



MONSTERS AND MERCENARIES

Brave warriors, mighty champions, terrifying beasts – all can be found battling for dominion, glory or simple survival amidst the Eightpoints. Many fall alone and unmourned, yet the greatest become the stuff of legend.

The rules in this book are intended to be used alongside those found in the Core Book, and are separated into the following sections:

FATED QUESTS

This section contains 4 campaign quests that can be embarked upon warbands of any faction (pg 22-33).

CHALLENGE BATTLES

This section introduces a new type of campaign battle where your warband is thrust into a deadly encounter that they must overcome in order to reap the spoils. There are 7 challenge battles in total (pg 34-43).

THRALLS AND MONSTERS

This section includes fighter and ability cards for 3 new chaotic beast thralls and 8 monsters, along with rules to use them in your games of Warcry (pg 44-51).



ALLIES

Here you will find rules on how to include allies in your warband. This section contains fighter and ability cards for a host of allies, and includes options for warbands of all factions (pg 52-63).

WARBAND ROSTER

At the end of this book you will find an updated warband roster that includes sections for tracking the elements introduced in this expansion (pg 64).



RUNEMARKS

Below you will find a list of additional runemarks to be used in games of Warcry alongside those found in the Core Book. These symbols appear on fighter cards; they govern which abilities each warrior can use in battle and which faction they belong to.

FIGHTERS



Ally



Ferocious



Frenzied



Priest



Monster of Destruction



Monster of Order



Monster of Death



Terrifying

MONSTER FACTIONS

FACTIONS



Beasts of Chaos



Bonesplitterz



Daughters of Khaine



Everchosen



Flesh-eater Courts



Gloomspite Gitz



Idoneth Deepkin



Ironjawz



Legions of Nagash



Nighthaunt



Stormcast Vanguard Chamber



Stormcast Warrior Chamber

ALLY FACTIONS



Beasts of Chaos Ally



Bonesplitterz Ally



Daughters of Khaine Ally



Flesh-eater Courts Ally



Gloomspite Gitz Ally



Idoneth Deepkin Ally



Ironjawz Ally



Khorne Ally



Legions of Nagash Ally



Nighthaunt Ally



Nurgle Ally



Skaven Ally



Slaves to Darkness Ally



Stormcast Vanguard Chamber Ally



Stormcast Warrior Chamber Ally



Tzeentch Ally

FATED QUESTS

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

In this section you will find 4 special campaign quests known as **fated quests**. To use these quests, refer to page 63 of the Warcry Core Book.

PATHS OPEN TO ANY WHO DARE

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

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

FATED QUEST TERRITORY RULES

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

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

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

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

- Iron Golem #
- Untamed Beasts ♀
- Corvus Cabal ⚔
- The Unmade ✖
- Cypher Lords ✖
- Splintered Fang ⚔
- Spire Tyrants ⚔
- Scions of the Flame ✖

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

HONOUR OR GLORY

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

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



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

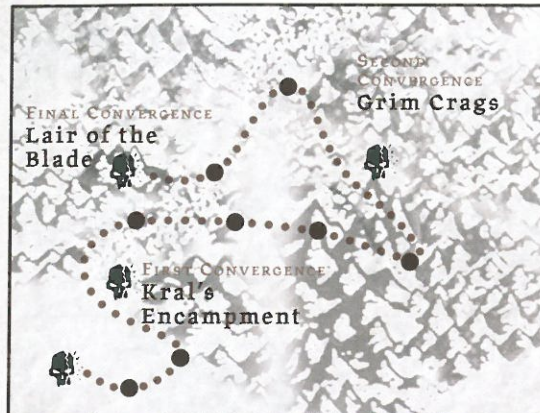
EXALTED COMMAND TRAITS

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

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



HUNT FOR THE DOOMBLADE



Ancient vaults and temples dot the Bloodwind Spoil, concealing artefacts of terrible power. Now, word is spreading that the legendary Doomblade has been found, its resting place discovered by a bandit lord known as Kral Shadowsoul. Forged long ago, and rumoured to contain the essence of an ancient champion of the Dark Gods who fought in the depths of prehistory, the Doomblade's wielder finds their strength magnified tenfold.

Should your rivals claim the power of the Doomblade for themselves, it could well prove disastrous to your conquering ambitions. Even now, other warbands hunt Shadowsoul; you must reach the bandit before your enemies do and extract his knowledge, for each second you tarry sees your foes draw closer to the prize.

D3	ARTEFACT OF POWER
1	Palemoon Mask: <i>This ivory mask is lined with a filigree of meteoric rock. As the stars align, its celestial magic protects the wearer from harm.</i> Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 2 to their Toughness characteristic.
2	Daemonblood Pendant: <i>Said to be filled with droplets of daemonic ichor, those who wear this pendant find themselves gifted with a measure of unholy might.</i> Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
3	Gromril-forged Mail: <i>Torn from the body of one of Kral's hirelings, this sturdy mail shirt can withstand even the mightiest blows.</i> Subtract 1 from the damage points allocated by hits and critical hits (to a minimum of 1) from attack actions that target the bearer.

D3	COMMAND TRAIT
1	Cunning Tactician: <i>This warrior is well versed in the arts of battle, able to seize split-second openings as they present themselves and turn them to deadly advantage.</i> Add 1 to the value of abilities used by this fighter (to a maximum of 6).
2	Sturdy Constitution: <i>Even the most devastating of blows cannot keep this warrior down for long. A moment's respite sees them heal from dire wounds, whether due to natural resilience or the warping energies of the Eightpoints that suffuse them.</i> When this fighter is picked to activate, you can remove 1 damage point allocated to them.
3	Tireless: <i>Life in the harsh wilderness of the Bloodwind Spoil has brought this warrior to the peak of endurance. In battle they move at a vigorous pace, crashing into the enemy with ferocious speed.</i> Add 1 to the Move characteristic of this fighter.

