

PATH TO GLORY



FIGHTING WITH CHAOS WARBANDS

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PATH TO GLORY

RULES FOR FIGHTING WITH CHAOS WARBANDS

By Anthony Reynolds

For the tribesmen living in the Shadowlands of the north, the lands of Chaos, there is no greater glory than to become recognised by the Gods themselves and exalted above their peers. Though the risks are many and great, they are far outweighed by even the smallest chance of gaining the Gods' favour, for down that path lies the chance of attaining immortality...

Path to Glory came about with a bunch of us reminiscing about the old *Realm of Chaos* books while working on the new *Hordes of Chaos Armies* book. One of the coolest and most characterful parts of *Realms of Chaos* were the warband rules, but the problem that I always found with them was that the warbands tended to become quickly unbalanced. This was

fine in a way, and fun to play, but rolling up a warband consisting of a couple of Goblins and a few Beastmen, and playing your mate who had two Minotaurs and a flying Chaos Spawn — well, sometimes that wasn't so much fun. So, I set about trying to put together a set of simple rules that would enable small battles to be played with Chaos warbands that had some of the randomness of the *Realms of Chaos* rules but was a bit more structured, so you could play games with relatively even forces.

While playtesting these rules, we came to the general agreement that the skirmish rules, as presented in the back of the Warhammer rulebook, were not particularly suited to the game and made it a bit too slow, particularly when your warband was quite large. So, I decided to try out using just the normal Warhammer rules, treating every model as an independent character. It quickly became apparent that to make the game run a bit faster

again, as well as making it more tactical, more changes would have to be made. We ended up making only big creatures (like Ogres) and your Champion count as independent characters, while the other models formed up into small skirmisher units, or ranked up into regiments. Playing with the normal Warhammer rules, these games proved to be quick, fun and bloody, and we have found that we could easily play a game or two in a lunch break.

Another way of looking at these rules is as a way for all you budding Chaos generals to start playing games without having to have an entire army to begin with. As your warbands and model collection grows, you can slowly start to put together an entire Chaos army.

Stop ranting and tell us how to start your own Chaos warband, I hear you say. Well, just follow these simple steps, and start to gather the makings of your own Horde of Chaos...



Two warbands clash in the Chaos wastes.

FORMING YOUR CHAOS WARBAND

FAVOUR POINTS

Favour Points represent how much attention your Aspiring Champion is attracting from the gods of Chaos. The more battles he fights and mighty deeds that he and his warband perform, the more attention he will attract. This correlates in game terms in two ways. Firstly, Favour Points can be used to 'buy' new followers. They are not so much mercenaries receiving payment from your Aspiring Champion, but are the followers that are becoming attracted to the Champion's warband as his fame spreads. The second way that Favour Points are represented is to reflect the number of gifts that the Gods may boon upon the Champion. In the next section of this booklet we will be explaining how to gain additional Favour Points.

You begin the game with 35 Favour Points with which to attract followers.



STEP 1: YOUR CHAMPION

Every warband is led by a Champion of Chaos for free, and starts with the following profile:

	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	3	4	4	2	6	2	8

Equipment: Chaos armour, hand weapon plus a choice of any two items from Equipment Table 1. May be given a barded Chaos Steed for 4 Favour Points.

STEP 2: CHOOSE YOUR GOD

Choose which Chaos god the Champion will follow: he can choose to worship Khorne, Tzeentch, Nurgle or Slaanesh. Alternatively, he may choose to worship all the Gods equally and is said to follow Chaos Undivided. Before any game, a Champion of Chaos Undivided may choose to align himself with one of the four Greater Powers, or a Champion who is already worshipping a single God may choose to worship Chaos Undivided. Champions may only ever make one such transition, however (this could incite the rage of the God they follow, which is not a wise thing to do!)

STEP 3: FORMING THE WARBAND

There are two tables of followers. The first table consists of the more common Chaos followers, the second more rare and more dangerous creatures. It costs 1 Favour Point to roll on the first table, and 2 for the second. Remember to keep a tally of how much Favour you have spent. The dice roll determines what creatures/followers have approached your Champion and become available. If you choose, you can then spend the Favour Points necessary to recruit the follower/s as listed in the Favour Points per model column. On the other hand, if you cannot afford or do not wish to recruit the follower/s that you have rolled, you do not have to. For example, if you roll a 6 (Marauders) and then roll a 3 (resulting in 3 Marauders) you may choose to recruit none, 1, 2 or 3 of them

FOLLOWERS OF CHAOS - TABLE 1

Pay 1 Favour Point to roll on this table

(The special rules and characteristics of all the following models can be found in Hordes of Chaos and Beasts of Chaos.)

2D6	Follower	Number	Favour Points	Equipment per model
2-3	Marauder Horsemen	D3	3	Warhorse, light armour, hand weapon+ roll on the Equipment Table 1*
4-5	Chaos Hounds	D6	1	None
6-7	Marauders	D6	1	Light armour, hand weapon + roll on the Equipment Table 1*
8-9	Chaos Warriors	D3	3	Heavy armour, hand weapon + roll on the Equipment Table 1*
10-11	Beastmen Gors	D6	1	Hand weapon. (Roll a dice. On a 1-3 they also have a shield, on a 4-6 they have an additional hand weapon)*
12	Roll immediately on Table 2 overleaf. You may recruit what you roll at the Favour Points indicated.			

**Note that only one roll for equipment is made and all the warriors are armed with the same weapon. For example, if you recruit four Marauders on one roll, then only one roll on the Equipment Table is made.*

as you like. If you choose not to recruit any, those Favour Points that were spent to roll on the table are lost, however, and you must spend more points if you wish to roll again on the table.

In addition, you may alter the number you roll on the dice by one in exchange for a further Favour Point.

For example, if you rolled a 11, resulting in Beastmen, you could spend 2 further Favour Points to alter the dice number to 9 so that you could 'purchase' a Chaos Warrior. In this way, you could spend your points on recruiting anyone you come across, or spend extra points to choose who you really want.

FOLLOWERS OF CHAOS - TABLE 2

Pay 2 Favour Points to roll on this table

(The special rules and characteristics of all the following models can be found in Hordes of Chaos and the Beasts of Chaos.)

2D6	Follower	Number	Favour Points	Equipment per model
2-3	Chaos Sorcererer <i>(re-roll for Khorne)</i>	1	7 <i>(9 for Tzeentch)</i>	Chaos armour, hand weapon (Lvl 1 Wizard) <i>(If Tzeentch, have a +1A and roll twice on Equipment Table 1 and choose which one you want)</i>
4	Minotaur	1	8	Hand weapon + roll on Equipment Table 2
5	Chaos Daemon	1	4	Nothing <i>(Light Armour for Bloodletters)</i> <i>Bloodletter, Plaguebearer, Daemonette, Horror or Fury dependant on aligned Chaos Power.</i>
6-7	Chosen of Chaos	1	3	Chaos armour, hand weapon + roll twice on the Equipment Table and choose which you want
8	Knight of Chaos	1	6	Chaos Steed, heavy armour, shield, hand weapon
9	Ogre	1	6	Light armour, hand weapon + roll on Equipment Table 2
10	Chaos Troll	1	9	Hand weapon
11	Chosen Knight of Chaos	1	8	Chaos Steed, Chaos armour, shield, hand weapon
12	Chaos Spawn	1	11	Nothing

Chaos Spawn have the special rules for specific powers if the warband is aligned to one of the Chaos Powers — see page 27 of Hordes of Chaos.

ORGANISING YOUR WARBAND

Before each game, organise your followers into small units. Units must have a Unit Strength of at least 3 if possible, and can only form into units with other models of the same type (so Warriors of Chaos can never join with Chosen Warriors of Chaos to form a single unit). For example, if you have 6 Marauders, then you could form them into two units of 3, or one unit of 6. If you had 4 Marauders, they must form into one unit. If you had only 2 Marauders, then they form into a unit of 2.

Models on foot always skirmish, while cavalry or models on 40mm bases or larger, form into regular units.

Champions of Chaos and Sorcerers act as independent characters, so may join any unit freely.

Play games with your warband using all the normal rules for Warhammer — combat resolution, Panic tests, fleeing and pursuit etc. We found that tables about 4' by 4' were a perfect size, with quite a lot of scenery scattered around.



Salanthus the Dark faces a mighty Champion of Tzeentch in mortal combat.

EQUIPMENT

Most followers attracted to a warband will bring along some of their own equipment.

The equipment that they start with cannot be swapped — they will not give up their equipment and will always keep their starting equipment, though they can be given additional items as the warband progresses.

EQUIPMENT TABLE 1

(Additional rolls can be 'purchased' for individual models for 1 Favour Point, re-rolling if 'Nothing' is rolled.)

D6 Equipment

1	Nothing
2	Great weapon (re-roll for Marauder Horsemen)
3	Shield
4	Additional hand weapon (re-roll for Marauder Horsemen)
5	Flail
6	Throwing axe (re-roll for Beastmen)

EQUIPMENT TABLE 2

(Additional rolls can be 'purchased' for 2 Favour Points, re-rolling if 'Nothing' is rolled.)

D6 Equipment

1-2	Nothing
3-4	Additional hand weapon
5-6	Great weapon

STEP 4 - GET PLAYING

So there you have it — having followed the steps above, you should have a newly formed Chaos warband ready to take on other warbands in an effort to gain the attentions of the Gods. On the following page is Anthony Reynold's Chaos warband (go Slaanesh!) that I rolled up and have started playing some games with against other Studio members.

Try playing a few games with your new warband before moving onto the next section which introduces rules for advancement. With these rules you can see your Champion become more powerful as he gains the attention of the gods of Chaos. Good luck, may the Dark Gods smile on your warband, and happy bloodletting!



The warbands of Anthony Reynolds and Graham McNeill clash.

