music of the Dark Prince fills you, and as your revel spreads across the land, you give voice to a keening note that can quite literally blast the mind of any who hear it.*

### ARTEFACT OF POWER

**The Melody of Anguish:** *Those who hear the notes of this shrieking trill find their souls brought to a frenzied fever pitch, bursting from their bodies in an explosion of gore.*

Once per battle, the bearer can use this artefact as an action. If they do so, roll a dice for each visible enemy fighter within 6" of the bearer. On a 4+, allocate D6 damage points to the fighter being rolled for.

## SERAPHON – THE COSMIC PYLON

*As your ritual reaches its climax, a great rumbling shakes the ruins. It is followed by a flash of blinding light. When your vision clears, your enemies have been burnt to a crisp, and at the heart of the ruins stands a mysterious golden engine. Strange lights flicker across it and the air is charged with potent cosmic energy. The Pylon shoots a beam of light into the heavens before sinking into the ground once more. You do not know what has been set in motion through your actions, but you believe in the Great Plan above all – and that is more than enough for you.*

### ARTEFACT OF POWER

**Celestial Starshard:** *Bathed in the magic of your star-ritual, this chunk of meteorite now shines constantly with the cleansing light of the heavens.*

When the bearer is picked to activate, you can remove 1 damage point allocated to each friendly fighter within 9" of the bearer.



# FATED QUESTS

Warriors fight for many reasons, be it the pursuit of treasure, lust for power or a simple love of war. Those who battle amidst the Bloodwind Spoil are no different, though each warlord's story is defined by their choices and character.

In this section, you will find 8 special campaign quests known as **fated quests**. To use these quests, refer to page 63 of the Core Book.

## PATHS OPEN TO ANY WHO DARE

Fated quests do not have a faction runemark. Instead, you can choose 1 faction runemark to apply to a fated quest. This means it can be embarked upon by a warband from any faction.

In addition, individual fated quests do not have their own territory rules. Instead, the territory rules opposite are used by all warbands that embark upon a fated quest.

## FATED QUEST TERRITORY RULES

**Dominate Territory:** *As the power of a warband grows, so too does the extent of the territory to which it can lay claim. Those serving the Dark Gods often raise imposing monoliths within their domain, whilst those of a different allegiance display their might in myriad other ways.*

You can spend 10 glory points to dominate a territory. Mark on your warband roster how many territories you have dominated. Dominating territory offers the following bonuses:

**Growing Power:** For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

**Thralls:** If your warband is from one of the following factions, for each territory dominated by your warband, you can include 1 thrall in your warband when mustering for a campaign battle.

- Iron Golem 🏰
- Untamed Beasts 🐾
- Corvus Cabal 🦇
- The Unmade ⚡
- Cypher Lords 🕸
- Splintered Fang 🐾
- Spire Tyrants ⚡
- Scions of the Flame 🔥

Thralls included in this manner are not added to your warband roster and cost points like any other fighter. Thralls can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.





# HONOUR OR GLORY

Even the most noble champion may occasionally sully their soul in pursuit of glory, while a black-hearted rogue might reveal themselves to possess a shred of honour – albeit only if it benefits them to show it. In the corrupted lands of the Eightpoints, it is a warrior's deeds alone that define them and chart the course of their destiny.

The campaign outcomes for fated quests differ from those in the Core Book. When you complete a fated quest, you have to make a choice between **Honour** or **Glory** before you claim your reward.



If you choose Glory, your reward will be an artefact of power. If you choose Honour, your reward will be an **exalted command trait**.

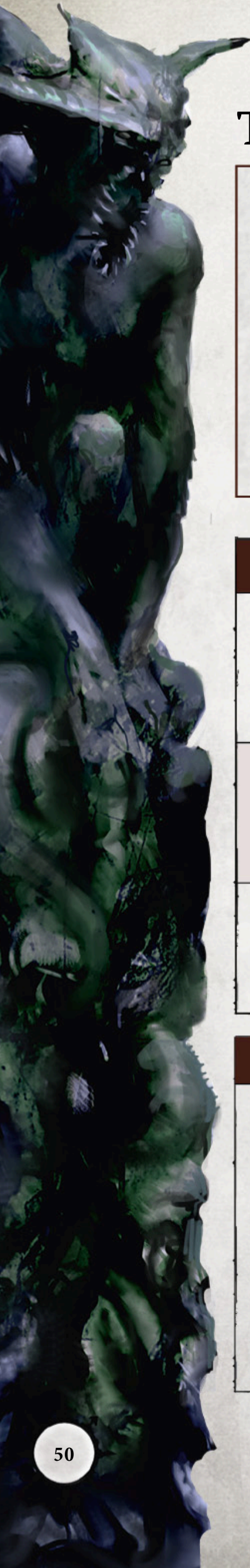
## EXALTED COMMAND TRAITS

Exalted command traits represent qualities so strong that they come to define a warrior for the rest of their life. The first time you receive an exalted command trait, it must be given to your leader, and it replaces any existing command trait that they might have.

Once your leader has been given an exalted command trait, any future exalted command traits received are discarded. Exalted command traits can never be given to a favoured warrior.







# THE PURSUIT OF KNOWLEDGE



Though it may seem a wasteland, the Bloodwind Spoil is not without its fair share of secrets and treasures. There is dire knowledge to be obtained here, if one knows where to search. Such is the desire of the Brotherhood of the Sigil, a coven of cabalists that dwell in an isolated tower amidst the Scarhold and employ warbands to acquire artefacts of deadly power for them.

Most recently, the Brotherhood has become fixated upon obtaining a full collection of the Quadratic Grimoires – a series of eldritch tomes, each one dedicated to the lore and secrets of a different aspect of the Chaos pantheon. One – the Everflux Grimoire – is already in the Brotherhood’s possession. Follow the directions given to you and recover copies of the other three grimoires, and your reward shall be great indeed.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                          |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Bejewelled Facade:</b> <i>Those who stare into the rubies of this silver-finished mask find themselves utterly bewitched.</i><br>Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target the bearer.                               |
| 2  | <b>Torc of Burgeoning:</b> <i>Wherever the bearer of this verdigris-covered torc treads, a palpable miasma of decay and entropy follows.</i><br>Subtract 1 from the Toughness characteristic of enemy fighters (to a minimum of 1) while they are within 1" of the bearer. |
| 3  | <b>Gore-marked Gauntlet:</b> <i>This bloodstained gauntlet inspires a relentless urge to fight in nearby enemies, even beyond the point of sanity.</i><br>Visible enemy fighters within 6" of the bearer cannot make disengage actions.                                    |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                       |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Honest Fighter:</b> <i>This warrior’s bloody-minded determination has seen them triumph in countless battles.</i><br>Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.                                                                   |
| 2  | <b>Jovial Old Soul:</b> <i>Even the grimmest of circumstances cannot fluster this veteran warrior, for such is the cycle of existence. Their warriors take great heart from their leader’s gregarious nature.</i><br>If this fighter is included in your warband, you begin the battle with 1 additional wild dice. |
| 3  | <b>Swift of Limb:</b> <i>This warrior moves, thinks and acts with breathtaking swiftness, on occasion seeming to travel so fast that the naked eye cannot keep up.</i><br>Add 1 to the Move characteristic of this fighter.                                                                                         |

## FIRST CONVERGENCE: DOWN AMONG THE DEAD MEN

|                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                              |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <p>A copy of the <i>Moribund Grimoire</i> once belonged to seven reaper-lords, none of whom could decide who would be buried with the book once death claimed them. When they fell in battle, the book was sequestered at random in one of the lords’ tombs. Time has worn these ruins, and now the structures are indistinguishable. Seek out the festering tome amidst the dead.</p> | <p><b>BATTLEPLAN</b><br/><b>Terrain:</b> See map.</p> <p><b>Deployment:</b> Draw a deployment card as normal.</p> <p><b>Victory:</b><br/>The Hidden Vault</p> <p>The Aspirant warband is the attacker.</p> <p><b>Twist:</b> Winds of Rot</p> |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|



## SECOND CONVERGENCE: A TEST OF METTLE

*The Magebane Grimoire was first created to ward against foul witchcraft, and many warriors seek out copies of the tome so as to protect themselves with its charms and incantations. One such copy has fallen into the hands of a war leader who now terrorises the Bloodwind Spoil, guarded by the malign artefact. You have no choice but to slay this champion with honest steel if you wish to claim the tome.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Assassinate

The Aspirant warband is the attacker.

**Twist:** Bloodwind



## FINAL CONVERGENCE: ADULATION AND ANNIHILATION

*Copies of the Gilded Grimoire are sought from a desire for power, status or pleasure beyond imagining. It is unsurprising, therefore, that the Mirrormasque cult that haunts these lands has acquired several volumes. Approaching their lair, you enter an arena observed by perfumed Hedonites upon oversized palanquins. Another warband struts into arena, and the message is clear: whoever entertains the crowd best will be gifted the prize they seek.*

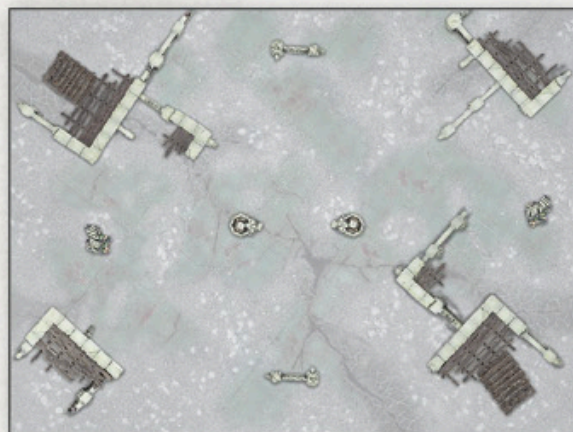
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** No Mercy

**Twist:**  
No Holding Back



## CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

*The moment your final enemy hits the ground, an ecstatic shriek erupts from the ranks of the Mirrormasque. The spectacle of battle seems to have overtaken them entirely, blasting away what little sanity the cultists retained. It is a wonder that they recall their promise to reward you with a copy of the Gilded Grimoire, and more surprising still that the sensation addicts honour their pact. You assemble the three Quadratic Grimoires you have collected; the air around you seems to flicker with infernal energies as the power of the books meet, the skin of reality growing thin indeed.*

*It is not long before a representative from the Brotherhood of the Sigil rides out to meet you. The mage-warrior thanks you for your efforts and assures you that his masters are most pleased with your tireless endeavours. Simply give him the books, and you will be rewarded so richly that none could stand before your rise to power and glory. It is a tempting offer. Yet the thought of giving this strange society access to the power of all four grimoires sits uneasily with you – especially when three of them are already in your possession, either to safeguard or draw power from. It would almost be more righteous – more honourable – to keep them from the grasp of these conniving warlocks. The choice must be yours: will you honour your oath or spit upon the Brotherhood?*

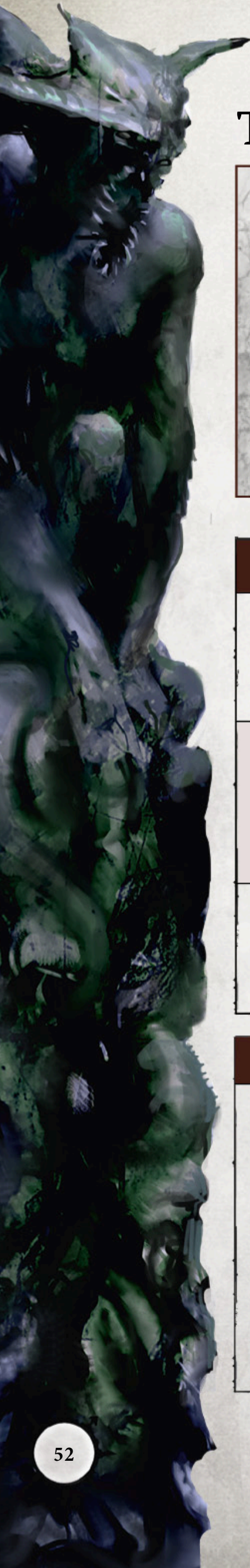
### HONOUR

If you choose Honour, turn to page 64 to see the outcome and claim your reward.

### GLORY

If you choose Glory, turn to page 66 to see the outcome and claim your reward.





# THE WHISPERING MOON



On the darkest of nights, the shadowy moon known as Lunaghast stalks the skies. First seen during the Time of Tribulations, this grim celestial body is a most ominous omen, for Lunaghast grants and steals secrets alike, though the truths it imparts are always of a haunting and mind-shattering variety. Whole kingdoms have been brought low through the dread knowledge imparted by this sinister force.

Very rarely, Lunaghast can be observed making orbits through the crimson skies of the Eightpoints. Some say that it dances to the Everchosen's command, while others believe it flees from its eternal rival, the Bad Moon of the Gloomspite Gitz. Where Lunaghast passes, madness and opportunity blossom alike. Follow its lunar path, and learn the moon's secrets.

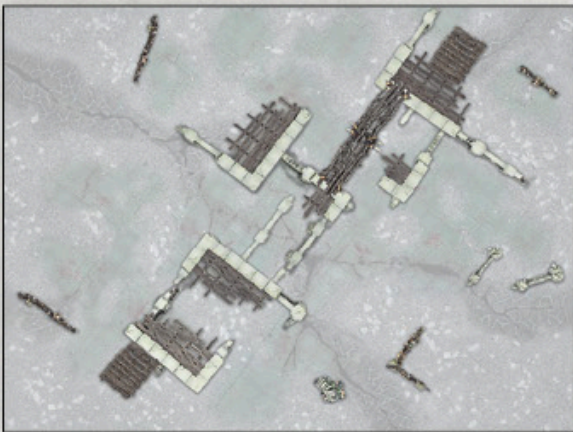
| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                               |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Celestial Compass:</b> <i>By using this arcanelly enchanted device, this warrior can read the portents of the heavens and judge when to strike.</i><br>If the bearer is included in your warband, you begin the battle with 1 additional wild dice.                                                          |
| 2  | <b>Tome of Scrawled Secrets:</b> <i>The writer of this abandoned tome was clearly deranged, but dire prophecies to ward a warrior from harm can be found within.</i><br>Subtract 1 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target the bearer. |
| 3  | <b>Lunar Lenses:</b> <i>These enchanted spyglasses allow a warrior to land a flurry of blows with unerring accuracy.</i><br>Add 1 to the Attacks characteristic of attack actions made by the bearer.                                                                                                           |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                               |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Waxing Power:</b> <i>This warrior is forever seeking to increase their might, and their new-found strength serves them well in battle.</i><br>Add 1 to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less. |
| 2  | <b>Full Glory:</b> <i>This warrior is a radiant figure, and they seem able to withstand wounds that would cripple a lesser fighter.</i><br>When this fighter is picked to activate, you can remove 1 damage point allocated to them.                                        |
| 3  | <b>Never Eclipsed:</b> <i>The most dire of moments, the most dangerous of circumstances – these are the trials in which this warrior finds new reserves of power.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                          |

## FIRST CONVERGENCE: LUNARFALL

*You have travelled far across the Bloodwind Spoil, following Lunaghast's path. Now it seems that your diligence is to be rewarded. Shards of silver-grey rock descend from the moon at random, striking the ground around you and glowing with potential. Another warband has chanced across you, seeking to claim the moon's secrets for their own. Drive them off and collect the falling lunar shards.*

**Battleplan**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:**  
Defend the Find  
The Aspirant warband is the attacker.  
**Twist:** Draw a twist card as normal.

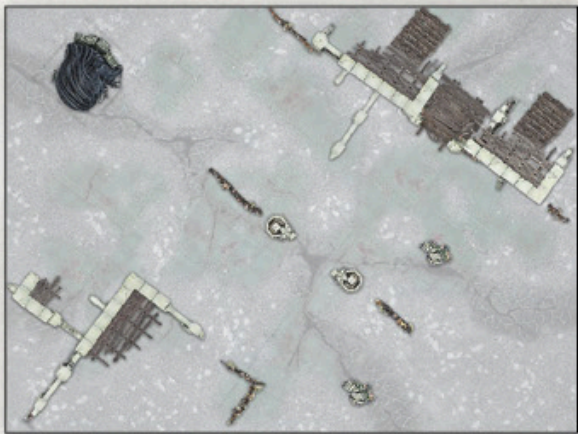




SECOND CONVERGENCE: MOON-TOUCHED

*Lunaghast speaks to you. The more shards you collect, the more dread secrets you unearth. Yet you can also feel its anger. While there are seers and astromancers who seek to study the moon and learn more of its strange nature, there are those who consider it a blight and wish to do it harm. One such warlock crosses the wastes even now. Fall upon him and slay his caravan, placing him at your mercy.*

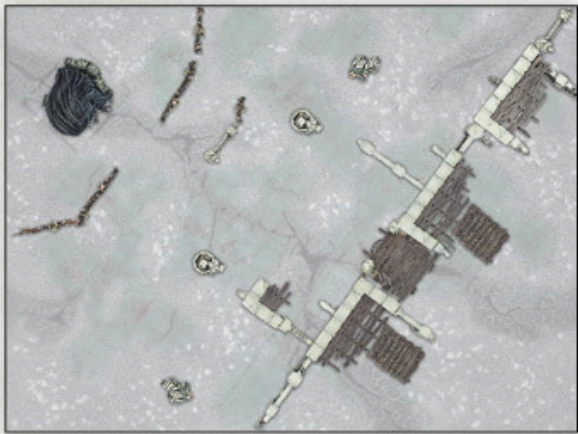
**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:** Isolated  
  
The Aspirant warband is the attacker.  
  
**Twist:** Draw a twist card as normal.



FINAL CONVERGENCE: SINISTER TIDINGS

*To your displeasure, the astromancer managed to escape your ambush. Lunaghast rages, plying you with fell secrets and compelling you to finish the task. Even as your sanity begins to buckle and fray under the weight of forbidden knowledge, you corner your quarry; the astromancer has managed to assemble a force of armed killers for one last stand. Punch through their lines and run down your prey beneath Lunaghast's ever-watchful gaze.*

**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:** The Gauntlet  
  
The Aspirant warband is the defender.  
  
**Twist:** Dead of Night



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

*There is nowhere left for the fallen astromancer to run. Your blades glint brightly under Lunaghast's sinister light, a touch of moon-spawned madness lingering in your gaze. You know that the Whispering Moon is pleased; perform your task and your reward will be substantial. The astromancer is a seer and practitioner of astrological cantrips, hardly a seasoned battlemage – a deadly flaw in these lands. It would be no difficulty whatsoever to slay this wretch, thwart their quest to do the Moon of Secrets harm and earn your just prize.*

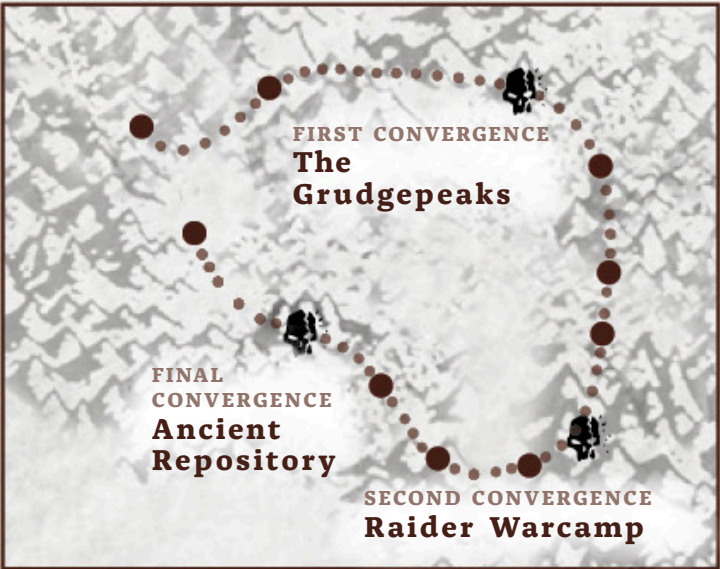
*Yet as you approach, the astromancer falls to their knees and cries out. They name you a craven and a dupe, for in your lust for power you have let the Whispering Moon seep into your mind. It is hard to deny it, as much as you may wish to. The wizard's tone grows more pleading as they attempt to bargain – Lunaghast's madness has not yet claimed you utterly; through the proper cosmological rituals, it may still be banished. It is enough to see you pause and consider the prospect. Are you a glorious warrior seeking power from any source, or are you merely suffering from manipulation and craving a boon? Does it matter? Will you regain your honour by casting out the moon's curse, or will you continue to do Lunaghast's bidding?*

**HONOUR**  
If you choose Honour, turn to page 64 to see the outcome and claim your reward.

**GLORY**  
If you choose Glory, turn to page 66 to see the outcome and claim your reward.



# FULFILLING ONE'S OATHS



Treachery is a common currency in the Eightpoints, and disputes between warriors almost always end in death. But on occasion, long-standing alliances can be forged. Warbands may fight alongside one another for a similar cause or acknowledge that they must take what aid they can get in the Bloodwind Spoil. Such accords can fray swiftly, but those that last prove mutually beneficial.

An old ally has heard tell of ancient treasures in the lands of Ghur and wishes to organise an expedition to that savage realm. They have asked for your assistance in making preparations, settling old scores and tracking down useful artefacts. You owe this warrior a debt of blood – and you have a good chance of claiming abandoned territory in their absence. Support your battle-forged kin by helping them prepare for this mighty quest.

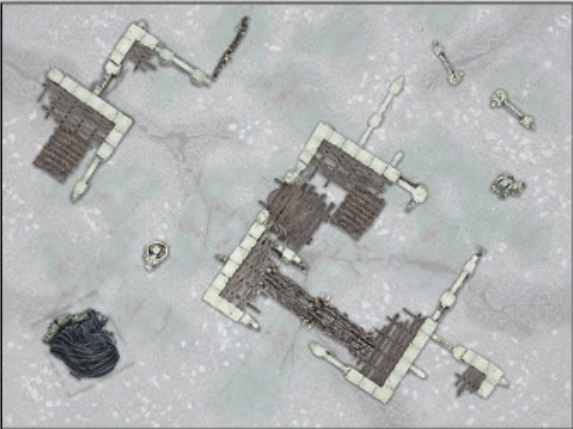
| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                                               |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Imphide Cloak:</b> <i>This cloak, formed from the skin of slain Furies, grants the wearer a portion of the daemon-imps' agility.</i><br>Add 1 to the Move characteristic of the bearer..                                                                                                                                                                                                     |
| 2  | <b>Bladebringer Crown:</b> <i>One who wears this dark iron crown finds themselves protected from cowardly attacks launched at range, forcing the foe to close in and face them blade to blade.</i><br>Subtract 2 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target the bearer and that have a Range characteristic of 3 or more. |
| 3  | <b>Bleak Trophies:</b> <i>This warrior adorns themselves with the remains of defeated rivals, ensuring those who face them know their doom approaches.</i><br>Subtract 1 from the value of abilities used by enemy fighters (to a minimum of 1) while they are within 6" of the bearer.                                                                                                         |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                                           |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Wellspring of Vigour:</b> <i>If this warrior is given even a moment to recover, they will return to the fight with the worst of their wounds stymied.</i><br>When this fighter makes a wait action, you can remove D6 damage points allocated to them.                                                                                               |
| 2  | <b>Avaricious:</b> <i>This warrior lusts after treasures of all kinds. When they have such a prize in their grasp, they will do everything in their power to keep it.</i><br>Subtract 2 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target this fighter while they are carrying treasure. |
| 3  | <b>Beastslayer:</b> <i>This warrior hunts the mightiest monsters and adversaries as their preferred prey.</i><br>Add 3 to the damage points allocated by each hit or critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 30 or more.   |

## FIRST CONVERGENCE: MEMORY'S BLADE

*You and your ally first joined forces to repel a rival warband leader. Though your combined forces laid waste to their minions, the target of your shared anger has eluded you for years. But your ally will not leave on their grand undertaking without first laying this grudge to rest. As a mark of respect, they have given the honour of the kill to you. Track down this foe and slay them, for old times' sake.*

**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:** Assassinate  
The Aspirant warband is the attacker.  
**Twist:** Draw a twist card as normal.

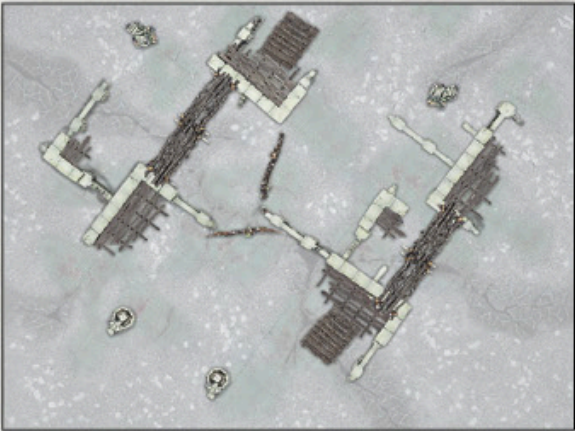




SECOND CONVERGENCE: RECRUITMENT DRIVE

*With honour sated, you and your ally turn to more practical matters: swelling their warband for the trials to come. This can be accomplished in many ways, such as attracting warriors to their service, claiming slaves or capturing prisoners for interrogation. A nearby camp will handily provide such raw 'recruits'. Burn it to the ground and enforce your dominion over the warriors within.*

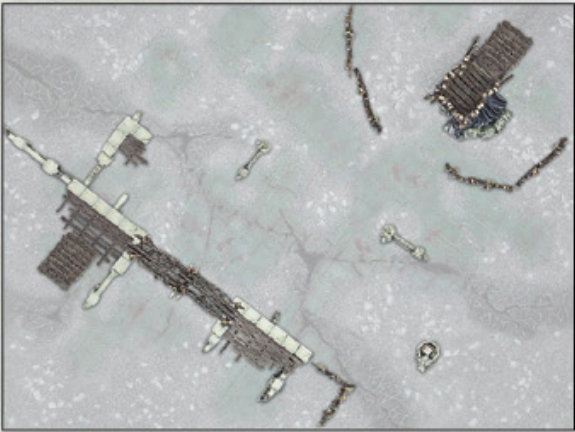
**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:** The Raid  
The Aspirant warband is the attacker.  
**Twist:** Draw a twist card as normal.



FINAL CONVERGENCE: SECRETS UNEARTHED

*Only one final task remains before your ally can begin their expedition. While their warband focuses on acquiring supplies, you have offered to seek out ancient vaults that may contain lore concerning their destination. You believe you have found one such vault on the outskirts of Rotmire. Upon approaching the hidden chamber, however, you are ambushed by those who also seek the vault's treasures. Defeat them and force your way inside.*

**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:**  
The Hidden Vault  
The Aspirant warband is the attacker.  
**Twist:** Draw a twist card as normal.



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

*With the doorway wrenched open, you descend into the vault alongside your chosen warriors. This was once a storehouse for a civilisation that called these lands home in the Age of Myth, though the ravages of time and the predations of Chaos have seen much that was kept within lost. Still, not every tome has been burned by raiders or consumed by age; amidst a crumbling stack of books, you find the codex of lore you seek. Curiosity overtakes you just for a moment, and you cannot help but examine its contents to learn more of the location your ally intends to travel to – Beastgrave.*

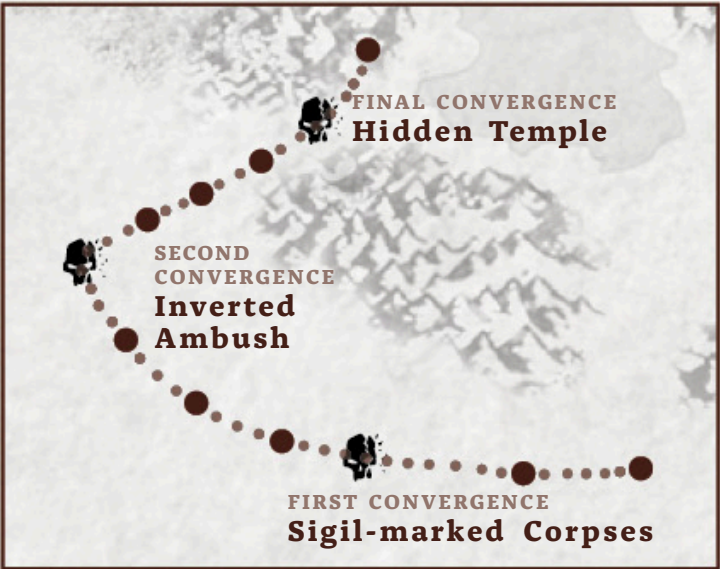
*You have heard of this mountain, and some of the dark rumours that surround it, but you and your old companion had dismissed them as tales concocted by the weak-minded. Yet the more you read, the more certain you become – should your ally make this journey, they will never return. Honour demands that you bring this information to them and warn them away from their quest. But if you do not, you will remove from the equation a force who may one day become an enemy – these are the Eightpoints, after all, and ruthlessness is an essential quality for all who wish to survive here. With your ally gone, you would be able to take their lands and spread your glorious reputation further still. The bonds of brotherhood or personal gain: which do you choose?*

**HONOUR**  
If you choose Honour, turn to page 64 to see the outcome and claim your reward.

**GLORY**  
If you choose Glory, turn to page 66 to see the outcome and claim your reward.



# BLOOD AND FAITH



All manner of strange and secretive cults thrive across the Eightpoints; indeed, it would be fair to say that it is the conflicting agendas of rival groups that provide checks and balances on all. On occasion, however, one such mysterious cult will suddenly surge into a frenzy of action. Though their motives may be unknown, the trail of slain rivals and stolen secrets they leave behind speaks to their fervour.