FIRST CONVERGENCE: SHADOWSOUL'S LAMENT

Perhaps Shadowsoul wishes he had not been so braggadocious over his knowledge of the Doomblade's resting place. Surrounded by a pack of hired killers, it seems the gang boss has already had to put down many Marauders seeking the blade. Still, he is not prepared for you. Strip the secrets that you need from him, one way or the other.

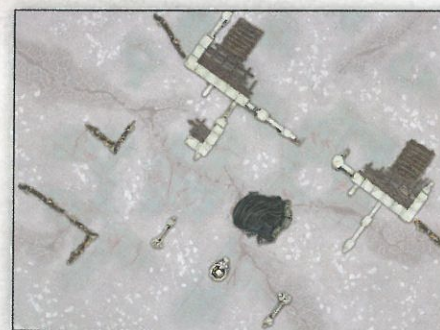
BATTLEPLAN
Terrain: See map.

Deployment: Close the Jaws

The Aspirant warband uses the blue deployment points.

Victory: No Mercy

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: THE BURDEN OF KNOWLEDGE

With his dying breath, Shadowsoul revealed that the Doomblade lurks at the heart of a mountain temple. A rune-marked door barred him from claiming the prize, however, for Shadowsoul could not fathom how to open it. Setting off, you soon realise other canny warbands have dogged your steps, seeking to claim the knowledge you bear. Prove you are not to be trifled with.

BATTLEPLAN
Terrain: See map.

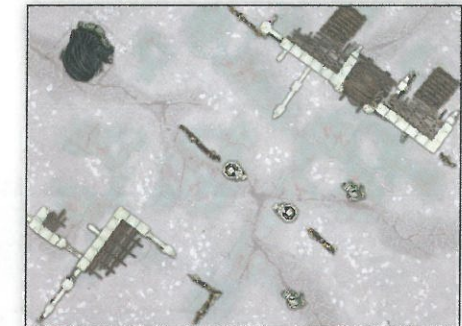
Deployment: Ambush

The Aspirant warband uses the blue deployment points.

Victory: Blunt

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: DOOMBLADE

From within the towering mountain's heart you feel the Doomblade beckoning you onwards. Before long you find the ancient stone door marked with jagged sigils – but the runes glow cold, and the door stands ajar. Another warband has beaten you here; the sacrificed body of one of their own crumpled by the entrance tells how they satiated the ravenous blood-hunger of the runes. You must act quickly, before they can claim the blade for themselves.

BATTLEPLAN
Terrain: See map.

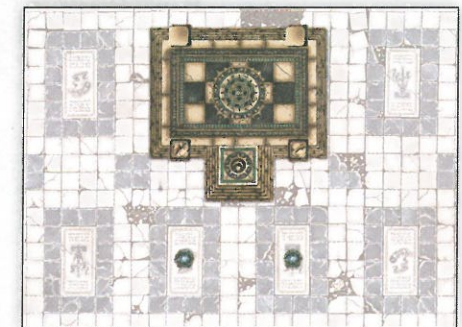
Deployment:
Decapitate

The Aspirant warband uses the red deployment points.

Victory:
Steal the Prize

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



CAMPAIGN OUTCOME

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

The enemy warband's leader drops to their knees, retching up gobbets of blood. They extend a longing arm towards the Doomblade's altar before your weapon descends and ends their dreams of conquest. The temple falls silent once more in the aftermath of frenzied combat. Light from the fiery crevasses that dot the stone floor provides the only true illumination, though in the aftermath of such carnage the orange glow seems almost arterial crimson to your eyes.

At the edge of hearing, cruel laughter rings in your ears. A short flight of steps leads to the dread altar; impaled within a chunk of flawless obsidian, the Doomblade has witnessed the carnage you have wrought in its pursuit. It is most pleased. Take it, you think to yourself, and none could stand before you. With such a weapon even the mightiest lords of Carngrad would quake at your passing. Yet you have come this far already, you and your warband conquering every trial put before you. The bodies strewn across the floor speak of the folly of chasing borrowed might over honing one's own strength. Only one decision remains – will you take the Doomblade and seek glory through its deadly powers, or keep to your honour and deny the foul weapon its bloodthirsty desires?

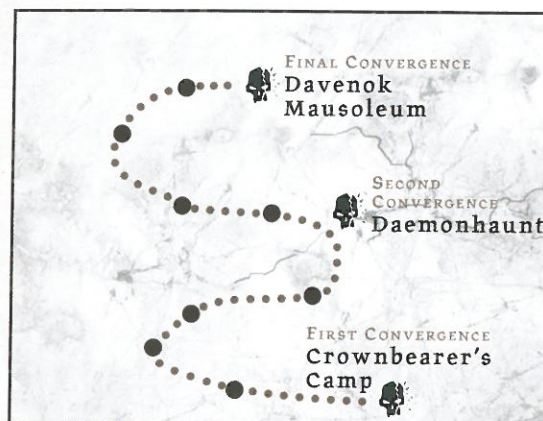
HONOUR

If you choose Honour, turn to page 32 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 33 to see the outcome and claim your reward.