SALANTHUS THE DARK AND HIS WARBAND OF SLAANESH

I decided that my Chaos Champion was going to worship Slaanesh. I was inspired by the 'Eavy Metal Slaanesh army, which just looks so cool with its contrast of black armour and pale skin (though I was sorely tempted by the foulness of Nurgle, mainly because of the modelling possibilities). Having settled on Slaanesh, I immediately started converting and painting a Champion. It was only once I got that model finished

that I rolled for my warband, and got a nice mix of troops, though I didn't get any big monstrous creatures. Oh well, I could always recruit one later on (see the following section to see how you can make your warband grow). Already having a Chaos army of my own, it was a simple matter of picking the models to fit what I had rolled up. In between games, I have started to go back to these models and add extra detail to them, repainting

parts of them to make them look more like devotees of Slaanesh. In battle, I arrange the Chosen of Chaos with the two Warriors, and the three Beastmen together. The two Marauder Horsemen also form into a unit together (they have to in order to get Unit Strength 3). The Knight works on his own. My Champion starts on his own, and joins either the Beastmen or the Warriors, depending on where he is needed most.



Anthony Reynolds' warband is set all and ready for some serious action.

RULES FOR ADVANCING YOUR CHAOS WARBAND

In this section of *Path to Glory*, you will find the rules for advancing your Chaos warband. By fighting battles and achieving specific objectives therein, you will accumulate additional Favour Points.

You can spend these points as you did when you first created your warband to gain additional followers and equipment. In addition for every 6 Favour Points you gain, your Champion will advance. His basic characteristics may increase or he may gain special abilities, acquire new magic items or become marked by the Gods with special mutations.

This section of *Path to Glory* concludes with the rules for resolving the fate of models taken out of action during the course of your battles and for calculating the relative strength of your warband (the Warband Favour Rating) so you can see how your warband stacks up against the enemy.

Again we recommend that you play a few games using only the rules from the first section of this booklet before you incorporate the rules from the second section. Try to get a feel for the basic rules before using these rules for advancement.

But anyway, enough rambling, let the Chaos show continue!

GAINING FAVOUR POINTS

By fighting more enemies and winning battles, Champions of Chaos attract more attention from their Gods. The more attention that they gain from the Gods, the more blessings they receive and the more followers who flock to them.

These Favour Points can be used to recruit more followers using the same method as was used when rolling up your warband.

BASIC FAVOUR TABLE

Playing a battle	2
Playing a battle against a warband with a Warband Favour Rating 10 or higher than your own	+5
Taking an enemy Champion out of action	2
Winning a battle	2
Winning a battle against a Warband Favour Rating 10 or higher than your own	+5
Wiping out an enemy warband (No enemy models on the table at the end of the game)	+2
Refusing a challenge	-2

CHAMPION FAVOUR

Taking an enemy Champion out of action	2 (so, +4)
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TZENTCH FAVOUR

Taking an enemy out of action using magic (not cumulative)	2
Taking a Champion of Nurgle out of action	2
Miscasting a spell (not cumulative)	-2

SLAANESH FAVOUR

Passing two or more Panic tests and/or Break tests during a game and winning the battle	2
Taking a Champion of Khorne out of action	2
Choosing to voluntarily rout from a battle	-2

CHORNE FAVOUR

Taking an enemy out of action that has three or more Wounds (not cumulative)	2
Taking a Champion of Tzeentch out of action	2
Failing to take any enemy models out of action	-2

KHORNE FAVOUR

Taking a Wizard out of action (not cumulative)	2
Taking a Champion of Slaanesh out of action	2
Refusing a challenge	-2 (so, -4)



Nurgle and Tzeentch warbands battle it out.

CHAMPION ADVANCEMENT

The more Favour that your Champion gains, the more skilled he becomes in battle and the more attention he receives from the Gods. This attention shows itself in all manner of unpredictable ways, from mutations and special abilities to being slowly transformed into a Daemon — or turned into a mindless Chaos Spawn, for the whims of the Gods are fickle and always unknown.

- The dice rolled on these tables may be altered by spending additional Favour Points. For each point of Favour spent, the dice roll may be changed +1 or -1.
- Champions start with one roll on the Champion Advancement table.
- For every 6 Favour Points earned, the Champion is entitled to roll on the Champion Advancement table below. This does not use any of your Favour Points.

UNDIVIDED ADVANCEMENT

2D6 Result

- 2 Turned into a Chaos Spawn!
- 3-4 Mutation — One random mutation (if the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
- 5 Soul Hunger — The model may re-roll missed close combat rolls to hit in the first round of any combat.
- 6 Immediately roll on Followers of Chaos table 1, and get whatever you rolled for free (re-rolling any result of 12 on the Followers table — this roll cannot be modified by expending Favour Points).
- 7-8 Mark of Chaos Undivided — May re-roll any failed Psychology tests. (If rolled more than once, this gift can be passed onto any member of the warband of the player's choice. This gift is automatically lost if the warband chooses to worship a specific Chaos god).
- 9-10 Blessed with D3 +2 Chaos Furies for the next game only.
- 11 Daemon Weapon (+1 WS, +1 S, +1 A).
- 12 Eye of the Gods — The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes *fear*. The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes *terror* and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

A Champion of Chaos can never exceed the characteristics shown below. Any further advancement rolls are wasted.

	M	WS	BS	S	T	W	I	A	LD	
Champion	6 ¹	8	0	5 ²	5 ³	4 ⁴	8	5	9	¹⁷ for Champions of Slaanesh ²⁶ for Champions of Khorne, ³⁶ for Champions of Nurgle, ⁴⁵ for Champions of Nurgle.

CHAMPION ADVANCEMENT TABLE

2D6 Result

- 2 Mutation, roll on Mutation table.
- 3-5 Chaos Power Advancement — roll on the Power Specific Advancement table.
- 6 Characteristic Increase — roll again: 1-3 = +1 S, 4-6 = +1 A
- 7 Characteristic Increase — +1 WS
- 8 Characteristic Increase — roll again: 1-3 = +1 I, 4-6 = +1 LD
- 9 Characteristic Increase — roll again: 1-3 = +1 W, 4-6 = +1 T
- 10-11 Chaos Power Advancement — roll on the Power Specific Advancement table.
- 12 Mutation, roll on Mutation table.

If you rolled a result of 3-5 or 10-11, roll on the table of the God that your warband is associated with.

NURGLE ADVANCEMENT

2D6 Result

- 2 Turned into a Chaos Spawn!
- 3-4 Mutation — One random mutation (If the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
- 5 Cloud of Flies — Any enemy in base-to-base contact suffers a -1 modifier on its rolls to hit in close combat.
- 6 Mark of Nurgle — The model gains an extra wound and is immune to poison. If rolled again, the model will cause *fear*.
- 7 Blessing of Nurgle — Nurgles Rot — All attacks made by the character are Poisoned Attacks, and the model itself is immune to poison. (If rolled more than once, this gift can be passed onto another member of the warband).
- 8 Mark of Nurgle — The model gains an extra wound and is immune to poison. If rolled again, the model will cause *fear*.
- 9-10 Blessed with D3 +2 Plaguebearers for the next game only.
- 11 Bloat Foulness — Killing Blow has no effect on the model. In addition, no weapon or spell will ever wound the model on better than a 3+, ie, if a model has Strength 6, it will still only wound the model with Bloat Foulness on a 3+ rather than a 2+.
- 12 Eye of the Gods — The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes *fear*. The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes *terror* and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.



Two mighty Champions confront each other.

SLAANESH ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Mutation — One random mutation (if the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
5	Soporific Musk — Any enemy model in base-to-base contact must halve their WS and I (rounding up).
6	Blessing of Slaanesh — Friendly models within 6" may re-roll any failed psychology tests.
7-8	Mark of Slaanesh — Immune to Psychology.
9-10	Blessed with D3 +2 Daemonettes for the next game only.
11	Aura of Slaanesh — At the start of the Close Combat phase, select one enemy model touching the Champion. It must pass a Ld test or may not make any attacks in that Close Combat phase. Models immune to psychology cannot be affected.
12	Eye of the Gods — The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes <i>fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes <i>terror</i> and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

KHORNE ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Mutation — One random mutation (If the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see right).
5	Axe of Khorne — Killing Blow
6-7	Mark of Khorne — Frenzy. If rolled again, model becomes 'Blood Frenzied'. He will never lose his frenzy. At the start of his Movement phase, if there is no enemy model within charge range but there is a friendly model within charge range, roll a dice. On a roll of 1 on a D6, the Champion will charge and fight one round of combat. The models fight one round of combat, and are separated by 1" at the end of the Close Combat phase.
8	Blessing of Khorne — Once per game, the player may automatically dispel one spell cast.
9-10	Blessed with D3 +2 Bloodletters for the next game only.
11	Collar of Khorne — Magic Resistance 2.
12	Eye of the Gods — The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes <i>fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes <i>terror</i> and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

TZEENTCH ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Spell Familiar — Joins the warband for the next D6 games only — it knows the Tzeentch spell <i>Red Fire</i> , which the Champion may use — counts as a Bound spell with Power Level 4.
5-6	Mark of Tzeentch — Becomes a First Level Wizard with one random Tzeentch spell. Further rolls — gain a new random spell.
7-8	Mutation — One random mutation (if the Champion ever has 9 mutations he automatically devolves into a Chaos Spawn, see below).
9	Blessing of Tzeentch — Tzeentch's Will: Chaos player can re-roll D3 dice per game (roll at start of game) that directly affects the Champion — can be used to cast spells with Irresistible Force and avoid Miscasts.
10-11	Blessed with D3+2 Horrors for the next game only.
12	Eye of the Gods — The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes <i>fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes <i>terror</i> and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

MUTATED INTO A SPAWN

If a model is transformed into a Chaos Spawn and you have no Favour Points to spend to alter the dice roll (or are unwilling to spend them), he loses all his equipment and abilities. His profile is changed to that of the relevant Chaos Spawn (to match the Chaos Power he is associated with) and he gains all the special rules of the relevant Chaos Spawn. Obviously, he may not remain as the leader of your warband any longer! In all cases, he now IS a Spawn of Chaos (eg, for calculating the Warband Favour rating). If it is your Champion who is turned into a Spawn, then any other Knight of Chaos, Warrior of Chaos or Chosen of Chaos in the warband may become the new Champion. He is gifted with a suit of Chaos armour if he didn't already have one, and is given one immediate roll on the Champion Advancement roll.

