

PATH TO GLORY



RULES FOR FIGHTING WITH CHAOS WARBANDS

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With additional material by enthusiastic
Warhammer hobbyists around the world.

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For the tribesmen living in the Shadowlands of the north, the lands of Chaos, there is no greater glory than to become recognized 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' favor, for down that path lays the chance of attaining immortality...

FORMING YOUR CHAOS WARBAND

Favor Points

Favor Points represent how much attention your Exalted Hero 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, Favor Points can be used to 'buy' new followers. They are not so much mercenaries receiving payment from your Exalted Hero, but are the followers that are becoming attracted to the Hero's warband as his fame spreads. The second way that Favor Points are represented is to reflect the number of gifts that the Gods may boon upon the Hero. In the next section of this booklet we will be explaining how to gain additional Favor Points.

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

Step 1 – Your Hero

Every warband is led by an Exalted Hero of Chaos for free, and starts with the following profile:

	M	WS	BS	S	T	W	I	A	Ld
Exalted Hero	4	7	3	5	4	2	6	4	8

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

THE MORE THINGS CHANGE...

It was just over six years ago that Anthony Reynolds and the Games Development Team began working on the Path to Glory rules. Inspired by the latest release at the time (*Warhammer Armies: Hordes of Chaos*) and reminiscent of the ancient Realm of Chaos book's great warband ideas, Path to Glory is a fairly simple set of tables and charts that help you put together a relatively small group of disciples of the Chaos Gods and then beat the snot out of your friend's warbands, proving the dominance of your chosen deity in the Chaos pantheon once and for all.

Well, over those last six years we've seen a few changes in the way the forces of Chaos can be fielded. The latest installment, *Warhammer Armies: Warriors of Chaos*, got us thinking about bringing Path to Glory back to life, tweaking it a little bit, and throwing back out on the frozen plains of Norsca to see if it would live or die.

The best 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. Well, just follow these simple steps, and start to gather the makings of your own Warriors of Chaos horde.

Step 2 – Choose your God

Choose which Chaos god the Exalted Hero 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 Hero who is already worshipping a single God may choose to worship Chaos Undivided. Heroes 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 Favor Point to roll on the first table, and 2 for the second. Remember to keep a tally of how much Favor you have spent. The dice roll determines what creatures/followers have approached your Exalted Hero and become available. If you choose, you can then spend the Favor Points necessary to recruit the follower/s as listed in the Favor 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 as you like. If you choose not to recruit any, those Favor 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 Favor Point.

FOLLOWERS OF CHAOS – TABLE 1

Pay 1 Favor Point to roll on this table

2D6	Follower	No.	FPs	Equipment
2-3	Marauder Horsemen	D3	3	Warhorse, hand weapon + one choice from the Equipment Table*
4-5	Chaos Hounds	D6	1	None
6-8	Marauders	D6	1	Light armor, + one choice from the Equipment Table*
9-10	Chaos Warriors	D3	3	Chaos armor, hand weapon + one choice from the Equipment Table*
11	Chosen	1	3	Chaos Armor, hand weapon + one choice from the Equipment Table*

12 Roll immediately on Followers of Chaos - Table 2. You may recruit what you roll at the Favor Points indicated.

*Note that only one choice of 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 choice on the Equipment Table is made for the group.

For example, if you rolled a 7, resulting in Marauders, you could spend 2 further Favor 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 Favor Points to roll on this table

2D6	Follower	No.	FPs	Equipment
2-3	Chaos Sorcerer (re-roll for Khorne)	1	7	Chaos armor, hand weapon, Level 1 Wizard
<i>If using a Tzeentch warband, Sorcerer costs 9 FPs, has a 6+ Ward save and one choice from the Equipment Table</i>				
4	Forsaken	1	3	Heavy armor
5	Troll	1	6	None
6-8	Chosen	1	3	Chaos Armor, hand weapon. + one choice from the Equipment Table*
9-10	Knight of Chaos	1	6	Barded Chaos Steed, Chaos armor, shield, ensorcelled weapons. For 1 additional FP the Knight may have a lance
11	Ogre	1	6	Heavy armor, hand weapon + one choice from the Equipment Table*
12	Chaos Spawn	1	7	Pay 2 additional FPs to give the Spawn a Mark appropriate to the warband's God.