THE CROWN OF DAVENOK



During the Age of Myth, rulership of House Davenok was signified by an auric crown entwined with vines. When Solomeras Davenok perished, however, he left no named successor. Both his offspring – a stout-hearted sorcerer and bloodthirsty warrior – believed themselves the rightful heir. In a grim irony, the siblings were slain in the resultant war and were buried side by side in the family mausoleum, their spirits bound within arcane sarcophagi to prevent them from tearing the gravesite apart with their warring. The crown was set on a pedestal between them, until it was thieved by grave robbers. For centuries it has been bandied around the Bloodwind Spoil, traded in markets or claimed by many different warlords as a mark of authority. It may have continued in this way forever, until you heard of a rival warband's leader possessing a strange golden diadem...

D3	ARTEFACT OF POWER
1	Prism of Might: When this prism is revealed and the correct incantations spoken, those it illuminates find their strength swelling. Once per battle, the bearer can use this artefact as an action. If they do so, until the end of the battle round, add 1 to the Strength characteristic of attack actions made by friendly fighters while they are within 6" of the bearer.
2	Gemstone of Waning: This strange polished stone drains the vitality of those who mean the bearer harm. Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by visible enemy fighters while they are within 3" of the bearer.
3	Shadowraptor Claws: The talons of these avian predators can be used as fighting claws to unleash viciously swift blows. Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	COMMAND TRAIT
1	Crushing Strength: A single strike from this warrior can crush skulls, crumple armour, and even humble the most dreadful of beasts. Add 1 to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
2	Indefatigable: Blows that would slay a lesser fighter barely faze this hardened warrior. Add 5 to the Wounds characteristic of this fighter.
3	Blademaster: Such is this warrior's skill that their weapons are almost extensions of their body, each pinpoint blow severing tendons or slipping through the weak chinks of their foe's defences. Add 3 to the damage points allocated by critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less.

FIRST CONVERGENCE: FINDERS KEEPERS

Whether through simple chance or the will of the gods, you have managed to catch the warband you seek unawares. Their leader lords it over them, the golden crown shining on their brow. A cornered dog fights twice as hard, but you cannot allow that to stop you. Burn their camp to the ground and claim your rightful prize.

BATTLEPLAN

Terrain: See map.

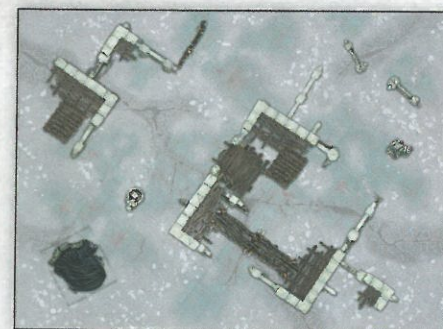
Deployment: Hold Out

The Aspirant warband uses the blue deployment points.

Victory: The Raid

The Aspirant warband is the Attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: UNNATURAL AID

The longer you have the crown in your possession, the more you feel a strange compulsion to return it to its rightful resting place. Following its directions, you eventually encounter one of the spiteful creatures known as Furies. The daemon-imp reveals that you have been tracked by other treasure-hunters, and they are closing in for the kill. With the daemon's aid, destroy these avaricious rivals.

BATTLEPLAN

Terrain: See map.

Deployment: Divide and Slaughter

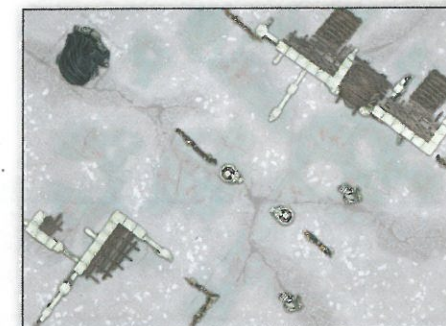
The Aspirant warband uses the blue deployment points.

Victory: Hold Our Gains

The Aspirant warband is the Defender.

Twist: Sinister Bargain

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



FINAL CONVERGENCE: SETTLING THE SCORE

Betrayal! Even as you slew your pursuers the Fury stole the crown, winging away from retribution. Tracking it, you eventually discover an ancient boneyard. Even from a distance you can feel the rage of the spirits locked within the mausoleum at its heart. Another warband walks the graveyard, the thieving Fury thrall to their will and the crown in their possession. Vent your wrath by slaughtering them all.

BATTLEPLAN

Terrain: See map.

Deployment: Refused Flank

The Aspirant warband uses the red deployment points.

Victory: Steal the Prize

The Aspirant warband is the Attacker

Twist: Sinister Bargain

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



CAMPAIGN OUTCOME

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

The Fury squawks a panicked denial before you crush it beneath your boot. The graveyard lies silent once more; silent, except from your ragged breathing and the constant drip of gore off the edge of your blade. As your warriors begin looting useful supplies from the corpses strewn around, you feel the ancient crown pulsing furiously. Something calls to you from within the grand mausoleum in a voice laden with the dust of ages. Steeling yourself, you recover the crown from the dead, summon your most trusted warriors, and head inside.

Navigating through the tomb, your steps echo as you pass beneath graven images of death and skeletal murals. Finally your path opens up into a central sepulchre. Within lie two sarcophagi set side by side, one carved in the image of a wise mage-lord, the other resembling a fearsome warrior-queen. The air is charged with emotion, and as you watch the shadows on the walls you swear you can detect occasional movement that is not your own. As you produce the crown, the air grows still. Almost immediately you deduce that by placing the crown upon one sarcophagus or another, you will settle an ancient rivalry and earn great reward alike. The conflicting presences of the spirits cajole and plead with you, laying out their case and casting aspersions upon their counterpart. But what will you decide? Shall you favour the honourable brother, or instead choose to side with the glory-seeking sister?