MUTATIONS

If your Champion has gained a mutation, roll a D6 to see what mutation he has been gifted with (remember that your dice roll may be altered with Favour Points). However if a model gets 5 mutations (9 for Tzeentch), he is turned into a Chaos Spawn.

D6 Result

- 1 **Acid Ichor** – The warrior can spit a thick gruel of poison and acid at his foe. If he chooses to, one of his attacks may be made at S4 with no Armour save allowed.
- 2 **Tentacle** – Roll a dice:
 - 1-2 A tentacle replaces one of the warrior's arms. May not carry a weapon or shield in this tentacle. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
 - 3-6 A tentacle sprouts from the warrior's body. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
- 3 **Extra Arm** – An extra arm has sprouted from the warrior's body. The warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield). Comes with a hand weapon.
- 4 **Cloven Hooves** – The warrior's legs end in cloven hooves. The warrior gains +1 Movement.
- 5 **Horns** – Mighty horns sprout from the warrior's brow. When charging, the model gains an additional attack, which is worked out at the model's base Strength.
- 6 **Bestial Visage** – The warrior's face is twisted into a bestial or daemonic visage. The model causes *fear*.

MODELS TAKEN OUT OF ACTION

After a game, roll a dice for each model that has been removed from the table as a casualty during the game. On the roll of a 1, they are dead, and are removed permanently from the warband. On any other result, they recover from their injuries and may fight in the next battle as normal. However, you may spend 1 Favour Point to re-roll this dice, although the second roll stands; so if you roll another 1, you are stuck with it. (See the extended Injury table in section four: Rules for Fighting with Chaos Warbands, for your Champion).

WARBAND FAVOUR RATING

Finally, the Warband Favour Rating must be calculated. This is a measurement of how well known and feared it is. This is calculated by adding up the base cost of all the models in the warband from the Follower's tables on pages 3 and 4 of this booklet (so a Warrior of Chaos would be 3 points, a Chaos Steed would be 4 points). Count the Champion as 6 points. Add +2 points every time an Advancement Roll is earned (not including the first free one). Unused Favour Points do not count towards your total. After each game, after Favour Points have been allocated and new members of the warband have been recruited, recalculate your new Warband Favour Rating.

Eg, a warband consists of:

- The Champion (6 points)
- Barded Chaos Steed (4 points)
- A Chaos Knight (6 points)
- Three Marauders (3 points)
- A Chaos Warrior (3 points).

It has also had one Advancement roll (2). So, the total Warband Favour Rating is 24.

So there we are! Once you have got used to playing with the rules from the first part of this booklet, implement what you have learned from this second section of *Path to Glory*, and you will then be well on your way towards rising to greatness in the eyes of the Gods! Once you have mastered these first two bits, you will be ready to start increasing the size of your warband through some smaller battles and skirmishes, which is what we cover in section four: Scenarios for use with your Chaos Warbands.



Cornered in a ruined building, a Nurgle warband fights to the death.

RULES FOR FIGHTING WITH CHAOS WARBANDS

The powers of Chaos offer great rewards to those warriors who fight victoriously in the name of the Dark Gods. Their Champions are bestowed with gifts with which to further glorify their chosen deity, all in the hope of one day themselves achieving immortality in their quest for Daemonhood. Be it physical or psychological, these gifts of the Gods can enable a Champion to wreak havoc on his enemy single-handedly.

In *Path to Glory* each player takes control of a Champion of Chaos and his warband and battles against their rivals. The players fight each other and the winning Champions gain the favour of their patrons and are rewarded for their service. As Champions grow in strength, followers flock to their warbands and they become more and more powerful. The ultimate aim for these powerful Warriors is to achieve immortality and become Daemon Princes.

Chaos offers powers to the ambitious, to the adventurous and to those who thirst for conquest and glory. To some, Chaos offers hope in an unfair world where wealth, justice and happiness are the domain of a privileged few, and where the only escape from starvation and persecution lies in the favours of Chaos; for they believe Chaos judges only on merit and rewards their faithful followers accordingly.

In this section of *Path to Glory*, I will introduce some expanded rules to enhance your games. First off, I will present a new bunch of tables for mutations specific to the main Chaos powers. Thanks go to Phil Kelly for these, who was inspired to create these tables after starting his own Tzeentch warband. Secondly, I will introduce expanded rules for injuries, giving more of a realistic feel to your warband as they suffer debilitating injuries or get hit in the head once too often and go bonkers. Enjoy!

CHAOS GIFTS

Mutations – Roll a D6 to determine what mutation has been gifted, rolling on the table that is appropriate for the Warrior's Chaos allegiance. The dice roll can be modified up or down by 1 point per Favour Point expended. Duplicates must be re-rolled.

NURGLE

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Nurgling Infestation:** The Warrior's body is infested with tiny daemons of Nurgle that can swarm from the dripping orifices in his body. Once per game he may direct them to attack an enemy. At the start of any Shooting phase, choose a single target within 2" of the Warrior, even if either model is in combat. The target suffers an automatic Strength 3 hit.
- 3 **Torrent of Foulness:** The Warrior can vomit forth a stream of maggots, pus and slime at his foes. He may use the Breath Weapon template once per game in the Shooting phase; all models completely covered by the template suffer a Strength 2 hit with a -1 to saving throws. Models partially under the template suffer a hit on a 4+.
- 4 **Volcanic Pox:** Boils on the Warrior's skin burst violently and continually, with gruesome results for anyone close by. In any combat that results in a draw, the Warrior with Volcanic Pox will win the combat by 1 (as if he were a Musician).
- 5 **Secondary Jaws:** The Warrior has a snapping, drooling maw that can shoot out of his own and gift his enemy with the Kiss of Nurgle. The Warrior gains a special attack at Strength 2 which always strikes first, even before charges. If another model has the ability to strike first, the model with the highest Initiative prevails. There are no Armour saves against this attack.
- 6 **Massive Bulk:** The Warrior bulges out of his armour that splits under the strain of his enormous mass. He gains +1 Toughness, and suffers -1 Movement. If the model is mounted, his mount suffers -1 Movement.

TZEENTCH

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Petrifying Gaze:** The Warrior's gaze can cause his opponents' bodies to turn to stone. The gaze is a Bound spell with Power Level 3 and range 8" (needing line of sight, naturally). Any model it affects must pass an Initiative check or stay in place for the remainder of the game. They may not be harmed and can do nothing for the entire game. After the game they recover automatically, and so do not roll on the Injury table.
- 3 **Distended Maw:** The Warrior can dislocate his mouth to an incredible extent. If he hits and wounds with three or more of his attacks against a single target, the opponent is swallowed whole and removed from play with no saving throw, Ward save or Regeneration possible. After the game, roll on the Injury table as normal for the swallowed model.
- 4 **Tendrils of Tzeentch:** The Warrior has thick, ropey tendrils waving around his body that can manipulate the Winds of Magic. A Wizard with this mutation may re-roll any 1s rolled when casting. The second result stands, even if a further 1 is rolled. This second result may cause Irresistible Force and Miscasts.
- 5 **Protean Form:** The Warrior's substance constantly flows, remoulding itself in ever more bizarre, alluring or horrific forms, and minor wounds merely disappear into the streaming flesh. A model with this mutation has the Regeneration ability.
- 6 Roll once on this table (re-rolling results of '1' and '6') and once on the Chaos Undivided Mutations table.



Mourndark the Blooddrinker leads the charge against a rival warband.

NHORNE

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Bloodfever:** The ruddy mist that surrounds the Warrior induces frenzy in those nearby. The model is subject to frenzy. In addition, any model, friend or foe, that is within 2" of the Warrior at the start of their Movement phase becomes subject to frenzy for the remainder of that turn.
- 3 **Burning Blood:** Any enemy taking the Champion out of action suffers an automatic S3 hit with no Armour save allowed.
- 4 **Deafening Bellow:** The Warrior can cry the name of his God at such volume even the ground shakes. Enemy models in base contact suffer -1 to hit the Warrior on the turn that he charges.
- 5 **Spellgreed:** Each spell cast at the bearer merely fuels his unstoppable anger, the arcane energies coursing through him adding to his Strength. He gets +1S for each spell cast at him, successful or not, for the remainder of the game. This may take him over his maximum Strength value.
- 6 **Mighty Blow:** The Warrior may choose to attack with a single attack at +2 Strength (added after other benefits, from weapons etc) rather than his normal number of attacks. If he chooses this attack, he may not benefit from using a shield in that turn.



A Sorcerer of Chaos, replete with the Tendrils of Tzeentch gift. This enables the Sorcerer to re-roll any 1s when casting.



A Champion of Nurgle, bulging out of his armour that splits under the strain of his enormous mass. He gains +1 Toughness, and suffers -1 Movement.

SAAANESH

D6 Result

- 1 Roll on the Chaos Undivided Mutation table.
- 2 **Pendant of Slaanesh:** A pendant grows from the Warrior's flesh, and pain merely infuses the Warrior with renewed vigour. Whenever the Warrior suffers a wounding hit (whether he saves it or not) he will immediately make one attack on the model that wounded him, rolling to hit and wound with his basic WS and S.
- 3 **Word of Pain:** Slaanesh has gifted the Warrior with the ability to speak one of the true words of pain. He can whisper it to any foe in base contact during the Shooting phase. That model must pass a Ld test or take a wound with no Armour saves allowed.
- 4 **Hellshriek:** Once per game, at the start of any Magic phase, the Warrior can emit a screech that blurs reality and the Realms of Chaos for a split second. All Wizards on the board immediately suffer a Miscast.
- 5 **Conjoined Familiar:** The Warrior has sprouted a Familiar of Slaanesh from his body. He counts as a level 1 Wizard with one randomly determined spell. If he was already a Wizard he gains an extra spell.
- 6 **Serpent Body:** The Warrior's lower body has mutated into that of a serpent's. Gains +1 Movement and +1 Initiative (can exceed usual maximum M and I).