Recently, you have heard rumour that one such cult has begun a campaign of murder against the warbands of the Bloodwind Spoil. Yet these killings are strangely efficient and apparently random, with none of the showmanship or infernal rituals that characterise the worship of the Dark Gods. Seek out the truth behind this cult, before you find yourself in their sights.

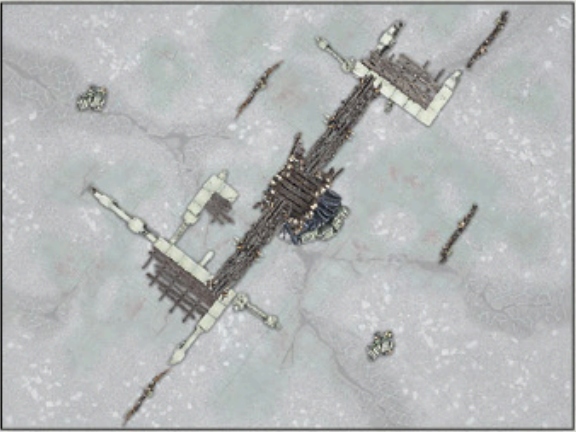
| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                    |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Devotional Icon:</b> <i>This simple token is, to the bearer, an inspiring reminder of whatever they hold dear.</i><br>During the aftermath sequence, when rolling for destiny levels, the bearer gains a destiny level on a 5-6.                                                                                                  |
| 2  | <b>Barbed Talon-lance:</b> <i>This sharpened polearm can, with enough momentum, impale even the most heavily armoured of warriors.</i><br>Add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less if the bearer has made a move action this activation. |
| 3  | <b>Bulwark's Pavise:</b> <i>This shield will neither tremble nor shatter under even the mightiest of blows.</i><br>Add 1 to the Toughness characteristic of the bearer.                                                                                                                                                              |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                                                 |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Remorseless:</b> <i>This warrior will stop at nothing to see their goals achieved.</i><br>Add 1 to the value of abilities used by this fighter (to a maximum of 6).                                                                                                                                                                                        |
| 2  | <b>Hardy:</b> <i>This warrior can withstand anything their enemies throw at them.</i><br>Subtract 1 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target this fighter.                                                                                                                            |
| 3  | <b>Peerless Swordsmanship:</b> <i>Only the finest and most exacting of killing ripostes will satisfy this warrior's martial pride, and they have trained themselves extensively in the art of the blade.</i><br>Add 3 to the damage points allocated by critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less. |

## FIRST CONVERGENCE: PICKING THE BONES

*It is not long before you discover that the mysterious cult has struck once more. Another warband has been felled by knives during the night, their bodies left to rot with strange cosmological symbols inscribed upon them. Examining the corpses may reveal more, but another warband has already arrived to loot the dead. Drive these interlopers off and continue your investigation.*

**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:**  
Hunt for Glory  
**Twist:** Draw a twist card as normal.





## SECOND CONVERGENCE: FORTUNE INVERTED

*Having examined the corpses left behind after the slaughter, a plan has formed in your mind. You wait until the heavens are aligned just so before pitching camp where another hapless warband was slain and pretend to sleep. Sure enough, it is not long until a group of killers attempts to sneak up on you in the dark. Repel their efforts to destroy your camp and turn the tables on them.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Raid

The Aspirant warband is the defender.

**Twist:** Dead of Night



## FINAL CONVERGENCE: TEMPLE OF THE STORM

*While these zealots may know the art of assassination well, they are less capable in an open fight. Eventually, you manage to break one into leading you to the ancient temple. Broken pillars litter the ground, while overhead loom weathered and graven statues of the God-King. To your horror, you realise that another warband has followed the same clues and beaten you here. You, and you alone, will deal with this cult – impress that fact on these intruders.*

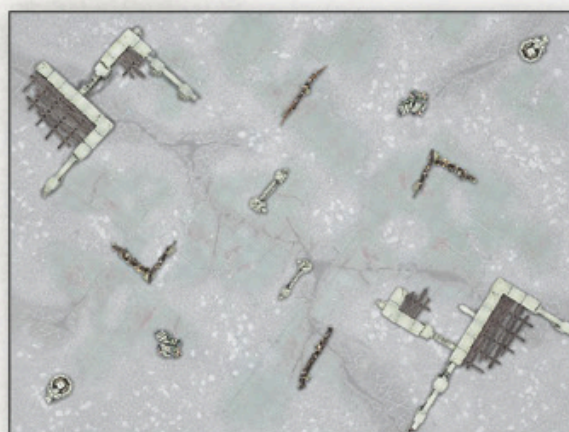
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** No Mercy

**Twist:** Foreboding Location



## CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

*The temple falls ominously silent as the battle concludes, the quiet broken only by the drip of blood from the edge of your blade. Even so, you have little opportunity to catch your breath before faces and figures begin to emerge from the shadows. There are surprisingly few cultists, which explains how they were able to sustain themselves and keep hidden for so long, and not many look capable of facing you and your warriors in open battle. Most arresting, however, are the crude symbols and icons of Azyr they carry or have tattooed into their flesh. With a start, you realise that this is a cult of Sigmar – perhaps the only one still remaining in the Bloodwind Spoil.*

*The elderly leader of the cult steps forward and addresses you. Should you decide to fall upon his people with violent intent, there is little they could do to stop you. Yet should you leave them be, the cult will ply its murderous trade against the enemies of the God-King – and your own. Though they may find your allegiance loathsome, they acknowledge that alliances of necessity are sometimes required. Taking the honourable path and leaving them be would provide you with a potent weapon against your adversaries. Conversely, eradicating the cult would attract the favour of many gods. Will you let bygones be bygones, or will you take retribution?*

### HONOUR

If you choose Honour, turn to page 65 to see the outcome and claim your reward.

### GLORY

If you choose Glory, turn to page 67 to see the outcome and claim your reward.





# THE HAUNTING OF ASGA PEAK



Asga Peak is but one of many mountains among the rocky spears of the Fangs, yet word of its strategic worth has spread far and wide. Not only do its gatehouses control vital access to passages and valleys through the mountain range, it is rumoured that the cursed realmstone of the Eightpoints can be found in abundance deep below its rocky crust. Many warbands battle for control of Asga Peak's gatehouses and citadels, staining the rocky ground red with blood.

Your assault on one such gatehouse has been long in coming, and at last you are ready to move out. Muster your warband and prepare to take control of your new base of operations. Do not fear the blades of your enemies – nor the strange and disturbing tales that seem to surround Asga Peak...

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Crown of Asga:</b> <i>To wear this crown is to stake a claim to all of Asga Peak. Those who don it invariably have the might to back up such claims.</i><br><br>If the bearer is included in your warband, you begin the battle with 1 additional wild dice.                                                               |
| 2  | <b>Befanged Blade:</b> <i>It is impossible to say from what this semi-sentient sword was forged, but the blade's sharpened teeth soon tear into all whom it strikes.</i><br><br>Add 3 to the damage points allocated by critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less. |
| 3  | <b>Shadeglass Pendant:</b> <i>This mysterious artefact seems to glow with an inner soul-light, empowering the bearer.</i><br><br>Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                      |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                                          |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Fearless Fighter:</b> <i>The greater the foe, the greater the glory to be gained from slaying them.</i><br><br>Add 3 to the damage points allocated by each hit or critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 30 or more. |
| 2  | <b>Touched by the Otherworldly:</b> <i>This warrior seems to have a strange knack for avoiding danger.</i><br><br>Subtract 1 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target this fighter.                                                                                            |
| 3  | <b>Great Conqueror:</b> <i>Be they new lands or ancient treasures, this warrior fights ferociously to take what they consider to be theirs by right.</i><br><br>In the first battle round, add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.                                   |

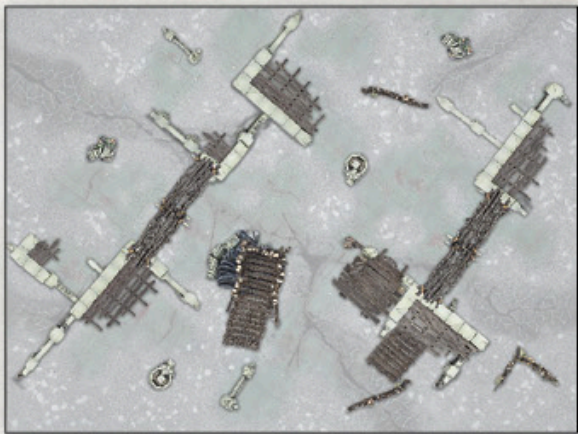
| FIRST CONVERGENCE: CONQUER THE CITADEL                                                                                                                                                                                                                                                                                                                                                                |                                                      |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|--|
| <i>At long last, you have reached Asga Peak, battle-hungry and spoiling for a fight. You swiftly locate the mountainside castle and surrounding ruins that will best suit your future plans. Other warbands battle across these tumbledown structures, each wishing to prove themselves the rightful rulers. Locate the most powerful of these contenders and crush them, proving your dominance.</i> | <b>BATTLEPLAN Terrain:</b> See map.                  |  |
|                                                                                                                                                                                                                                                                                                                                                                                                       | <b>Deployment:</b> Draw a deployment card as normal. |  |
|                                                                                                                                                                                                                                                                                                                                                                                                       | <b>Victory:</b> No Mercy                             |  |
|                                                                                                                                                                                                                                                                                                                                                                                                       | <b>Twist:</b> Draw a twist card as normal.           |  |



SECOND CONVERGENCE: SINISTER OMENS

*You have claimed the citadel, but you are plagued by strange occurrences. Bloody runes appear on the walls before disappearing, while ghoulish images dance behind your eyes each time you try to rest. You resolve to find the truth of the matter. Heading into the ruins nearby, you come under attack by a host of phantasmal warriors. You must fight hard to escape this illusory ambush.*

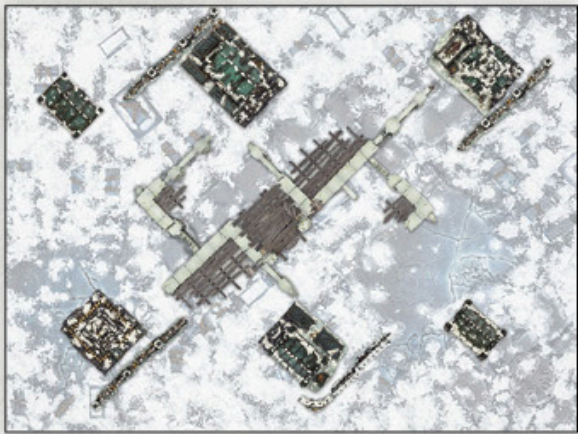
**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal  
**Victory:** Crush  
  
The Aspirant warband is the defender.  
  
**Twist:** Insidious Malignants



FINAL CONVERGENCE: THE CHILL OF THE GRAVE

*Your search for answers has led you to a graveyard amidst the ruins surrounding your citadel. Here, shadows loom large and eerie phantasmal happenings lie thick upon the air. Your breath coalesces into a ghostly mist as you press forward into the freezing mist. At last, you locate a mausoleum grander than the others – but another warband is here, seemingly controlled by the malignant force that haunts you. Fight your way to the tomb by any means necessary.*

**BATTLEPLAN**  
**Terrain:** See map.  
**Deployment:** Draw a deployment card as normal.  
**Victory:**  
The Hidden Vault  
  
The Aspirant warband is the attacker.  
  
**Twist:** Battle Frenzy



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

*You force your way into the tomb and close the door behind you, trapping your enemies in the cold outside. Mastering your unease, you press on deeper into the dark crypt. The shadows glow with an amethyst hue. With each step, you feel cold tendrils of death magic claw hungrily at you. Descending a winding, spiral staircase, your warband emerges into a gloomy vault. The vault's heart is dominated by a shadeglass mirror hung from verdigrised chains; you swear you occasionally catch sight of a mournful face upon its still surface.*

*A whispering female voice soon fills the room, seeming to echo from all around. It introduces itself as Alathira, an ancient priestess who, at the onset of the Nexus Wars, hid her soul within this shadeglass prison to protect it from the ravages of Archaon's hordes. She had intended to be released via a ritual performed by her congregation, but at the last she was betrayed by an ambitious rival and has been languishing in this prison ever since. It is her madness that has generated the strange hauntings of Asga Peak, using the lingering death magic from the ritual that trapped her soul. Should you take the honourable path and complete the ritual to free her from this torment, Alathira promises that she will reward you with a measure of her power. Of course, you could always demonstrate your mastery over this land by ending the haunting in a more straightforward way...*

**HONOUR**  
If you choose Honour, turn to page 65 to see the outcome and claim your reward.

**GLORY**  
If you choose Glory, turn to page 67 to see the outcome and claim your reward.





# DEFENDING YOUR CROWN



Many of those who are forced into the Carngrad fighting pits find little more than a swift death at the hands of equally desperate foes. There is no mercy in those blood-soaked arenas, only the baying roars of the crowd. Yet there are those who display a talent for pit fighting and go on to forge a legend for themselves upon the city's gladiatorial circuit.

Your warband is composed of these veteran pit fighters. Yet this glory and prestige, such as it is, must be constantly defended against those rivals who would seek to claim it for themselves. Recently, you have heard tell of a new warband terrorising the arenas of Carngrad, considered by many to be rising stars. Make ready for a battle against them and demonstrate who the true lords of the Carngrad arenas are.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                   |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Favoured Weapon:</b> <i>Though this weapon does not possess any innate magical properties, it has served its wielder well in plenty of life-or-death fights.</i><br>Add 1 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.                       |
| 2  | <b>The Osseous Wrapping:</b> <i>This ragged belt is threaded through with bones wrenched from the corpses of defeated adversaries.</i><br>Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                                                                                                   |
| 3  | <b>Crimson Rune-etchings:</b> <i>As this warrior spills blood, the runes carved on their flesh – in imitation of the ogroid pit masters – glow a bright crimson and restore a measure of vitality.</i><br>Each time an enemy fighter is taken down by an attack action made by the bearer, you can remove D3 damage points allocated to the bearer. |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                                                                      |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Grizzled Warrior:</b> <i>This warrior's many scars and battle wounds are a record of their continued survival against the odds.</i><br>Add 1 to the Toughness characteristic of this fighter.                                                                                                                                                                                   |
| 2  | <b>Whatever It Takes:</b> <i>This warrior is not opposed to fighting dirty – to them, honour and nobility is far less important than victory, no matter the cost.</i><br>Add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with 5 or more damage points allocated to them. |
| 3  | <b>Revel in Carnage:</b> <i>This warrior only feels complete when they are knee-deep in the blood of their foes, blades whirling with wild and furious abandon.</i><br>Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.                                                                                   |

| FIRST CONVERGENCE: A REPUTATION WELL EARNED                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                         |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <i>Though you seek to put down those who would threaten your position in the fighting pit hierarchy, you would lose face were you to challenge such up-and-comers yourself. You must wait for them to gain enough notoriety to come to you. In the meantime, you have a bout against another veteran warband of the arenas – channel your rage and dispatch them with customary ferocity.</i> | <b>BATTLEPLAN</b><br><b>Terrain:</b> See map.<br><b>Deployment:</b> Show of Strength<br>The Aspirant warband uses the blue deployment points.<br><b>Victory:</b> Dominate<br><b>Twist:</b> Draw a twist card as normal. |  |



SECOND CONVERGENCE: A GRIEVOUS BETRAYAL

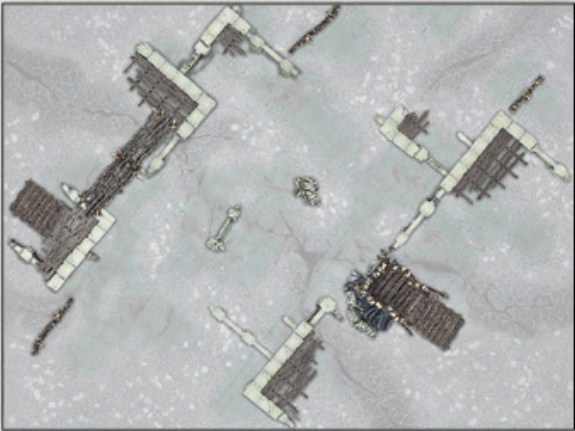
Those who seek glory in the fighting pits are wise to acquire the favour of a powerful patron. You have benefited greatly from such an arrangement, and your glory has reflected onto your ally – but now they seek to change the agreement and support your rival. Naturally, they have predicted your violent response and come prepared. Defeat their hired thugs and demonstrate that you are not to be crossed.

**BATTLEPLAN**  
**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Vanquish

**Twist:** Draw a twist card as normal.



FINAL CONVERGENCE: BLOOD ON THE SAND

Even as you lay low all challengers, you have watched your rival go from strength to strength, drawing support to themselves through their bloody acts and even tempting away your former patron. Now things are personal. At long last, you meet in the arena, ready to settle things face-to-face – or so it seems. Your foe is canny – or perhaps desperate – and has invoked a dark pact with one of the daemons of Chaos. Triumph over them regardless.

**BATTLEPLAN**  
**Terrain:** See map.

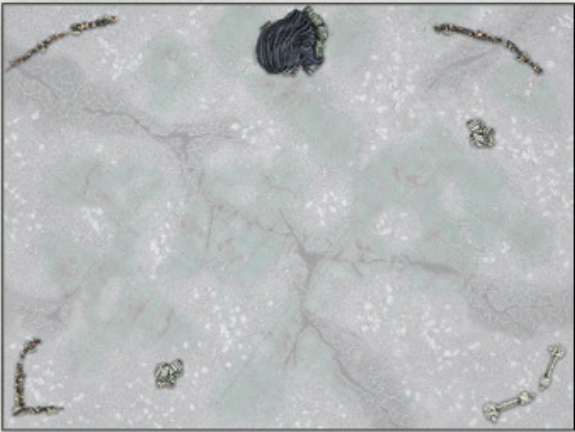
**Deployment:**  
Blood Rush

The Aspirant warband uses the blue deployment points.

**Victory:** No Mercy

**Twist:** Sinister Bargain

The Adversary warband is considered to have won the roll-off.



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

Even the roaring crowd cannot silence the clash of blades. Steel crashes against steel over and over again, the noise of combat occasionally punctuated by the screams of the wounded and the dying. Such combat against a worthy foe is your greatest joy. Your rival has certainly proven their skill at arms; they may even be your equal, though never your better. Their invoking of a craven dark pact in an effort to outfox you has stripped away any respect you may have had for them, however. At least part of you had hoped that this would be an honest conflict between warriors; now, you simply wish to slaughter them as you have all the others who sought to dethrone you.

But your foe notices your momentary distraction and capitalises on it. Feinting low, they slide under the blows of your warriors and rise up, unleashing a punishing series of strikes against you. You block them but are forced back, the bloodthirsty howls of those watching in the stands ringing in your ears. It cannot end like this – you will not allow it to end like this. As you brace yourself to defend against another onslaught, a sibilant whisper enters your mind. The daemon has been watching you, and it believes you possess far greater potential than its would-be ally. Should you wish it, it will transfer its favour to you. Honour demands you finish this yourself, yet the glory gained through victory will not be diluted by using your enemy's nefarious tactics against you. The choice is yours.

**HONOUR**

If you choose Honour, turn to page 65 to see the outcome and claim your reward.

**GLORY**

If you choose Glory, turn to page 67 to see the outcome and claim your reward.



# THE GHOUL HUNT



Many strange and degenerate beings have made their home in the Eightpoints. Amongst the most grisly are the Flesh-eater Courts. Although these foul cannibals may appear savage and debased, they are also thoroughly deluded, believing themselves to be heroic knights and noble lords ruling over fair kingdoms.

The Red Maw tribe was once feared across the Zarakh Expanse, but their fortunes have been on the downturn. To make matters worse, their camp was recently raided by mordants and the chieftain's sister carried away by the ghoulish horde. To surrender his own kin without a fight would constitute an unthinkable show of weakness; while the chieftain marshals his warriors for a retributive strike, he has sent you to scout on ahead. Track the creatures to their hole and seal their fate.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                                                                                                   |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Slaughterer's Mail:</b> <i>One who wears this dark iron mail finds that the more blood they drench it in, the more their power grows.</i><br><br>Until the end of the battle, each time an enemy fighter is taken down by an attack action made by the bearer that has a Range characteristic of 3 or less, add 1 to the Toughness characteristic of the bearer. |
| 2  | <b>The Black Coronet:</b> <i>This twisted crown provides the wearer with a dark but undeniable authority.</i><br><br>If the bearer is included in your warband, you begin the battle with 1 additional wild dice.                                                                                                                                                   |
| 3  | <b>Chalice of Life:</b> <i>One who sips warm blood from this ruby-studded chalice finds their ailments soon healed – though it takes time to refill, for the goblet has its own thirst...</i><br><br>Once per battle, the bearer can use this artefact as an action. If they do so, you can remove up to 2D6 damage points allocated to them.                       |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Deadly Flourish:</b> <i>This warrior slays their foes with such skill and flair that their allies around them are inspired to fight all the harder.</i><br><br>If any enemy fighters have been taken down by attack actions made by this fighter this battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter. |
| 2  | <b>Brutal Charge:</b> <i>When this warrior crashes into the enemy, the sheer force of the impact can prove deadly.</i><br><br>Each time this fighter finishes a move action, visible enemy fighters within 1" of this fighter suffer impact damage.                                                                                                                                                                                            |
| 3  | <b>Voracious Hunter:</b> <i>This warrior is tireless in their pursuit of fresh prey.</i><br><br>Add 1 to the Move characteristic of this fighter.                                                                                                                                                                                                                                                                                              |

## FIRST CONVERGENCE: SEARCHING FOR ANSWERS

|                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                       |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <p>You have tracked a mordant war party to a long-defiled sigmarite temple. Though the ghouls are gone, their passage is evident by the gore and body parts strewn around. Relic hunters pick through the ruins, searching for anything left intact by the Flesh-eaters. They may know where your prey is headed – batter them into submission and force the information from them.</p> | <p><b>BATTLEPLAN</b><br/><b>Terrain:</b> See map.</p> <p><b>Deployment:</b> Draw a deployment card as normal.</p> <p><b>Victory:</b> No Quarter</p> <p><b>Twist:</b> Draw a twist card as normal.</p> |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|



## SECOND CONVERGENCE: AN UNTIMELY DISTRACTION

*You learn from your prisoners that the mordants' stronghold stands on the other side of the Clotted River. Each second that you tarry could prove fatal to the ghouls' prisoner. As you travel, you are accosted by a rival warband who has learnt of your association with the Red Maw and wishes to wreak further damage upon the weakened tribe. Smash aside these fools and keep up the pursuit.*

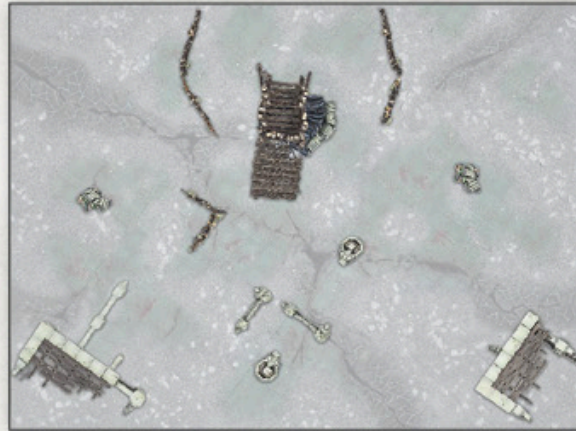
### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** Raze

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: BLOODBATH

*Though it has taken great effort, you have fought your way to the gates of the Flesh-eaters' rotting palace. Madness hangs heavy in the air, and you feel an endless hunger take root. You master yourself, seeking a way inside. Yet you are not the only warband that has been drawn here, though you might be the sanest. Others roam these desolate ruins, their original goals replaced by a craving to devour warm flesh. Defend yourself from their maddened rage.*

### BATTLEPLAN

**Terrain:** See map.

**Deployment:** Draw a deployment card as normal.

**Victory:** No Mercy

**Twist:** Battle Frenzy



## CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

*As you finish off the last of your foes, the gates of the Flesh-eaters' stronghold begin to slowly grind open. From within emerges a throng of ghouls, their eyes wild with madness and their claws caked in fresh gore. Most surprising, however, is the appearance of the very same woman you were sent to save – far from a helpless prisoner, now she is clad in bone and flayed flesh, her mouth dripping with blood. Though she thanks you for your attempt to assist her, she does not require it; the ancient cannibalistic customs of the Red Maw that gave the tribe its name had always held a fascination for her, even when they fell out of fashion. Now she is free to indulge them as a queen amongst mordants. It is hard to tell whether she means what she says, or if the delusion has taken her too, but she seems rather insistent.*

*Before you can reach a decision, the air is split by pounding war drums; the Red Maw themselves have arrived, led by the chieftain who sent you in pursuit of his captured sibling. Her new-found position seems to disgust him, and he denounces her as a traitor to the gods – though, more likely, he is simply outraged at his own flesh and blood defying him in such a manner. As growls and battle cries fill the air, you must choose who to stand with: will you defend the honour of the Cannibal Queen or seek glory by fighting alongside the Red Maw?*

### HONOUR

If you choose Honour, turn to page 65 to see the outcome and claim your reward.

### GLORY

If you choose Glory, turn to page 67 to see the outcome and claim your reward.





# SPOILS OF VICTORY

Through battle and bloodshed, you and your warband have emerged triumphant. Across the Bloodwind Spoil lie the broken remains of your foes, their ambition no match for your cunning and skill at arms. Whether you will cleave to an honourable path or risk damning yourself in pursuit of greater glory is up to you to decide...

Over the next few pages, you will find conclusions for each of the narrative campaign quests provided in this book. If you chose the path to Honour, you will find your reward on these pages. If you chose the path to Glory, your reward awaits overleaf.

## HONOUR

### THE PURSUIT OF KNOWLEDGE – TO THE VICTOR THE SPOILS

*These treasures are yours by right. Though you cannot unlock the deepest arcane secrets within them, it is not for any craven cabal to claim them. You explain this to the messenger, before your warriors drag him from his steed and slaughter him. As he dies, the thrall swears that you have not heard the last of the Brotherhood of the Sigil. Let them come. With the power of the grimoires at your command, you will be more than ready for them.*

**EXALTED COMMAND TRAIT**  
**Threefold Empowerment:** *This warrior has studied three of the four Quadratic Grimoires and has taken to heart their secrets and powers.*

The value of abilities used by this fighter is always 6 (regardless of any other modifiers).

### THE WHISPERING MOON – ACCEPT NO MASTERS

*Though you realise Lunaghast has manipulated you, it is not too late to save yourself. You aid the astromancer in assembling a ritual to dispel the moon’s touch even as Lunaghast’s fury batters your soul, seeking to drive you into madness. Just in time, the ritual repels the malignant force – a pained shriek echoes through your mind before falling silent. Lunaghast has been fought off – for now – and you resolve to never be so duped again.*

**EXALTED COMMAND TRAIT**  
**Unwilling to Yield:** *This warrior would rather die than submit to an unworthy cause – and will fight on despite brutal injury to ensure that their foe falls first.*

Add 1 to the Toughness characteristic of this fighter. In addition, add 10 to the Wounds characteristic of this fighter.

### FULFILLING ONE’S OATHS – YOU SCRATCH MY BACK

*Honour may be lacking in the Eightpoints, but that is no reason to surrender your own. You return to your ally’s encampment and explain to them your doubts. Though it takes much heated debate, you eventually pull them towards your way of thinking. Beastgrave’s hunger will not be sated this time. Your ally renews their bonds of kinship with you, assuring you that you may call on their aid and experience whenever you need it.*

**EXALTED COMMAND TRAIT**  
**Prudent Counsel:** *By consulting with their allies and drawing on their knowledge, this warrior knows where to strike the foes they encounter for maximum effect.*

Add 3 to the damage points allocated by each hit or critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less.