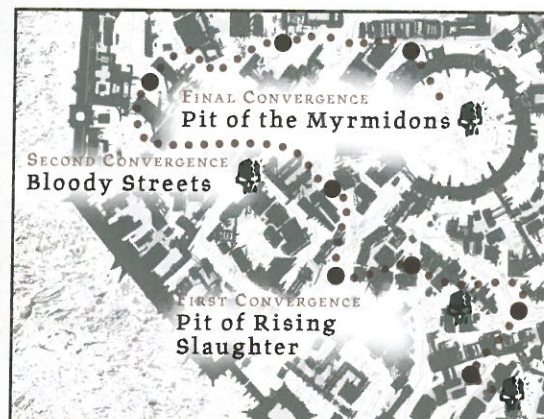
HONOUR

If you choose Honour, turn to page 32 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 33 to see the outcome and claim your reward.

LORDS OF THE ARENA



Some who seek renown amidst the Eightpoints enter the fighting pits, pledging themselves to an endless cycle of murder for the exhilaration of the baying crowds. The greatest gladiators are legendary figures, providing the vast audiences with gruesome displays of violence. Many would-be pit fighters earn themselves little more than an early, gory death, but achieving victory upon the arena sands would undoubtedly cement the reputation of your warband.

Whether you have entered the pits through choice or have been brought there to fight for your life, there can be only one goal. Travel the gladiatorial circuits of the Spoil, defeat the mightiest of foes, and carve your names into the annals of history – or, perhaps, use it as an excuse to take out a few rivals along the way.

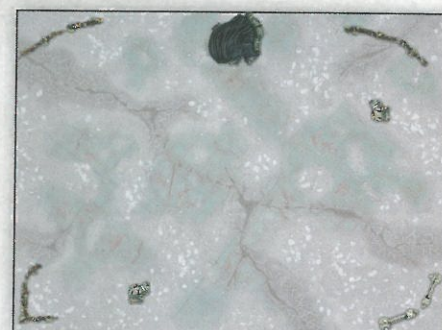
D3	ARTEFACT OF POWER
1	Blade of Patronage: One of the many warlords of Carngrad has made a killing betting on your gladiatorial exploits. This rune-etched blade serves as a token of their appreciation. Add 1 to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
2	Gladiator's Torc: This mark of prowess is granted only to those who display an uncanny resourcefulness in the pits. Add 1 to the value of abilities used by the bearer (to a maximum of 6).
3	Ulguan Scalemail: Those who stare too long into the dark scale of this armour find their blows fall wide, their attention distracted by dread illusions. Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by visible enemy fighters while they are within 3" of the bearer.

D3	COMMAND TRAIT
1	Peerless Hunter: No foe can hope to escape the blade of this relentless warrior, no matter how fast they try to flee. Add 1 to the Move characteristic of this fighter.
2	Shrewd Diplomat: This warrior has learned how to best negotiate with the pit-lords of Carngrad, stacking every fight in their warband's favour – after all, such ensures the greatest spectacles of violence to please the blood-hungry crowds. If this fighter is included in your warband, you begin the battle with 1 additional wild dice.
3	Merciless Fighter: The desperate battles fought in the pits of the Bloodwind Spoil have taught this warrior to hold nothing back and make every strike count. Add 1 to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less.

FIRST CONVERGENCE: BITE OF THE UNDERDOG

As more and more foes fall before you, there are those who are starting to take note of your warband's martial skill. The pit-chief of one of Carngrad's lesser arenas has finally agreed to host your warriors in a bout against the local champions. It is a good start in making your name as a champion gladiator – dominate your opponents, and pave your way to greater glories yet to come.

BATTLEPLAN Terrain: See map.
Deployment: Frontal Assault
Victory: Dominate
Twist: No Holding Back



SECOND CONVERGENCE: BLOOD IN THE BACK ALLEY

Your reputation is spreading, built on the back of breathtaking carnage. Your next bout is imminent, but it seems your opponents have other ideas – the night before, their warriors corner your warband in one of the snaking back-alleys surrounding the arena. They seek to slay you before you can deliver them public humiliation and death. Escape this ambush by stepping over their corpses.

BATTLEPLAN Terrain: See map.

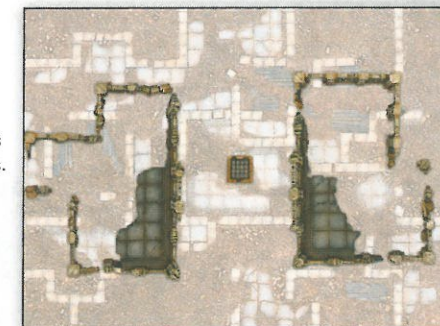
Deployment: Defiant Stand

The Aspirant warband uses the blue deployment points.

Victory: Assassinate

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: THE GRAND FINALE

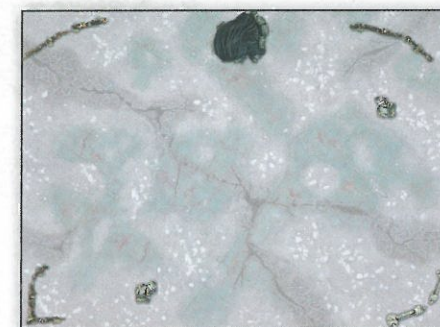
All of Carngrad is talking of your deadly gladiatorial prowess. But yours is not the only warband that has excelled, and the pit-masters have organised something special for this final climactic bout. As you size up your foes, the chained beast at the pit's heart rages at its confinement. No doubt it seeks to turn upon its captors, but for now you must contend with it and your rivals alike. Seize victory, and ensure all know your name, one way or the other.