INJURY TABLE

D6	Result
11-13	Dead.
14-15	Captured: The Warrior is captured by the enemy warband, and is sacrificed to their God. The enemy warband gains +1 Favour Point.
16-21	Multiple Injuries: Roll a further D6 times on the Serious Injury table, re-rolling any 'Dead', 'Captured' and further 'Multiple Injuries' results.
22	Leg Wound: -1 Movement (if the model was riding a steed, roll a further D6: 1-3: Steed loses 1 Movement, 4-6: Rider loses 1 Movement).
23	Arm Wound: Roll a D6. Severe Arm Wound The arm must be amputated. The Warrior can only use a single one-handed weapon from now on. 2-6 Light wound Miss next game.
24	Madness: Roll a D6: 1-3 The Warrior suffers from Stupidity. 4-6 The Warrior suffers from Frenzy.
25	Smashed Leg: Roll a D6: - The Warrior may not make march moves anymore, but may still charge. (If the model was riding a steed, roll a further D6: 1-3: Steed suffers the penalty, 4-6: Rider suffers the penalty). 2-6 Light Wound Miss next game.
26	Chest Wound: -1 Toughness.
31	Blinded in one eye: Randomly determine which eye -1 BS. If the Warrior loses all its eyes, it must retire from the warband.
32	Old Battle Wound: Roll a D6 at the beginning of each game. On a 1 the Warrior must miss the battle.
33	Nervous Condition: -1 Initiative.
34	Hand Injury: -1 Weapon Skill.
35	Deep Wound: Must miss the next D3 games.
36-61	Full Recovery
62-63	Bitter Enemy: From now on the Warrior Hates the following (roll a D6): 1-2 The Champion of the enemy warband. 3-4 The entire enemy warband. 5-6 All warbands devoted to the Chaos Power that the enemy warband is aligned to (re-roll if they worship the same power).
64	Hardened: Immune to Fear.
65	Horrible Scars: Causes Fear.
66	Survives against the odds: + 1 Favour Point.

MODELS TAKEN OUT OF ACTION

This is an expanded Injury table that you might like to use when your models are 'killed' in a game. In our Studio campaign, we only used this table for our Champions (keeping things simpler), but if you want a more detailed game, you could extend this to all your models.

To use the Injury table, roll 2D6. The first dice represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36 etc. This type of dice roll is referred to as a 'D66 Roll'.

Favour Points can be used to alter the result of this table – it costs 2 Favour Points to alter the first dice rolled (tens) and 1 Favour Point to alter the second (units).

CHAOS UNDIVIDED

D6 Result

- Acid Ichor:** The Warrior can spit a thick ichor of poison and acid at his foe. One of his attacks is always at S4 with no Armour save allowed.
- Tentacle:** Roll a D6:
 - 1-2 A tentacle replaces one of the Warrior's arms. May not carry a weapon or shield in this tentacle. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
 - 3-5 A tentacle sprouts from the Warrior's body. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
 - 6 An extra arm has sprouted from the Warrior's body. The Warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield!). Comes with a hand weapon.
- Extra Arm:** An extra arm has sprouted from the Warrior's body. The Warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield!). Comes with a hand weapon.
- Cloven Hooves:** The Warrior's legs end in cloven hooves. The Warrior gains +1 Movement (cannot be combined with Serpent Body).
- Horns:** Mighty horns sprout from the Warrior's brow. When charging, the model gains an additional attack, which adds +1 to the model's base Strength value.
- Bestial Visage:** The Warrior's face is twisted into a bestial or daemonic visage. The model causes Fear.

Over the page you will find a selection of different scenarios for you to re-enact in your own *Path to Glory* campaigns. Through these smaller battles your army will grow, so remember, show no mercy, and may the Gods be with you...

WARRIORS OF THE PUS by Space McQuirk

Below, we take a look at how Space McQuirk's Nurgle warband came about...

Space: Nowadays I find it difficult to pick up a figure without attacking it with a pair of clippers. It's not that I don't like the models, far from it. The current range of Chaos rates high amongst my all time hallowed favourites, but more than anything I love the idea of owning a truly unique collection.

With this in mind Nurgle seemed to be an obvious choice for my warband. There are endless possibilities to make the models look grotesque, but it was

when I rolled up a Minotaur that my warped mind began to work on overtime. I wanted him to be absolutely repulsive, so using Green Stuff I sculpted a huge belly on the beast, detailing it with even more foul additions.

The Chaos Warriors were converted using Zombie heads to give them a really diseased and rotten appearance. Having always thought that Nurgle suits a rather direct and unsuited approach I was pleased to roll Great weapons for my Chaos Warriors. To my great joy it meant converting the figures, and there is something about a dirty, spiky mace that fits in well with Nurgle.

I used this spiked mace as a running theme for the warband. I find once you have a theme, go with it as often as you can. I've used bellies, maces, and Zombies, combined with a dark and dirty palette to make my force look cohesive. The boys have proven deadly so far, undefeated on the battlefield and helped by advancement rolls that have obviously been blessed by my patron deity. I relish my next fight but, at present, no one seems willing to take me on. Come and have a go if you think you're hard enough!



SCENARIOS FOR USE WITH CHAOS WARBANDS

In this section of *Path to Glory*, we show you how to build your small warband force into a formidable army through a series of skirmish size clashes. These are ideal for getting used to playing with a Chaos force before you start with full-scale battles.

Path to Glory allows you to fight small-scale games of Warhammer with Chaos warbands, and allows your warband to grow and gain more experience as you fight more games. It is a good way of playing games if you haven't yet got enough models for a full-scale Warhammer battle, or just as a fun game to play if you have an hour to spare. The basic rules for generating a warband have been covered in the first two sections of this booklet, so now you should be ready to move on...

So what's in this section? Well, there are a bunch of warband scenarios, allowing you to do more than just the standard 'line up and bash them' fight — as fun as that is, it's nice to occasionally try something a little different. Also there is a mini battle report fought between Anthony Reynold's Slaanesh warband and Space McQuirk's rotting Nurgle boys. Later on in this booklet you will find a roster sheet making it easy to see how much Favour your warband has, and keeping everything neat and tidy.

WARBAND SCENARIOS

To make your warband games more varied, you might like to try out some of these basic scenarios rather than the usual 'Pitched Battle'. Before you set up for your game, have one of the players roll a D6 and consult the table below:

D6	Scenario
1	Pitched Battle
2	Defend the Stones
3	Breakthrough
4	Take and Hold
5	Surprise Attack
6	Pitched Battle



Anthony and Space clash once more on the battlefield.

1. PITCHED BATTLE

When two Chaos warbands run into each other they will generally attack without asking questions, seeing the opportunity as a good chance to gain the attention of their God.

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually agreed way of setting up the terrain.

Set-up: Both players roll a D6. Whoever rolls higher may choose a table edge to deploy on. Roll a further D6. Whoever rolls higher may choose to set up the first unit or the second. Players alternate placing units on the table — characters (Champions of Chaos and Sorcerers) are placed last and all at the same time. All models have to be set up within 12" of their chosen table edge.

Starting the game: To determine who goes first, roll another D6. Whoever rolls higher may choose to go first or second.

Ending the game: 12 turns, or until one warband is wiped out or has fled. A player may elect to voluntarily rout at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent automatically wins.

2. DEFEND THE STONES

One warband is defending a sacred circle of monoliths from another warband determined to claim it as its own or desecrate it.

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually agreed way of setting up terrain. Set up a stone circle 12" in diameter in the centre of the table.

Set-up: Both players roll a D6. Whoever rolls highest is the attacker. The defender sets up first. He sets up all his models within the stone circle. The attacker then chooses any board edge, and sets up his warband within 6" of his chosen board edge.

Starting the game: The attacker has the first turn.

Ending the game: Unlimited turns. The game ends when one warband is wiped out or has fled. A player may elect to voluntarily rout at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins.

If at the end of any of the defender's turns he has no models within the stone circle, and there is at least one attacker within it, then the attacker wins.

3 BREAKTHROUGH

One warband stands in the path of another. Too proud to travel safely around their rivals, the warband determines to smash straight through.

Table Set-up: Generally a 4' by 4' table or board. As much or as little terrain as the players like. Any mutually decided way of setting up the terrain.

Set-up: Both players roll a D6. Whoever rolls higher is the attacker. The attacker sets up first, within 4" of a table edge of his choice. The defender sets up anywhere on the table, but cannot set up within 18" of any attacking model.

Starting the game: The attacker has the first turn.

Ending the game: Unlimited turns. The game ends when one warband has been wiped out or has fled. A player may elect to voluntarily rout at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins.

If the attacker manages to move one third of the models in the warband (rounding up) off the board edge opposite the attacker's deployment zone, then the attacker wins and the game ends immediately. For example, if an attacking warband consists of 12 models, he must get 4 models off the board to win, if he has 13 models he must get 5 off.

4 TAKE AND HOLD

An area of sacred importance has been discovered by two warbands, and neither is willing to surrender it to their rival.

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually agreed way of setting up the terrain. Place a piece of terrain in the centre of the table to represent the sacred place. This might be a temple, a standing stone or something similar.

Set-up: Both players roll a D6. Whoever rolls higher may choose a table edge to deploy on. Roll a further D6. Whoever rolls higher may choose to set up the first unit or the second. Players alternate placing units on the table – characters are placed last and all at the same time. Models must be set up within 12" of their chosen table edge.

Starting the game: To determine who goes first, roll another D6. Whoever rolls higher may choose to go first or second.

Ending the game: 10 turns. The game ends when one warband is wiped out or has fled. A player may elect to voluntarily rout at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins. If after 10 turns neither warband has been killed or has fled, the winner is the player who has the most models on the central piece of terrain. If there are an equal number of models on the centrepiece, or none, it is considered a draw and neither warband gets any additional Favour Points.

5 SURPRISE ATTACK

One warband is taken by surprise as another warband launches an unexpected assault.

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually decided way of setting up the terrain.

Set-up: Both players roll a D6. Whoever rolls highest is the attacker. The defender sets up first. He can set up his models anywhere on the board. Each skirmishing unit must be at least 8" away from every other unit. The attacker does not set up any of his models.