## BLOOD AND FAITH – CELESTIAL VENGEANCE

*Whether it is because you share their faith or you simply seek to confound your rivals, you decide to leave the cult be – with the caveat that, should they turn their blades on you ever again, you will hunt them down and gut them one by one. The cult leader seems to agree that this is an entirely fair bargain. You leave the temple once more, making sure to loot the bodies of your adversaries first, ready to return to making war throughout the Bloodwind Spoil. Before you do so, the cult offers to teach you some of their techniques for dealing swift death – techniques that may, one day, prove invaluable.*

### EXALTED COMMAND TRAIT

**Storm-swift Strikes:** *This warrior has learnt many new techniques from their allies that, when alloyed to their own skills, allow them to strike in a flurry of blows.*

Add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

## THE HAUNTING OF ASGA PEAK – REFLECTED ESSENCE

*At Alathira's direction, you begin the ritual process of extracting her from her shadeglass prison. At the incantation's climax, it seems you are successful – after a fashion. Alathira's spirit is torn from the shadeglass mirror and seems to judge your body to be a suitable receptacle. It takes some mental wrestling, but eventually you manage to get a hold of yourself. The priestess's soul lurks within your body still, however, and thanks you for your aid. She swears she will vacate once she finds a more suitable host – whether you believe her or not – but, for now, the power of a second spirit may prove useful.*

### EXALTED COMMAND TRAIT

**Alathira's Vitality:** *Although having another soul residing within your body can be discomforting, the power of her spirit does seem to allow you to withstand formerly crippling injuries.*

Add 5 to the Wounds characteristic of this fighter. In addition, when this fighter is picked to activate, you can remove 1 damage point allocated to them.

## DEFENDING YOUR CROWN – FLESH AND STEEL

*Your triumphs are earned through the strength of your sword arm – and that alone. You wait until your opponent lunges forward before stepping into the blow. Their blade sinks into you, but you master the pain; the look of surprise on your foe's face is extinguished as you decapitate them. They lacked the will to do what was necessary for victory. As the corpse drops to the ground, you pull the blade out of you and raise a fist in triumph to the baying crowd. They know who the true champion of the arena is – and, at least for now, the daemon seems to find your destructive talents most entertaining.*

### EXALTED COMMAND TRAIT

**Never Surrender:** *Just as this warrior's strength is about to give out, they find the inner fortitude to ward off all but the mightiest of blows.*

Add 1 to the Toughness characteristic of this fighter. In addition, while this fighter has 5 or more damage points allocated to them, subtract 1 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target this fighter.

## THE GHOUL HUNT – A FEAST OF CARNAGE

*Your task was to return the stolen tribeswoman, but honour has many meanings in the Bloodwind Spoil; if she wishes to remain with the Flesh-eaters, then that settles the matter. Besides, crippling the Red Maw presents opportunities of its own. Your warband and the mordants fall upon your former allies – though they fight fiercely, it is not enough. The day is won, and in gratitude for your aid, the queen allows you to leave unaccosted. As you do so, you feel a curious sense of righteousness fill you – after all, your deeds were those of a worthy knight...*

### EXALTED COMMAND TRAIT

**Noble Might:** *You have become convinced that you are a most worthy and honourable warrior, and each blow you strike is invested with a righteous strength.*

Add 2 to the Strength characteristic and 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.





## GLORY

### THE PURSUIT OF KNOWLEDGE – A JOB WELL DONE

*You have no interest in the grimoires beyond the reward that they can bring you. For all you care, the Brotherhood can spend a thousand years trying to unravel their ancient secrets. And of course, should this come back to haunt you, then you will know exactly where to direct your revenge. The messenger appears pleased with your resolution, in any case, and accepts the grimoires with barely disguised avarice. In return, he gifts you an enchanted stave from the Brotherhood's own collection – a token of their gratitude and their esteem.*

#### ARTEFACT OF POWER

**Temporal Fluxstave:** *The bearer of this mystical staff can use its time-distorting power to move across the battlefield at what appears – to their enemies – to be an incredible speed.*

Add 2 to the Move characteristic of the bearer.

### THE WHISPERING MOON – THE LUNAR GIFT

*Lunaghost offers ascension to new heights of glory. All this fool can provide is their own cowardice. You answer the astromancer by crucifying his body upon shards of crooked rock, removing his eyes and tongue as offerings to the Whispering Moon. Another who would do it harm has fallen, and this pleases Lunaghost mightily. Though your sanity entire may one day be forfeit, you feel one of the lunar shards you collected glow with new light, whispering new and potent secrets into your mind.*

#### ARTEFACT OF POWER

**Malignant Lunarshard:** *This chunk of lunar-grey rock whispers into the mind of its bearer, telling them of their enemies' weaknesses.*

Once per battle, the bearer can use this artefact as an action. If they do so, the value of abilities used by friendly fighters that battle round have the value of 6 (regardless of any other modifiers).

### FULFILLING ONE'S OATHS – THE PRICE OF GLORY

*Your alliance with this fellow warrior has served you well over the years. But all things must come to an end. If they wish to undertake this quest, who are you to stop them? You return to your ally's camp and eagerly tell of the great secrets and treasures that await them in Beastgrave. They are energised more than ever to make the trip. The next morning they take their leave – for what will surely be the last time. Before they go, however, your old companion offers you one final gift – a blade forged to mark your alliance, secretly tainted by the poison of your deceit.*

#### ARTEFACT OF POWER

**Blade of False Oaths:** *This sword, forged as a symbol of good will, in truth represents a secret betrayal; it seems to grow stronger whenever the bearer's allies are struck down in its vicinity.*

Until the end of the battle, each time a friendly fighter is taken down within 9" of the bearer, add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less.



*Preytaker*



*Beastspeaker*



*Rocktusk Prowler*



## BLOOD AND FAITH – TO SNUFF OUT THE LIGHT

*The God-King has no place in these lands, and you have a reputation to maintain. Any who cross you deserve only death. The cult attempts to muster some measure of resistance, but it does not take much for your warriors to wipe them out face to face. Once more the temple falls silent, though this time it is for the last time. Blood has sprayed in visceral jets over the icons of Azyr and stern carvings of Sigmar. Searching through the temple, and stepping over the butchered bodies as you do so, you find a relic warhammer marked with celestial symbols. Such a potent tool of war will be far better served in your hands.*

### ARTEFACT OF POWER

**Azyrite Stormhammer:** *This weapon was taken from the Realm of Heavens in years gone by and crackles furiously with the caged power of the storm.*

Add 2 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

## THE HAUNTING OF ASGA PEAK – A SHATTERED SOUL

*Alathira's howls echo as your warband's weapons crash against the shadeglass, each blow sending cracks across its surface. Finally, with one last almighty strike, the mirror shatters; a shriek fills the air, the cold touch of death chilling you to the bone, before all falls silent. Alathira will haunt these lands no more. Her essence has been shattered alongside her prison and now lies in a hundred pieces. Finding the largest of the shards, you test its weight and sharpness. A small smile flickers across your face as you observe the half-formed face in the glass. Perhaps now the priestess will be of some use to you.*

### ARTEFACT OF POWER

**Shadeglass Shard-dagger:** *Formed from shards of broken shadeglass, this dagger rips through not only an enemy's flesh but their very soul.*

Add 5 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less.

## DEFENDING YOUR CROWN – ONE GOOD TURN

*The nature of the daemon's bargain is a problem for later. For now, the chance to see your rival thwarted by their own scheme is simply too tempting to pass up. You open your soul to the predatory daemoness essence. The moment of connection is painful, perhaps even sully, but it also provides you the strength needed to triumph. You soon hack your opponent apart with shocking brutality. Raising their blade in triumph before the roaring crowd, you become aware of the dark runes flickering into being across its surface – a sign of the infernal pact you have made.*

### ARTEFACT OF POWER

**Blade of Bloody Victories:** *This cursed blade once belonged to a powerful rival in the Carngrad fighting pits, and it has taken a great many lives. Now it is yours. Coupled with the strength of the daemon within you, it is a potent implement of death indeed.*

Add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less.

## THE GHOUL HUNT – RAN TO THE GROUND

*You swore to the Red Maw that you would see the ghouls punished; if the very individual you were sent to save wishes to stand against you, then so be it. With your aid, the tribe soon triumphs, though the carnage on both sides is considerable. You deal the final blow to the would-be queen – even as she dies, her delusion does not break, and she swears that you shall come to regret your callous decision. Let her rant. You have achieved glory in the eyes of the Red Maw this day, the chieftain's offer of a shield from his personal arsenal attesting to this fact.*

### ARTEFACT OF POWER

**Shield of the Red Maw:** *This baleful shield is marked with ancient sigils of the Red Maw tribe. Those who gaze upon it are swept by a sudden wave of dread, rendering them easy prey for the wielder.*

Subtract 1 from the Toughness characteristic of enemy fighters (to a minimum of 1) while they are within 6" of the bearer. In addition, visible enemy fighters within 6" of the bearer cannot make disengage actions.



# CHALLENGE BATTLES

Not every battle is a simple contest of arms. Across the Bloodwind Spoil lurk all manner of perils and secrets to uncover; opportunities for great glory and grand prizes await those warbands able to rise to the challenge.

This section builds upon the type of campaign battle first introduced in *Warcry: Monsters and Mercenaries* known as a **challenge battle**.

Challenge battles are unique battles available to any warband currently embarked upon any campaign quest.

In this section, you will find 7 new challenge battles for your warband to attempt, each focusing on a Shattered Dominion objective, as well as the rules needed to play through these exciting battles.

## HOW TO PLAY A CHALLENGE BATTLE

When you challenge an opponent to a campaign battle, if both players agree, you can instead choose to play a challenge battle.

In a challenge battle, one player, known as the **Challenger**, is attempting to overcome the challenge that has been set. This player's warband is known as the **Challenger warband**.

The other player, known as the **Adversary player**, is attempting to

thwart the Challenger. Rather than controlling their own warband, the Adversary player instead controls fighters that are referred to as **adversaries**.

First, decide which challenge battle you will play, which player will be the Challenger and which player will be the Adversary player.

Each challenge battle has four sections: **Set-up**, **Special Rules**, **Battleplan** and **The Spoils**.





## SET-UP

The Set-up section of a challenge battle details how the players muster their warbands. The Challenger and the Adversary player will have different rules they must follow.

In a challenge battle, dominated territories do not grant additional points to a warband and glory points cannot be spent on reinforcements.

## ADVERSARIES

The Adversary player will have a unique pool of fighters to choose from in each challenge battle. This may be a single large monster or a group of fighters using fighter cards from existing factions. In either case, the fighters controlled by the Adversary player are never drawn from their warband roster, even if the same fighter card is used.

Adversaries do not have any destiny levels, artefacts or command traits unless it is specifically stated otherwise. In the aftermath sequence, the Adversary player does not make injury rolls for these fighters, nor do they roll for destiny levels for them.

## THE PREREQUISITE AND THE STAKE

Every challenge battle has a **prerequisite** and a **stake**. The prerequisite is the required number of dominated territories that the Challenger warband must have. If the Challenger warband does not meet the prerequisite, the challenge battle cannot be played.

If the Challenger warband loses the challenge battle, they immediately lose a number of dominated territories equal to the stake. This represents the repercussions that the warband faces in the wake of their failure and the time they must spend recuperating their resources.

## SPECIAL RULES

Challenge battles may have 1 or more **special rules**. These can be rules that apply to some or all fighters – akin to twists – or rules that alter the core rules for generating a battle.

## SHATTERED DOMINION OBJECTIVES

The challenge battles in this book each use 1 of the following Shattered Dominion objectives (pictured left):

1. Hallowed Tomb
2. Ensorcelled Armoury
3. Trove of Arcane Glory
4. The Realms' Ransom
5. Realmvault Key
6. Iconoclast Axe
7. Soul Stone

The Special Rules section of each challenge battle states which Shattered Dominion objective is used and what rules it has during the battle.

## BATTLEPLAN

The Battleplan section of each challenge battle explains how to generate the battleplan.

## THE SPOILS

Each challenge battle has 1 or more **spoils**. If the Challenger warband wins the challenge battle, they receive 1 of the spoils of that challenge battle. If the number of spoils is greater than 1, the player must pick which they will receive.

Some spoils will let you add the monster adversary to your warband roster. If you choose such a spoil, use the rules on page 46 of *Warcry: Monsters and Mercenaries*.

## THE AFTERMATH SEQUENCE

After each challenge battle, resolve the aftermath sequence (Core Book, pg 66-70) with the following amendments:

- Players do not receive glory points for playing a challenge battle.
- Injury rolls and destiny rolls are not made for adversaries.
- Neither player advances on their campaign progress tracker.

Note that both players can make 1 search roll on the lesser artefacts table as normal.

## PLAYING AGAIN

Once you have emerged victorious in a challenge battle, you can record your achievement by checking the appropriate box on your warband roster.

You can play through the same challenge battle as many times as you wish, even if you have already achieved victory. Note that certain spoils, such as artefacts of power, are limited to 1 per warband roster.

### The Narrative of Challenge Battles

Challenge battles allow players to explore the Eightpoints in more ways than ever before. The challenge battles in this book each tell a tale around one of the Shattered Dominion objectives and the types of adversary a warband battling through the Eightpoints is likely to face.

Each of these battles offers its own unique challenge, and for a warband that has completed its campaign quest and is yet to embark on a new one, it provides a set of difficult trials to overcome and a checklist of achievements to complete.

Many of these challenge battles are designed to be very difficult for the Challenger, and completing all of them is something to boast about! It will require all your tactical cunning – and often an abundance of artefacts of power and destiny levels – to emerge victorious.

Good luck, and may the gods be on your side!



# THE TOMB OF SAINT ARTIMYR



Though the Eightpoints have long languished under the tyranny of Chaos, an occasional nexus of purity can still be found. The hallowed Tomb of Saint Artimyr is one such site. An ancient paladin of the Sigmarite faith, legend says it was Artimyr who banished the ancestors of the monstrous Kharibdyss beneath the waves of the realms. Whether or not this is true, it is almost certain that treasures from the Age of Myth can be found at his burial site.

While crossing the Bloodwind Spoil, you discover a corpse clutching a tattered map. Following it, you arrive at a hidden sepulchre within an ancient ruin. You are convinced that this is Artimyr's resting place. As you approach the tomb, however, a deathly chill fills the air. From the ground rise the remains of Sigmarite martyrs buried alongside Artimyr. You must fight them off and claim the treasures, or else join the deathless congregation.

## SET-UP

**Prerequisite:** 1 dominated territory

**Stake:** 1 dominated territory

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Restless Undead** runemark (☠) (pg 85).
3. The Adversary player's warband does not need to include a leader.
4. The combined points value of the fighters in each warband cannot exceed 1,000.

## SPECIAL RULES

**Hallowed Tomb:** After terrain has been set up, the Adversary player places the Hallowed Tomb (pg 68) anywhere on the battlefield.

**Opening the Tomb:** A friendly fighter within 1" of the Hallowed Tomb and more than 1" from any enemy fighters can attempt to open the Hallowed Tomb as an action.

To do so, roll a dice and add the fighter's Strength characteristic to the roll. In addition, add 1 to the roll for each other friendly fighter within 1" of the Hallowed Tomb and more than 1" from any enemy fighters. If the total is 10 or more, the Hallowed Tomb is opened.

## BATTLEPLAN

**Terrain:** Draw 3 terrain cards; the Adversary player picks 1 of them to be in play.

**Deployment:** Draw 3 deployment cards; the Challenger picks 1 of them to be in play.

**Victory:** If the Hallowed Tomb is opened, the Challenger wins the battle. Otherwise, at the end of the fourth battle round, the battle ends and the Adversary player wins the battle.

**Twist:** Dusk

## THE SPOILS

If the Challenger wins the battle, they receive the artefact of power opposite.

This artefact of power can only be included once on your warband roster. If one of your fighters already bears this artefact, you can instead make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

**The Blade of Saint Artimyr:** *This weapon glows with a heavenly light, bathing the wielder in healing energies whenever they strike true.*

Each time the bearer scores a critical hit from attack actions that have a Range characteristic of 3 or less, you can remove 1 damage point allocated to the bearer.



# WHERE TROGGOTHS TREAD



Much to their frustration, the Chaos Gods have long had difficulty corrupting Troggoths to their service; after all, it is difficult to tempt creatures that are almost too dim to know that they are alive. One way or another, however, many Troggoths have found their way to the Eightpoints. Here, they cause all sorts of carnage, from bellowing incoherently in the general direction of the Varanspire to violently smashing their way through travelling caravans.

Troggoths are attracted to shiny things, even if they rarely know what to do with them. One group in particular has made a habit of collecting weapons and trinkets from the aftermath of their rampages. Your warband has tracked the beasts to their lair, a particularly foul stretch of land that would be inhospitable to most – and should you manage to navigate this forbidding environment, there are still the Troggoths themselves to contend with.

## SET-UP

**Prerequisite:** 1 dominated territory

**Stake:** 1 dominated territory

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Wild Cave Creatures** runemark (👹) (pg 84) and the **Brute** runemark (👊).
3. The Adversary player's warband does not need to include a leader.
4. The combined points value of the fighters in each warband cannot exceed 1,000.

## SPECIAL RULES

**Ensorcelled Armoury:** After both players have set up their battle groups, the Adversary player places the Ensorcelled Armoury (pg 68) anywhere on the battlefield.

## BATTLEPLAN

**Terrain:** Draw a terrain card as normal.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Ensorcelled Armoury is treated as an objective. The player who controls this objective at the end of the fourth battle round wins the battle.

**Twist:** Roll a dice:

- |     |                     |
|-----|---------------------|
| 1-2 | Murky Swampland     |
| 3-4 | Deluge              |
| 5-6 | Foreboding Location |

## THE SPOILS

If the Challenger wins the battle, they can receive the following spoil:

**Loot the Treasure Hoard:** The Challenger can make D3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.



# AN ILL-ADVISED EXPEDITION



Tales abound of the horrors of the Eightpoints. The island-between-realms is the bloated spider lurking at the heart of creation, the haunt of daemons and monsters drawn from the darkest of nightmares. Despite this, there are still those who believe themselves able to master the dangers of the Eightpoints, and these foolhardy souls travel there in search of knowledge or adventure.

Merely reaching the Eightpoints is a challenge, and most who do are slain in short order by roving warbands or monsters. One wizard, a pampered scion of one of Azyrheim's noble houses, has at least had the sense to hire you as a bodyguard for his latest expedition. You could simply rob him and leave him for dead, but there is always a chance his research could reveal some secret that would solidify your hold on the surrounding territory. Keeping him from the clutches of your enemies, however, may prove easier said than done...

## SET-UP

**Prerequisite:** 1 dominated territory

**Stake:** 1 dominated territory

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the Challenger warband cannot exceed 750.
3. The Challenger warband includes the Travelling Wizard (see below). The Travelling Wizard does not cost any points and does not have a faction runemark (and is excluded from the rule where all fighters in your warband must share the same faction runemark).
4. The fighters in the Adversary player's warband must share the same faction runemark.
5. The combined points value of the fighters in the Adversary player's warband cannot exceed 1,250.

## BATTLEPLAN

**Terrain:** Draw a terrain card as normal.

**Deployment:** Defiant Stand

The Challenger warband uses the blue deployment points.

**Victory:** The Travelling Wizard is treated as an objective. The player who controls this objective at the end of the fourth battle round wins the battle. The Travelling Wizard is not counted when determining the number of fighters within 3" of the objective.

**Twist:** Draw a Twist card as normal.

## SPECIAL RULES

**Trove of Arcane Glory:** After both players have set up their battle groups, the Challenger places the Trove of Arcane Glory (pg 68) within 3" of the Travelling Wizard. During the battle, the Travelling Wizard cannot finish a move action more than 9" from the Trove of Arcane Glory.

**More Valuable Alive than Dead:** Fighters from the Adversary player's warband cannot use abilities or make attack actions that target the Travelling Wizard.

## THE SPOILS

If the Challenger wins the battle, they can receive the following spoil:

**Payment in Due:** The Challenger receives D6+3 glory points. After rolling the dice, the Challenger can choose to haggle over their payment. If they do so, re-roll the D6. The Challenger must accept the second roll.

## TRAVELLING WIZARD

|     |   |   |     |     |
|-----|---|---|-----|-----|
|     |   |   |     |     |
| 3-7 | 2 | 3 | 3   | 3/6 |
|     |   |   |     |     |
| 2   | 3 | 3 | 1/4 |     |





# A RITUAL TOO FAR



Those who lust for power are never truly satisfied. Always they hunger for more, and they will go to any lengths to fulfil their desires. Such is the tale of the sorcerer Hakhtor Rann. Once part of a coven of warlocks, Rann was not content to be merely one amongst many; in his quest for mastery, he betrayed his fellow sorcerers, binding their souls to a chunk of foul warpstone.

Such betrayal is part and parcel of life in the Eightpoints, but now word has reached you that Rann seeks to use the soul-energy of his former coven to open a portal directly to the Realm of Chaos. Should he succeed, and the daemons from beyond slip from his control, the results will be disastrous. You will not allow this to come to pass. Striking swiftly, you find Rann already approaching the climax of his dark ritual. You must fight your way through the sorcerer's bestial thralls and end his madness once and for all.

## SET-UP

**Prerequisite:** 2 dominated territories

**Stake:** 1 dominated territory

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Chaotic Beasts** runemark (☠).
3. The Adversary player's warband includes Hakhtor Rann as the leader (see below). Hakhtor Rann does not have a faction runemark (and is excluded from the rule where all fighters in your warband must share the same faction runemark).
4. The combined points value of the fighters in each warband cannot exceed 1,000.

## SPECIAL RULES

**Soul Stone:** The Soul Stone (pg 68) is treated as the objective in this battle (see The Ritual victory card).

## THE SPOILS

If the Challenger wins the battle, they can receive the following spoil:

**Glory and Spoils:** The Challenger receives D3+3 glory points. In addition, the Challenger can make 2 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

## BATTLEPLAN

**Terrain:** Draw a terrain card as normal.

**Deployment:** Draw a deployment card as normal.

**Victory:** The Ritual

The Challenger warband is the attacker.

**Twist:** Foreboding Location

HAKHTOR RANN

|     |   |   |     |  |  |
|-----|---|---|-----|--|--|
|     |   |   |     |  |  |
| 3-7 | 2 | 3 | 3/6 |  |  |
|     |   |   |     |  |  |
| 2   | 3 | 4 | 1/4 |  |  |

165

4425



# LORD SPLINTERBONE'S FEAST



You are cordially invited to attend the grand feast of Lord Splinterbone, self-proclaimed Baron of the Bloodwind Spoil. Tales of the 'unique' culinary experience to be provided by his most regal majesty have spread far and wide. Lord Splinterbone is a generous soul and will happily share his table with those commoners who can regale him with suitably thrilling stories of their derring-do. To reject his gracious invitation would be most impolitic.

But there is more to be found in the ancient castle than 'fresh ingredients'. Within its dusty corridors and stinking chambers are said to lie treasures from the sack of countless kingdoms. It is unclear whether these rumours are true or merely the ravings of those who attended Splinterbone's previous 'banquets' and survived, but if even a fraction of the alleged hoard exists, it presents an enticing prospect – provided you can get past the baron and his loyal retainers...

## SET-UP

**Prerequisite:** 2 dominated territories

**Stake:** 1 dominated territory

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Flesh-eater Courts** faction runemark (☠).
3. The Adversary player's warband includes Lord Splinterbone as the leader (see opposite). Lord Splinterbone does not have a faction runemark, but for this challenge battle, he is treated as having the **Flesh-eater Courts** faction runemark (☠) (and therefore can use Flesh-eater Courts abilities).
4. Each warband can include up to 20 fighters.
5. The combined points value of the fighters in each warband cannot exceed 1,500.

## BATTLEPLAN

**Terrain:** Draw a terrain card as normal.

**Deployment:** Defiant Stand

The Challenger warband uses the red deployment points.

**Victory:** The battle ends after 3 battle rounds. If any of the Challenger's fighters are carrying treasure when the battle ends, the Challenger wins the battle. Otherwise, the Adversary player wins the battle.

**Twist:** The Goremoon Rises

## SPECIAL RULES

**The Realms' Ransom:** After both players have set up their battle groups, the Adversary player places the Realms' Ransom (pg 68) within 6" of Lord Splinterbone.

**Approaching the Treasure:** Before the first battle round begins, a series of mini-rounds are played during which the Challenger's fighters attempt to approach Lord Splinterbone's treasure hoard without attracting his attention. This is called the **build-up**. When the build-up ends, the battle begins.

Each round in the build-up is played as follows:

The Challenger chooses whether any of their fighters will move up to 3". Fighters cannot climb, jump or move within 1" of an enemy fighter. After all move actions have been made, the Challenger rolls a dice for each fighter that has moved and records the total on a piece of paper.

If the total exceeds 30, or if any of the Challenger's fighters are within 1" of the treasure, the build-up ends. Otherwise, another round can be played. The total of this round is added to the total of the previous round, and so on until the conditions for the build-up to end are met.

In addition, at the start of one of the rounds, if any of the Challenger's fighters are within 9" of Lord Splinterbone, the Adversary player can ask the Challenger the following question:

*'Which flesh tastes sweetest after quenching one's thirst with the blood of a mortal priest?'*

- |     |        |
|-----|--------|
| 1-2 | Spleen |
| 3-4 | Liver  |
| 5-6 | Guts   |

Before the Challenger answers, the Adversary player places a dice under their hand showing the number of the correct answer (chosen by them). Once the Challenger answers, the Adversary player reveals the dice. If the Challenger answers correctly, their total is reset to 0. If they answer incorrectly, the build-up ends.

**Looting the Treasure:** Each time a friendly fighter finishes a move action within 1" of the Realms' Ransom, they can pick up 1 treasure token. If they do so, they are now said to be carrying treasure (Core Book, pg 37).



## THE SPOILS

If the Challenger wins the battle, they can receive the following spoil:

**Riches Galore:** For each treasure token carried by the Challenger warband at the end of the battle, the Challenger can make 1 additional search roll on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

## LORD SPLINTERBONE

|   |   |    |     |  |  |  |     |
|---|---|----|-----|--|--|--|-----|
|   |   |    |     |  |  |  | 185 |
| 1 | 5 | 4  | 2/5 |  |  |  |     |
| 5 | 4 | 28 |     |  |  |  |     |





# TO FACE THE CHARNEL FIEND



Upon returning to a subjugated territory to resupply, you are met with a grisly discovery. Scattered around the base of an ancient monolith are the severed heads of many of your allies and slaves. Amidst the bloody refuse, you find a message. Karsax the Charnel Fiend, the Butcher of Bataar, has heard tales of your exploits. He seeks to prove his dominance over you and waits atop one of the jagged mountains known as the Fangs.

As you arrive, you realise that all is not as it seems. Karsax and his warriors cluster around an ancient rune-axe embedded in a piece of fallen statuary. Karsax explains that the axe cannot be removed without offering a worthy sacrifice – and he believes you to be that sacrifice. Yet the axe radiates a fell aura of its own, and your presence seems to have piqued its malign interest. Claim the treasure by ending Karsax's bloodthirsty ambitions. Permanently.

## SET-UP

**Prerequisite:** 4 dominated territories

**Stake:** 2 dominated territories

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Blades of Khorne: Bloodbound** faction runemark (☠).
3. The Adversary player's warband includes Karsax the Charnel Fiend as the leader (see below). Karsax the Charnel Fiend does not have a faction runemark, but for this challenge battle, he is treated as having the **Blades of Khorne: Bloodbound** faction runemark (☠) (and therefore can use Blades of Khorne: Bloodbound abilities).
4. Each warband can include up to 20 fighters.
5. The combined points value of the fighters in each warband cannot exceed 1,500.

## BATTLEPLAN

**Terrain:** Draw a terrain card as normal.

**Deployment:** Show of Strength

**Victory:** Cut Off the Head

**Twist:** Favourable Position

The Adversary player is considered to have won the roll-off.

## SPECIAL RULES

**Iconoclast Axe:** After both players have set up their battle groups, the Adversary player places the Iconoclast Axe (pg 68) within 6" of Karsax the Charnel Fiend. During the battle, Karsax the Charnel Fiend cannot finish a move action more than 9" from the Iconoclast Axe.

**Ritual Combat:** Only fighters with the **Leader** runemark (☠) can use abilities or make attack actions that target an enemy fighter with the **Leader** runemark (☠).

**Blood Tithe:** Each time a fighter is taken down, the attacking player rolls a dice. On a 4+, they receive 1 additional wild dice at the start of the next battle round.

## THE SPOILS

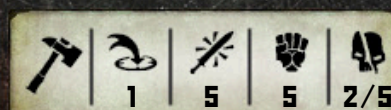
If the Challenger wins the battle, they receive the artefact of power opposite.

This artefact of power can be included only once on your warband roster. If one of your fighters already bears this artefact, you can instead make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

**Iconoclast Axe:** *This ruinous blade delights in spilling the blood of enemy champions.*

Once per battle, during their activation, the bearer can make a bonus attack action that has a Range characteristic of 3 or less and that targets an enemy fighter with the **Leader** runemark (☠).

## KARSAX THE CHARNEL FIEND





# UNVEILING THE ARCANES



The Eightpoints are rife with secrets. Beneath the ground lie many hidden crypts, tombs and temples containing relics of a lost age. Greatest of these are the Stormvaults, repositories built by Sigmar's servants and shrouded by the mysterious Penumbral Engines, though there are many other grand arcane troves to be found by those who know where to look.