BATTLEPLAN Terrain: See map.

Deployment: Show of Strength

Victory: No Mercy

Twist: Apex Predator



CAMPAIGN OUTCOME

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

As the last of your rivals falls, so too does an expectant hush. Perhaps few actually expected you to emerge triumphant; many, no doubt, hoped that you would be rent limb from limb by the monster released into the pit. Casting your eyes around the audience, you see looks of disappointment and anger written upon numerous faces. Some, it seemed, bet against you for this climactic bout; likely they regret that decision now. Many more of the audience, however, appear to be stunned into stupefied silence, in awe of the pit-fighting skills that have seen you rise to the top.

The silence soon breaks into a roar of approval from the masses, a low rumble at first but rising in vim and vigour second by second. A grunt from the Ogroid pit-masters watching from above directs you to the staggering, wheezing monster. Their meaning is clear – deal the killing blow, and your victory will be complete. Yet as you look to the bleeding beast, you hesitate for just a moment; the creature fought well, and even now it tries to break free from the chain binding it, seeking nothing more than to rip and tear through those who have condemned it to such a fate. Your eyes meet, a flicker of understanding seeming to pass between you. Do you treat this worthy adversary with honour, releasing it to take its well-deserved revenge? Or do you harden your heart in the face of the monstrous creature's plight, and instead cement your glorious reputation with one final death?

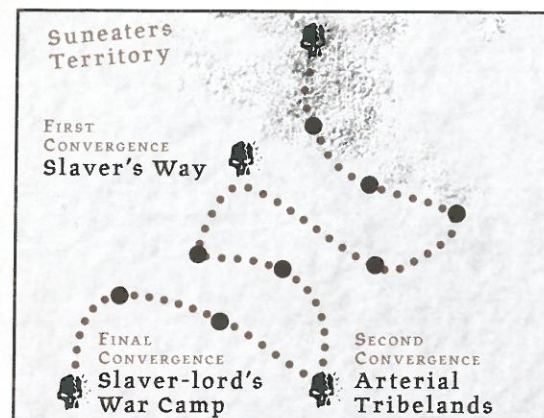
HONOUR

If you choose Honour, turn to page 32 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 33 to see the outcome and claim your reward.

SLAVES AND MASTERS



Slavery is a fact of life for many inhabitants of the Eightpoints. The Arteries, small tribute-roads running parallel to the colossal highways leading from the Varanspire, play host to vast columns of indentured mortals trudging towards a grim fate. Entire communities have set up along the Arteries, ramshackle camps where scavenger-tribes barter bonded slaves.

One such camp, bolstered by a slew of successful raids, brims with mortal chattel. The lord of these slavers grows indolent on the back of these victories; whether you rail against the fate of the incarcerated or seek to claim them for yourself, opportunity is on the wind. Hunt the slaver and his minions along the roads of captured souls, seize the camp, and claim what is rightfully yours.

D3	ARTEFACT OF POWER
1	Beasthide Cuirass: Made from the tough flesh of Ghurish Mournfangs, this robust armour was purchased with the spoils of victory from a tribe of Artery-dwelling leatherworkers. Add 1 to the Toughness characteristic of the bearer.
2	Grave-sand Amulet: The small flecks of vitrified grave-sand within this looted amulet sap the might of the wearer's enemies. Subtract 1 from the Strength characteristic of attack actions (to a minimum of 1) made by enemy fighters while they are within 3" of the bearer.
3	Chamon-forged Blade: This master-forged blade was claimed by one of the slaver's servants in a daring raid. It shall now make a fine weapon for one of your warriors instead. Add 1 to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	COMMAND TRAIT
1	Second Wind: In the direst of situations, this warrior draws upon their legendary willpower to see them through. Once per battle, this fighter can use this command trait as an action. If they do so, remove D6 damage points allocated to this fighter.
2	Dominating Strength: All pay heed to this warrior's words, for they have more than enough might to back up their commands with action. Add 1 to the Strength characteristic of attack actions made by this fighter.
3	Berserk Fury: This warrior's boundless rage manifests as a hail of frenzied blows raining down upon the foe. Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

FIRST CONVERGENCE: FOLLOWING THE SCENT

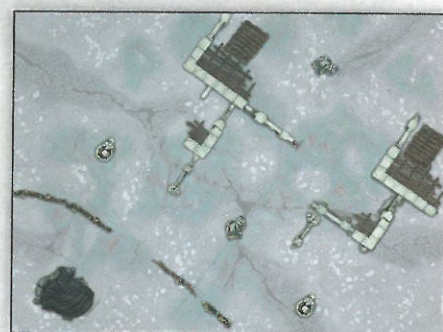
It has taken considerable effort to navigate through the Arteries and track your quarry, but your progress has been relentless. Now some of the slaver's followers have been forced into a rearguard, no doubt threatened with a painful death should they fail to deal with you. They seek to stop your pursuit by any means – smash through their lines and keep pressing onwards, before the trail goes cold.

BATTLEPLAN Terrain: See map.

Deployment: No Escape
The Aspirant warband uses the blue deployment points.

Victory: The Gauntlet
The Aspirant warband is the Defender.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: THE HIDDEN BLADE

With his rearguard broken, your quarry has sent some of his finest warriors to ambush you amidst one of the tumbledown communities that flank the slave roads. Should you become bogged down here too long he will have vital time to shore up the defences of his camp. That cannot be allowed to happen – you must subdue these craven ambushers with a display of total violence.