Starting the game: The attacker has the first turn. In this turn, he may move his warband on from any single table edge. They may not charge on the turn they arrive.

Ending the game: 12 turns or until one warband is wiped out or has fled. A player may elect to voluntarily rout at the beginning of any of his own turns if he has suffered 25% or more casualties, and his opponent automatically wins.

In the next section of *Path to Glory*, we show you what happened when four of us got together and fought out a bloody battle in a savage attempt to take control of the Chaos Temple! Once you have played a few of the smaller scenario's listed in this section, you should be ready for some full-scale battles yourself! On the following two pages is a battle report to whet your appetite...



This is how Anthony's warband currently stands.

CLASH OF THE FAVOURED

KOL SHAARGOL RAIDS INTO THE REALM OF YABBA FOULSTINKA

For this game, Space and I rolled up a standard 'Pitched Battle' game. I would be coming on from the higher ground, while Space's warband would be set up on the marshiest board edge, eager to repel the invaders from their land. Space and I have played several warband games against each other and have built up a healthy rivalry between our Champions.

Unfortunately for me, my warband has suffered a few crucial casualties of late (losing my two Chosen Warriors was a blow), while Space's Nurgle chaps have been going from strength to strength. I was going to be outnumbered by Space's warband — not a good thing, especially when it included some really dangerous models (that bloated Minotaur of his named affectionately as 'Belly' has been a particular bane, slaughtering my entire warband almost single-handedly on one occasion).

As a reward from my previous game, for this battle I had been blessed by Slaanesh in the form of a trio of Daemonettes turning up to lend me a much needed helping hand. Their speed would really help me out. Well, I can hear Space's taunting me with "Belly's gonna get ya!", so on to battle!



The dreaded 'Belly' lies in wait as the two warbands clash.

Winning the first turn, I began to move my warband forwards — those Beastmen and Daemonettes were quick! I raced my Marauder Horsemen around to the right, positioning them behind the ruined ship. In Space's turn, his Nurgle warband advanced towards me and his Sorcerer successfully cast *Poxes* on my Champion (reducing his Leadership, Strength and Weapon Skill by one until it was dispelled).

My Marauder Horsemen used their mobility and speed to race in behind Space's warband, hopefully to lure some of them away from my main force. I was never going to win the battle in a straight out fight, so needed to try and divide his force so that I could pick it off piece by piece. Hopefully he would bite. My Champion, Kol Shaargol, together with his Warriors of Chaos, jumped behind the Chaotic tree to get into a better position, and I managed to dispel the *Poxes* laid upon him.

Space's Chaos Warriors, accompanied by a Chosen Warrior and his Sorcerer, all declared a charge against my Marauder Horsemen, who elected to flee. His frighteningly powerful Chaos Champion declared a charge against the Beastmen, who wisely also chose to flee. With his Champion now standing vulnerable to a countercharge, Space moved his Marauders up to screen him from my Knight of Chaos and the Daemonettes. 'Belly' moved up near the tree, trying to line Kol Shaargol up for a future charge. Once again, in the Magic phase Space struck my Champion down with terrible *Poxes*.

Seeing the Marauders stuck out in the open, the Daemonettes, Kol Shaargol and the Warriors declared a charge against them. I hoped that I could destroy them, and that my overrun or pursuit move would take me out of line of sight of Space's Champion and the dreaded 'Belly'. Meanwhile,

my Marauder Horsemen failed to rally and raced off the board. Darn. The Beastmen, however, did manage to rally and turned to face the angry-looking Minotaur.

In combat, three of Space's diseased Marauders were hacked apart and the remaining Marauder fled. He was caught and hacked into bits. Although this did take me out of the charge arcs of Space's Champion and Minotaur, my warriors were now in range of the Warriors and Chosen — all brandishing Great weapons.

Space's Warriors displayed an admirable (from my perspective) ineptitude for hitting things, causing only one wound, which I managed to save on a 6. Nevertheless, I failed to cause any casualties in return (due to the *Poxes* that still afflicted Kol Shaargol). Despite being outnumbered, my Warriors refused to flee.

'Belly' charged the Beastmen, who once again fled, drawing the Minotaur further away from the main battle.

In my next turn, the Daemonettes entered the fray, charging the flank of Space's Warriors. My Chaos Knight galloped across the battlefield, getting into a good position for a charge in the next turn while remaining out of line of sight. The Beastmen again managed to rally, yelling taunts at the Minotaur snorting away behind them.

Combat was again indecisive, as I failed to kill any models, and Space's Chosen cut down one of my Warriors, resulting in a drawn combat. Oh dear. Space's Champion was about to enter the fray, and I feared the worst.

Yabba Foulstinka charged into the rear of the combat to engage Kol Shaargol, and Space's Sorcerer charged the Daemonettes. This combat was sure to decide the outcome of the game. Kol Shaargol was challenged by the fear-causing Nurgle Champion, and was hacked apart with brutal efficiency without getting to attack back. The Sorcerer struck down one of the Daemonettes, banishing it from the world. Everyone else failed to cause any casualties. The Daemonettes popped out of existence, and the remaining Warrior fled only to be caught and run into marshy ground. Ouch.



On the other side of the battlefield, the Minotaur charged the Beastmen who this time stood their ground (although they failed their Fear test, and so would only be hitting the monster on 6s). 'Belly' killed one of the Beastmen with his Great weapon, but suffered a wound in return, and so lost the combat! He passed his Break test with ease, readying for the next round of ferocious combat.

In a last ditch attempt to kill a few more Nurgle scum, the Knight spurred his Steed forwards, charging the Warriors. He failed to land a blow, but his armour protected him from the return attacks. Nevertheless, being outnumbered, he turned his Steed and fled, closely pursued by the Warriors. 'Belly' smashed two Beastmen into the ground, and pursued and caught the remainder. That was it, the battle was over as my Knight ended up fleeing off the table edge.

POST GAME SEQUENCE

Adding up the Favour Points our warbands had earned from the game, we found that my warband was a clear underdog, for Space's warband was more than 10 Favour Points larger than my own. Because of this, I gained 5 Favour Points from the game, while Space gained 6. Space had gained enough Favour Points from the game to give his Champion an Advancement Roll — he gained an additional Attack. Yikes! I would be even more careful about

avoiding this Champion in future! Rolling for injuries, I found that two of my Beastmen had died in the battle — I expended two of my Favour Points to re-roll these dice, and they both managed to escape the battle unharmed.

As I had stored up a few Favour Points from previous games, I had enough Favour to roll on the Second Table. Rolling the dice to see what I could get, I got double 1s. A Sorcerer! Cool! And I already had a Slaanesh Sorcerer painted up as well!

Space's warband gained an Ogre — his warband was now easily the most powerful in the group. I think I might have to try and secure myself an ally and gang up on this upstart Nurgle warband in the near future...

Despite the battle going rather badly for me, I came out of it with a stronger warband. I hadn't lost anybody from the game, and had gained a new addition in the Sorcerer. Now, to find myself my next opponent...



Anthony's Knight makes good his escape, as Space's warband gives chase.

MULTI-PLAYER RULES

The sections in this *Path to Glory* booklet describe the rules for creating a Chaos warband led by a powerful Champion, taking it through battles against rivals — the Champion gaining mutations and blessings along the way, as well as attracting more followers. Following are the rules for a multi-player warband battle, and a short battle report to see what happened when four warbands from the Studio met...

THE CHAOS TEMPLE

An ancient temple dedicated to the Chaos gods has been discovered. Word has spread quickly, and several warbands have converged on its position, determined to claim it as their own. Rumours have it that in the centre of the Temple is the sarcophagus of a mighty Chaos Champion who was killed in battle in ages long past. Who knows what treasures might have been entombed with him...

TABLE SET-UP

Use a table at least 6' x 4'. Set up the Chaos Temple in the exact centre of the board (it should be around 1' by 1').

DEPLOYMENT

Before the game begins, make a counter for each player with a number written on it. So, if there are 6 players you will need 6 counters numbered 1 to 6 (alternatively, you might like to use a pack of cards, shuffling the numbers 1 (ace) to 6, or roll a dice).

Each player draws a counter. This is the order that the players setup their warbands. Warbands can be set up anywhere at least 16" away from the Temple itself. All models within the warband must be within 6" of the Champion if at all possible. In addition, no model may be placed within 8" of an enemy model.

STARTING THE GAME

At the beginning of each turn, each player again draws a counter. The number indicates which order they take their turn in. Once the order of play has been established, players take their turns as normal. The above procedure is repeated at the beginning of each following turn.

ENDING THE GAME

Unlimited turns. From Turn 6 onwards; if at the start of a player's turn he has at least one model within the Temple, and there are no enemy models within it, he automatically wins.

If there is only one player left with models on the board (if all the others have been wiped out or routed) then he is automatically the winner. Note that if all players flee in the same turn, then the scenario is considered a draw and no one gets any bonus for winning. A player may elect to voluntarily rout at the beginning of any of his own turns, and his models are all removed from play.

All warbands that take part in the game get 4 Favour Points rather than 2 for playing this battle.

SPECIAL RULES

Each game turn is a little different from normal games. Follow the steps below:

- 1 **Movement phase.** Randomly determine the order of movement, and each player then moves their models.
- 2 **Magic phase.** This is a single phase in which all players may cast and dispel. (See below for details.)
- 3 **Shooting phase.** This is a single phase in which everyone may shoot. (Randomly determine the order.)
- 4 **Combat phase.** (See below for details.)

MAGIC PHASE

The Magic phase works a bit differently than it does in a normal game. Basically there is a single combined Magic phase in which everyone gets to cast and dispel spells, but this Magic phase happens after every player has had their turn.

Start by working out the Casting dice and Dispel dice that everyone gets. This is done as normal, but gives each player the Power dice he'd normally have in his own turn, and the Dispel dice he'd have in his opponents. Eg, a warband with a level 1 wizard would get three Power dice and three Dispel dice. Make sure you keep these separate so you know which are your Dispel dice and which are your Power dice, possibly by using different coloured dice. If you want to dispel something which is already in play, then you can do so once everyone has finished casting, although you can only use your Power dice. Note that you may not do this to dispel a spell that was cast that turn — you'll have to wait until next turn if you failed to stop it when it was cast.