*Note that only one choice of 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 choice on the Equipment Table is made for the group.



THE EQUIPMENT TABLE

- Shield
- Light Armor
- Chaos Armor
- Great weapon
- Additional hand weapon
- Flail
- Throwing spear
- Throwing axe
- Halberd

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 some of them may be given additional items. If your rolls on the Followers of Chaos charts have allowed you to select ONE additional item for your group of (or individual) followers, then you may only select an item that the model type would be able to select from their army entry in *Warhammer Armies: Warriors of Chaos*. For example, a Marauder Horseman would be able to select a Shield, but not a Great Weapon, Ogres could take Chaos Armor, but not Shields

ORGANIZING YOUR WARBAND

Before each game, organize 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.

EYE OF THE GODS

In regular games of Warhammer, your Exalted Heroes would be allowed to roll on the Eye of the Gods chart (pg. 43 *Warhammer Armies: Warriors of Chaos*) each time they defeated an enemy Hero and gain that benefit for the remainder of the game. For the purposes of Path to Glory, a much more campaign-oriented environment, Heroes do not roll on the chart when they kill an enemy Hero. Instead, they may get the opportunity to roll on the Eye of the Gods chart at a later time through spending Favor Points (and a bit of lucky rolling). Any advancement or curse they receive from the chart will be carried by the Hero for the rest of the campaign.

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. 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!



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 Favor 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 Favor 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.

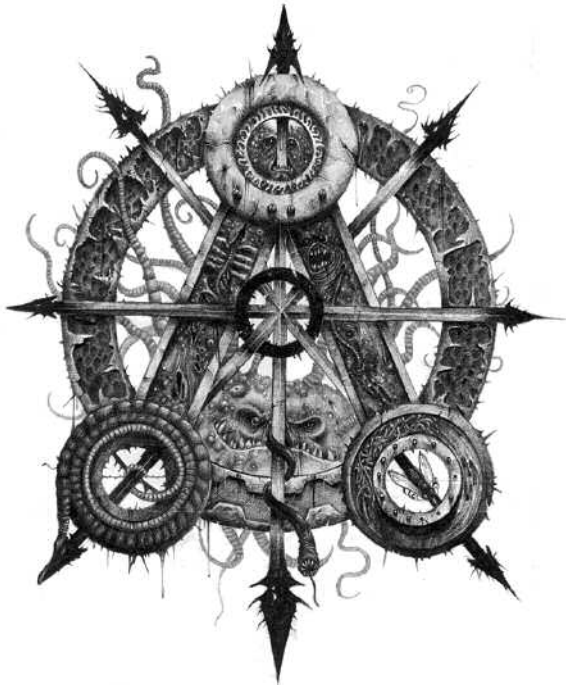
This section of Path to Glory concludes with the rules for resolving the fate of models taken out of action during the course of your battles and for calculating the relative strength of your warband (the Warband Favor Rating) so you can see how your warband stacks up against the enemy.

Again we recommend that you play a few games using only the rules from the first section of this packet 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 Favor 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 Favor Points can be used to recruit more followers using the same method as was used when rolling up your warband.



BASIC FAVOR TABLE

Playing a battle	2
Playing a battle against a warband with a Warband Favor Rating 10 or higher than your own	+5
Taking an enemy Exalted Hero out of action	2
Winning a battle	2
Winning a battle against a Warband Favor 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



UNDIVIDED FAVOR TABLE

Taking an enemy Exalted Hero out of action	+2
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TZEENTCH FAVOR TABLE

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

SLAANESH FAVOR TABLE

Passing two or more Psychology tests and/or Break tests during a game and winning the battle ..	+2
Taking a Exalted Hero of Khorne out of action	+2
Choosing to voluntarily rout from a battle	-2

NURGLE FAVOR TABLE

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

KHORNE FAVOR TABLE

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

Exalted Hero Advancement

The more Favor that your Exalted Hero 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 Favor Points. For each point of Favor spent, the dice roll may be changed +1 or -1.
- Exalted Hero start with one roll on the Exalted Hero Advancement table.
- For every 6 Favor Points earned, the Exalted Hero is entitled to roll on the Exalted Hero Advancement table below. This does not use any of your Favor Points.