With knowledge bartered from the back alleys of Carngrad, you have learnt of one such vault to the east of the Blood Lake Basin. Travelling there, you eventually find the vault's opening – and more besides. The foundations of an Arcanite flux-cairn prove you are not the first to come seeking its treasures. All the signs point to the presence of a powerful Ogroid Thaumaturge. Sure enough, your scouts soon spot the beast and its minions returning; you must act fast to crack the vault's mysterious lock before you are overwhelmed.

## SET-UP

**Prerequisite:** 4 dominated territories

**Stake:** 2 dominated territories

### THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Disciples of Tzeentch: Arcanites** faction runemark (6).
3. The Adversary player's warband includes the Ogroid Thaumaturge as the leader (see below). The Ogroid Thaumaturge does not have a faction runemark, but for this challenge battle, he is treated as having the **Disciples of Tzeentch: Arcanites** faction runemark (6) (and therefore can use Disciples of Tzeentch: Arcanites abilities).
4. Each warband can include up to 20 fighters.
5. The combined points value of the fighters in each warband cannot exceed 1,500.

## BATTLEPLAN

**Terrain:** Draw a terrain card as normal. Redraw the terrain card if it has a scenery feature in the centre of the battlefield, unless the scenery feature is a Stormvault.

**Deployment:** Defiant Stand

The Challenger uses the blue deployment points.

**Victory:** At the end of the fourth battle round, if the vault has been opened and there are more fighters from the Challenger warband within 3" of the Realmvault Key than adversaries, the Challenger wins the battle.

**Twist:** Dawn

## SPECIAL RULES

**Realmvault Key:** After terrain has been set up, the Adversary player places the Realmvault Key (pg 68) in the centre of the battlefield.

**Opening the Vault:** Before the battle begins, the Adversary player secretly chooses 3 numbers by showing them on 3 dice and placing the dice under a cup. The 3 numbers must all be different.

During the battle, fighters from the Challenger warband within 1" of the Realmvault Key and more than 1" from any enemy fighters can attempt to open the vault as an action. To do so, the Challenger chooses 3 numbers by showing them on 3 dice. The Adversary player then reveals how many of the dice match the dice under the cup. If all 3 dice match, the vault is opened. Otherwise, the vault remains closed.

## THE SPOILS

If the Challenger wins the battle, they receive the artefact of power opposite.

This artefact of power can be included only once on your warband roster. If one of your fighters already bears this artefact, you can instead make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

### Blade of Carnage

**Unending:** *As the wielder of this relic blade deals particularly mighty blows, they find their strength renewed so the slaughter may continue.*

Each time the bearer scores a critical hit from attack actions that have a Range characteristic of 3 or less, you can remove 1 damage point allocated to the bearer.

## OGROID THAUMATURGE

|     |   |   |     |  |  |  |  |     |
|-----|---|---|-----|--|--|--|--|-----|
|     |   |   |     |  |  |  |  | 220 |
| 3-7 | 2 | 3 | 3/6 |  |  |  |  |     |
|     |   |   |     |  |  |  |  |     |
| 2   | 3 | 4 | 2/4 |  |  |  |  |     |

4 4 35





# TRIAL OF CHAMPIONS

For many, life in the Bloodwind Spoil is often cruel, violent and short. It is no easy feat to ascend to glory in these lands, but a scant few – the mightiest of all warlords – forge legends for themselves that echo throughout the ages.

Battles across the Eightpoints are brutal and deadly affairs, and with the following rules in play, they're about to become a whole lot deadlier. This section introduces **champion mode** for your Warcry campaigns.

To play in champion mode will require all your cunning and guile, as you'll have limited resources when creating your warband and recruiting new fighters. In addition, your fallen warriors might sustain lasting injuries, from a cracked rib that takes a few battles to fully heal to permanent blindness in one eye. However, these new risks are not without their rewards. In champion mode, you'll be able to scour each of your dominated territories in the search for glory and treasure, plus you'll have access to a more detailed lesser artefacts table. All in all, champion mode adds a new layer of grit and realism to your Warcry campaigns, allowing you to become fully immersed in the setting.

The following rules are used in champion mode:

## EMBARKING ON A CAMPAIGN IN CHAMPION MODE

If you have created a new warband and you are embarking upon that warband's first campaign quest, you can choose for that campaign quest to be in champion mode. If you do so, when first adding fighters to your warband roster, the combined points value of the fighters cannot exceed 1,000.

If your warband has already completed a campaign quest and you have decided to begin another, you can choose for the new campaign quest to be in champion mode. If you do so, and the previous campaign quest was not in champion mode, you must remove fighters from your warband roster until the combined points value of the fighters does not exceed 1,000. If the previous campaign quest was completed in champion mode, your warband can embark on a new campaign quest in champion mode without making any changes to the fighters on the warband roster.

## ADDING FIGHTERS IN CHAMPION MODE

During the aftermath sequence of each campaign battle, if you wish to add fighters to your warband, you must consult the table below and spend the appropriate number of glory points to do so.

| ADDING FIGHTERS         |                       |
|-------------------------|-----------------------|
| POINTS VALUE OF FIGHTER | GLORY POINTS TO SPEND |
| 1-100                   | 1 glory point         |
| 101-200                 | 2 glory points        |
| 201-300                 | 3 glory points        |
| 301+                    | 4 glory points        |

This applies when hiring allies (*Warcry: Monsters and Mercenaries*, pg 52), but does not apply when adding a monster (*Warcry: Monsters and Mercenaries*, pg 44-46) or when adding thralls (*Core Book*, pg 49) to your warband.





EXPLORING TERRITORY

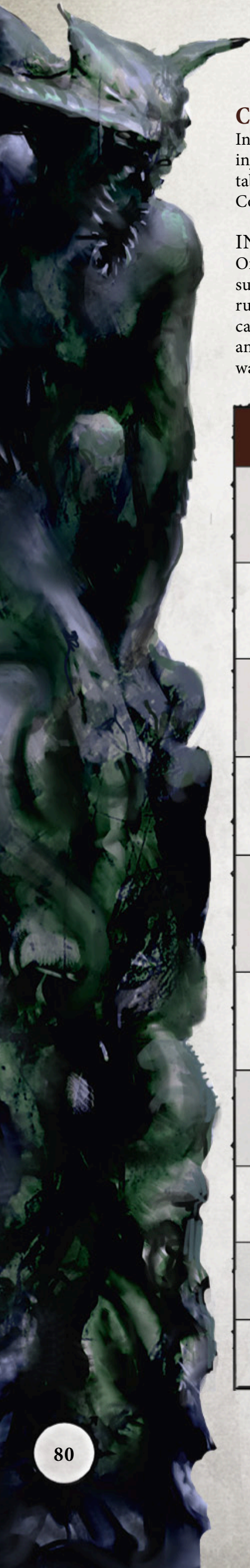
In champion mode, you are able to explore your areas of dominated territory to discover what secrets and treasures they hold.

During the aftermath sequence, each time you spend 10 glory points to dominate an area of territory, you can roll on the exploration table below to see what your warriors find.

| D66   | TERRITORY EXPLORATION                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11-36 | <p>NOTHING OF NOTE</p> <p><i>Your warriors travel far and wide across this territory but return empty-handed.</i></p>                                                                                                                          | <p>This area of dominated territory has no special rule.</p>                                                                                                                                                                                                                                                                   |
| 41-43 | <p>OLD RUINS</p> <p><i>A scattering of ancient ruins lie in the sun-blasted sands south of your camp. Sending your warriors scavenging amidst them does not yield much.</i></p>                                                                | <p>During the aftermath sequence of a campaign battle, when earning glory points, roll a dice for each area of dominated territory you have with this rule. For each 4+, you earn 1 additional glory point.</p>                                                                                                                |
| 44-46 | <p>CRUMBLING CATACOMBS</p> <p><i>Whether the necropolis of a long-dead king or an entire underground city, these long-lost catacombs may yet yield a few secrets to those who claim them.</i></p>                                              | <p>During the aftermath sequence of a campaign battle, before searching for lesser artefacts, roll a dice for each area of dominated territory you have with this rule. For each 4+, you can re-roll 1 dice when making a D66 search roll on the lesser artefacts table. The same dice cannot be re-rolled more than once.</p> |
| 51-53 | <p>RUINED TEMPLE</p> <p><i>Atop a plateau resides an ancient temple. Before the Age of Chaos, it was a centre of power and wealth; bringing it under your dominion sends a stark message to those who would deny your ascent to glory.</i></p> | <p>During the aftermath sequence of a campaign battle, when earning glory points, you earn D3 additional glory points for each area of dominated territory you have with this rule. Roll separately for each.</p>                                                                                                              |
| 54-56 | <p>DESECRATED TOMB</p> <p><i>Although long stripped of its most valuable treasures, a few sealed mausoleums still reside amidst this ancient burial ground.</i></p>                                                                            | <p>During the aftermath sequence of a campaign battle, before searching for lesser artefacts, roll a dice for each area of dominated territory you have with this rule. For each 4+, you can make 1 additional roll on the lesser artefact table.</p>                                                                          |
| 61-63 | <p>CHAOTIC NEXUS</p> <p><i>Dark and malign powers coalesce at the heart of this territory, bringing the favour of the Dark Gods to those who claim dominance over this land.</i></p>                                                           | <p>You begin the battle with 1 additional wild dice for each area of dominated territory you have with this rule.</p>                                                                                                                                                                                                          |
| 64-66 | <p>HIDDEN STORMVAULT</p> <p><i>Obscured behind ancient magics since the Age of Myth, the tremors of the necroquake have revealed this ancient Sigmarite vault once more. The treasures inside are yours for the taking.</i></p>                | <p>You immediately receive 1 artefact of power.</p>                                                                                                                                                                                                                                                                            |







### CRITICAL INJURIES

In champion mode, when making injury rolls for your fighters, use the table below instead of the table in the Core Book.

### INJURIES

On a roll of 14-23, your fighter sustains an **injury**. An injury is a rule that affects your fighter in future campaign battles. If a fighter sustains an injury, note it down on your warband roster (you can find a new

warband roster for champion mode at [ageofsigmar.com/warcry](http://ageofsigmar.com/warcry)).

Injuries can be either **[permanent]** or **[temporary]**. If an injury is **[permanent]**, the fighter will have it forever (unless a lesser artefact is used to remove it). If an injury is **[temporary]**, at the start of the aftermath sequence of each subsequent campaign battle, roll a dice. On a 1-3, the injury persists. On a 4+, the injury is removed.

A fighter can only have one of each injury at any one time. If a fighter already has a certain injury, treat subsequent rolls of the same injury as 'Lost Favour' instead.

Fighters with the **Leader** runemark (★) can only sustain **[temporary]** injuries. If your leader sustains an injury, do not roll a dice to see if the injury is **[permanent]** or **[temporary]**.

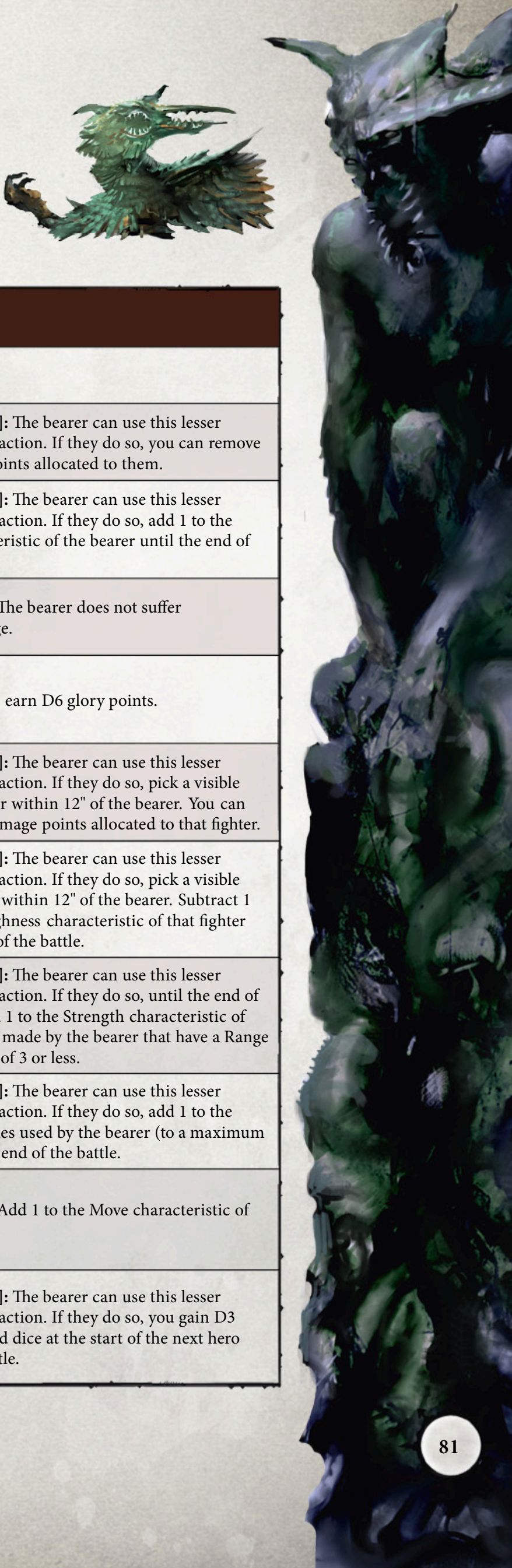
| D66   | CRITICAL INJURIES                                                                                                                    |                                                                                                                                                                                                                                                                                         |
|-------|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11-13 | SLAIN<br><i>This warrior's saga has come to a sudden end.</i>                                                                        | Remove this fighter from your warband roster. If they have any lesser artefacts or artefacts of power, these are lost. If this fighter has the <b>Leader</b> runemark (★), treat this result as 'Lost Favour' instead.                                                                  |
| 14    | GUT WOUND<br><i>This warrior has sustained a brutal injury that could yet spell the end of them.</i>                                 | Roll a dice. On a 1, this injury is <b>[permanent]</b> . On a 2+, this injury is <b>[temporary]</b> . Halve the Wounds characteristic of this fighter (rounding up) while they have this injury.                                                                                        |
| 15    | CRACKED RIB<br><i>Breathing is difficult for this warrior and even the lightest blow sends pain shooting through them.</i>           | Roll a dice. On a 1, this injury is <b>[permanent]</b> . On a 2+, this injury is <b>[temporary]</b> . Subtract 1 from the Toughness characteristic of this fighter (to a minimum of 1) while they have this injury.                                                                     |
| 16    | BLINDED IN ONE EYE<br><i>While not as outwardly crippling as some, this wound can make all the difference in the heat of battle.</i> | Roll a dice. On a 1, this injury is <b>[permanent]</b> . On a 2+, this injury is <b>[temporary]</b> . Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by this fighter while they have this injury.                                                |
| 21    | FRACTURED ARM<br><i>It is difficult to wield a blade with any great precision when your arm is cracked in three places.</i>          | Roll a dice. On a 1, this injury is <b>[permanent]</b> . On a 2+, this injury is <b>[temporary]</b> . Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions that have a Range characteristic of 3 or less made by this fighter while they have this injury. |
| 22    | BROKEN LEG<br><i>Warriors with a damaged leg must move slowly but surely, rendering them easy prey for swifter foes.</i>             | Roll a dice. On a 1, this injury is <b>[permanent]</b> . On a 2+, this injury is <b>[temporary]</b> . Subtract 1 from the Move characteristic of this fighter (to a minimum of 1) while they have this injury.                                                                          |
| 23    | CONCUSSION<br><i>This warrior walks through the battlefield as if in a daze, their skill at arms significantly impaired.</i>         | Roll a dice. On a 1, this injury is <b>[permanent]</b> . On a 2+, this injury is <b>[temporary]</b> . Subtract 1 from the value of abilities used by this fighter (to a minimum of 1) while they have this injury.                                                                      |
| 24-36 | LOST FAVOUR<br><i>The gods have watched this warrior's failure with disdain.</i>                                                     | This fighter loses 1 destiny level. If they do not have any destiny levels, they suffer no effects.                                                                                                                                                                                     |
| 41-65 | FULL RECOVERY<br><i>Though they have been battered and bloodied, this warrior is soon ready to fight once more.</i>                  | This fighter suffers no effects.                                                                                                                                                                                                                                                        |
| 66    | SURVIVE AGAINST THE ODDS<br><i>More than luck is behind this warrior's survival.</i>                                                 | Treat this result as 'Full Recovery'. In addition, this fighter immediately gains 1 destiny level.                                                                                                                                                                                      |



THE REWARDS OF CHAMPIONS

In champion mode, when searching for lesser artefacts, use the lesser artefacts table below instead of the table in the Core Book.

In addition to [Consumable] and [Perishable] artefacts, this table includes [Instant] artefacts. These artefacts are not given to a fighter to bear in battle. Instead, each will have an effect that is resolved immediately.



| D66   | LESSER ARTEFACT                                                                                                                                                              |                                                                                                                                                                                                                                          |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11-16 | NOTHING BUT DUST<br>You do not find a lesser artefact.                                                                                                                       |                                                                                                                                                                                                                                          |
| 21    | HEALING POTION<br><i>This glass bottle is filled with a sparkling crimson liquid that heals and refreshes.</i>                                                               | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, you can remove D6 damage points allocated to them.                                                                                                    |
| 22    | SWIFTWIND DUST<br><i>This silvery powder sparkles like sunlight reflecting on water. When scattered into the air, it summons a magical zephyr that hastens those nearby.</i> | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, add 1 to the Move characteristic of the bearer until the end of the battle.                                                                           |
| 23    | SILKSTRIDER WEBBING<br><i>These lengths of sticky filament are capable of bearing immense weight.</i>                                                                        | [Perishable]: The bearer does not suffer impact damage.                                                                                                                                                                                  |
| 24    | UR-GOLD INGOT<br><i>This shining golden ingot is suffused with ancient – some would say near-divine – power.</i>                                                             | [Instant]: You earn D6 glory points.                                                                                                                                                                                                     |
| 25    | VIAL OF HEARTWOOD SAP<br><i>By drinking the contents of this vial, the bearer gains the power to heal themselves or one of their allies.</i>                                 | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, pick a visible friendly fighter within 12" of the bearer. You can remove D6 damage points allocated to that fighter.                                  |
| 26    | SCROLL OF ABASOTH'S WITHERING<br><i>When the words of this crumbling scroll are read aloud, the bearer's foes find themselves wracked with a crippling malaise.</i>          | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, pick a visible enemy fighter within 12" of the bearer. Subtract 1 from the Toughness characteristic of that fighter until the end of the battle.      |
| 31    | SKIN OF FLAME-ALE<br><i>Brewed in Aqshy, this potent and fiery concoction fills one with mighty strength, if only for a few brief moments.</i>                               | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, until the end of the battle, add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less. |
| 32    | JAR OF CHAMONIC GLOWFLIES<br><i>Native to Chamon, these lambent insects are regarded as symbols of good fortune.</i>                                                         | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, add 1 to the value of abilities used by the bearer (to a maximum of 6) until the end of the battle.                                                   |
| 33    | CARVOLAX-SCALE ANKLET<br><i>This iridescent trinket is shaped from enchanted carvolax scales and grants the bearer a fraction of these avian hunters' lightning speed.</i>   | [Perishable]: Add 1 to the Move characteristic of the bearer.                                                                                                                                                                            |
| 34    | CHARM OF NINEFOLD FAVOUR<br><i>Though its influence does not last long, this charm's power can swing the course of any battle.</i>                                           | [Consumable]: The bearer can use this lesser artefact as an action. If they do so, you gain D3 additional wild dice at the start of the next hero phase this battle.                                                                     |





| D66 | LESSER ARTEFACT                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                              |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 35  | <b>HYSHIAN SWIFTFOOT SCROLL</b><br><i>Calling upon the bound power of light magic, the bearer grants one ally the ability to move with increased swiftness.</i>                                                         | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, pick a visible friendly fighter within 12" of the bearer. Add 1 to the Move characteristic of that fighter until the end of the battle.                                                                            |
| 36  | <b>ULGUAN HEX-EIDOLON</b><br><i>When the appropriate curses are whispered to this simple doll, a nearby foe is soon laid low.</i>                                                                                       | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, pick a visible enemy fighter within 12" of the bearer and roll 6 dice. For each 2+, allocate 1 damage point to that fighter.                                                                                       |
| 41  | <b>CHRONOMANTIC DIAL</b><br><i>This strange mechanical device thrums with arcane power. When activated, it quickens the passage of time for the bearer, but its chronomantic magic is soon exhausted.</i>               | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, until the end of the battle, add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                               |
| 42  | <b>IRONOAK SEED</b><br><i>This is an enchanted seed of a mighty ironoak tree. When split open, it releases a sap that swiftly hardens into an all but impenetrable shell.</i>                                           | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, add 1 to the Toughness characteristic of the bearer until the end of the battle.                                                                                                                                   |
| 43  | <b>GREATER HEALING POTION</b><br><i>This crystal decanter is filled with a life-giving liquid. When imbibed, it stitches flesh back together and mends shattered bone.</i>                                              | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, remove 2D6 damage points allocated to them.                                                                                                                                                                        |
| 44  | <b>WANDERING SAWBONES</b><br><i>This cackling surgeon offers to tend to one of your warriors – though his skill remains to be proven.</i>                                                                               | <b>[Instant]:</b> Pick 1 fighter from your warband roster. Roll a dice for each <b>[permanent]</b> and <b>[temporary]</b> injury that fighter has. On a 4+, the injury being rolled for is removed.                                                                                                          |
| 45  | <b>POTION OF ONSLAUGHT</b><br><i>One who ingests this potion finds themselves filled with a manic energy that can only be expended by slaughtering their enemies.</i>                                                   | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action only if they have not used an ability this activation. If they do so, the bearer can use the <b>'Onslaught'</b> ability without needing or using any ability dice.                                                                 |
| 46  | <b>ANCIENT MAP FRAGMENT</b><br><i>Though thoroughly worn by the ravages of time, this map fragment may still lead to treasures and glories beyond imagining.</i>                                                        | <b>[Instant]:</b> Pick 1 of your areas of dominated territory with the 'Nothing of Note' rule. Roll for a new rule for that territory on the territory exploration table. Treat a roll of 11-36 as 'Old Ruins'. If you have no territories with the 'Nothing of Note' rule, you instead earn 5 glory points. |
| 51  | <b>GODBEAST IDOL</b><br><i>This crudely carved figurine of a long-dead godbeast still pulses with an ancient power.</i>                                                                                                 | <b>[Perishable]:</b> Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                                                                                                                                                                                 |
| 52  | <b>VIAL OF JABBERSLYTHE BLOOD</b><br><i>This green-brown mucal substance reeks like stagnant swamp-water and rotten meat. A mere drop is enough to curdle the flesh and blacken the blood of an unfortunate victim.</i> | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, until the end of the battle, add 1 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less.                                           |
| 53  | <b>UR-GOLD SIGIL</b><br><i>This heavy pendant bears a single rune fashioned from glowing ur-gold, and grants the bearer formidable reserves of stamina and endurance.</i>                                               | <b>[Perishable]:</b> Add 1 to the Toughness characteristic of the bearer.                                                                                                                                                                                                                                    |



|    |                                                                                                                                                                                               |                                                                                                                                                                                                                                                   |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 54 | <b>BLIGHT SERPENT VENOM</b><br><i>This acidic fluid is taken from the corpse of a blight serpent. It eats through flesh and armour with terrifying ease.</i>                                  | <b>[Perishable]:</b> Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                     |
| 55 | <b>BAUBLE OF SHADOWS</b><br><i>Swirling shadows spin within this glass orb. When shattered, a glamour of smoke engulfs the bearer.</i>                                                        | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, the bearer can fly when making move actions until the end of their activation.                                                                          |
| 56 | <b>FLASK OF AQUA GHYRANIS</b><br><i>Found only in the springs of Ghyran, the magical properties of this water heal grievous wounds in an instant.</i>                                         | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, you can remove 3D6 damage points allocated to them.                                                                                                     |
| 61 | <b>PENDANT OF BLOODGLASS</b><br><i>Warm to the touch, the red-veined glass of this pendant emanates power.</i>                                                                                | <b>[Perishable]:</b> Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                                      |
| 62 | <b>RAVEN-FEATHER NECKLACE</b><br><i>Raven feathers and bones criss-cross a strip of leather. What strange power could this crude item hold?</i>                                               | <b>[Perishable]:</b> Add 1 to the damage points allocated by critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less.                                                                                  |
| 63 | <b>RUNE-ETCHED VAMBRACES</b><br><i>The provenance of the strange language that covers these frayed leather bindings is unknown, but they can absorb a fearsome amount of physical damage.</i> | <b>[Perishable]:</b> Subtract 1 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target the bearer.                                                                                      |
| 64 | <b>AETHERQUARTZ PRISM</b><br><i>The Hyshian magic within this prism grants the bearer a potent sliver of true enlightenment.</i>                                                              | <b>[Instant]:</b> You earn 10 glory points.                                                                                                                                                                                                       |
| 65 | <b>LIFESTONE</b><br><i>The rejuvenating magic that emanates from this stone can heal even the most crippling of wounds.</i>                                                                   | <b>[Instant]:</b> Pick 1 fighter from your warband roster. Remove all <b>[permanent]</b> and <b>[temporary]</b> injuries from that fighter.                                                                                                       |
| 66 | <b>ASTRAL COMPASS</b><br><i>Potent artefacts of Azyr, these sorcerous dials are often attuned to the ancient Stormvaults that dot the Eightpoints.</i>                                        | <b>[Instant]:</b> Pick 1 of your areas of dominated territory with the 'Nothing of Note' rule. That territory now has the 'Hidden Stormvault' rule. If you have no territories with the 'Nothing of Note' rule, you instead earn 10 glory points. |



Trueblood



Pureblood



Serpent Caller



# ROAMING BEASTS

The wilds of the Bloodwind Spoil are as varied as they are treacherous. Unsuspecting warbands can find themselves all of a sudden amidst the rising hordes of shambling undead, preyed upon by wild Troggoths looking for their next meal or pursued by bitter and twisted forest creatures.

The rules in this section will add even more wild fauna to your Warcry battles by expanding the Chaotic Beasts rules in the Core Book (pg 48). These rules are best suited for campaign battles, but they can be used in open and matched play games too.

When a twist card with the **Wild Creatures** runemark (👁️) is in play (excluding the Sinister Bargain twist card), if both players agree, they can instead use the rules in this section to dictate which wild creatures will appear on the battlefield. If they do so, the players roll off and the winner picks 1 of the following roaming beast categories:

## Wild Cave Creatures (👁️)

### Restless Undead (👁️)

Once the roaming beast category has been picked, fighters with the corresponding faction runemark must be set up instead of any chaotic beasts. The fighters that have been set up can have differing runemarks as long as they all have the same faction runemark. Otherwise, the rules on the card are followed as normal.

These fighters are subject to the Territorial Predators and Bestial Intellects rules in the same way as a

chaotic beast. However, these fighters cannot use any chaotic beasts abilities; instead, they have their own abilities that they can use as well as the universal abilities.



## WILD CAVE CREATURES

Even the tortured lands of the Eightpoints have not been able to escape the predations of the strange fungal cave-beasts that menace the realms. In the darkest and dankest places lurk feral squigs and brutish troggoths; these creatures are inherently territorial, and their simple-minded but vicious fury soon overwhelms those unwary warbands who stray too close to their clammy lairs.

### WILD CAVE CREATURES ABILITIES

|  |                                                                                                                                                                                                                   |
|--|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>[Double] Noxious Vomit:</b> Roll a number of dice equal to the value of this ability. For each 4+, pick 1 visible enemy fighter within 6" of this fighter. Allocate D3 damage points to that fighter.          |
|  | <b>[Double] Troggoth Regrowth:</b> Remove a number of damage points from this fighter equal to the value of this ability.                                                                                         |
|  | <b>[Triple] Squig Rampage:</b> A fighter can use this ability only if they have 10 or more damage points allocated to them. This fighter can make a bonus move action. Then, they can make a bonus attack action. |

### WILD CAVE SQUIG

Wild Cave Squig card details: Runemark (👁️), Faction Runemark (👁️), Health (135), Abilities (1, 4, 5, 2/4), and a small illustration of a red, brutish creature with a wide, toothy mouth.

### WILD FELLWATER TROGGOTH

Wild Fellwater Troggoth card details: Runemark (👁️), Faction Runemark (👁️), Health (195), Abilities (1, 3, 5, 3/6), and a small illustration of a green, feral creature with a wide, toothy mouth.

### WILD ROCKGUT TROGGOTH

Wild Rockgut Troggoth card details: Runemark (👁️), Faction Runemark (👁️), Health (190), Abilities (1, 3, 5, 2/4), and a small illustration of a blue, brutish creature with a wide, toothy mouth.