Draw a counter to see the order of casting. When it is his turn a player can cast one spell. Then, starting with the player on his left, the other players declare how many Dispel dice they will use to dispel it. These are all placed in the middle of the table, and once everyone has had the opportunity to place dice in, the last



Three Chaos warbands battle it out for control of the Temple.

person to put dice in rolls them. If someone uses a Dispel scroll or equivalent, then everyone gets their dice back. When the spell has been dispelled or cast, the next in line (ie, with the '2' counter) gets to cast a spell in the same manner. Once everyone has had the chance to cast, place the counters back in the cup, and draw them again (so long as somebody still has spells to cast). A player cannot cast if he has already passed on an opportunity to cast in that same Magic phase. A player may use a Bound item in any of his magic turns, but cannot cast a spell and use a Bound item at the same time. When all Power dice and items have been used, the Magic phase is finished.

TARGETING MODELS IN COMBAT

A model with a missile weapon (or a magic missile) may target models in close combat so long as there are no friendly models in the combat. Roll to hit as normal, then randomly determine who is hit. Eg, if there are five models in combat, give each model a number and roll a dice to see which is hit (re-rolling 6s).

CLOSE COMBAT PHASE

After everyone has moved their models, cast spells and fired missile weapons there is one general Combat phase. These combats can turn into really messy fights involving several different enemy units fighting each other, so I've put together a set of rules to try and make them a bit simpler.

Basically, follow these steps to work out what happens in multiple combats:

1. Work out the combat results, with models fighting in the order they charged. For models that did not charge, work out the order of attack in the normal fashion.
2. Once all fighting has taken place, work out each individual side's Combat Resolution. The side with the highest Unit Strength gets the +1 Outnumbering bonus (they do not have to outnumber all the enemy models combined). In the case of a draw, nobody gets the Outnumbering bonus.
3. Each side, except the one with the highest Combat Resolution, must take a Break test, comparing their own Combat Resolution to the highest in the combat.
4. Once all the units that are fleeing have done so, randomly determine the order that units may elect to pursue in. A unit may only pursue if there are no enemy models in contact. Resolve this fleeing and pursuit carefully (remember, units will flee away from the enemy unit with the highest Unit Strength that it was fighting), because this may often generate new combats.

These multiple fights will sometimes lead to very strange and messy situations, so players will have to use their common sense to make them work. If in doubt, roll a dice!



A Champion of Slaanesh defends the casket from the followers of Tzeentch.

AND TO THE VICTOR GO THE SPOILS

Whoever wins the scenario gets to open the casket within the Temple. In addition, the winner receives an additional 4 Favour Points (on top of the normal bonuses for winning, etc) for claiming the Temple for their own God.

To determine what is discovered within the casket, roll a D6 and consult the table below (the item must be given to the warband's Champion, even if he was taken out of action):

- 1 **Soul of the Damned** – The black spirit of the entombed warrior reaches from his grave and grasps the Champion, dragging him to the Realm of Chaos... Fortunately, this is merely an inconvenience to the Champion, and he spends the next few weeks travelling out of the twisted realm to find his warband, becoming infused with Chaos energy on his journey.

The Champion must miss the next D3 games (no other warrior in the warband may step into the role of leader while the Champion is away). In addition, he counts as having rolled the '12' result on his relevant Power Advancement Table twice, and has started down the path (or continued further along the path) to becoming a Daemon Prince.

- 2 **Blade of Blood** – The Blade of Blood was forged by evil sorcerers and quenched in the blood of vampires. It retains a vampiric ability to sap the strength of its victims by draining their essence.

For each unsaved wound that the Blade of Blood causes, the wielder may take a Strength test. If the test is passed, the wielder gains +1 Wound for the remainder of the game. This may not increase his Wounds value above double its normal number of Wounds. If the test is failed, the wielder loses one Wound.

- 3 **Bane Shield** – The Bane Shield discharges a magical blast every time it is struck, rebounding the enemy's attack back at them.

The Bane Shield is treated exactly as a normal shield. In addition, for each successful Armour save in close combat, the shield inflicts a Strength 4 hit on the model that struck the blow.

- 4 **Soul Cleaver** – This blade was forged over a fire of starving souls. Its edges are worked into a thousand tiny mouths, each studded with spiny teeth and rasping tongues. When it strikes a victim, its vitality is drained away by the Soul Cleaver's dark magic.

Any model wounded by the Soul Cleaver (after saves etc) must pass a Toughness test or suffer an additional wound (with no saves allowed).

- 5 **Helm of Many Eyes** – This ornate helm has no eyeholes, but is covered with wrought eyes all over its surface which, it is said, can see into the souls and minds of men.

The wearer always strikes first in close combat, even if charged or armed with a weapon that normally strikes last. If any of the wearer's opponents also strike first, revert to normal Initiative. The model is also subject to Stupidity (even if immune to psychology) due to the random and conflicting images that confront him.

Warrior Familiar – A pendant is found which contains the spirit of a Warrior Familiar.

- 6 It accompanies its master and fights to protect him, usually taking the form of a diminutive Chaos Warrior or tiny monstrous creature.

At the beginning of the Close Combat phase, before blows are struck, the Familiar inflicts one Strength 5 hit on a single model chosen by the warrior from amongst those in base-to-base contact. Wounds inflicted do count towards combat resolutions.

WHEN CHAOS COLLIDES

Four Chaos warbands and four disturbed players leading them, all with the same goal — to claim the Chaos Temple and its treasures for themselves.

What resulted was a bloody game, where no mercy was expected or given, and where, in true Chaotic style, alliances were formed and broken just as quickly. Old rivals all, Phil Kelly, Graham McNeill, Dylan Owen and Anthony Reynolds brought their warbands along to duke it out. There can be only one...

Even before the warbands had been set up, dubious alliances began to emerge. Graham's Khorne warband and Anthony's Slaanesh warband had a deep-rooted enmity, while Phil, in pure Tzeentch fashion seemed content to try and ally himself with all. Dylan's large Undivided warband seemed uninterested in alliances, preferring to go straight for the kill (possibly his Champion is beginning to lean towards Khorne!).

Almost immediately, Ant's Slaanesh warband came under the attention of both Dylan's sizeable force, and a strong contingent of Graham's followers (who had appropriately begun the battle around an immense skull), including his powerful Khorne Champion. Others of Graham's force headed towards Phil's Tzeentch followers, who climbed onto a strong defensive position on top of a pile of rocks. In an attempt to avoid being crushed between two warbands, Anthony moved most of his men behind the rocky hill, leaving him to face just Graham's



The four disturbed players...

Warriors, while his fast moving Mounted Marauders and Knight tried to line up a good charge against Dylan.

While Graham's Knights moved in behind Phil's defensive position, Phil's monstrous Ogre, mutated Hound and Beastmen crept towards Graham's slower foot troops. Kicking their steeds forwards, Ant decided to grab the initiative and attack Dylan with his Knight of Chaos and Mounted Marauders. Moving after Ant, Dylan countercharged with his Beastmen, thus kicking off the fighting. First blood went to Ant, killing a pair of Hounds, and losing a Marauder to Dylan's Beastmen Gors, resulting in a draw.

Ant's Sorcerer climbed to higher ground, gaining a protected position to cast spells from. Seeing the Khorne Champion readying himself to charge, Ant cast *Titillating Delusions* on him (with

Irresistible Force!), forcing the Champion to move towards an illusion (probably a particularly attractive skull) in the middle of Phil's warband, thus drawing the powerful fighter away from his own troops.

Meanwhile, Phil's Champion directed a burst of *Red Fire* towards Graham's Marauders. Confidently, Graham placed his two Dispel dice into the Dispel pool. Grinning evilly, both Ant and Dylan threw in all their dice — resulting in a double 1 — so that the spell got through. Graham's face grew redder so that he began to resemble Khorne himself as his Marauders were all slain by the spell.

Ant suddenly found himself under attack from all sides, as Graham got the first turn for the third time running, charging with his Beastmen, Warriors and Bloodletter. Dylan snuck his warband closer to the Chaos Temple, while other Marauders prepared to enter the ongoing combat with Ant. Launching themselves forward, Ant's Daemonette and Slaanesh Champion entered the fight with Graham's Khorne devotees. In a spectacular display of poor dice rolling, Graham managed to kill only a single one of Ant's models, losing five in the process. His Warriors fled and were cut down, while his Beastmen fled out of range of their pursuers. In the following turn, Graham's Beastmen were chased off the table by Ant's blood-hungry Gors.

On the other side of the battlefield, Phil charged his Ogre and Hound towards Graham's Ogre for a big-guy showdown. Phil's Ogre wounded his opponent, taking no wounds in return, forcing Graham's Ogre to flee, only to be run down by the Chaos Hound.

Worse was to follow, for Phil's Ogre and Hound overran straight into the side of Graham's Knights. In the following round of combat, one of the Knights was chopped down, and the remaining one was forced to flee from the fear-causing Ogre.



A mighty Champion of Khorne leads his Warband.

Not a good day for Khorne — by this, the fourth turn, all Graham had left was his Champion, and that Champion was moving towards Phil's entire warband under the compulsion of his *Titillating Delusions*.

Meanwhile, Dylan threw more of his troops into the combat against Ant's Knight and remaining Marauder Horseman, and managed to tip the scales, running down the Slaaneshi followers. Ant's Daemonette killed a stray dog of Dylan's before being chopped apart and sent back to the Realms of Chaos by Dylan's enraged Minotaur. Dylan was starting to look like a strong contender, with loads of untouched models lurking ever closer to the Chaos Temple.

In an attempt to lure Graham's frenzied Khorne Champion into a trap, Phil placed his Marauders in his path, and lined up his other models to countercharge. He hoped to flee with the Marauders, leaving Graham's Champion vulnerable to a flank charge. Unfortunately for Phil, he rolled low on his fleeing roll, and the Marauders were crushed underfoot by the frenzied Khorne Champion. However, Phil managed to salvage some comfort when his Tzeentch Champion wounded the Khornate hero with a throwing axe.