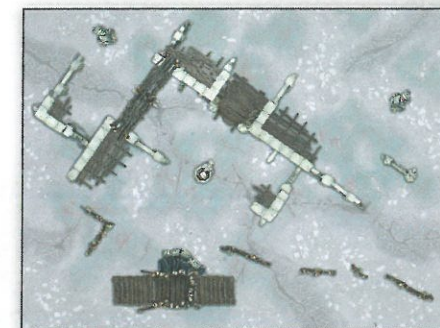
BATTLEPLAN Terrain: See map.

Deployment: Encircle

The Aspirant warband uses the blue deployment points.

Victory: Dominate

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: LIBERATION AND DOMINATION

With knowledge gleaned from your would-be ambushers, you finally reach the long-sought-after camp. It is almost fitting that this place of hopeless incarceration should be built amidst the ruins of an ancient civilisation. The banners of the slaver-lord, each one daubed with crude sigils of conquest, fly above the broken walls. Fight your way past his hired thugs and corner him like a dog, ensuring your dominion over all these stolen souls.

BATTLEPLAN Terrain: See map.

Deployment: The Hunt

The Aspirant warband uses the blue deployment points.

Victory: The Raid

The Aspirant warband is the attacker

Twist: Draw a twist card as normal.



CAMPAIGN OUTCOME

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

The stench of death fills the camp with its ghastly reek, a lingering after-effect of the slaughter wrought by your warriors. From within heavy iron cages, the throngs of tightly packed slaves watch as you finish off the last of the dying thugs. Some speak in excitable whispers, sure that this reversal of fortune means you have come to rescue them from an ignoble fate. Others – most likely those who have been forced to dwell in the Eightpoints for an extended period – are less sanguine. They know well how 'justice' works in this foreboding wasteland, and that the only law recognised out here is the law of conquest and strength.

You find the slaver-lord soon enough. Once he may have been a mighty warrior, but now years of profiting from the weak have seen him grow lax. The loyalty of his warriors is purchased through the wealth garnered by successful raids, rather than personal charisma or skill at arms. You vow never to make the same mistake. You easily deflect the slaver's attack, ignoring his pitiful attempts to bargain with you, before rising under his guard and driving the killing edge of your weapon deep into his heart. He chokes on his own blood for just a moment before falling dead. You have won the day, but what shall you do with your new prize? Will you gain glory where the slaver failed, ruling this camp and claiming the slaver's stolen treasures? Or will you display surprising honour by releasing the captured slaves – even if only for the thrill of hunting them down yourself?

HONOUR

If you choose Honour, turn to page 32 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 33 to see the outcome and claim your reward.

SPOILS OF VICTORY

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

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

HONOUR

HUNT FOR THE DOOMBLADE - THE STRENGTH OF FLESH

Only the weak place faith in anything but themselves and the gods. Those who sought the Doomblade's power now lie dead, fitting punishment for their cowardice. With a snarl you cast the weapon into one of the temple's fiery crevasses, ignoring the wrathful scream that echoes through your skull. Your glory shall be won by the strength of your sword-arm alone.

EXALTED COMMAND TRAIT

Indomitable Will: Your faith in your own destiny is unbreakable, and sees you shrug off wounds that would cripple a lesser fighter.

Subtract 3 (to a minimum of 1) from the damage points allocated to this fighter by each hit or critical hit from attack actions made by enemy fighters.

THE CROWN OF DAVENOK - A THRONE LONG DENIED

Upon placing the crown upon the brother's sarcophagus, a magical nimbus grows to fill the sepulchre. You have chosen wisely - at least, that was what the ancient mage would say. As a frustrated shriek from the sister echoes through the mausoleum, you feel newfound power seeping into you - a gift from a king finally offered his crown.

EXALTED COMMAND TRAIT

Gift of Glory: The otherworldly power that fills this warrior drives them ever onwards. Nothing is allowed to stand between them and victory, and their commands are followed without pause.

If this fighter is included in your warband, you begin the battle with 3 additional wild dice.

LORDS OF THE ARENA - DEADLIEST PREY

You have scores to settle amongst the audience. Lunging over your rivals' corpses, you swing your blade and shatter the chain binding the monster to the arena. The wounded beast recognises its freedom, scaling the pit walls to set about its tormentors. As the crowd's bloodlust turns to terror, you feel a deeper kinship with the savage creatures of the Eightpoints.

EXALTED COMMAND TRAIT

Alphabeast: The wild creatures of the Eightpoints instinctively recognise your savage primacy. A single growl is enough to see them submit to your will.

If this fighter is in your warband, you automatically pass bestial intellect rolls when you activate a chaotic beast within 12" of this fighter.

SLAVES AND MASTERS - CONQUEROR'S CLEMENCY

Whether for altruism or a simple desire to see vengeful slaves run amok in your rivals' lands, you open the slave pens. An elderly seer leaning upon a crooked Dryad-bark staff catches your eye. Eager to gain your favour, the shaman offers you their service; their far-seeing powers will surely be of use.

EXALTED COMMAND TRAIT

The Shaman's Blessing: The shaman's foresight allows you to escape even the deadliest traps.

Once per battle, this fighter can use this command trait as an action. If they do so, until the end of that battle round, halve the damage points (rounding up) allocated by attack actions that target this fighter.