## RESTLESS UNDEAD

The dead do not rest easy in the lands of the Varanspire. There has been so much slaughter in the Eightpoints over the centuries that Shyish's deathly energies can be found in abundance, even far from the arcway leading to that sinister realm. Where this potent amethyst magic pools, the spirits and bones of the long-forgotten fallen rise from their shallow graves, filled with cold fury towards those who dared disturb their dreamless rest.

### RESTLESS UNDEAD ABILITIES



[Double] **Prey on the Living:** A fighter can use this ability only if there is a visible friendly fighter within 3" of them. Add 1 to the Attacks characteristic of attack actions made by this fighter until the end of their activation.



[Triple] **Summon Minions:** Set up D3 fighters with the Restless Undead runemark (☠) within 3" of this fighter.

### RESTLESS TOMB BANSHEE

|     |   |   |     |  |  |  |
|-----|---|---|-----|--|--|--|
|     |   |   |     |  |  |  |
| 3-7 | 2 | 3 | 3/6 |  |  |  |
|     |   |   |     |  |  |  |
| 1   | 3 | 3 | 1/4 |  |  |  |

6 5 25

### RESTLESS GRAVE GUARD

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 3 | 4 | 2/4 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

3 4 10

### RESTLESS SKELETON

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 3 | 3 | 1/3 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

3 4 8

### RESTLESS CHAINRASP

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 3 | 3 | 1/2 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

5 4 8

### RESTLESS SPIRIT HOST

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 6 | 3 | 1/4 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

5 5 30

### RESTLESS WIGHT KING

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 4 | 4 | 2/5 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

3 5 25

### RESTLESS CAIRN WRAITH

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 2 | 4 | 4 | 2/5 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

6 5 25



# BACKGROUND TABLES

One of the most enjoyable aspects of Warcry is creating and personalising your own warband. Each Citadel Miniature you play with is a character in their own right, and their story will evolve over the games you play. Not all will survive, but as your warband fights and grows, their deeds will become the stuff of dark legend.

Every member of a warband is an individual with their own backstories and motivations. To the great powers of the realms, they may seem little more than pawns; however, in the brutal skirmishes that rage across the Bloodwind Spoil, even the seemingly meekest of warriors can change the course of fate.

Leading every warband is a powerful champion; this is your proxy on the battlefield, and they are invariably one of the mightiest fighters you can control. Their character, however, is up to you. Perhaps they will be an ambitious warlord from a kingdom conquered by Chaos, or a wise and prescient seeker of lore. They may

hold a deep-seated grudge against a particular foe, or delight in inflicting death and pain on any who cross their path. The same is true for every warrior under your command, and as you continue to play games, you may well find yourself growing rather attached to some of them!

These tales are the heart and soul of any narrative experience. It's a real thrill to watch your warriors grow stronger over the course of a campaign. Some may fall, but even these losses and defeats can help build the ongoing story of your warband. As you play more, you'll learn how to beat the odds, using each of your fighters to their

maximum potential until your victories become known throughout the lands of the Varanspire.

Over the following pages, we have included background and naming tables for 15 of the most famous forces battling across the Bloodwind Spoil. You can use these tables to create a strong identity for your warband and forge a legend that will strike fear into your opponents' hearts. Bear in mind, however, that these tables are here purely to provide inspiration. You are free – and, indeed, encouraged – to come up with your own names and stories for your fighters and make your warband truly your own.

Arkalax watched as the crow men emerged from the shadows of shattered buildings. They referred to themselves, the Ossiarch knew, as the 'Corvus Cabal'. Had Arkalax still possessed muscles, he would have scowled. The posturing of the living never failed to induce a cold despair within him.

'Thou hast thy tithe,' the Ossiarch Hekatos said. It was not a question. From behind their avian masks, the cabalites watched. The leader – a feather-draped figure with a one-eyed corvid perched upon their shoulder – tilted their head with a shrill cackle.

'We have considered your offer, deadling,' the Corvus leader said. The war leader's croaking voice was shot through with an unsubtle, avaricious sneer. As they spoke, the mortal drew a wicked war-pick, their minions producing curved blades or sharpened spears of their own. 'And we decided the Great Gatherer would far prefer us to strip those pretty trinkets from your bones.'

Arkalax resisted the urge to let out a rattling grave-sigh. There was simply no dealing

with some of the living. Certainly, further dialogue appeared pointless; without a word, the Hekatos drew his nadirite blade, raised his shield and set himself into a firm battle stance. Behind him, his fellow Morteaks mirrored their leader, a wall of shields and glowing blades presented to the foe.

In response, the Cabal let out shrieking war cries, slipping into the shadows or deftly ascending to higher ground. They would seek to outflank and catch the Ossiarchs off-guard, Arkalax knew. It mattered not.

One way or another, the tithe would be met.





# WARRIOR CHAMBER

The massed ranks of the Warrior Chamber form the heart of Sigmar’s storm-blessed armies. It is these Stormcasts who have led the reconquest of the realms, and their martial prowess is truly legendary.

Warrior Chambers are made up of many different retinues that specialise in varying aspects of war. In battle, however, it is common to find all these Stormcasts fighting as one. Disciplined Liberators and Judicators of the Redeemer Conclaves form the heart of the battle line, while swift Prosecutors from the Angelos Conclaves hunt down those enemies who attempt to flee. Mightiest are the veteran champions of the Paladin Conclaves, whose powerful weaponry and breathtaking skill sees them and their brethren survive even in the cursed lands of the Eightpoints.

| WARRIOR CHAMBER<br>FIRST NAMES |            |
|--------------------------------|------------|
| D10                            | FIRST NAME |
| 1                              | Titus      |
| 2                              | Severian   |
| 3                              | Zephyrean  |
| 4                              | Autos      |
| 5                              | Galahan    |
| 6                              | Domarus    |
| 7                              | Coramin    |
| 8                              | Andronius  |
| 9                              | Enya       |
| 10                             | Baramas    |

| WARRIOR CHAMBER<br>DEED NAMES |                  |
|-------------------------------|------------------|
| D10                           | LAST NAME        |
| 1                             | Stormsword       |
| 2                             | Chainbreaker     |
| 3                             | Goldenblade      |
| 4                             | Argentius        |
| 5                             | Cometstrike      |
| 6                             | Heavensson       |
| 7                             | Sunhelm          |
| 8                             | Brightshield     |
| 9                             | the Lion of Azyr |
| 10                            | the Redeemed     |

| ORIGIN |                                                                                                                                                            |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Hand-picked Champions</b> – Each member of your warband was specifically chosen for this mission.                                                       |
| 2      | <b>Last Survivors</b> – Your warband is the sole surviving remnant of a much larger force.                                                                 |
| 3      | <b>Merciless Justice-seekers</b> – Your warband is ruthless in its pursuit of justice and order.                                                           |
| 4      | <b>Disciplined Retinue</b> – Your warriors have fought side by side for many decades, and together they are far greater than the sum of their parts.       |
| 5      | <b>Lost Home</b> – Your warriors once lived in the Allpoints and seek to avenge their long-lost home.                                                      |
| 6      | <b>The Redeemed</b> – In a previous life, your warriors were worshippers of the Dark Gods, and they now seek to redeem themselves through glorious battle. |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                                  |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>True Hero</b> – Tales are told and songs are sung throughout Azyrheim of this warrior’s exploits.             |
| 2                                     | <b>Strange Affliction</b> – Many reforgings have left this warrior with an unsettling physical condition.        |
| 3                                     | <b>Ferocious Combatant</b> – This warrior battles the enemies of Azyr with a savage ferocity.                    |
| 4                                     | <b>Armsmaster</b> – This warrior has earned great renown battling in the Gladitorium.                            |
| 5                                     | <b>Stolen Memories</b> – Through years of death and battle, this warrior has begun to forget their past life.    |
| 6                                     | <b>Scores to Settle</b> – An event in this warrior’s past has left them with a deep hatred for a particular foe. |





# SLAVES TO DARKNESS

Hellish champions of the Chaos Gods, the Slaves to Darkness fight in pursuit of immortality. As they slay their foes and honour the Ruinous Powers, these warriors receive infernal blessings, further fuelling their lust for conquest.

The tribes of the Slaves to Darkness represent the greater part of humanity found in the Mortal Realms. Their champions seek to walk the Path to Glory, the metaphysical road upon which a warrior's deeds are rewarded with Chaotic boons. Most coveted of these rewards is an eternity of war as a mighty Daemon Prince. The greatest overlords rule Hordes of thousands of warriors, but countless smaller warbands exist and seek glory of their own. Across the Bloodwind Spoil, they battle for dominance, honouring the gods with each slaughtered enemy.

| SLAVES TO DARKNESS<br>FIRST NAMES |            |
|-----------------------------------|------------|
| D10                               | FIRST NAME |
| 1                                 | Engra      |
| 2                                 | Kardoc     |
| 3                                 | Hroth      |
| 4                                 | Strykaar   |
| 5                                 | Harahath   |
| 6                                 | Arkorga    |
| 7                                 | Ranlof     |
| 8                                 | Malakh     |
| 9                                 | Korag      |
| 10                                | Thoromus   |

| SLAVES TO DARKNESS<br>LAST NAMES |             |
|----------------------------------|-------------|
| D10                              | LAST NAME   |
| 1                                | Varx        |
| 2                                | Blackrune   |
| 3                                | Shaargol    |
| 4                                | Deathsword  |
| 5                                | Kul         |
| 6                                | Ironsoul    |
| 7                                | Travos      |
| 8                                | Swordsson   |
| 9                                | Varkarian   |
| 10                               | Daemonblood |

| ORIGIN |                                                                                                            |
|--------|------------------------------------------------------------------------------------------------------------|
| 1      | <b>The Path to Ruin</b> – Through acts of carnage, your warband has begun to attract the gaze of the gods. |
| 2      | <b>Dark Champions</b> – These warriors do not miss an opportunity to prove their prowess in battle.        |
| 3      | <b>The Dark Arts</b> – Your warband serves the tribal shamans by seeking out arcane treasures.             |
| 4      | <b>Spreaders of Corruption</b> – You and your warriors seek to spread the taint of Chaos far and wide.     |
| 5      | <b>Host of Conquerors</b> – Your warband has fought among the conquering armies of the Everchosen himself. |
| 6      | <b>Godtouched</b> – Your warriors are deeply engaged in the worship of one particular aspect of Chaos.     |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                                  |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>The Mark of Chaos</b> – This warrior has earned the mark of one of the Ruinous Powers.                        |
| 2                                     | <b>Infamous Warleader</b> – This warrior's dark charisma sees many would-be champions flock to their banner.     |
| 3                                     | <b>Infernal Knowledge</b> – This warrior has fought for many years and has seen much of the dark power of Chaos. |
| 4                                     | <b>Touched by the Divine</b> – It is said that daemonic power courses through this warrior's veins.              |
| 5                                     | <b>Brand of the Everchosen</b> – This warrior bears Archaon's own eight-pointed mark on their flesh or armour.   |
| 6                                     | <b>Exalted</b> – Bloody omens suggest that this warrior is destined for greatness in the eyes of the gods.       |



# OSSIARCH BONEREAPERS

The elite legions of Nagash’s deathless armies, the Ossiarch Bonereapers have cut a deadly swathe across the Mortal Realms. Under the leadership of Katakros, Mortarch of the Necropolis, their goal is to render all of creation into a silent paradise of death.

The Ossiarchs seek neither gold nor glory; they covet the bones of the living. From these, the Mortisan acolytes fashion new cohorts of Bonereaper warriors, their animus provided by the composite souls of defeated enemies. Their armies are disciplined and professional, acting in perfect concert to destroy the foe. Yet not every military action conducted by the Ossiarchs is fought on a grand scale. Small warrior bands are often dispatched on tasks of particular import, more and more of which have been observed fighting in the lands of the Bloodwind Spoil.

| OSSIARCH FIRST NAMES |              | OSSIARCH LAST NAMES |            |
|----------------------|--------------|---------------------|------------|
| D10                  | FIRST NAME   | D10                 | LAST NAME  |
| 1                    | Xaroc        | 1                   | Spyrarch   |
| 2                    | Mordokar     | 2                   | Demophax   |
| 3                    | Lorthis      | 3                   | Pasaak     |
| 4                    | Cyriol       | 4                   | Markellion |
| 5                    | Razakai      | 5                   | Xza        |
| 6                    | Andronarchus | 6                   | Lorndorus  |
| 7                    | Vorshensis   | 7                   | Kaesus     |
| 8                    | Garon        | 8                   | Salluk     |
| 9                    | Arkalax      | 9                   | Vtarko     |
| 10                   | Tyrath       | 10                  | Crole      |

| ORIGIN |                                                                                                                                                    | LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                                               |
|--------|----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Tithe-lords</b> – Your warband is highly exacting when overseeing the bone-tithe.                                                               | 1                                  | <b>Ancient Lord</b> – This warrior’s composite soul is made from the animus of many former denizens of the Allpoints.         |
| 2      | <b>Hardened by Time</b> – The bones of your warriors have hardened over the years to become nearly impervious.                                     | 2                                  | <b>Loather of Life</b> – This warrior feels nothing but utter contempt for all that lives.                                    |
| 3      | <b>Twisted Honour</b> – Your warriors believe themselves to possess a strange form of nobility.                                                    | 3                                  | <b>Student of the Master</b> – This warrior has extensively studied the military writings of the Mortarch Katakros.           |
| 4      | <b>Deathless Ambition</b> – Your warband seeks nothing more than to conquer the Bloodwind Spoil in its entire, one slain foe at a time if need be. | 4                                  | <b>Demoted</b> – This warrior was once a mighty Liege, but they have since been remade in lesser stature for a grave failing. |
| 5      | <b>Inured to the Arcane</b> – Your warband has much experience fighting protean horrors formed of Shyishan magic.                                  | 5                                  | <b>Deathly Silent</b> – This warrior never speaks a word, imposing their will through actions alone.                          |
| 6      | <b>Fury of the Dead</b> – Through your warriors, the Great Necromancer unleashes his wrath on his foes.                                            | 6                                  | <b>Voice of Nagash</b> – This warrior’s rasping voice inspires a soul-deep dread in all who hear it.                          |







# OGOR MAWTRIBES

Towering monsters even bulkier than an Ironjaw Brute, ogors are a plague on the Mortal Realms. Their wandering Mawtribes are akin to a swarm of hulking locusts, voraciously devouring all before them.

Ogors can always be described as either eating or hungry. Worshipping Gorkamorka in his aspect as the Gulping God, they are on a mission to consume everything they can. From the ravening Gutbusters to the winter-touched Beastclaw Raiders, all ogors are united by their desire to gorge themselves. The only thing an ogor enjoys almost as much as eating is a good fight, and the Eightpoints provide opportunity for both of these things in abundance. More and more warbands of ogors have been making their way to this interstitial realm, to the misfortune of everyone who crosses their path.

| OGOR MAWTRIBES FIRST NAMES |            |
|----------------------------|------------|
| D10                        | FIRST NAME |
| 1                          | Balrak     |
| 2                          | Horg       |
| 3                          | Garl       |
| 4                          | Growt      |
| 5                          | Marg       |
| 6                          | Tulok      |
| 7                          | Asger      |
| 8                          | Tarfgar    |
| 9                          | Braggoth   |
| 10                         | Hrothgur   |

| OGOR MAWTRIBES LAST NAMES |               |
|---------------------------|---------------|
| D10                       | LAST NAME     |
| 1                         | Marrowbreath  |
| 2                         | Bloodgulper   |
| 3                         | Blacktooth    |
| 4                         | Gutgobbler    |
| 5                         | the Crusher   |
| 6                         | Harkorg       |
| 7                         | Iceblood      |
| 8                         | Beastcruncher |
| 9                         | Bjarkarl      |
| 10                        | Vardok        |

| ORIGIN |                                                                                                                                                       |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Wandering Mercenaries</b> – In return for bountiful supplies of food, your warriors will fight for just about anyone.                              |
| 2      | <b>Path of Destruction</b> – The winding Mawpath followed by your tribe has led you and your warriors to the Eightpoints.                             |
| 3      | <b>Exotic Palate</b> – Your warriors are forever seeking new and innovative tastes to sample.                                                         |
| 4      | <b>Exiled</b> – Your warriors were banished from the Mawtribe and now seek to forge their own destiny.                                                |
| 5      | <b>Brothers in Bludgeoning</b> – You and your warriors are all part of the same family unit.                                                          |
| 6      | <b>Ahead of the Blizzard</b> – Your warband strives to outpace the furious Everwinter, going so far as to seek refuge in the lands of the Varanspire. |

| LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                                                                     |
|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| 1                                  | <b>Touched by the Gulping God</b> – This warrior once ate some particularly spoiled meat and now receives strange visions from his hungering deity. |
| 2                                  | <b>All Muscle</b> – Even amongst his hulking kind, this warrior's strength is legendary.                                                            |
| 3                                  | <b>Been There, Done That</b> – There are few foes this warrior has not fought and devoured at some point.                                           |
| 4                                  | <b>Kineater</b> – This warrior once consumed their own siblings to prove their might.                                                               |
| 5                                  | <b>Ravenous Cravings</b> – This warrior has an insatiable desire for a particular foodstuff.                                                        |
| 6                                  | <b>Harbinger of Winter</b> – The icy chill of the Everwinter permanently clings to this warrior.                                                    |



# KHARADRON OVERLORDS

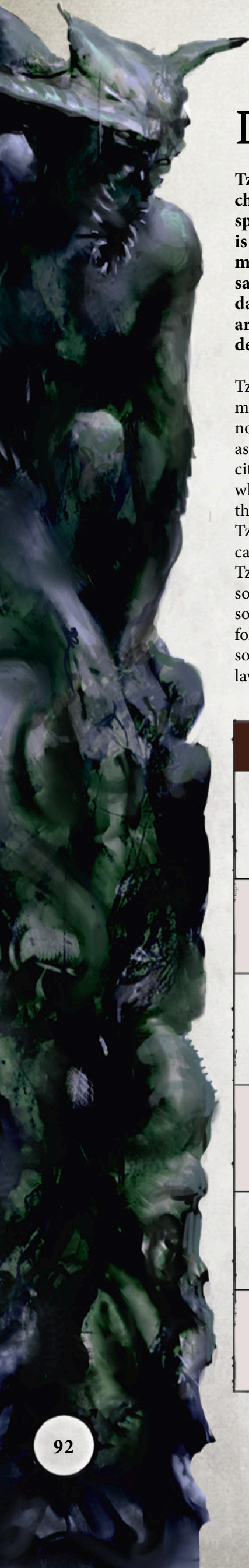
The Kharadron are a civilisation of mercantile duardin who dwell in vast sky-ports amidst the clouds of the Mortal Realms. Guided by their Code and armed with powerful aethermatic weaponry, they are utterly committed to the pursuit of wealth.

The Kharadron are a cautious people who dislike embarking on any venture unless assured of its profitability. However, their hunger for aether-gold, a mysterious lighter-than-air metal that powers much of their society, is such that daring privateers will chase it to reality's edge and beyond. Some Kharadron will even enter the Eightpoints in search of rich seams of aether-gold; these prospector bands are armed with all manner of deadly technology, and though such expeditions are always perilous, the potential rewards are great indeed.

| KHARADRON FIRST NAMES |            | KHARADRON LAST NAMES |            |
|-----------------------|------------|----------------------|------------|
| D10                   | FIRST NAME | D10                  | LAST NAME  |
| 1                     | Grund      | 1                    | Bergrim    |
| 2                     | Hathlof    | 2                    | Gorriksson |
| 3                     | Krunti     | 3                    | Tergrond   |
| 4                     | Brokk      | 4                    | Zadum      |
| 5                     | Angwyr     | 5                    | Olfkrunk   |
| 6                     | Gazran     | 6                    | Alebelly   |
| 7                     | Baradum    | 7                    | Goldbeard  |
| 8                     | Skjari     | 8                    | Tailwind   |
| 9                     | Duggrun    | 9                    | Aetherseek |
| 10                    | Thoramek   | 10                   | Skyfire    |

| ORIGIN |                                                                                                                                                          | LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                                                                  |
|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Contractually Obligated</b> – You and your warriors have been commissioned to explore the Eightpoints, no matter how dangerous it proves.             | 1                                  | <b>Down on his Luck</b> – Having been cursed with a string of unlucky ventures, this warrior has one last chance to impress his investors.       |
| 2      | <b>Gold Rush</b> – Your warriors are forever seeking lucrative seams of aether-gold.                                                                     | 2                                  | <b>Callous Privateer</b> – This warrior's moral compass is notoriously flexible, especially where profit is concerned.                           |
| 3      | <b>Shot Down</b> – Stranded after their skyvessel was shot down, your warriors are doing all they can to make their way back home.                       | 3                                  | <b>Corporate Sponsorship</b> – This warrior's expeditions are heavily funded by one of the many guilds or companies found in Kharadron society.  |
| 4      | <b>Field Testers</b> – Your warband takes to battle with the latest death-dealing contraptions created by the Endrineers Guild.                          | 4                                  | <b>Wily Opportunist</b> – This warrior has a knack for turning even the most perilous situations to their advantage.                             |
| 5      | <b>Academy Rejects</b> – Having failed the Musterpress, you acquired Arkonaut gear through black market connections and headed out to find your fortune. | 5                                  | <b>Master Negotiator</b> – This warrior's mastery of the Kharadron Code is legendary, allowing them to find loopholes in any contract or treaty. |
| 6      | <b>Traditionalists</b> – Though uncommon for Kharadron, your warriors still honour the ancestor gods – just in case it proves useful.                    | 6                                  | <b>Daring Commodore</b> – This warrior's feats of derring-do has made him a hero amongst the inhabitants of his sky-port.                        |





# DISCIPLES OF TZEENTCH

Tzeentch is the Chaos God of change, lies and sorcery. His plots span across all of creation, and he is empowered by the false hopes of mortals. Whether sinister cultist, savage Tzaangor or cackling daemon, the servants of Tzeentch are amongst the most bizarre devotees of Chaos.

Tzeentch's minions revel in manipulation – after all, it is not for nothing that their patron is known as the Architect of Fate. Within great cities lurk hidden Kairic Acolytes, while vicious Tzaangor flocks stalk the warped wilds. The daemons of Tzeentch are especially strange, often casting forth goutts of aetheric fire. Tzeentch is the greatest patron of sorcery among the Chaos Gods, and so it is little surprise that many of his followers are mighty wizards, their sorcerous power rewriting the very laws of reality.

| DISCIPLES OF TZEENTCH<br>ARCANITE NAMES |             |
|-----------------------------------------|-------------|
| D10                                     | FIRST NAME  |
| 1                                       | Paralax     |
| 2                                       | Vyzorak     |
| 3                                       | Ocladius    |
| 4                                       | Iridios     |
| 5                                       | Zirithinion |
| 6                                       | Ak'glar     |
| 7                                       | Kleok       |
| 8                                       | Morax'nar   |
| 9                                       | Shrixgyrl   |
| 10                                      | Virikizzik  |

| DISCIPLES OF TZEENTCH<br>DAEMON NAMES |                    |
|---------------------------------------|--------------------|
| D10                                   | LAST NAME          |
| 1                                     | Xalarap            |
| 2                                     | P'teimus           |
| 3                                     | Shimmer-Twist      |
| 4                                     | Xamolomax          |
| 5                                     | The Burning Jester |
| 6                                     | R'tecfar           |
| 7                                     | Quiverbloom        |
| 8                                     | Zxyrtx             |
| 9                                     | Thalamyr           |
| 10                                    | Inkineilis         |

| ORIGIN |                                                                                                                                           |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>To the Master's Tune</b> – Your warband is entangled in a complex web of plots and schemes.                                            |
| 2      | <b>The Hidden Threat</b> – Your warriors lurk amidst enemy territory, waiting for the perfect moment to strike.                           |
| 3      | <b>Seeking Ascension</b> – Your warriors wish to mutate into new and wondrous forms – or have done so already.                            |
| 4      | <b>A Foolish Pact</b> – Your warband once made an alliance with a local warlord, but you have long since betrayed them for personal gain. |
| 5      | <b>Duplicitous</b> – Your warriors delight in spreading confusion and misrule wherever they go.                                           |
| 6      | <b>Pyromaniacal</b> – These warriors seek to bring Tzeentch's flickering fires to all they encounter.                                     |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                              |
|---------------------------------------|--------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>Cackling Maniac</b> – Even by the standards of Tzeentch's servants, this warrior is truly mad.            |
| 2                                     | <b>Wheels within Wheels</b> – This warrior is particularly adept at manipulating others to serve their will. |
| 3                                     | <b>Child of Flux</b> – This warrior seeks new mutations, no matter how impractical, with a rabid devotion.   |
| 4                                     | <b>Aethereater</b> – This daemon seeks to find – and devour – powerful manifestations of magic.              |
| 5                                     | <b>A Wicked Jest</b> – This daemon has a cruel sense of humour and delights in tormenting mortals.           |
| 6                                     | <b>Wreathed in Warpflame</b> – Bright changefire constantly surrounds this cackling daemon.                  |



# SKAVEN

Cunning and malevolent, the skaven seek to spread ruin and corruption wherever they go. This insidious race of vermin-men worships the foul god known as the Great Horned Rat, and their plots and schemes are truly diabolical in their complexity.

Every skaven is egotistical and self-absorbed to the extreme; each universally believes themselves to be the greatest being ever to live and that all their fellows must be destroyed. Organised into different clans, each specialising in a different method of death, these ratmen will take any opportunity to claw their way to the top of the pecking order. All skaven must constantly be on guard against their underlings, for though they are not brave, they are vicious opportunists – and the lands of the Eightpoints are a fine place to organise ‘accidents’ for their rivals.

| SKAVEN<br>FIRST NAMES |            |
|-----------------------|------------|
| D10                   | FIRST NAME |
| 1                     | Kretch     |
| 2                     | Niritik    |
| 3                     | Ratch      |
| 4                     | Grask      |
| 5                     | Rikkit     |
| 6                     | Mange      |
| 7                     | Quirrik    |
| 8                     | Yerg       |
| 9                     | Gnarok     |
| 10                    | Klix       |

| SKAVEN<br>EGOMANIACAL<br>TITLES |                       |
|---------------------------------|-----------------------|
| D10                             | LAST NAME             |
| 1                               | Slayer of Man-things  |
| 2                               | the Most-Favoured     |
| 3                               | Lord of the Lash      |
| 4                               | Grand-Whiskers        |
| 5                               | Pox-Blessed           |
| 6                               | Blade-Tail            |
| 7                               | the Swift and Cunning |
| 8                               | Almost-Loyal          |
| 9                               | the Great Opportunist |
| 10                              | Stab-in-the-Back      |

| ORIGIN |                                                                                                                                             |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Suicide Mission</b> – Your clan’s ruler has sent you on this mission thoroughly expecting you to fail.                                   |
| 2      | <b>Realmstone Hunters</b> – Your warband is searching for realmstone deposits to power the death-dealing contraptions of the Skryre clans.  |
| 3      | <b>Plague Seekers</b> – Your warband zealously hunts for ingredients to brew one of the Great Plagues.                                      |
| 4      | <b>Killing Shadows</b> – Your warriors are talented assassins, hunting down those marked for death.                                         |
| 5      | <b>To Mould Monsters</b> – At the command of your masters, your warband is looking for prime specimens to create new and terrible monsters. |
| 6      | <b>Natural-born Schemers</b> – Your warriors are constantly looking for ways to undermine one another.                                      |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                                                        |
|---------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>Black Hunger</b> – This warrior’s furious metabolism demands he constantly feed or otherwise perish.                                |
| 2                                     | <b>Warlock’s Favourite</b> – This warrior has been ‘rewarded’ by the Skryre warlocks with new – and untested – inventions and weapons. |
| 3                                     | <b>The Withered Word</b> – This warrior’s squeaking oratory inspires a form of courage in their minions.                               |
| 4                                     | <b>Shade of Murder</b> – No wall or gatehouse can stop this warrior from reaching their prey.                                          |
| 5                                     | <b>It’s Alive!</b> – The mutated rat-beasts raised by this warrior are truly horrific examples of their kind.                          |
| 6                                     | <b>Vicious Fighter</b> – This warrior is a surprisingly courageous fighter – for a skaven, at least.                                   |







# SACROSANCT CHAMBER

The warriors of the Sacrosanct Chamber are Sigmar’s finest battle-magisters. Wielding the aetheric power of the tempest, they smite the foes of the God-King without mercy.