An Exalted Hero of Chaos can never exceed the characteristics shown below. Any further advancement rolls are wasted.

	M	WS	BS	S*	T	W*	I*	A	Ld*
Exalted Hero	6	8	3	5	5	3	7	5	9

* S6 for Exalted Hero of Khorne, W4 for Exalted Hero of Nurgle, 18 for Exalted Hero of Slaanesh, Ld 10 for Exalted Hero of Tzeentch

EXALTED HERO ADVANCEMENT TABLE

2D6 RESULT

2	Mutation, roll on Mutation table.
3-5	Chaos Power Advancement — roll on the Power Specific Advancement tables below.
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 tables below.
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 (below).

CHAOS UNDIVIDED ADVANCEMENT TABLE

2D6 RESULT

2	Turned into a Chaos Spawn!
3-4	Mutation — One random mutation (if the Exalted Hero 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 Favor Points).
7-8	Favored by the Gods — 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 Warhounds for the next game only.
11	Chaos Runesword (+1 WS, +1 S, +1 A).
12	Eye of the Gods — Roll on the Eye of the Gods table on page 43 of Warhammer Armies: Warriors of Chaos. Once the Exalted Hero has rolled in this chart 5 times he automatically devolves into a Chaos Spawn (see below).



NURGLE ADVANCEMENT TABLE

2D6	RESULT
2	Turned into a Chaos Spawn!
3-4	Mutation — One random mutation (If the Exalted Hero ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
5	Filth Mace (pg 113 of Warriors of Chaos). If rolled again, then re-roll.
6-8	Mark of Nurgle — Any enemy shooting at the Hero is at -1 to hit or at -1 WS when in close combat with this model.
9-10	Blessed with D3 +2 Chaos Warhounds for the next game only.
11	Bloated 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+, i.e., if a model has Strength 6, it will still only wound the model with Bloated Foulness on a 3+ rather than a 2+.
12	Eye of the Gods — Roll on the Eye of the Gods table on page 43 of Warhammer Armies: Warriors of Chaos. Once the Exalted Hero has rolled in this chart 5 times he automatically devolves into a Chaos Spawn (see below).

KHORNE ADVANCEMENT TABLE

2D6	RESULT
2	Turned into a Chaos Spawn!
3-4	Mutation — One random mutation (If the Exalted Hero ever has 5 mutations he automatically devolves into a Chaos Spawn, see right).
5	Axe of Khorne — Killing Blow and +1 Strength
6-7	Mark of Khorne — Frenzy. If rolled again, model becomes 'Blood Frenzied'. He will never lose his Frenzy.
8	Fury of the Blood God (pg.111 of Warriors of Chaos). If rolled again, then re-roll.
9-10	Blessed with D3 +2 Chaos Warhounds for the next game only.
11	Collar of Khorne — Magic Resistance (2) and 6+ Ward save.
12	Eye of the Gods — Roll on the Eye of the Gods table on page 43 of Warhammer Armies: Warriors of Chaos. Once the Exalted Hero has rolled in this chart 5 times he automatically devolves into a Chaos Spawn (see below).