GLORY

HUNT FOR THE DOOMBLADE - KILLING EDGE

To the victor go the spoils. Stepping over the bodies of your weakling foes, you approach the obsidian altar where the Doomblade waits. Along the weapon's black-iron length sinister runes glow with hungry anticipation, bathed in fiery light from the temple's crevasses. Mounting the altar's top step, you wrap your fingers around the handle and pull the weapon free in a single firm motion. Your warriors give a triumphant cry as you raise the Doomblade and bask in its might. Its fell powers will aid you greatly in the battles to come.

ARTEFACT OF POWER

The Doomblade: The Doomblade cuts not only through flesh and armour, but also the bonds of the spirit. Those who are even lightly nicked by the blade's jagged edge can find their soul blasted from their body, soon devoured by the malign sentience of the weapon.

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

THE CROWN OF DAVENOK - LEGACY OF VIOLENCE

No sooner have you placed the crown upon the warrior's sarcophagus than a great rumbling fills the sepulchre. The stone lid cracks, crumbling to dust as the crown disappears in a flash of light. Though you cannot be certain, you have a suspicion that her spirit has been released for conquests anew. Within the sarcophagus you find an ancient piece of carmine plate, a worthy reward for your bloodthirsty decision.

ARTEFACT OF POWER

Warmonger's Cuirass: This carmine cuirass will constantly heal the bearer of minor wounds, provided they indulge their urge to conquer and kill.

Each time the bearer makes an attack action that has a Range characteristic of 3 or less, remove a number of damage points allocated to the bearer equal to half the number of damage points (rounding up) allocated by that attack action.

LORDS OF THE ARENA - APEX PREDATOR

The arenas of Carngrad echo to the crowds chanting your name. The arena beast, your final challenge, lies bloodied and humbled before you. Defeat has crushed its animal rage. Your blade descends without hesitation, the pit-creature unleashing a last, pained howl before falling still. No doubt challengers will one day rise to contest you for your title, but for now you stand as the undisputed gladiator-lord of Carngrad, the champion's mantle granted to you further amplifying your might.

ARTEFACT OF POWER

The Champion's Mantle: Those who don this collar of heavy-wrought pig iron find fate contorts to favour them, ensuring only the most worthy can depose them and rise to the top of the gladiatorial hierarchy of Carngrad.

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

SLAVES AND MASTERS - EMPIRE OF SHACKLES

The slaver-lord's severed head stands impaled upon his own ramparts, his tattered banners cast down and your standard raised in their place. Those naive slaves who clung to hope are to find themselves most cruelly disappointed; the remainder of their miserable lives will be better spent in service to you. Amongst the slavemaster's hoard you discover a curious helmet. Even your own underlings appear cowed in its presence. Such powers of domination could be a potent boon when alloyed with your own will.

ARTEFACT OF POWER

The Helm of Dominion: This helm was used to keep order amongst the throngs of captured souls, sapping their conviction and compelling them to accept their grim fate. It works on warriors well enough, when worn by one possessed of sufficient will.

Subtract 2 from the value of abilities used by enemy fighters (to a minimum of 1) while they are within 6" of the bearer.

CHALLENGE BATTLES

The mightiest of warbands of the Bloodwind Spoil constantly seek out greater challenges to overcome. Few of these tests are more perilous, however, than facing off against one of the savage beasts of the Eightpoints.

This section introduces a new type of campaign battle referred to as a **challenge battle**. Challenge battles are unique battles available to any warband currently embarked upon any campaign quest. In this section you will find 7 challenge battles for your warband to embark upon.

HOW TO PLAY A CHALLENGE BATTLE

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

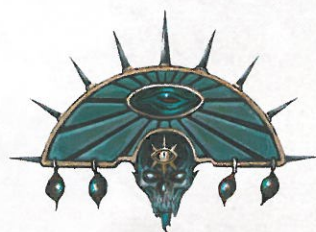
In a challenge battle, one player, referred to as the **Challenger**, is attempting to overcome the challenge that has been set. This player's warband is referred to as the **Challenger warband**.

The other player, referred to as the **Adversary player**, is attempting to thwart the Challenger. Rather than controlling their own warband,

the Adversary player instead controls fighters that are referred to as **adversaries**.

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

Each challenge battle has 4 sections: **Set-up**, **Special Rules**, **Battleplan** and **Spoils**.



SET-UP

The Set-up section of a challenge battle details how the players muster their warbands. The Challenger and the Adversary

player will have different rules they must follow.

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

ADVERSARIES

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

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



THE PREREQUISITE AND THE STAKE

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

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

SPECIAL RULES

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



BATTLEPLAN

Each challenge battle will explain how to generate the battleplan for it under the 'Battleplan' header.

THE SPOILS

Each challenge battle has 1 or more **spoils**. If the Challenger warband wins the challenge battle, they receive 1 of the spoils of that challenge battle. If there are more than 1 spoils available, the player must pick which to receive.

Some spoils will let you add the monster adversary to your warband roster. If you choose such a spoil, use the rules on page 46.

THE AFTERMATH SEQUENCE

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

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

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

PLAYING AGAIN

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

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

The Narrative of Challenge Battles

Challenge battles allow players to explore the Eightpoints in more ways than ever before. Your warband might decide to hunt down a Chimera in its lair and, if successful, subjugate it or sell its most valuable parts in the local barter pits. In other challenge battles they might fight deadly beasts in the bloody gladiatorial arenas of Carngrad or, if particularly foolish, choose to take on one of the mighty Varanguard and their retinue.