Although they marshal the power of the heavens to destroy their enemies, the true purpose of the Sacrosanct Chamber is more vital still to Sigmar’s grand plans. It is they who watch over their brethren as they go through the agony of reforging, and since the commencement of the Soul Wars, it is the Sacrosanct Chamber who have actively sought out the means by which to banish the flaws endemic to this process of resurrection. Many ancient secrets languish forgotten amidst the Eightpoints, and so bands of the Sacrosanct Chamber often travel to these cursed lands, braving their dangers in search of answers.

| SACROSANCT CHAMBER FIRST NAMES |            | SACROSANCT CHAMBER DEED NAMES |                   |
|--------------------------------|------------|-------------------------------|-------------------|
| D10                            | FIRST NAME | D10                           | LAST NAME         |
| 1                              | Vortigar   | 1                             | the Seer          |
| 2                              | Caramus    | 2                             | Soulwarden        |
| 3                              | Bazarius   | 3                             | Shadowstorm       |
| 4                              | Artelon    | 4                             | Aetherguard       |
| 5                              | Potemus    | 5                             | Stormsoul         |
| 6                              | Elethera   | 6                             | Lady of Lightning |
| 7                              | Kailia     | 7                             | Thunderquake      |
| 8                              | Meraena    | 8                             | Stormbound        |
| 9                              | Cerynean   | 9                             | Tempestborn       |
| 10                             | Jasmaera   | 10                            | Heavenswatch      |

| ORIGIN |                                                                                                                                          | LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                        |
|--------|------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|--------------------------------------------------------------------------------------------------------|
| 1      | <b>Strange Bedfellows</b> – Your warriors are all highly idiosyncratic and have been drawn together largely by the demands of necessity. | 1                                  | <b>Sombre</b> – This warrior is a reserved and melancholy soul, not given to zealous oratory.          |
| 2      | <b>Zealots</b> – Your warriors are fiery extollers of the God-King’s glory.                                                              | 2                                  | <b>Beloved Leader</b> – This warrior will risk everything to safeguard those under their command.      |
| 3      | <b>Vow of Silence</b> – Your warband has taken a vow of silence, communicating only through hand gestures and arcane sigils.             | 3                                  | <b>Wise Veteran</b> – This warrior dispenses sage advice to their warriors even in the heat of battle. |
| 4      | <b>Gheist Hunters</b> – Your warriors excel at combating the otherworldly and the ethereal.                                              | 4                                  | <b>Merciless</b> – No plea for restraint or clemency can find purchase with this unforgiving warrior.  |
| 5      | <b>Seekers of Redemption</b> - Your warriors are tireless in searching for ways to banish the flaws in the reforging process.            | 5                                  | <b>Stormspeaker</b> – It is said that this warrior can commune with the power of the tempest.          |
| 6      | <b>Guardians of the Anvil</b> – These warriors have often been called upon to watch over the Anvil of the Apotheosis.                    | 6                                  | <b>Mage-noble</b> – This warrior once belonged to the nobility of an arcanelly gifted kingdom.         |



# BEASTS OF CHAOS

Savage and anarchic, the Beasts of Chaos seek to tear civilisation apart. Even the lightest concession to Order infuriates these creatures, awakening in them a bestial killing rage.

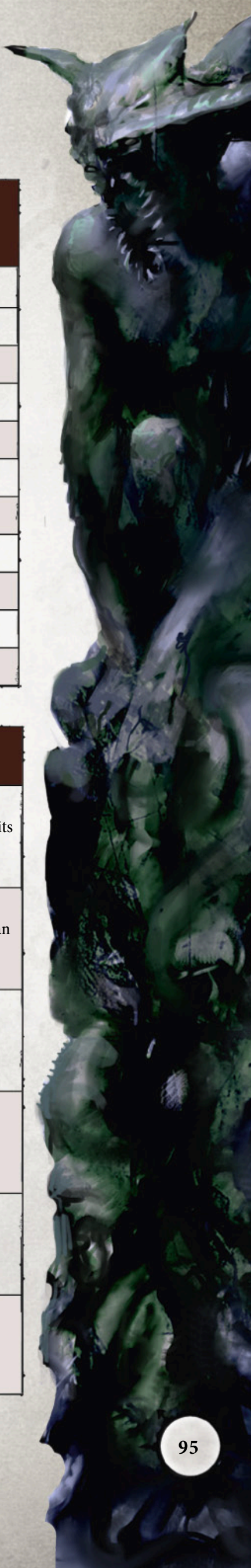
The Beasts of Chaos have long dwelt in the wild places of the Mortal Realms. Even during the Age of Myth, these creatures menaced the civilised lands, and their alliance with the primal essence of anarchy has only made them more deadly. Their marauding Greatfrays contain all manner of bestial warriors; the cunning gor-kin of the Brayherds are master ambushers, while the brutes of the Warherds are cursed with an insatiable bloodgreed. Warring alongside them are the Dragon Ogors, ancient inhabitants of Azyr banished by the God-King and empowered by the touch of lightning.

| BEASTS OF CHAOS<br>FIRST NAMES |            |
|--------------------------------|------------|
| D10                            | FIRST NAME |
| 1                              | Ghorak     |
| 2                              | Surlok     |
| 3                              | Kraggahagh |
| 4                              | Odogor     |
| 5                              | Darvik     |
| 6                              | Vosgar     |
| 7                              | Jakka      |
| 8                              | Azavak     |
| 9                              | Horgaros   |
| 10                             | Azgathor   |

| BEASTS OF CHAOS<br>LAST NAMES |                  |
|-------------------------------|------------------|
| D10                           | LAST NAME        |
| 1                             | Blood-Horn       |
| 2                             | the Flesh-Hungry |
| 3                             | Fangmaw          |
| 4                             | the Warped       |
| 5                             | Mantearer        |
| 6                             | Gorepelt         |
| 7                             | Wrathfang        |
| 8                             | the Trampler     |
| 9                             | Wildkin          |
| 10                            | Stormgorged      |

| ORIGIN |                                                                                                                                            |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Furious Despoilers</b> – Your warband never misses a chance to wreak havoc upon even the crudest forms of civilisation.                 |
| 2      | <b>Dream Visions</b> – A Bray-Shaman’s prophetic visions have foreseen a great destiny for your warband.                                   |
| 3      | <b>Champions of the Warped Wild</b> – Your warband has long roamed the plains of the Eightpoints, wreaking terror across the blasted land. |
| 4      | <b>Masterful Stalkers</b> – Your warband excels at launching blistering ambushes upon the unwary.                                          |
| 5      | <b>Propagators of Devolution</b> – Your warband seeks to reduce all to a primordial sludge of raw Chaos.                                   |
| 6      | <b>Children of the Gods</b> – Your warriors have sworn themselves to one of the great powers of Chaos.                                     |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                                            |
|---------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>Prince amongst Predators</b> - This beast controls its warriors through a brutal animalistic charisma.                  |
| 2                                     | <b>Ear-splitting Howl</b> – This warrior’s battle roar can utterly deafen those nearby.                                    |
| 3                                     | <b>Eater of Heroes</b> – This warrior hungers for the flesh of the mightiest champions.                                    |
| 4                                     | <b>Excessive Violence</b> – The violence unleashed by this warrior leaves little of their prey intact.                     |
| 5                                     | <b>Ancient Terror</b> – This warrior has lived for many long centuries and has learnt countless ways to slaughter the foe. |
| 6                                     | <b>Lord of Storms</b> – Tainted lightning constantly flickers around this storm-touched warrior.                           |







# FYRESLAYERS

Zealous, hot-blooded and warlike for duardin, the Fyreslayers are holy berserkers dedicated to the warrior-god Grimnir.

Organised into patriarchal societies known as lodges, the Fyreslayers are amongst the most skilled and fearsome warriors in all the realms. Hammered into the iron-hard flesh of each duardin are ur-gold runes that blaze with inner light. Each contains a portion of Grimnir's power, harnessed by the Zharrgrim priesthood in times of need. In search of this ur-gold – the intertwined essence of their god and the godbeast Vulcatrrix after they were mutually slain in battle – some Fyreslayer warbands venture into the cursed lands of the Eightpoints. Here, they sell their axes to any cause, sifting through the hoards of golden coin in search of the ur-gold fragments that only they can detect.

| FYRESLAYERS FIRST NAMES |            | FYRESLAYERS LAST NAMES |                |
|-------------------------|------------|------------------------|----------------|
| D10                     | FIRST NAME | D10                    | LAST NAME      |
| 1                       | Bael       | 1                      | Flamebeard     |
| 2                       | Daegrom    | 2                      | Cinderaxe      |
| 3                       | Rognir     | 3                      | Brewmaster     |
| 4                       | Borgrimm   | 4                      | the Chronicler |
| 5                       | Ungrund    | 5                      | Goldenhoard    |
| 6                       | Arfdar     | 6                      | Drakesplitter  |
| 7                       | Vaegor     | 7                      | the Furious    |
| 8                       | Fjarl      | 8                      | Ashbreath      |
| 9                       | Ghuzgarl   | 9                      | Fireheart      |
| 10                      | Taragrim   | 10                     | Orruksbane     |

| ORIGIN |                                                                                                                                                      | LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                                                                  |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Goldseekers</b> – Your warriors believe that vast troves of ur-gold can be found in the Eightpoints.                                              | 1                                  | <b>Fiery Ambition</b> – This warrior seeks to prove their might by defeating the most terrible of enemies.                                       |
| 2      | <b>Axes for Hire</b> – Your warriors exemplify the mercenary creed of the Fyreslayers and will sell their services to any who can match their price. | 2                                  | <b>Visions of the Burning Berserker</b> – In the heat of battle, this warrior believes they occasionally receive visions from long-dead Grimnir. |
| 3      | <b>Worshippers of the Ur-salamander</b> – The warriors at your command honour Vulcatrrix in their holy rituals just as much as they do Grimnir.      | 3                                  | <b>Grudgebound</b> – To fulfil a long-held grudge, this warrior will go to the very edge of creation and back.                                   |
| 4      | <b>Touched by Aqshy</b> – The power of fire magic clings to your warriors, their skin and beards glowing like bright magma.                          | 4                                  | <b>Favoured Karl</b> – This warrior is entrusted by their lodge's Runefather with particularly deadly quests.                                    |
| 5      | <b>Oathbound</b> – You and your warriors have taken the oath to become grimnyn, seeking either death in battle or a worthy cause for which to fight. | 5                                  | <b>Paragon of the Runes</b> – The ur-gold runes fused into this warrior's flesh are particularly redolent with Grimnir's spirit.                 |
| 6      | <b>Exemplars of the Lodge</b> – One of your lodge's ruling family favours you and your warriors, fighting alongside you in many a battle.            | 6                                  | <b>Cursed by Glimmerlust</b> – This warrior is afflicted with an insatiable desire for the power of ur-gold.                                     |



# SYLVANETH

Children of the life-goddess Alarielle, the Sylvaneth are a race of fey forest spirits. Merciless guardians of nature, they fall upon those who would defile their sacred glades with a wild and unstoppable fury.

The Sylvaneth are intimately connected with the power of life, and they view such places of power as sacrosanct. To outsiders, they may seem mercurial, even cruel, for they show no mercy to any who would harm nature – intentionally or otherwise. The forests of the Eightpoints have long since been corrupted into a new and terrible form. Yet within their bounds can be found occasional, flickering motes of purity; to preserve these scant traces of a better age, the Sylvaneth will fight with a terrible determination, the wrath of nature unleashed upon their foes.

| SYLVANETH FIRST NAMES |              |
|-----------------------|--------------|
| D10                   | FIRST NAME   |
| 1                     | Aeliath      |
| 2                     | Lorelith     |
| 3                     | Haalofoorn   |
| 4                     | Salymeras    |
| 5                     | Iliara       |
| 6                     | Thronir      |
| 7                     | Merethin     |
| 8                     | Yltriana     |
| 9                     | El'ra'kayora |
| 10                    | Daonti       |

| SYLVANETH LAST NAMES |                    |
|----------------------|--------------------|
| D10                  | LAST NAME          |
| 1                    | Bloomwych          |
| 2                    | The Creeping Death |
| 3                    | Grimroot           |
| 4                    | the Whisperer      |
| 5                    | Heartoak           |
| 6                    | Twistbranch        |
| 7                    | Weavesong          |
| 8                    | the Hunter         |
| 9                    | Spritekin          |
| 10                   | Brightsoul         |

| ORIGIN |                                                                                                                                                 |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Rootlings</b> – Your warband are relative youngsters and eager to blood their talons in combat.                                              |
| 2      | <b>Gnarled Veterans</b> – You and your warriors have fought in some of the most brutal battles of the War of Life.                              |
| 3      | <b>Nature's Vengeance</b> – Your warband will travel far indeed to hunt down those who would harm nature.                                       |
| 4      | <b>Guardians of the Lamentiri</b> – Your warband were once charged with guarding the lamentiri soulseeds of their clan.                         |
| 5      | <b>Driven to Madness</b> – Your warriors have long dwelt within the Eightpoints, and the unnatural aura of that land has driven you to madness. |
| 6      | <b>Lifesong</b> – Your warband seeks to spread the magic of life to even the most desolate of regions.                                          |

| LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                                      |
|------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| 1                                  | <b>Noble Spirit</b> – This warrior is a true and honourable defender of nature.                                      |
| 2                                  | <b>Outcast</b> – The discordance in this warrior's spirit-song has seen them shunned by most Sylvaneth.              |
| 3                                  | <b>Child of Kurnous</b> – This warrior honours Alarielle's hunter-god consort as fervently as they do the Everqueen. |
| 4                                  | <b>Sorrowful</b> – This warrior's soul is afflicted by an age-old melancholy.                                        |
| 5                                  | <b>Spiteful</b> – This warrior delights in visiting torment on any who would disturb places of nature.               |
| 6                                  | <b>Wild Fury</b> – Once roused, this warrior's fury is akin to a howling gale sweeping away all before it.           |







# BLADES OF KHORNE

Khorne is a wrathful god, the oldest and most ferocious of the Ruinous Powers. His sole desire is to plunge all of creation into a ceaseless state of brutal bloodshed.

Many mortals have devoted themselves to Khorne, for the Lord of Skulls offers great boons to those who kill in his name. These warriors – known as the Bloodbound – are savage fighters, revelling in bloodshed no matter who falls beneath their axes. Should the Bloodbound slay enough to fray the fabric of reality, then the daemons of Khorne may burst through the veil. These terrifying slaughterers are deadly beyond belief, their entire being shaped by mortal hatred and rage. They seek out the greatest enemies to destroy, particularly the followers of indulgent Slaanesh, who Khorne despises above all others.

| BLADES OF KHORNE<br>BLOODBOUND NAMES |            |
|--------------------------------------|------------|
| D10                                  | FIRST NAME |
| 1                                    | Karthax    |
| 2                                    | Vrasahk    |
| 3                                    | Arbaal     |
| 4                                    | Vorga      |
| 5                                    | Gharvax    |
| 6                                    | Khorrek    |
| 7                                    | Tarkal     |
| 8                                    | Ashkhos    |
| 9                                    | Horkhos    |
| 10                                   | Damakhar   |

| BLADES OF KHORNE<br>DAEMON NAMES |                     |
|----------------------------------|---------------------|
| D10                              | LAST NAME           |
| 1                                | Ragemarrow          |
| 2                                | Skullcleave         |
| 3                                | Neckrend            |
| 4                                | Gorebringer         |
| 5                                | The Death of Honour |
| 6                                | Kinslayer           |
| 7                                | Furyfang            |
| 8                                | Spineshatter        |
| 9                                | Mangouge            |
| 10                               | The Red Pilgrim     |

| ORIGIN |                                                                                                                                                         |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Warriors of the Bright Realm</b> – These warriors have fought extensively in the fiery realm of Aqshy.                                               |
| 2      | <b>An Axe to Grind</b> – Your warband seeks to utterly destroy an old rival.                                                                            |
| 3      | <b>Red Headsmen</b> – These warriors seek to slay their foes with a single decapitating strike.                                                         |
| 4      | <b>Devourers of Flesh</b> – Your warband has plunged deeply into the dark practice of cannibalism.                                                      |
| 5      | <b>Destroy the Cowardly</b> – Your warriors have a special loathing for those who do not engage them in honourable battle.                              |
| 6      | <b>Bane of the Eldritch</b> – Since the dawning of the Arcanum Optimar, these warriors have made a point of hunting down and slaying wielders of magic. |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                                 |
|---------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>Scarred by War</b> - This warrior's many, many scars speak to a lifetime of conflict and bloodshed.          |
| 2                                     | <b>Khorne Cares Not</b> – This warrior has slaughtered many of their own followers in the Blood God's name.     |
| 3                                     | <b>Gift of Brass</b> – This warrior's blood glows like molten brass.                                            |
| 4                                     | <b>Echoes of the Red Century</b> – This daemon favours fighting the servants of other Chaos powers.             |
| 5                                     | <b>Infernal Champion</b> – This daemon has won glory fighting in the warpits of Khorne's citadel.               |
| 6                                     | <b>Never Stop! Never Tire!</b> – This daemon cannot let a day go by without slaying something in Khorne's name. |



# MAGGOTKIN OF NURGLE

Nurgle’s power waxes whenever sickness and despair stalk the land. Yet despite the misery his ‘gifts’ spread, the Lord of Plagues is a jovial, almost loving god, doting upon his warriors as if they were his rancid children.

Nurgle’s obsession with the cycle of life and death – reflected in the foetid Garden that forms his domain in the Realm of Chaos – has seen him infect the Mortal Realms with all manner of hideous, virulent diseases. Those mortals who accept these dubious gifts become known as Rotbringers: bloated, fleshy monsters that are nearly impossible to slay. Marching by their side are the daemonic legions of Grandfather Nurgle. From maudlin Plaguebearers to the giggling Nurglings, these beings revel in foulness, and wherever they tread, the land will be blighted for years to come.

| MAGGOTKIN OF NURGLE<br>ROTBRINGER NAMES |            |
|-----------------------------------------|------------|
| D10                                     | FIRST NAME |
| 1                                       | Bolgarax   |
| 2                                       | Prosternox |
| 3                                       | Skabius    |
| 4                                       | Gluttos    |
| 5                                       | Felch      |
| 6                                       | Skurvus    |
| 7                                       | Kankerous  |
| 8                                       | Ogblort    |
| 9                                       | Wolgus     |
| 10                                      | Gangrenous |

| MAGGOTKIN OF NURGLE<br>DAEMON NAMES |                 |
|-------------------------------------|-----------------|
| D10                                 | LAST NAME       |
| 1                                   | Witherwort      |
| 2                                   | Bilebelch       |
| 3                                   | Poxmolion       |
| 4                                   | Rustdrol        |
| 5                                   | Rancodiox       |
| 6                                   | Seepling        |
| 7                                   | Festerfane      |
| 8                                   | The Droning One |
| 9                                   | Maggatakus      |
| 10                                  | Pusdrol         |

| ORIGIN |                                                                                                                          |
|--------|--------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Vectors of Contagion</b> – Your warriors are infected with a new and virulent form of disease.                        |
| 2      | <b>Letting the Garden Grow</b> – Your warband wishes to see Nurgle’s Garden flourish across the realms.                  |
| 3      | <b>Spreading the Love</b> – Your warband wishes to infect as many mortals as possible with Nurgle’s ‘gifts’.             |
| 4      | <b>Grandfather’s Favoured</b> – Your warband is patronised by a potent rot-daemon.                                       |
| 5      | <b>Hatred of Purity</b> – This warband seeks out the most noble of foes to corrupt and despoil.                          |
| 6      | <b>The Cycle of Life</b> – All of your warriors were forcibly ripped from their former allegiance into Nurgle’s embrace. |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                          |
|---------------------------------------|----------------------------------------------------------------------------------------------------------|
| 1                                     | <b>Jolly</b> – This warrior is surprisingly gregarious as they go about their disgusting business.       |
| 2                                     | <b>Beloved Pets</b> – Your warband is accompanied by all manner of maggots and fat-bodied flies.         |
| 3                                     | <b>Dolorous</b> – This warrior is filled with Nurgle’s blessed despair.                                  |
| 4                                     | <b>Droning Doom</b> – This daemon speaks eternally in maudlin rhyme.                                     |
| 5                                     | <b>Truly Revolting</b> – This daemon’s very presence sees the mortal world rot around them.              |
| 6                                     | <b>Irritable</b> – This daemon has no patience for any who would impede their disease-spreading mission. |







# HEDONITES OF SLAANESH

Slaanesh is the youngest of the Chaos Gods, known as the Dark Prince. His spheres are excess and obsession, and every sensation felt to a great extent fuels this hungering deity.

For many long centuries, Slaanesh has languished in a prison created by the aelven gods. In his absence, his Hedonite worshippers and daemons have continued their mission to spread depravity across creation. Be they ambitious Pretenders seeking to replace the god, relentless Godseekers hunting down their lord or simply the war-hungry maniacs of the Invaders, Hedonite warbands are a common sight in the Eightpoints. They traverse the land at a swift pace, cackling madly as they inflict pain and dark pleasure upon all whom they meet, sharp claws and lithe blades bringing agonising yet blissful death to those who cross their path.

| HEDONITES OF SLAANESH<br>FIRST NAMES |            |
|--------------------------------------|------------|
| D10                                  | FIRST NAME |
| 1                                    | Sybilath   |
| 2                                    | Heartslake |
| 3                                    | Luxsion    |
| 4                                    | Soulvex    |
| 5                                    | Zelekylon  |
| 6                                    | Sinsate    |
| 7                                    | Sslithian  |
| 8                                    | Blisshowl  |
| 9                                    | Dareatha   |
| 10                                   | Tarmelion  |

| HEDONITES OF SLAANESH<br>LAST NAMES |                      |
|-------------------------------------|----------------------|
| D10                                 | LAST NAME            |
| 1                                   | the Radiarch         |
| 2                                   | King-Queen of Revels |
| 3                                   | of the Ninth Vice    |
| 4                                   | Slashtongue          |
| 5                                   | the Death of Virtue  |
| 6                                   | Gildenglory          |
| 7                                   | Godhunter            |
| 8                                   | Soulgorged           |
| 9                                   | the Last Muse        |
| 10                                  | Lightdrinker         |

| ORIGIN |                                                                                                       |
|--------|-------------------------------------------------------------------------------------------------------|
| 1      | <b>Devoted</b> – These warriors wholeheartedly believe their leader to be Slaanesh’s rightful heir.   |
| 2      | <b>Egomaniacs</b> – Each member of this warband believes themselves to be the finest of all warriors. |
| 3      | <b>On the Hunt</b> – Your warriors tirelessly hunt for their lost god, never halting in the chase.    |
| 4      | <b>Soulseekers</b> – Your warriors are forever seeking new unfortunate mortals to torment.            |
| 5      | <b>Frenzied Despoilers</b> – Your warriors desire nothing more than to spread vice and corruption.    |
| 6      | <b>Addicted to Slaughter</b> – The rush of killing has become an addiction for these Hedonites.       |

| LEADER/FAVOURED WARRIOR<br>BACKGROUND |                                                                                                                                    |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|
| 1                                     | <b>Heir to the Sinful Throne</b> – This warrior believes themselves destined to take the place of absent Slaanesh.                 |
| 2                                     | <b>Out of Favour</b> – This warrior was once a Herald or warleader amongst their Host, and they wish to ascend to glory once more. |
| 3                                     | <b>Dark Muse</b> – This warrior has led many artists and philosophers to a dark, obsession-fuelled end.                            |
| 4                                     | <b>Alluring</b> – Those who face this warrior are struck dumb by their loathsome and strange beauty.                               |
| 5                                     | <b>Perfectionist</b> – This warrior is obsessed with delivering perfect killing strikes.                                           |
| 6                                     | <b>Hedonistic Exemplar</b> – This warrior is fanatically devoted to a particular form of vice.                                     |



# SERAPHON

Ancient servants of the lost Old Ones, the Seraphon are reptilian warriors from beyond the stars. From the warlike saurus to the nimble skinks, they are utterly intractable warriors of Order.

The Old Ones possessed a Great Plan for all of creation. Though they have long since been lost to their children, the Seraphon still seek to enact this ancient design – and in doing so, annihilate the Ruinous Powers. Guided by the will of the slann, bloated toad-creatures possessed of unfathomable foresight and magical power, small bands of Seraphon are dispatched to the Eightpoints on all manner of tasks. Charged with the power of the heavens, wielding fearsome celestite weapons and fighting alongside savage reptilian beasts, the Seraphon bring the judgement of the Old Ones down upon all who would oppose them.

| SERAPHON SAURUS NAMES |            |
|-----------------------|------------|
| D10                   | FIRST NAME |
| 1                     | Bok-ax     |
| 2                     | Maq-tor    |
| 3                     | Xoalatl    |
| 4                     | Tlakamaq   |
| 5                     | Klaq       |
| 6                     | Tolpakh    |
| 7                     | Grok-tar   |
| 8                     | Xetoc      |
| 9                     | Zarkotl    |
| 10                    | Koloqti    |

| SERAPHON SKINK NAMES |           |
|----------------------|-----------|
| D10                  | LAST NAME |
| 1                    | Iz-Piq    |
| 2                    | Oktli     |
| 3                    | Tiq-Toq   |
| 4                    | Ickitacha |
| 5                    | Napuloti  |
| 6                    | Xihuti    |
| 7                    | Maqcotl   |
| 8                    | Quetzuli  |
| 9                    | Iktiq     |
| 10                   | Huanizi   |

| ORIGIN |                                                                                                                         |
|--------|-------------------------------------------------------------------------------------------------------------------------|
| 1      | <b>Children of the Cosmos</b> – Your warriors dwell amongst the stars and are charged with Azyrite magic.               |
| 2      | <b>Agents of the Slann</b> – Your warband has been specially chosen for this mission by the slann.                      |
| 3      | <b>Spawn-kin</b> – All of your warriors emerged from the same spawning pool.                                            |
| 4      | <b>Primaeval Nature</b> – Your warriors have long dwelt in the realms and have grown more primal and warlike over time. |
| 5      | <b>Relic Hunters</b> – Your warband excels at tracking down ancient examples of Old One technology.                     |
| 6      | <b>Abandoned</b> – Long cut off from their kin, your warriors have regressed to a savage state.                         |

| LEADER/FAVOURED WARRIOR BACKGROUND |                                                                                                      |
|------------------------------------|------------------------------------------------------------------------------------------------------|
| 1                                  | <b>Attuned to the Arcane</b> – This warrior is attuned to the arcane ley lines that span the realms. |
| 2                                  | <b>Touched by the Beast</b> – Within this warrior’s soul lurks a brutal, reptilian savagery.         |
| 3                                  | <b>Patient Hunter</b> – This warrior can wait endlessly before launching a perfect killing ambush.   |
| 4                                  | <b>Technoarcane Savant</b> – This warrior is skilled in harnessing the technology of the Old Ones.   |
| 5                                  | <b>Cloaked in Starlight</b> – An aura of shimmering starlight permanently shrouds this warrior.      |
| 6                                  | <b>Marked by the Old Ones</b> – This warrior is somehow marked for greatness by the lost Old Ones.   |







# MATCHED PLAY

On the following pages, you'll find new, finely balanced **Pitched Battle** scenarios to test your tactical skills, as well as expanded rules for using **Hidden Agendas** as secondary objectives and tie-breakers in Warcry tournaments. Also included are rules for running **escalation tournaments** where your warband improves after each game, and balance changes to the Glory Points system to allow more even progression in Warcry campaigns.

*'Eye to eye,  
blade to blade –  
such is the  
only true way  
to measure  
your worth.'*











# PITCHED BATTLES 2019/20 SEASON

Pitched Battles use preset battleplans designed to set a level playing field and offer a wide range of tactical challenges. In this section, you'll find 6 new Pitched Battle battleplans to be used instead of – or alongside – the Pitched Battle battleplans in the Core Book. The Pitched Battle battleplans included here feature fixed positions for objectives and encourage players to build their warband evenly with a variety of different deployments. Each makes for a great battleplan to be used at a tournament or by two players looking for a balanced battle.

## SETTING UP A PITCHED BATTLE

To set up a Pitched Battle between two players, follow the core rules for setting up a battle as normal, but do not draw a deployment card or victory card. Instead, first draw a terrain card and twist card, then the player that won the priority roll rolls on the Pitched Battle table to determine which battleplan is used.