Ant's great weapon-wielding Slaanesh Champion, accompanied by his Warriors, hurled himself into the fray against Dylan's Marauders. They managed only a draw, and Dylan moved his entire warband into a position to crush the Slaaneshi worshippers once and for all. Cunningly moving his Slaanesh Champion within his unit, Ant tried to avoid Dylan's Minotaur making mincemeat of his leader. However, the Chaos gods did not smile on such cowardice, and a pair of Dylan's Marauders managed to slay the Slaanesh leader with their flails. The Slaanesh Warriors, seeing their leader cut down, fled, and were trampled into the ground. The first Champion had fallen!

Bloody combat erupts outside the Temple.

Though his chances at winning were now all but blown, Ant attempted to disrupt things a little by casting *Titillating Delusions* on Phil's Beastmen who had managed to creep into the Temple itself. In their next phase they would be running out of the Temple towards an illusion on a far away table edge!

Managing once again to move before anyone else, Graham sent his frenzied Khorne Champion charging into Phil's Ogre. Countercharging, Phil's Champion and Warriors smashed into the Khorne Champion. Graham's character managed to wound both Phil's Champion and Ogre, yet Phil made both saving throws! In return, two wounds were scored on the favourite of Khorne (luckily he had three due to an earlier blessing of the Gods). Nevertheless, the Khorne hero legged it, outrunning Phil's warband which was in close pursuit. Strangely, the fleeing Khorne Champion ran right into the centre of the

Chaos Temple. Suddenly it looked a lot busier around the objective!

Ant still had a few Beastmen lurking closer to the Temple, but Dylan quickly got rid of them, smashing them into the blackened ground with his blood-crazed Minotaur.

Going into the last turn, there were several contenders for the Temple objective, as Phil, Graham and Dylan all had models within it. Graham was praying to once again move first, giving him a chance to rally with his Champion while still on the objective. With bated breath, the players drew counters. At the most inopportune time, Graham pulled out the '4' counter, and so would be taking his turn after everyone else. With an evil grin, Phil chased the Khorne Champion out of the Temple and out of the running. In what was to turn out to be the final, bloody showdown, most of Dylan's warband charged Phil's in an effort to claim it for Chaos Undivided. In the ensuing, bloody combat, Dylan's Marauders slaughtered Phil's Hound, and his Undivided Champion scored two wounds on the Tzeentch Ogre, who turned and fled from the Temple.

And with that, the game was over! Bodies were strewn all over the battlefield, and damn had it been fun! Counting up the Unit Strength of the models that Dylan and Phil still had in the Temple, Dylan and his Chaos Undivided warband was the winner! Pushing open the sarcophagus, Dylan's Champion was gifted with a vicious Warrior Familiar (which he has promptly started to model onto his Champion), making him an even nastier prospect to face in close combat.

This was a great fun game that took only a morning to play. If you have a few friends with whom you have been playing Chaos warbands, then why not give it a try — it's certainly something a little different, and not knowing who will move next adds a tense, random element into the equation; highly fitting for Chaos!

The warbands fight for control of the casket.

BEASTMAN WARBANDS

As the coming Chaos incursion grows nearer, more and more warriors have begun battling against each other in an attempt to gain the attention of their gods. This is not only taking place in the far northern wastes, but even in the midst of the lands of Men, Elves and Dwarfs. With the release of Beasts of Chaos, I was given the opportunity to expand on Path to Glory by creating a new warband list! Most excellent! Now you are free to have a warband consisting entirely of Beastmen and the other twisted creatures of Chaos that dwell within the dark forests of the Old World...

To create the Beasts of Chaos warband list, I've come up with two new tables to recruit followers for Beastmen Champions. These reflect the differences between them and the other followers of Chaos, obviously with more of a focus on the Beastmen themselves. In the same way, the chance of rolling Minotaurs on the Beast Followers Table 2 is much greater than on the normal Followers of Chaos Table 2, for they are more frequently seen amongst Beastmen than other Chaos warbands.

I've also started thinking about Chaos warbands fighting deep in the realms of Chaos – where the landscape itself shifts and changes, where legions of Daemons march freely and the rules of the world are

altered. When I get a chance, I'd like to put pen to paper to get some of these ideas down. Daemonic champions and their daemonic minions vying against each other – hmmm. But anyway, I'm getting away from things. Here are the rules for Beastmen warbands. If you haven't already started a Chaos warband of your own, this might be a good chance to join the fun. And for existing players, here is a chance to fight some new, rather different up and coming Champions, or even perhaps time to start an entirely new warband. You never know, as your warband expands, your Champion could end up leading an army in the coming war...

BEASTS OF CHAOS WARBANDS NOTES

Beast Champions follow the normal rules for gaining Favour Points, for Champion Advancement, etc.

Ungors and Gors may join together in the same unit (against missile fire, the Ungors will always be hit first.)

The mutation 'Cloven Hooves' must be re-rolled (They've already got them!).

Follow the normal rules for starting a warband (Choosing a Chaos power, etc.)



A mighty Beastman
Champion of Chaos



Bray-Shaman,
practitioner of the
Dark Arts

BEASTMAN CHAMPION

	M	WS	BS	S	T	W	I	A	Ld
Beastmen Champion	5	5	3	4	4	2	5	2	7

Equipment: Heavy armour, hand weapon plus choice of any two items from Equipment Table 1.

WHEN TO STOP?

It's up to you how far you want to take your warband. If the warband is getting so big as to make games unwieldy, it might be time to start a new warband – you might even like to take a follower from your current warband and have him go off by himself and start a warband of his own. Some people have expressed concern over Champions becoming so powerful that they can demolish warbands on their own – good! Obviously their quest for glory goes well! If you are finding that such characters are too overpowering, however, it is a good indicator that

it might be time to retire the warband (though of course it might appear from time to time to face a particularly powerful rising warband). At the end of the day, what I would like to stress most of all is that this is meant to be fun – it's not a serious, completely balanced tournament rules set – it was made so you could have fun with a group of like-minded players. If you want to make up extra rules, restrictions and scenarios, then do it! Enjoy your games, make up narratives to go along with them, and make up quirky rules or more mutations if you like. May the powers of Chaos smile upon you...



The Beastlord Ghorkhan gazes upon his territory.



An unruly herd of Beastmen Gors.

BEAST FOLLOWERS OF CHAOS - TABLE 1

Pay 1 Favour Point to roll on this table

(The special rules and characteristics of all the following models can be found in the Beasts of Chaos Armies book).

2d6	Follower	Number	Favour Points	Equipment
2-3	Centigor	D3	3	Spear, light Armour (Roll a dice. On a 1 or a 2, they have a shield).
4-5	Chaos Hounds	D6	1	None.
6-7	Ungors	D6	1	Hand weapon, spear (Roll a dice. On a 1 or a 2, they also have a shield).
8-9	Gors	D6	1	Hand weapon. (Roll a dice. On a 1-3 they also have a shield, on a 4-6 they have an additional hand weapon).
10-11	Bestigor	D3	2	Heavy armour, great weapon.
12	Roll immediately on Table 2 below. You may recruit what you roll at the Favour Points indicated.			

BEAST FOLLOWERS OF CHAOS - TABLE 2

Pay 2 Favour Points to roll on this table

(The special rules and characteristics of all the following models can be found in the Beasts of Chaos Armies book).

2d6	Follower	Number	Favour Points	Equipment
2-3	Bray-Shaman	1	7	Bray-staff (level 1 Sorcerer).
4	Chaos Daemon	1	4	Nothing (light armour for Bloodletters).
<i>Bloodletter, Plaguebearer, Daemonette, Horror or Fury dependant on aligned Chaos Power.</i>				
5	Chaos Troll	1	9	Hand weapon.
6-7	Minotaur	1	8	Hand weapon + roll on Equipment Table 2.
8-9	Chaos Ogre	1	6	Light armour, hand weapon + roll on Equipment Table 2. (Roll a D6. On a 1 or a 2, their light armour is replaced with heavy armour).
10	Roll immediately on Followers of Chaos – Table 1 (ie, Not the Beast Followers of Chaos – Table 1). You may recruit what you roll at the Favour Points indicated.			
11	Chaos Spawn	1	11	Nothing
<i>Chaos Spawn have the special rules for specific powers if the warband is aligned to one of the Chaos Powers – see page 27 of Hordes of Chaos, or page 28 of Beasts of Chaos.</i>				
12	Dragon-Ogre	1	12	Hand weapon + roll on Equipment Table 2.

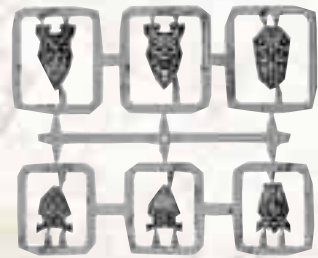


HORDES OF CHAOS

Rules for playing Chaos warbands can be found in the Warhammer Armies: Hordes of Chaos, and Warhammer Armies: Beasts of Chaos armies books. As your Champion earns Favour Points and becomes more powerful, your followers will increase in number, and the box sets shown opposite will allow your warband to grow. Or you can increase the size of your units, and customize your army, by buying the sprues from the regiments separately. Each set of two Chaos Warrior or Marauder sprues will allow you to build four extra Chaos Warrior or Marauder models for your units. You can also buy the shield sprues and the amazing Chaos Mutations sprue separately, to further customize and convert your Chaos horde!

COMPONENT SPRUES

Sprues not shown at actual size.