SLAANESH ADVANCEMENT TABLE

2D6	RESULT
2	Turned into a Chaos Spawn!
3-4	Mutation — One random mutation (if the Exalted Hero ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
5	Pendant of Slaanesh (pg. 115 of Warriors of Chaos). If rolled again, then re-roll.
6	Blessing of Slaanesh — Friendly models within 6" may re-roll any failed psychology tests.
7-8	Mark of Slaanesh — Immune to Fear, Terror, and Panic.
9-10	Blessed with D3 +2 Chaos Warhounds for the next game only.
11	Diabolic Splendor (pg. 111 of Warriors of Chaos). If rolled again, then re-roll.
12	Eye of the Gods — Roll on the Eye of the Gods table on page 43 of Warhammer Armies: Warriors of Chaos. Once the Exalted Hero has rolled in this chart 5 times he automatically devolves into a Chaos Spawn (see below).

TZEENTCH ADVANCEMENT TABLE

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 Flickering Fire of Tzeentch, which the Exalted Hero may use — counts as a Bound spell with Power Level 4.
5-6	Mark of Tzeentch — 6+ Ward save.
7-8	Mutation — One random mutation (if the Exalted Hero ever has 9 mutations he automatically devolves into a Chaos Spawn, see below).
9	Conjoined Homunculus (pg. 111 of Warriors of Chaos). If rolled again, then re-roll)
10-11	Blessed with D3+2 Chaos Warhounds for the next game only.
12	Eye of the Gods — Roll on the Eye of the Gods table on page 43 of Warhammer Armies: Warriors of Chaos. Once the Exalted Hero has rolled in this chart 5 times he automatically devolves into a Chaos Spawn (see below).



MUTATIONS TABLE

If your Exalted Hero has gained a mutation, roll 2D6 to see what mutation he has been gifted with (remember that your dice roll may be altered with Favor Points).

However if a model gets 5 mutations (9 for Tzeentch), he is turned into a slaving Chaos Spawn!

2D6 RESULT

2	Word of Agony (pg.110 of Warriors of Chaos)
3	Tentacle – 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.
4	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.
5	Cloven Hooves – The warrior’s legs end in cloven hooves. The warrior gains +1 Movement.
6	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.
7	Nothing
8	Deafening Bellow – The warrior can cry the name of his God at such volume that even the ground shakes. Enemy models in base contact suffer –1 to hit the Hero on the turn that he charges.
9	Massive Bulk – The warrior bulges out of his armor that splits under the strain of his enormous mass. He gains +1 Toughness but suffers –1 Movement. If the model is mounted, his mount suffers –1 Movement.
10	Acid Ichor (pg. 111 of Warriors of Chaos).
11	Bestial Visage – The warrior’s face is twisted into a bestial or daemonic visage. The model causes Fear.
12	Distendable Maw (pg.110 of Warriors of Chaos)

Mutated Into a Spawn

If a model is transformed into a Chaos Spawn and you have no Favor 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 a Chaos Spawn and he gains all the special rules of a 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 (e.g., for calculating the Warband Favor

rating). If it is your Hero 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 Exalted Hero. He is given one immediate roll on the Exalted Hero Advancement table.

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 Favor 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 the Advanced Rules for Fighting with Chaos Warbands, for your Exalted Hero).

WARBAND FAVOR RATING

Finally, the Warband Favor 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 Favor Points do not count towards


your total. After each game, after Favor Points have been allocated and new members of the warband have been recruited, recalculate your new Warband Favor Rating.

E.g., a warband consists of:

- The Exalted Hero (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 Favor 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 the Scenarios for use with your Chaos Warbands.



PATH TO GLORY SCENARIOS

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...

To make your Path to Glory 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:

PATH TO GLORY SCENARIO TABLE

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

SCENARIO 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 (Exalted Hero 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.

SCENARIO 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 (or Arcane Ruins) 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.



SCENARIO 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 models off.

SCENARIO 4- TAKE & 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 center 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 centerpiece, or none, it is considered a draw and neither warband gets any additional Favor Points.

SCENARIO 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 works for determining placement.

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.



ADVANCED RULES FOR FIGHTING WITH CHAOS WARBANDS

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 Exalted Heroes (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.'

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

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 Heroes 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...



INJURY TABLE

D66 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 Favor Point.
16-21	Multiple Injuries: Roll a further D6 times on this 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. 1 - 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: 1: 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 Favor Point.