Once the battleplan has been determined, resolve the terrain, deployment, victory and twist cards in the order described in the Core Book (pg 36-37).

| D6 | PITCHED BATTLE   |
|----|------------------|
| 1  | Treasure Hunters |
| 2  | The Relic        |
| 3  | Cleanse          |
| 4  | Breakthrough     |
| 5  | Shifting Tides   |
| 6  | Conquer          |





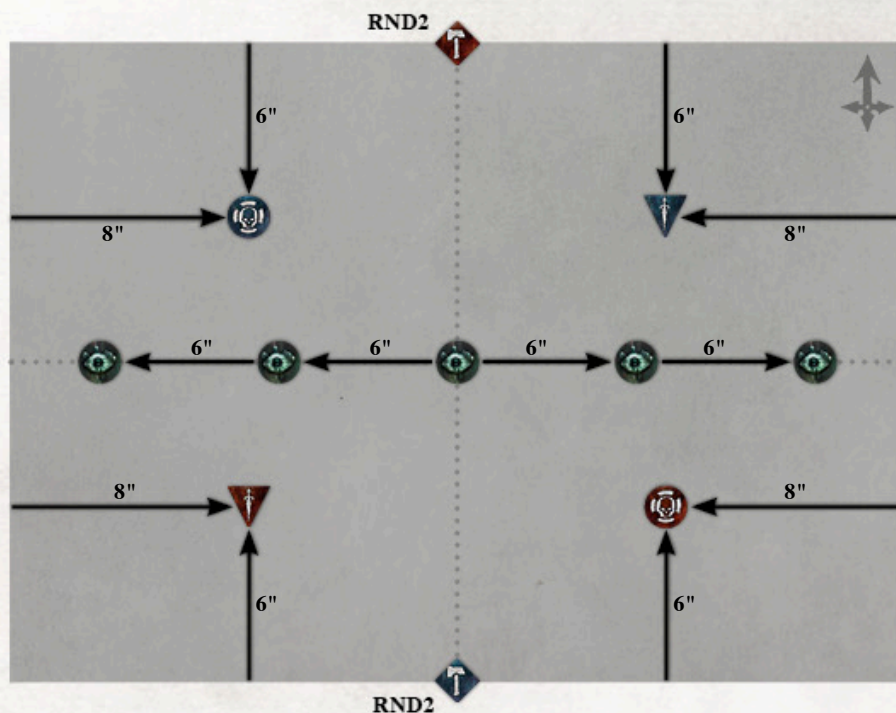
## TREASURE HUNTERS

*This place is replete with treasures from ancient times. Claim them for yourself before your rivals do the same.*

### VICTORY

Set up 5 treasure tokens on the battlefield floor as shown on the map.

The battle ends after 4 battle rounds. When the battle ends, the player who has the most fighters carrying treasure wins the battle.



## THE RELIC

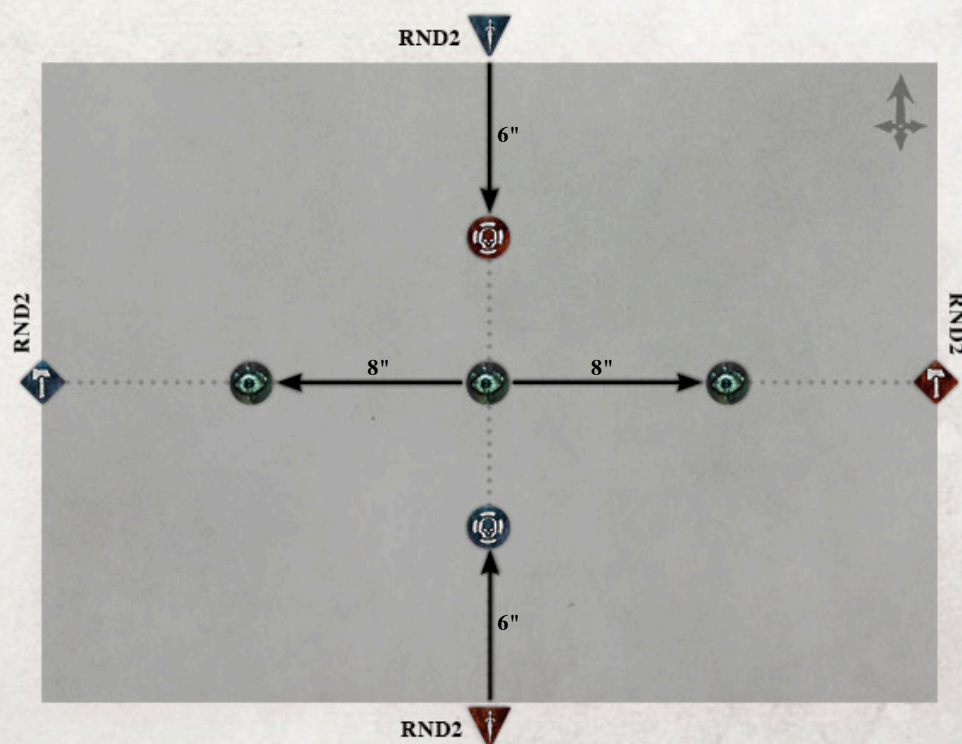
*A potent relic has the power to alter your fortunes, for good or ill. Strike swiftly and recover it from its resting place.*

### VICTORY

Set up 3 treasure tokens on the battlefield floor as shown on the map.

At the end of the first battle round, the players roll off and the winner picks either 1 treasure token on the battlefield or 1 piece of treasure that is being carried and removes it from play. At the end of the second battle round, the opposing player does the same.

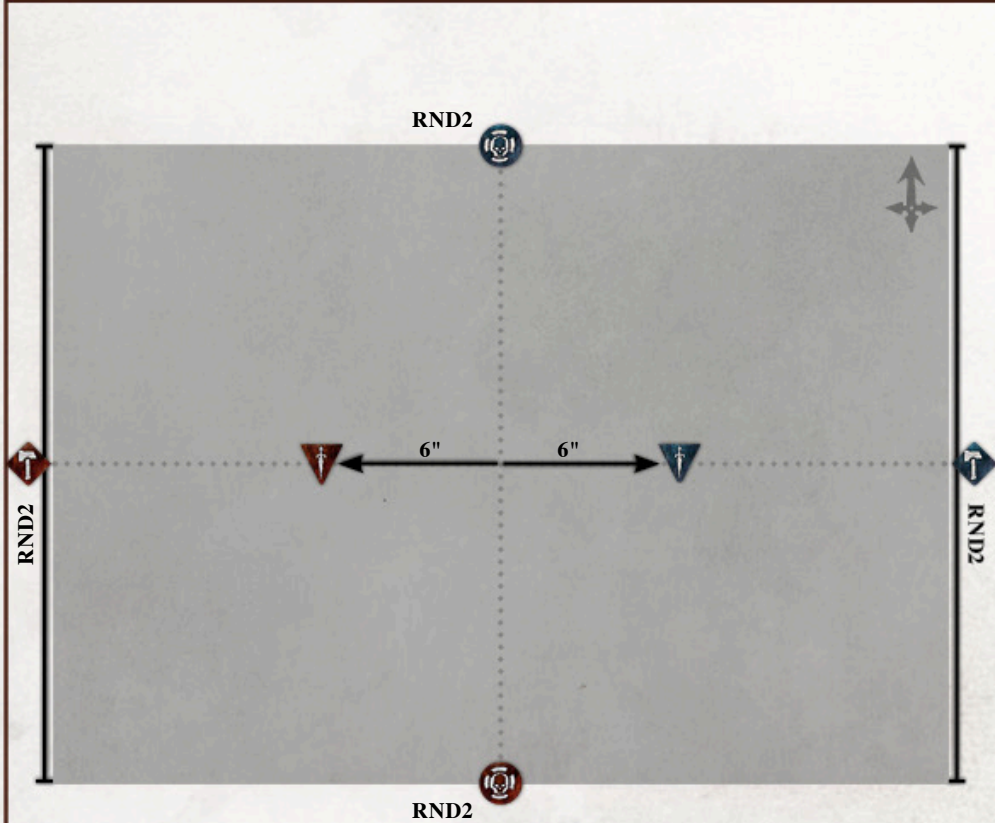
The battle ends after 4 battle rounds. When the battle ends, the player whose fighter is carrying the remaining treasure wins the battle.







## CLEANSE



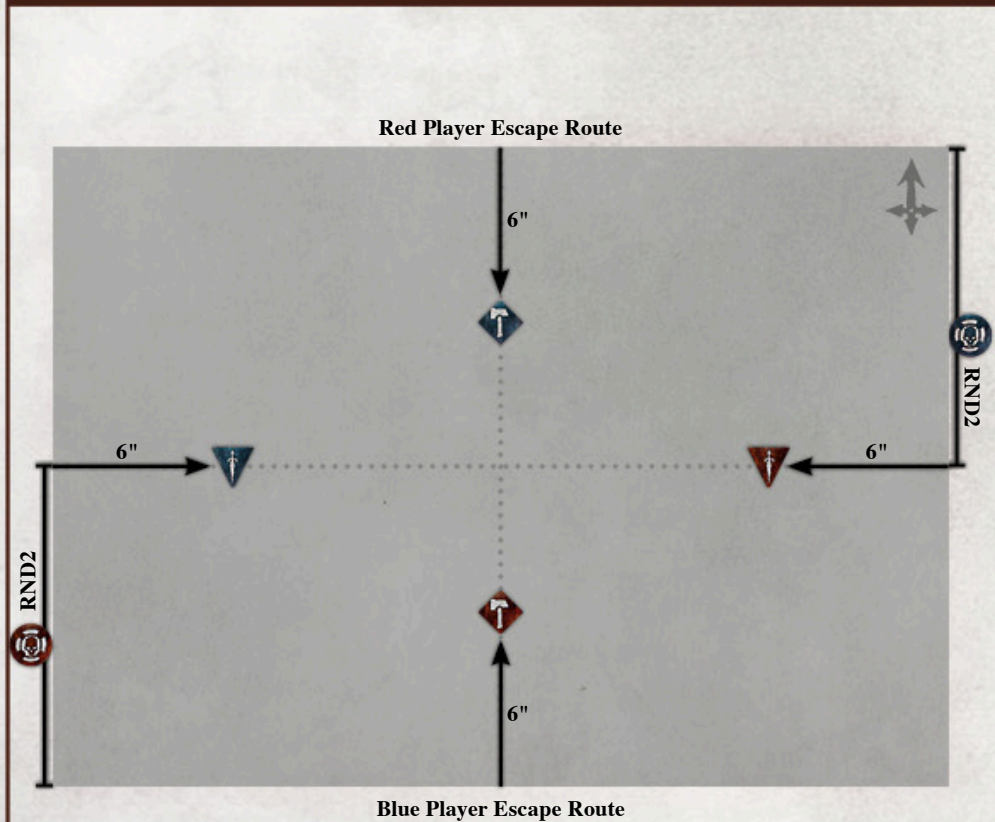
*Cast your enemies from these lands once and for all.*

**VICTORY**  
The battlefield is divided halfway along its width and length into quarters of equal dimensions, as shown on the map.

At the end of each battle round, each player scores 3 victory points for each quarter of the battlefield that has more fighters from their warband wholly within it than it does enemy fighters. Models within more than one quarter do not contribute towards the number of models in any quarter. In addition, each warband scores 1 victory point for each enemy fighter taken down.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

## BREAKTHROUGH



*Smash through the enemy lines and plunge deep into their vulnerable heartlands.*

**VICTORY**  
The player using the blue deployment points is the blue player. The player using the red deployment points is the red player. Each player has a table edge marked as their escape route, as shown on the map.

Any fighter that finishes a move action within 1" of their escape route can escape the battlefield. Remove the fighter from the battlefield but do not count them as being taken down.

The battle ends after 4 battle rounds. When the battle ends, count the number of fighters that escaped the battlefield. The player with the most wins the battle.



## SHIFTING TIDES

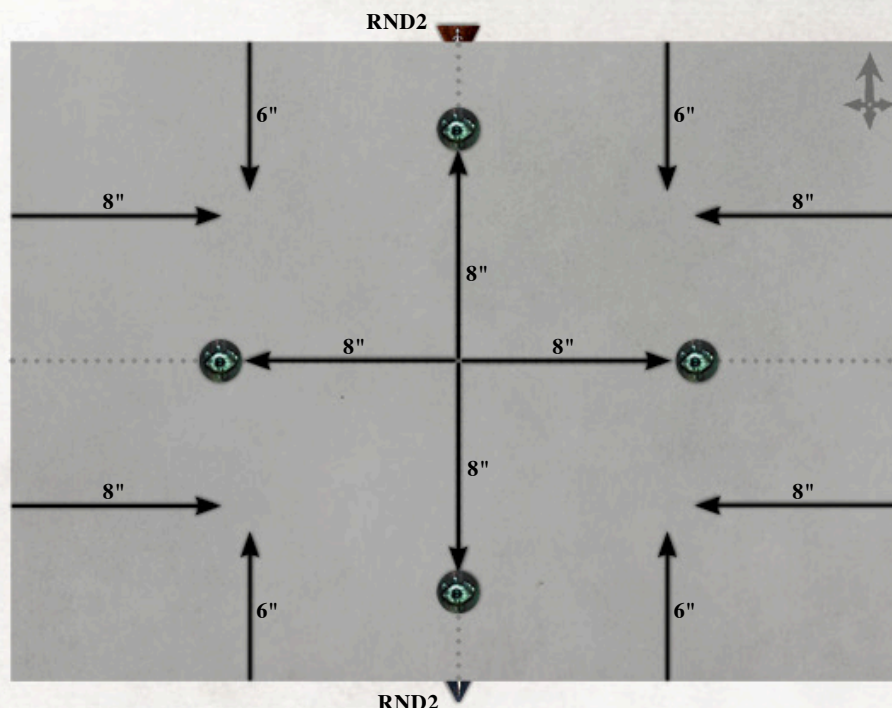
*The path to victory can change with every moment.*

### VICTORY

Set up 4 objective markers on the battlefield floor as shown on the map. During the first and third battle rounds, the objectives on the vertical centre line are the primary objectives. During the second and fourth battle rounds, the objectives on the horizontal centre line are the primary objectives.

At the end of each battle round, each player scores 3 victory points for each primary objective they control and 1 victory point for each other objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.



## CONQUER

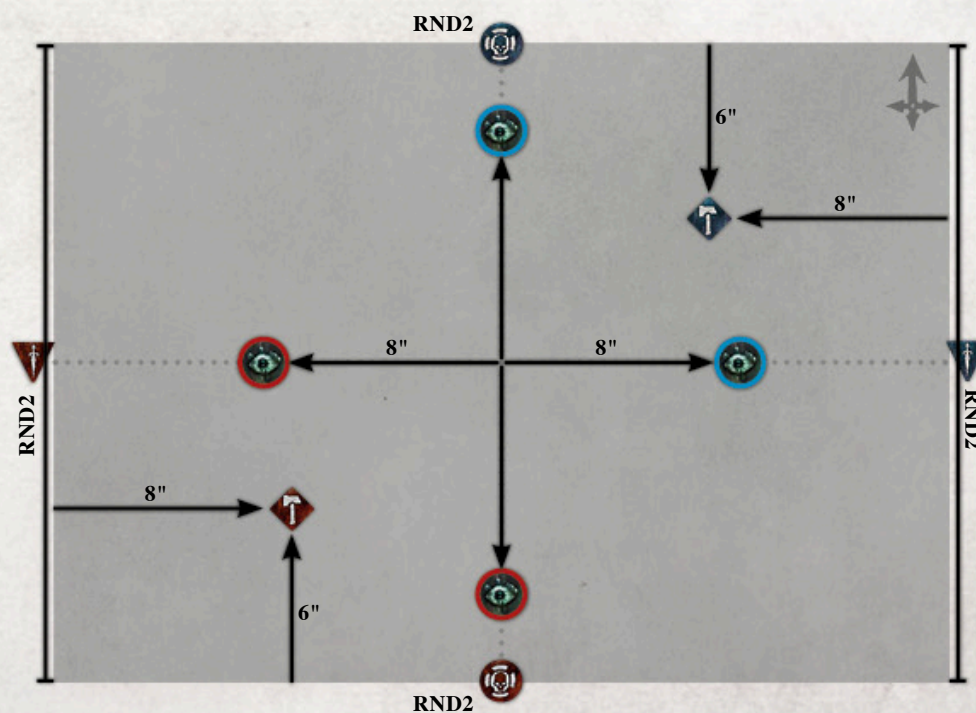
*All these lands belong to you.  
Remind your foes of that fact.*

### VICTORY

Set up 4 objective markers on the battlefield floor as shown on the map. 2 of the objective markers are blue and 2 are red. The player using the red deployment points treats the red objectives as home objectives. The player using the blue deployment points treats the blue objectives as home objectives.

At the end of each battle round, each player scores 1 victory point for each home objective they control and 3 victory points for each other objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.







# HIDDEN AGENDAS

Warcry tournaments use Hidden Agendas. These are secondary objectives that players attempt to achieve during the tournament. In this section, you will find a list of 12 Hidden Agendas that replaces those in the Core Book.

During a Warcry tournament, each player must secretly pick 1 Hidden Agenda at the start of the hero phase of the first battle round. Each player must record their choice by either writing it down on a piece of paper

or placing a card with the name of the Hidden Agenda face down on the table. When you complete the Hidden Agenda, reveal the piece of paper or card to show that the Hidden Agenda has been completed.

A player cannot choose the same Hidden Agenda twice during a tournament, and any Hidden Agenda they have previously chosen must be clearly marked on their tournament roster.

## HIDDEN AGENDA THE CHAMPION

At the end of the battle, you complete this Hidden Agenda if the enemy leader has been taken down but your leader has not.

## HIDDEN AGENDA CONCEALED ARTEFACT

Secretly note down one of your fighters to be the bearer of the concealed artefact. The fighter must be on the battlefield. At the start of the combat phase of the third battle round, reveal which of your fighters bears the concealed artefact. At the end of the battle, you complete this Hidden Agenda if the bearer has not been taken down.

## HIDDEN AGENDA HOLD THE CENTRE

At the end of the battle, you complete this Hidden Agenda if 1 or more friendly fighters are within 6" horizontally of the centre of the battlefield and no enemy fighters are within 6" horizontally of the centre of the battlefield.

## HIDDEN AGENDA OVERRUN

You complete this Hidden Agenda at the end of a battle round if you have 1 or more fighters wholly within each quarter of the battlefield.

## HIDDEN AGENDA HIGHER GROUND

At the end of the battle, you complete this Hidden Agenda if 1 or more friendly fighters are vertically 3" above the battlefield floor and no enemy fighters are vertically 3" above the battlefield floor.

## HIDDEN AGENDA THE ARCHITECT

At the end of the battle, you complete this Hidden Agenda if your opponent's warband has had half or more of its fighters taken down, but your warband has had less than half of its fighters taken down.





**HIDDEN AGENDA  
FLAUNT**

You complete this Hidden Agenda immediately if you use a **[quad]** for an ability that requires a **[double]**.

**HIDDEN AGENDA  
PRUDENT WARRIOR**

At the end of the battle, you complete this Hidden Agenda if you have 3 or more wild dice that have not been used in the battle.

**HIDDEN AGENDA  
DOMINATE**

At the end of the battle, you complete this Hidden Agenda if you control more objectives than your opponent.

**HIDDEN AGENDA  
GOLIATH SLAYER**

You complete this Hidden Agenda immediately if an enemy fighter with a Wounds characteristic of 30 or more is taken down by an attack action made by a friendly fighter with a Wounds characteristic of 10 or less.

**HIDDEN AGENDA  
INGLORIOUS DEMISE**

You complete this Hidden Agenda immediately if the enemy leader is taken down by a damage point allocated to them that did not result from an attack action.

**HIDDEN AGENDA  
FORTUNE-FAVoured**

You complete this Hidden Agenda immediately if you seize the initiative and 2 or more wild dice have been added to your number of singles.



*Blissful One*



*Awakened One*



*Ascended One*



*Joyous One*





# ESCALATION TOURNAMENTS

An escalation tournament is one that incorporates aspects of a Warcry campaign into a matched play setting, giving players a chance to progress and build a narrative for their warbands. At the start of an escalation tournament, your warriors will be fresh-faced and eager for battle; by the end, they will be grizzled veterans with sagas of glory and heroism in their name.

This section expands upon the escalation tournament section in the Core Book with unique tables for artefacts of power, command traits and lesser artefacts that the players can roll on during the event.

To run an escalation tournament, use the following rules:

1. At the start of each battle after the first, the players roll off. Starting with the player who won the roll-off, each player picks 1 fighter to gain a destiny level (Core Book, pg 67) and then rolls for 1 lesser artefact on the escalation lesser artefacts table below. Destiny levels gained are in effect for the rest of the tournament. All escalation lesser artefacts are **[Consumable]**. Once they have been used, they are removed from the warband roster, in the same way they would be during a campaign.
2. At the start of certain battles, players may receive either 1 artefact of power or 1 command trait. To receive an artefact of power, pick one from the escalation artefacts of power table and then decide which fighter in your warband will bear it. Alternatively, some tournaments might decide that the players must roll on the table instead of picking. Do the same when receiving a command trait. A command trait can only be given to your leader.

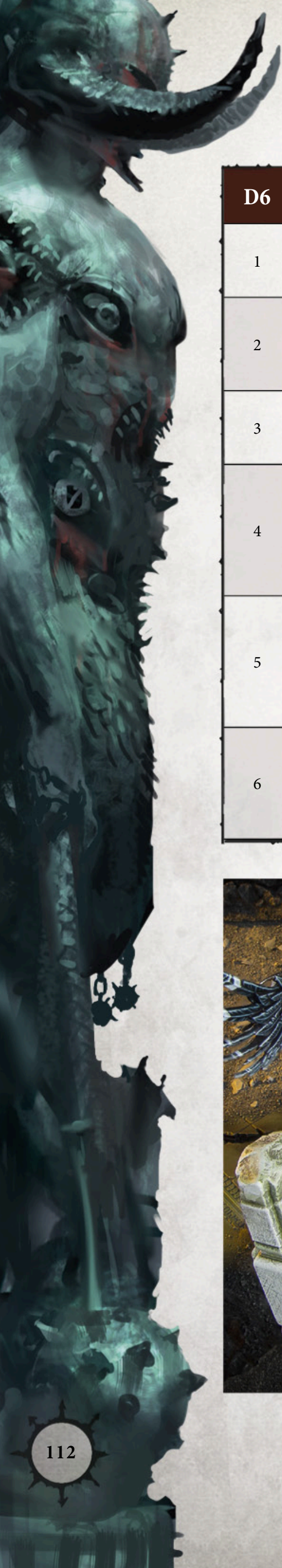
| D6 | ESCALATION LESSER ARTEFACT                                                                                                                                                    |                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>HEALING POTION</b><br><i>This glass bottle is filled with a sparkling crimson liquid that heals and refreshes.</i>                                                         | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, remove D6 damage points allocated to them.                                                                                                            |
| 2  | <b>SKIN OF FLAME-ALE</b><br><i>Brewed in Aqshy, this potent and fiery concoction fills one with mighty strength, if only for a few brief moments.</i>                         | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, until the end of the battle, add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less. |
| 3  | <b>HYSHIAN SWIFTFOOT SCROLL</b><br><i>Calling upon the bound power of light magic, the bearer grants one ally the ability to move with increased swiftness.</i>               | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, pick a visible friendly fighter within 12" of the bearer. Add 1 to the Move characteristic of that fighter until the end of the battle.               |
| 4  | <b>ULGUAN HEX-EIDOLON</b><br><i>When the appropriate curses are whispered to this simple doll, a nearby foe is soon laid low.</i>                                             | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, pick a visible enemy fighter within 12" of the bearer and roll 6 dice. For each 2+, allocate 1 damage point to that fighter.                          |
| 5  | <b>IRONOAK SEED</b><br><i>This is an enchanted seed of a mighty ironoak tree. When split open, it releases a sap that swiftly hardens into an all but impenetrable shell.</i> | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action. If they do so, add 1 to the Toughness characteristic of the bearer until the end of the battle.                                                                      |
| 6  | <b>POTION OF ONSLAUGHT</b><br><i>One who ingests this potion finds themselves filled with a manic energy that can only be expended by slaughtering their enemies.</i>         | <b>[Consumable]:</b> The bearer can use this lesser artefact as an action only if they have not used an ability this activation. If they do so, the bearer can use the 'Onslaught' ability without needing or using any ability dice.           |





| D6 | ESCALATION ARTEFACT OF POWER                                                                                                                                                                       |                                                                                                                                                        |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>DAEMONBLOOD PENDANT</b><br><i>Said to be filled with droplets of daemonic ichor, those who wear this pendant find themselves gifted with a measure of unholy might.</i>                         | Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.                               |
| 2  | <b>GROMRIL-FORGED MAIL</b><br><i>Torn from the body of one of Kral's hirelings, this sturdy mail shirt can withstand even the mightiest blows.</i>                                                 | Subtract 1 from the damage points allocated by each hit or critical hit (to a minimum of 1) from attack actions that target the bearer.                |
| 3  | <b>BLADE OF PATRONAGE</b><br><i>One of the many warlords of Carngrad has made a killing betting on your gladiatorial exploits. This rune-etched blade serves as a token of their appreciation.</i> | Add 1 to the damage points allocated by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less. |
| 4  | <b>GLADIATOR'S TORC</b><br><i>This mark of prowess is granted only to those who display an uncanny resourcefulness in the pits.</i>                                                                | Add 1 to the value of abilities used by the bearer (to a maximum of 6).                                                                                |
| 5  | <b>BEASTHIDE CUIRASS</b><br><i>Made from the tough flesh of Ghurish Mournfangs, this robust armour was purchased with the spoils of victory from a tribe of Artery-dwelling leatherworkers.</i>    | Add 1 to the Toughness characteristic of the bearer.                                                                                                   |
| 6  | <b>GRAVE-SAND AMULET</b><br><i>The small flecks of vitrified grave-sand within this looted amulet sap the might of the wearer's enemies.</i>                                                       | Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 3" of the bearer.       |





| D6 | ESCALATION COMMAND TRAIT                                                                                                                                                                                                                                                      |                                                                                                                                          |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>SECOND WIND</b><br><i>In the direst of situations, this warrior draws upon their legendary willpower to see them through.</i>                                                                                                                                              | Once per battle, this fighter can use this command trait as an action. If they do so, remove D6 damage points allocated to this fighter. |
| 2  | <b>DOMINATING STRENGTH</b><br><i>All pay heed to this warrior's words, for they have more than enough might to back up their commands with action.</i>                                                                                                                        | Add 1 to the Strength characteristic of attack actions made by this fighter with a Range characteristic of 3 or less.                    |
| 3  | <b>BERSERK FURY</b><br><i>This warrior's boundless rage manifests as a hail of frenzied blows raining down upon the foe.</i>                                                                                                                                                  | Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.                |
| 4  | <b>SHREWD DIPLOMAT</b><br><i>This warrior has learnt how to best negotiate with the pit-lords of Carngrad, stacking every fight in their warband's favour – after all, such ensures the greatest spectacles of violence to please the blood-hungry crowds.</i>                | If this fighter is included in your warband, you begin the battle with 1 additional wild dice.                                           |
| 5  | <b>STURDY CONSTITUTION</b><br><i>Even the most devastating of blows cannot keep this warrior down for long. A moment's respite sees them heal from dire wounds, whether because of their natural resilience or the warping energies of the Eightpoints that suffuse them.</i> | When this fighter is picked to activate, you can remove 1 damage point allocated to them.                                                |
| 6  | <b>TIRELESS</b><br><i>Life in the harsh wilderness of the Bloodwind Spoil has brought this warrior to the peak of endurance. In battle, they move at a vigorous pace, crashing into the enemy with ferocious speed.</i>                                                       | Add 1 to the Move characteristic of this fighter.                                                                                        |





# UPDATES TO CAMPAIGN RULES

Every year, the Tome of Champions will include updates to the Warcry rules to make sure the game is as exciting as it can be. This year, we have taken the chance to update and improve the Glory Points system in Warcry campaigns.

## GLORY POINTS

In the aftermath sequence of a campaign game, when earning and spending glory points, instead of using the

table in the Core Book (pg 66), use the table below (these factors are all cumulative).

| EARN GLORY POINTS                                                                          |                |
|--------------------------------------------------------------------------------------------|----------------|
| Took part in a campaign battle                                                             | 3 glory points |
| Won the battle                                                                             | 2 glory points |
| The leader of your opponent's warband was taken down                                       | 1 glory point  |
| At least one third of the fighters in your opponent's warband were taken down              | 1 glory point  |
| At least two thirds of the fighters in your opponent's warband were taken down             | 1 glory point  |
| All the fighters in your opponent's warband were taken down                                | 1 glory point  |
| Your opponent's warband has at least 2 more areas of dominated territory than your warband | 1 glory point  |

## DESIGNERS' COMMENTARY

**Sam:** After receiving lots of feedback from players, not to mention from all the games we play here in the studio, we took a look at the way warbands accrue glory points in a campaign to see if it could be improved.

One of the design philosophies underlying Warcry is to give warbands a sense of growth and progression but avoid a 'runaway leader' (where one player becomes increasingly more powerful with each victory, to the extent that their peers are unable to catch them up).

We found the original Glory Points system heavily favoured the winner, and so we have taken the opportunity to rebalance it here. The new table has been designed to even out how much glory the victor and the loser receive, as well as give some bonuses to the underdog in a campaign battle, ensuring both players have a good number of glory points to spend.







# FIGHTER CARDS

*'Though their  
forms and  
deeds may  
vary, all come  
with death in  
their hearts.'*











# VANGUARD CHAMBER

Forged by Sigmar from the souls of heroes, the Stormcast Eternals are the foremost champions of Order. Clad in sigmarite and wielding storm-blessed weapons, they are some of the deadliest fighters in all the realms.