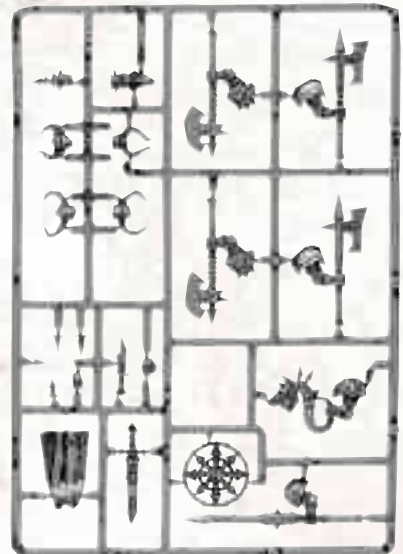
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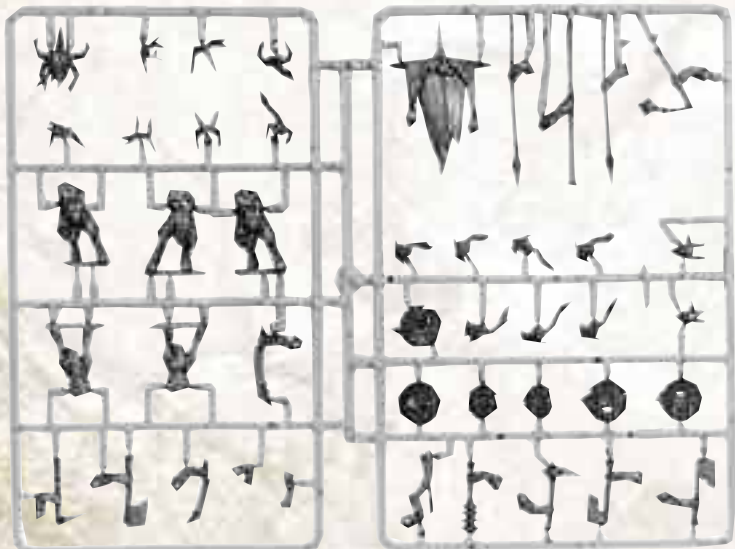
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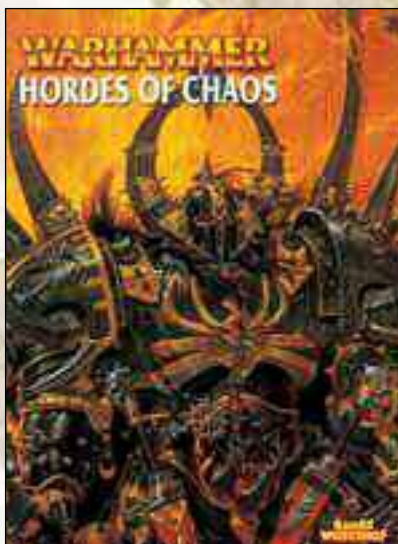
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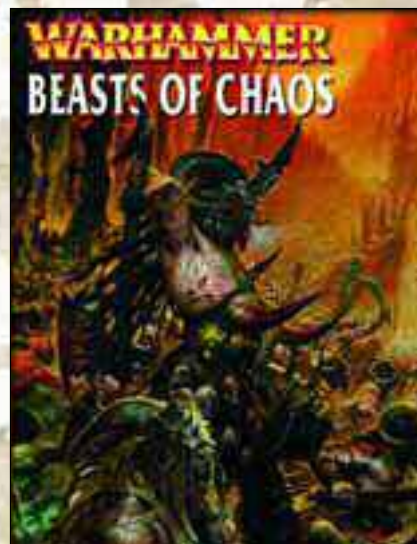
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Hordes of Chaos Armies Book £12
This 112 page book contains complete rules and background for the servants of the Chaos gods. 60030201002



Beasts of Chaos Armies Book £12
This 84 page book contains complete rules and background for Beastmen armies 60030201003

Models shown at 75% actual size.



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This boxed set contains 16 plastic Chaos Marauder models. 99120201003



Spawn of Chaos £10
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Shield not included with Beastmen models 1-8.



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PATH TO GLORY

IMMORTALISING YOUR WARBAND ON PAPER

USING YOUR NEW ROSTER SHEET

The savage conflict brought about by the Chaos Warbands has resulted in massive destruction, which has divided the desolate Chaos wastes. Dark Gods vie for power and send forth their pawns to prove their worth on the bloody plains of battle. The Champions of Chaos ruthlessly lead the masses in their pursuit of slaughter and hope to one day gain a seat alongside their omnipotent masters by finally achieving the darkest of goals: Daemonhood!

If you have played a few games of a

warband campaign, then you will already know that your Champions earn advancements very quickly. In addition, your troops are constantly threatened by untimely deaths and are consequently replaced with fresh new recruits. All of this record keeping can add up to a real headache. We also found that flipping through *Warhammer Armies: Hordes of Chaos* every 10 minutes and looking for a statline was a bit bothersome and detracted from the quick play of a warbands game.

Consequently, we whipped up this fine piece of parchment to clean up all of these loose ends and make the task of trudging through the corpses of the fallen a bit more bearable. You'll find all you need to document your warband's progress on this sheet, and you should feel free to photocopy and distribute it to friend and foe alike. We hope this roster sheet makes your warbands campaign more enjoyable and easier to keep track of. So what are you waiting for? The Dark Gods are waiting, and the Path to Glory lies ahead!

TITLE BAR

This space is reserved for characterful information pertaining to your warband. The warband's name, the Patron God it follows, the Warband Rating, and the Champion's name can all be entered here.

CHAMPION'S PROFILE

Note down any statistical changes to your Champion in these fields. Watch as your Champion's stats and effectiveness in battle continue to develop throughout a campaign.

FAVOUR POINTS

This area is reserved for noting how many Favour Points remain unspent in the warband and determining when your Champion receives his next advancement. Every "A" means another roll on the charts.

ADVANCEMENTS

Use this area to note down all the advancements your Champion receives throughout his reign of bloody conquest.

PATH TO DAEMONHOOD

If the Dark Gods so desire, your Champion may be bestowed with the ultimate gift of Daemonhood. There are four levels that can be achieved on this treacherous road toward your Champion's ultimate goal. Note your Champion's progress here.

WARBAND RANNER

Use this area to display the twisted heraldry of your mighty Champion. If the design turns out well, you could photocopy and paint the design as a standard that your warband can carry into battle.

WARBAND ROSTER

This area is for noting down all of the followers that your Champion attracts and the equipment that they carry. From meager warbands mighty armies grow!

MINIONS OF CHAOS

A summary of all of the troops that your warband may include. Additional rules can be found in the Warhammer rulebook and in this booklet.

GLORIOUS WARBANDS

COOL CHAOS WARBANDS AND MODELS FROM GW US

John Shaffer's Slaaneshi warband is lead by Balthazar Vice



Sol Blair's Slaaneshi warband starts to grow, using Dark Eldar and Warhammer Chaos models.



Joe Sleboda's Chaos Champion, Unificus, converted using archive components.



David Cole's Nurglic warband on the move.

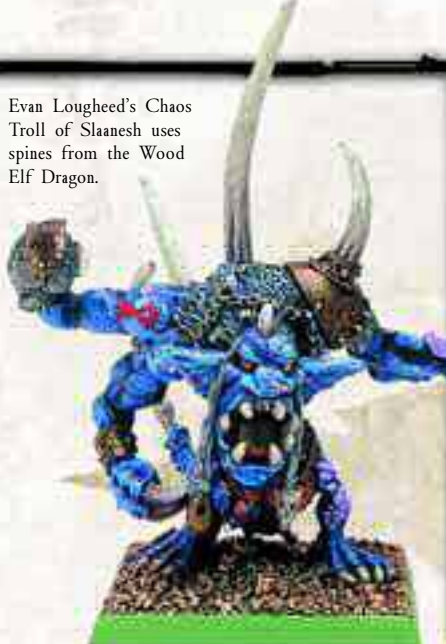


Chad Mierzwa has used a mix of classic archive models and crazed conversions of new models for his awesome Nurglic warband, lead by Sauny Bean.



John Conner's Champion of Khorne. Note the intricate armour decoration.

Evan Lougheed's Chaos Troll of Slaanesh uses spines from the Wood Elf Dragon.



Eric Sarlin has substituted emaciated Slaaneshi Cultists for Chaos Marauders in his warband.



THE BLOATED FOLLOWERS OF GORMANN FESTERHEAT

Like many Chaos players who take a look through these rules for the first time Dave Taylor thought his army could provide every model he would need to build a warband. After rolling up his warband Dave discovered he would need to add a few more. Grabbing his trusty clippers, modelling putty, and bits box, he converted the new leader of his warband, Gormann Festerheart (the bloated Warrior pictured with the enormous Great Axe). A couple more converted Warriors (one with a great weapon and one with a flail) and a Beastman and the warband was ready to roll.

Dave has added Gormann Festerheart to his army as an Aspiring Champion, and is currently working on a unit of Chaos Warriors with great weapons. Perhaps they'll even be Chosen...(insert evil laughter here.)

Gormann Festerheart drives his warband before him.



Gormann Festerheart's warband has joined the horde of Hak'flemm Pox.

CHAOS WARBANDS: PATH TO GLORY

The powers of Chaos offer great rewards to those warriors who fight victoriously in the name of the Dark Gods. Their Champions are bestowed with gifts with which to further glorify their chosen deity, all in the hope of one day themselves achieving immortality in their quest for Daemonhood. Be it physical or psychological, these gifts of the Gods can enable a Champion to wreak havoc on his enemy single-handedly. In *Path to Glory* each player takes control of a Champion of Chaos and his warband and battles against their rivals. The players fight each other and the winning Champions gain the favour of their patrons and are rewarded for their service. As Champions grow in strength, followers flock to their warbands and they become more and more powerful, with the ultimate aim of achieving immortality and becoming a Daemon Prince...



Champion of Khorne



Champion of Nurgle



Champion of Slaanesh



Champion of Tzeentch

Models shown at 100%.

Path to Glory is a compilation of articles about fighting with Chaos warbands that have previously been featured in White Dwarf magazine. In addition there is new unpublished material included. Inside this booklet you will find rules for fighting with Chaos warbands, battle reports, and rules for multi-player battles, as well as scenarios for use with your Chaos warband.

White Dwarf is Games Workshop's very own monthly hobby magazine. Every issue is packed with exciting articles and features that keep you up-to-date with what's going on. You'll be able to read about the latest games and supplements, and see color photos of all the latest Citadel Miniatures. Whatever Games Workshop games you play, you'll always find something to interest you in the pages of White Dwarf.



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