## VANGUARD CHAMBER ABILITIES

|  |                                                                                                                                                                                                                          |
|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | [Double] <b>Tireless Hunters:</b> Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.                                        |
|  | [Double] <b>Warning Cry:</b> Pick a visible enemy fighter within 6" of this fighter. Until the end of the battle round, you can re-roll 1 dice during attack actions made by friendly fighters that target that fighter. |
|  | [Double] <b>Righteous Aura:</b> Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.                                                  |
|  | [Triple] <b>Darting Attack:</b> This fighter makes a bonus attack action. Then, they can make a bonus disengage action.                                                                                                  |
|  | [Triple] <b>Rapid Fire:</b> Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation.                                               |
|  | [Quad] <b>Aimed Strike:</b> Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by this fighter this activation.                         |

### VANGUARD-RAPTOR WITH LONGSTRIKE CROSSBOW

|      |   |   |      |  |  |
|------|---|---|------|--|--|
|      |   |   |      |  |  |
| 6-20 | 1 | 5 | 4/10 |  |  |
|      |   |   |      |  |  |
| 1    | 3 | 4 | 1/4  |  |  |

225

4 5 20

### VANGUARD-RAPTOR WITH HURRICANE CROSSBOW

|      |   |   |     |  |  |
|------|---|---|-----|--|--|
|      |   |   |     |  |  |
| 3-15 | 3 | 4 | 2/6 |  |  |
|      |   |   |     |  |  |
| 1    | 3 | 4 | 1/4 |  |  |

195

4 5 20

### RAPTOR-PRIME WITH LONGSTRIKE CROSSBOW

|      |   |   |      |  |  |
|------|---|---|------|--|--|
|      |   |   |      |  |  |
| 6-20 | 1 | 5 | 4/10 |  |  |
|      |   |   |      |  |  |
| 1    | 3 | 4 | 1/4  |  |  |

280

4 5 30

### RAPTOR-PRIME WITH HURRICANE CROSSBOW

|      |   |   |     |  |  |
|------|---|---|-----|--|--|
|      |   |   |     |  |  |
| 3-15 | 3 | 4 | 2/6 |  |  |
|      |   |   |     |  |  |
| 1    | 3 | 4 | 1/4 |  |  |

245

4 5 30

### VANGUARD-HUNTER

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 8 | 3 | 4 | 1/4 |  |  |
|   |   |   |     |  |  |
| 1 | 4 | 4 | 2/4 |  |  |

165

4 5 20

### HUNTER-PRIME

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 8 | 3 | 4 | 1/4 |  |  |
|   |   |   |     |  |  |
| 1 | 4 | 4 | 2/4 |  |  |

210

4 5 30

### AETHERWING

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 3 | 2 | 1/2 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

45

12 2 6

### GRYPH-HOUND

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 4 | 4 | 2/4 |  |  |
|   |   |   |     |  |  |
|   |   |   |     |  |  |

150

6 4 20



# IDONETH DEEPKIN

| IDONETH DEEPKIN ABILITIES                                                                                                                                               |                                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                        | <b>[Double] Low Tide:</b> A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action of a number of inches equal to the value of this ability.                                                                                    |
|       | <b>[Double] Sweeping Blow:</b> Roll 1 dice for each visible enemy fighter within 2" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.  |
|     | <b>[Double] Storm Fire:</b> Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter that target an enemy fighter more than 3" away.                                                                                    |
|   | <b>[Triple] High Tide:</b> A fighter can use this ability only if it is the third battle round. Add 1 to the Attacks and Strength characteristics of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter. |
|   | <b>[Triple] Biovoltaic Barrier:</b> Until the end of the battle round, count each critical hit scored from attack actions that target this fighter as a hit instead.                                                                                                                  |
|   | <b>[Quad] Biovoltaic Blast:</b> Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.                                                                                                                        |

## ISHLAEN GUARD

|  |   |   |   |     |
|--|---|---|---|-----|
|  |   |   |   |     |
|  | 1 | 4 | 3 | 2/4 |

195

10

4

25

NAMARTI THRALL

ICON BEARER



1



4



4



2/5







140





5



3



16





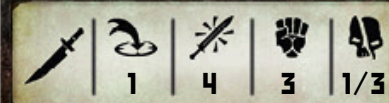
# DAUGHTERS OF KHAINE

The Daughters of Khaine seek power through bloodshed. They worship their murderous deity Khaine with every butchered foe, and as gore splatters across their flesh, they are driven into a rapturous killing frenzy.

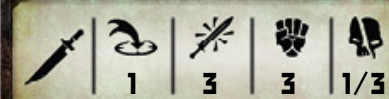
## DAUGHTERS OF KHAINE ABILITIES

|  |                                                                                                                                                                                                                                                                                                                                                                                       |
|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>[Double] Bathe in Blood:</b> A fighter can use this ability only if they are within 3" of a visible enemy fighter with 1 or more damage points allocated to them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter.                                                                            |
|  | <b>[Double] Turned to Crystal:</b> Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.                                                                                                                  |
|  | <b>[Triple] Heartseekers:</b> If the next attack action made by this fighter this activation scores one or more critical hits and the target fighter is more than 3" away, allocate a number of damage points to that fighter equal to the value of this ability.                                                                                                                     |
|  | <b>[Triple] Slaughter's Strength:</b> Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.                                                                                                                                                  |
|  | <b>[Triple] Sacrifice to Khaine:</b> A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter. |
|  | <b>[Quad] Death on the Wind:</b> This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Strength characteristic of that attack action if the fighter finished the move action 6" or more from their starting position.                                                                                                          |

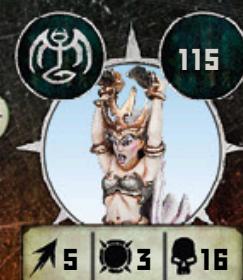
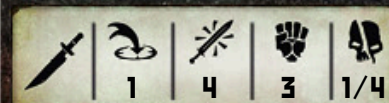
### WITCH AELF WITH SACRIFICIAL KNIVES



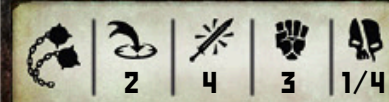
### WITCH AELF WITH SACRIFICIAL KNIFE AND BLADED BUCKLER



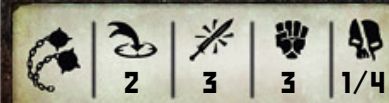
### WITCH AELF HAG WITH SACRIFICIAL KNIVES



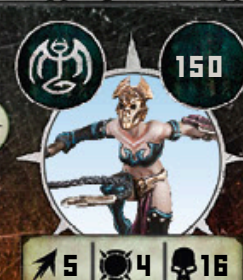
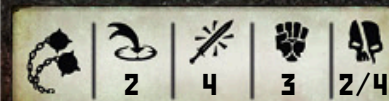
### SISTER OF SLAUGHTER WITH BARBED WHIP AND SACRIFICIAL KNIFE



### SISTER OF SLAUGHTER WITH BARBED WHIP AND BLADED BUCKLER



### SISTER OF SLAUGHTER HANDMAIDEN WITH BARBED WHIP AND BLADED BUCKLER





**BLOOD SISTER**

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 2 | 5 | 3 | 1/4 |  |  |

7 4 20

165

**KHINERAI HEARTRENDER**

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 8 | 2 | 4 | 1/4 |  |  |

12 4 10

175

**BLOOD SISTER GORGAI**

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 2 | 6 | 4 | 2/4 |  |  |

7 4 30

245

**KHINERAI HEARTRENDER SHRYKE**

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 8 | 3 | 4 | 2/4 |  |  |

12 4 20

245

**BLOOD STALKER**

|      |   |   |     |  |  |
|------|---|---|-----|--|--|
|      |   |   |     |  |  |
| 3-20 | 2 | 3 | 1/5 |  |  |

7 4 20

165

**KHINERAI LIFETAKER**

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 4 | 3 | 1/4 |  |  |

12 4 10

165

**BLOOD STALKER KRONE**

|      |   |   |     |  |  |
|------|---|---|-----|--|--|
|      |   |   |     |  |  |
| 3-20 | 3 | 3 | 2/5 |  |  |

7 4 30

235

**KHINERAI LIFETAKER HARRIDYNN**

|   |   |   |     |  |  |
|---|---|---|-----|--|--|
|   |   |   |     |  |  |
| 1 | 5 | 3 | 2/4 |  |  |

12 4 20

210







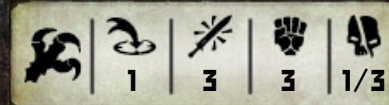
# FLESH-EATER COURTS

Victims of an ancient and terrible curse, the mordants of the Flesh-eater Courts believe themselves to be noble knights, when in fact they are cannibalistic monsters who prey upon the living to satiate their ravenous hunger.

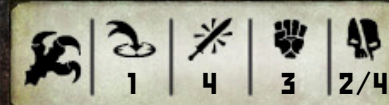
## FLESH-EATER COURTS ABILITIES

|  |                                                                                                                                                                                                                                                                                                                                                    |
|--|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>[Double] Feeding Frenzy:</b> A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points from this fighter equal to the value of this ability.                                                                                               |
|  | <b>[Double] Skewering Strike:</b> Add 1 to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less. In addition, if that attack action scores a critical hit, until the end of the battle round, the target fighter cannot make move actions or disengage actions. |
|  | <b>[Double] Chosen of the King:</b> A fighter can use this ability only if they are within 6" of a visible friendly fighter with the <b>Leader</b> runemark (★). Until the end of this fighter's activation, add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.             |
|  | <b>[Triple] Bringer of Death:</b> Add the value of this ability to the Move characteristic of friendly fighters within 6" of this fighter when this fighter uses this ability, until the end of the battle round.                                                                                                                                  |
|  | <b>[Triple] Death Scream:</b> Roll 1 dice for each visible enemy fighter within 8" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.                                                                |
|  | <b>[Quad] The Royal Hunt:</b> This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Attacks characteristic of that attack action if this fighter is within 1" of a visible friendly fighter.                                                                                                |

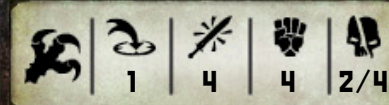
### CRYPT GHOUL



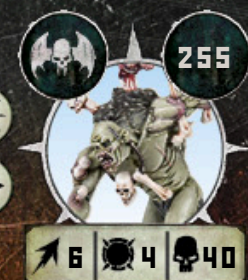
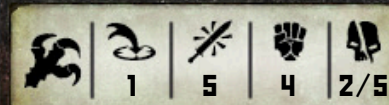
### CRYPT GHAST



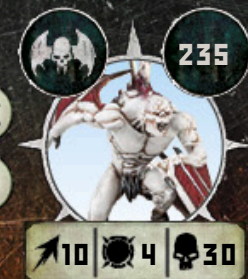
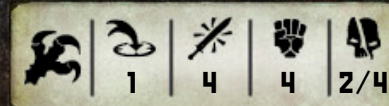
### CRYPT HORROR



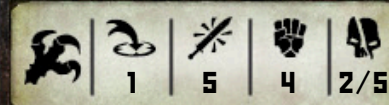
### CRYPT HAUNTER



### CRYPT PLAYER



### CRYPT INFERNAL







| NIGHTHAUNT ABILITIES                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                        | <b>[Double] Aura of Dread:</b> Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by that fighter. A fighter can only be targeted once per battle round by this ability.                          |
|   | <b>[Double] Soul-marked Prey:</b> Pick a visible enemy fighter within 3" of this fighter with 1 or more damage points allocated to them. Until the end of the battle round, add 1 to the Strength characteristic of attack actions made by friendly fighters that target that fighter. A fighter cannot be picked to be the target of this ability more than once per battle round. |
|   | <b>[Double] Chilling Horde:</b> A fighter can use this ability only if there is a visible friendly fighter with the <b>Minion</b> runemark (✧) within 3" of them. Add 1 to the Attacks characteristic of attack actions made by this fighter until the end of their activation.                                                                                                     |
|   | <b>[Triple] Frightful Touch:</b> Until the end of this fighter's activation, count each hit from attack actions made by them as a critical hit instead.                                                                                                                                                                                                                             |
|   | <b>[Triple] Spectral Summon:</b> Pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.                                    |
|   | <b>[Quad] Reaped Like Corn:</b> Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.                                                                                                                                                                                                                      |

# GLAIVEWRAITH STALKER

120

5 5 10





# IRONJAWZ

The Ironjawz are the biggest and hardest orruks of all. Clad in thick pig-iron armour and swinging enormous, bone-breaking weapons, they live for nothing more than the chance to wreak untold devastation across the realms.

## IRONJAWZ ABILITIES

|  |                                                                                                                                                                                                                                                                                                                       |
|--|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>[Double] Charge!:</b> A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.                                               |
|  | <b>[Double] Shield Bash:</b> After this fighter's next move action this activation, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 4-5, allocate 1 damage point to that fighter. On a 6, allocate a number of damage points to that fighter equal to the value of this ability.         |
|  | <b>[Double] Duff Up Da Big Thing:</b> Until the end of this fighter's activation, add 2 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 15 or more.                 |
|  | <b>[Triple] Waaagh!:</b> Add the value of this ability to the Move characteristic of friendly fighters within 6" of this fighter when this fighter uses this ability, until the end of the battle round.                                                                                                              |
|  | <b>[Triple] Da Grab an' Bash:</b> Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions. In addition, on a 6, this fighter can make a bonus attack action against that enemy fighter.        |
|  | <b>[Quad] Rampaging Destroyer:</b> Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter. In addition, each time an enemy fighter is taken down by an attack action made by this fighter this activation, this fighter can make a bonus move action. |

### BRUTE WITH TWO BRUTE CHOPPAS

1 | 4 | 4 | 2/4

3 | 5 | 25

### BRUTE WITH JAGGED GORE-HACKA

1 | 3 | 5 | 2/4

3 | 5 | 25

### BRUTE WITH GORE-CHOPPA

1 | 3 | 5 | 3/6

3 | 5 | 25

### BRUTE BOSS WITH BOSS KLAU AND BRUTE SMASHA

1 | 4 | 5 | 2/5

3 | 5 | 35

### BRUTE BOSS WITH BOSS CHOPPA

1 | 3 | 6 | 3/6

3 | 5 | 35

### ARDBOY WITH ORRUK-FORGED CHOPPA AND SMASHA

1 | 4 | 4 | 1/4

3 | 4 | 15



ARDBOY WITH ORRUK-FORGED CHOPPA AND ORRUK-FORGED SHIELD

125


 1
  3
  4
  1/4

 3
  5
  15

ARDBOY WITH ORRUK-FORGED BIG CHOPPA

110


 1
  3
  4
  2/4

 3
  4
  15

ARDBOY BOSS WITH ORRUK-FORGED CHOPPA AND SMASHA

190


 1
  4
  5
  2/5

 3
  4
  25







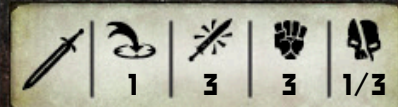
# GLOOMSPITE GITZ

The Gloomspite Gitz infest the dank places of the Mortal Realms like a mouldering fungus. Though by their very nature anarchic, when these creatures unite under a common cause, they are capable of wholesale destruction.

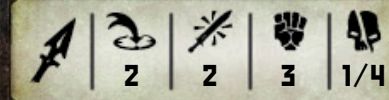
## GLOOMSPITE GITZ ABILITIES

|  |                                                                                                                                                                                                                                                                                                                        |
|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>[Double] Backstabbing Mob:</b> A fighter can use this ability only if there is a visible friendly fighter within 1" of them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.    |
|  | <b>[Double] Barbed Net:</b> Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.                                                                                                            |
|  | <b>[Triple] Boing! Boing! Boing!:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.      |
|  | <b>[Triple] Stab 'Em Good:</b> Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.                                                                              |
|  | <b>[Triple] Go Dat Way!:</b> Pick a friendly fighter with the <b>Beast</b> runemark (🐾) within 4" of this fighter. That fighter makes a bonus move action.                                                                                                                                                             |
|  | <b>[Quad] Sneaky Stab:</b> This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, if the fighter targeted by that attack action is within 1" of this fighter, add the value of this ability to the damage points allocated by hits and critical hits from that attack action. |

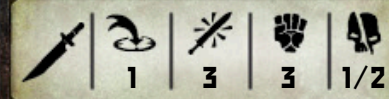
### STABBA



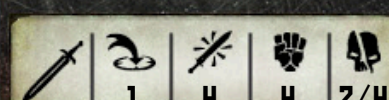
### STABBA WITH POKIN' SPEAR



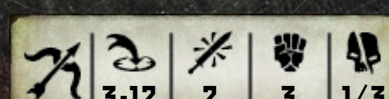
### STABBA WITH BARBED NET



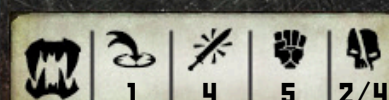
### MOONCLAN BOSS



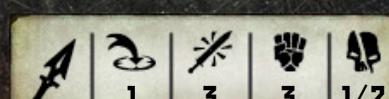
### SHOOTA



### CAVE SQUIG



### SQUIG HERDER





**SQUIG HOPPER**

|  |   |   |   |     |  |  |
|--|---|---|---|-----|--|--|
|  |   |   |   |     |  |  |
|  | 1 | 4 | 5 | 2/4 |  |  |

10 4 16

200

**BOINGROT BOUNDER**

|  |   |   |   |     |  |  |
|--|---|---|---|-----|--|--|
|  |   |   |   |     |  |  |
|  | 2 | 3 | 5 | 2/5 |  |  |

8 5 18

220

**SQUIG HOPPER BOSS**

|  |   |   |   |     |  |  |
|--|---|---|---|-----|--|--|
|  |   |   |   |     |  |  |
|  | 1 | 5 | 5 | 2/4 |  |  |

10 4 22

250

**BOINGROT BOSS**

|  |   |   |   |     |  |  |
|--|---|---|---|-----|--|--|
|  |   |   |   |     |  |  |
|  | 2 | 4 | 5 | 2/5 |  |  |

8 5 24

265









**SAVAGE ORRUK  
ARROWBOY**

|      |   |   |     |  |  |  |  |    |
|------|---|---|-----|--|--|--|--|----|
|      |   |   |     |  |  |  |  | 90 |
| 3-15 | 2 | 3 | 1/3 |  |  |  |  |    |
|      |   |   |     |  |  |  |  |    |
| 1    | 3 | 3 | 1/2 |  |  |  |  |    |

4 3 15

**SAVAGE ORRUK  
ARROWBOY BOSS**

|      |   |   |     |  |  |  |  |     |
|------|---|---|-----|--|--|--|--|-----|
|      |   |   |     |  |  |  |  | 125 |
| 3-15 | 3 | 3 | 1/3 |  |  |  |  |     |
|      |   |   |     |  |  |  |  |     |
| 1    | 3 | 3 | 2/4 |  |  |  |  |     |

4 4 25







# LEGIONS OF NAGASH

## LEGIONS OF NAGASH ABILITIES

|  |                                                                                                                                                                                                                                                                                                                                                |
|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>[Double] Shambling Horde:</b> A fighter can use this ability only if they are within 6" of a visible friendly fighter with the <b>Leader</b> runemark (★). This fighter can make a bonus move action of a number of inches equal to half the value of this ability (rounding up).                                                           |
|  | <b>[Double] Chosen Champion:</b> A fighter can only use this ability if they are within 6" of a visible friendly fighter with the <b>Leader</b> runemark (★). Add 1 to the Attacks and Strength characteristics of attack actions made by this fighter this activation.                                                                        |
|  | <b>[Double] Cursed Weapon:</b> Until the end of this fighter's activation, add 1 to the damage points allocated by hits and critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less.                                                                                                              |
|  | <b>[Triple] Necrotic Siphon:</b> Pick a visible friendly fighter within 6" of this fighter. Allocate a number of damage points to that fighter equal to value of this ability. Then, remove a number of damage points from this fighter equal to double the value of this ability.                                                             |
|  | <b>[Triple] Summon Undead:</b> Pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability. |
|  | <b>[Quad] Vanhel's Danse Macabre:</b> A number of visible friendly fighters equal to the value of this ability that are within 6" of this fighter can each make a bonus move action or a bonus attack action (some can make bonus move actions and others bonus attack actions).                                                               |

**GRAVE GUARD WITH WIGHT BLADE AND CRYPT SHIELD**

1
 3
 4
 2/4

3
 4
 10

**GRAVE GUARD WITH GREAT WIGHT BLADE**

1
 3
 5
 2/5

3
 3
 10

**SENESCHAL**

1
 4
 5
 2/5

3
 3
 15

**SKELETON WARRIOR WITH ANCIENT BLADE**

1
 3
 3
 1/3

3
 4
 8

**SKELETON WARRIOR WITH ANCIENT SPEAR**

2
 2
 3
 1/4

3
 4
 8

**SKELETON CHAMPION**

1
 4
 3
 1/3

3
 4
 12

**NECROMANCER**

3-7
 2
 3
 3/6

2
 3
 4
 1/4

4
 4
 25



# WARCRY TOURNAMENT ROSTER

Player:

Warband Name:

## DAGGER

| NAME | FIGHTER TYPE | POINTS | DESTINY LEVELS |  |  | LESSER ARTEFACT |
|------|--------------|--------|----------------|--|--|-----------------|
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |

## SHIELD

| NAME | FIGHTER TYPE | POINTS | DESTINY LEVELS |  |  | LESSER ARTEFACT |
|------|--------------|--------|----------------|--|--|-----------------|
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |

## HAMMER

| NAME | FIGHTER TYPE | POINTS | DESTINY LEVELS |  |  | LESSER ARTEFACT |
|------|--------------|--------|----------------|--|--|-----------------|
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |
|      |              |        |                |  |  |                 |

| THE CHAMPION                                                                        | HIDDEN ARTEFACT                                                                     | HOLD THE CENTRE                                                                     | OVERRUN                                                                               | HIGHER GROUND                                                                         | THE ARCHITECT                                                                         |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |  |
| FLAUNT                                                                              | PRUDENT WARRIOR                                                                     | DOMINATE                                                                            | GOLIATH SLAYER                                                                        | INGLORIOUS DEMISE                                                                     | FORTUNE-FAVoured                                                                      |
|  |  |  |  |  |  |

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# EXPLORE THE DIGITAL RANGE

## RULES AND BATTLETOMES

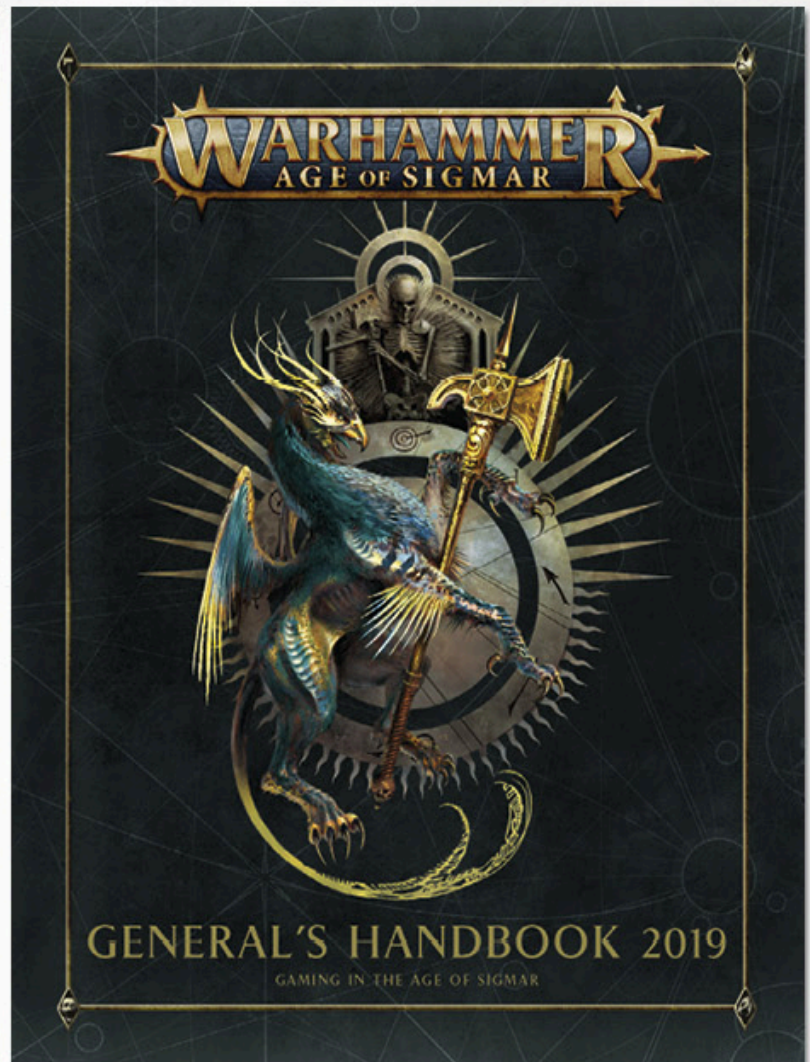
The Age of Sigmar is an epic setting populated by myriad armies, powerful heroes and magnificent monsters. It plays host to vast, realm-spanning wars between the forces of Order and Chaos, Destruction and Death. Read on to explore these battle-torn landscapes and learn of the many peoples and creatures of the realms.



### WARHAMMER AGE OF SIGMAR CORE BOOK

The Mortal Realms have been ground beneath the iron heel of the Dark Gods. These monstrous deities once believed their final victory to be near, yet they have underestimated the forces of Order that stand against them. Across the realms, bolts of energy deliver Sigmar's heroic Stormcast Eternals into battle as the Pantheon of Order gathers its strength. With new cities and fortresses raised in the wake of each conquest, civilisation takes root once more. Yet from the shadow of progress, new and deathly evils come into the light...

This book tells the epic story of the Age of Sigmar, from mythic beginnings to an arcane apocalypse, and provides you with exciting ways to forge your own legends. Inside you will find showcases of Citadel Miniatures, epic stories, and detailed maps of the Mortal Realms – as well as rules that bring your Warhammer Age of Sigmar battles to life on the tabletop.



### GENERAL'S HANDBOOK 2019

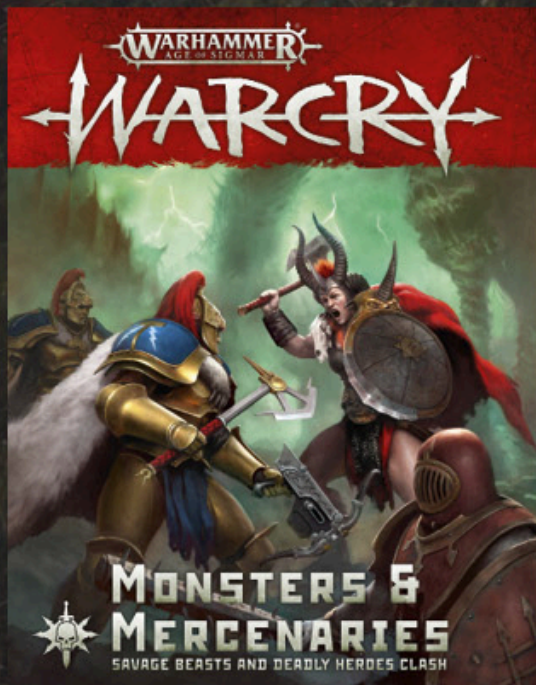
The General's Handbook is an essential update for all gamers in the Mortal Realms, packed with content for every kind of player. Expanding on the core rules, it's an essential companion to matched play, toolbox for open play and treasure trove for narrative play all in one!





## DEATH BATTLETOME: OSSIARCH BONEREAPERS

The Ossiarch Bonereapers come forth in macabre splendour, for they are Nagash's will given form. All that they kill becomes theirs, body and soul. This is a military force like no other, organised and efficient, led by generals created by the supreme lord of the undead and lent a measure of his necromantic power.



## WARCRY: MONSTERS & MERCENARIES

Harness savage beasts and powerful allies in Monsters & Mercenaries – an expansion for Warcry that gives you even more choice when building your warband. In this book, you'll find loads of new content for every warband. Fight deadly challenge battles in your campaigns to master the might of Chimeras, Ghorgons and other towering terrors, master new fated quests or recruit a number of mercenary champions to your warband, each with new abilities to give you the edge in your skirmish battles.



## WARHAMMER AGE OF SIGMAR: WARCRY CORE BOOK

From across the Mortal Realms, disparate warbands make the dark pilgrimage to the Eightpoints. The cursed and the damned are drawn by the Call of the Everchosen. These cannibal tribespeople, tyrannical despots and ambitious cut-throats have dedicated their souls to the Chaos Gods. They now seek to earn the favour of mighty Archaon, Exalted Grand Marshal of the Apocalypse, and a place within his unholy legions. Yet others also brave the monster-haunted wilds of this cursed domain – questing knights, tormented spirits, battle-obsessed brutes and countless more. Some are driven by duty, others by avarice or an overwhelming desire for revenge.

Warcry is a tabletop skirmish wargame in which two or more players control rival warbands of Citadel Miniatures, each with their own unique weapons, warriors and abilities. This book contains the core rules for Warcry, as well as rules for open play, narrative play, matched play and more. Inside, you will also find information on the Eightpoints and its twisted denizens, along with an inspiring miniatures showcase.