These battles offer their own unique challenge, and are suited for both up-and-coming warbands as well as those that have completed their campaign quest and are yet to embark on a new one. For such warbands, challenge battles offer a set of difficult trials to overcome and a checklist of achievements to complete.

If you are looking to add a monster to your warband through a challenge battle, it is expected that you will first collect and paint the model yourself before challenging a friend to the challenge battle. For yourself, you get the chance to tame the wild monster and later add it to your warband roster. For your opponent, they get the chance to run amok through your warband with a very dangerous beast!

A lot of these challenge battles are designed to be very difficult for the Challenger, and completing all of them is something to be boastful of! It will require all your tactical cunning and often an abundance of artefacts of power and destiny levels to see you through to victory.

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



LAIR OF THE TRIFOLD BEAST



Where a Chimera establishes a lair, its warped essence will leak out and see the land around shudder under the mutative touch of Chaos. Long has your warband tracked this particular aberration, pursuing it across the hills and shadowed valleys of the Bloodwind Spoil. Finally you have cornered the beast in its lair. You take a moment to steel yourself before passing between the twisted trees that mark the boundaries of the Chimera's territory.

As your warband dodges between geysers of spouting witchfire and attempts to navigate the strange land, you hear the triple-throated growl of the monster you seek. The hunter threatens to become the hunted. From out of the gloom comes the Chimera, revealed in its full and terrible glory. With a roar the monster charges towards you, three pairs of bestial eyes flashing with malicious intent.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of 1 of the following fighters:

- Chimera

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. All fighters in the warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the warband cannot exceed 3 times the points value of the Adversary player's warband.

BATTLEPLAN

Terrain: See 'The Hunt' in the Special Rules box.

Deployment: See 'The Hunt' in the Special Rules box.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: See 'The Hunt' in the Special Rules box.

SPECIAL RULES

Battle Groups: The Challenger warband must be split into battle groups as normal. The adversary is not in any battle group.

The Hunt: Do not draw a terrain card, deployment card or twist card as normal. Instead, use the following rules:

Draw 3 terrain cards and place them face down. The players then roll off. If the Adversary player wins the roll-off, no cards are revealed. If the players tie, 1 card chosen by the Challenger player is revealed. If the Adversary player loses the roll-off, all the cards are revealed. The Challenger then picks 1 of the 3 terrain cards to be in play for the battle.

Repeat this process for the deployment card. Repeat this process for the twist card, but before drawing the 3 cards remove all twist cards with the **Wild Creatures** runemark (🐉) and all those with the **Fate** runemark (🌀).

Deployment: The Challenger sets up all their battle groups first. The Adversary player then picks 1 of their deployment points and sets up the adversary as normal.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Carve It Up and Sell It: The Challenger can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

Break Its Spirit: The adversary can be added to the Challenger's warband roster (pg 46).

COLOSSAL CARNAGE



It is not merely rival warbands, wild monsters or the insidious lures of Chaos that one must contend with when battling through the Eightpoints. The land itself is shot through with malice, the very skies harbouring a malignant sentence. Vitriolic rain dissolves flesh, bone and even soul-stuff at a terrifying pace, while hungering snowdrifts wait to swallow whole any who wander into them unawares.

You have waited several days for the opportunity to strike at your towering prey, but the inclement weather shows no sign of abating. If you do not act soon the beast may slip your grasp altogether. Your warriors grow restless, demanding a decision. Will you strike now, forging on through the adverse climate – or do you risk waiting for conditions to improve, and give the monster you hunt time to build its strength for the battle to follow?

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of 1 of the following fighters:

- Chaos Gargant (pg 48)
- Ghorgon (pg 48)
- Cygor (pg 49)

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. All fighters in the warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the warband cannot exceed 3 times the points value of the Adversary player's warband.

BATTLEPLAN

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

Deployment: Draw a deployment card as normal.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: See 'Unrelenting Bad Weather' in the Special Rules box.

SPECIAL RULES

Battle Groups: The Challenger warband must be split into battle groups as normal. The adversary is not in any battle group.

Unrelenting Bad Weather: Do not draw a twist card as normal. Instead, use the following rules:

Shuffle together the twist cards with the **Climate** runemark (🌪️) and those with the **Magical Phenomena** runemark (🌀), then draw one.

The Challenger must then choose to **strike** or **bide time**. If they choose to strike, the twist card drawn is in play for the battle. If they decide to bide time, discard that twist card and draw another. Repeat this process until the Challenger decides to strike. If the last of these twist cards is drawn, the Challenger cannot choose to bide time and must choose to strike.

Make a note of how many times the Challenger chose to bide time. In the hero phase of the first battle round, the Adversary player receives a number of additional wild dice equal to the number of times the Challenger chose to bide time.

Deployment: The Challenger sets up all their battle groups first. The Adversary player then picks 1 of their deployment points and sets up the adversary as normal.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Carve It Up and Sell It: The Challenger can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

Break Its Spirit: The adversary can be added to the Challenger's warband roster (pg 46).

THE SCUTTLE IN THE DARK



When you declared your intent to hunt one of the great arachnid beasts of the Hag's Claw Forest, perhaps even you did not entirely realise what you were getting into. No normal spiders are these, but bloated monstrosities more than twice the height of a man, their fangs dripping with venom toxic enough to lay low a troggoth. Worse still, they strike seemingly from thin air, bursting forth from a strange pocket-realm to ambush their prey.

As you make camp for the evening, something tells you that you are not alone. A scuttling sound echoes from all around, many legs skittering across the tainted ground with ravenous intent. Eight monstrous eyes flicker in the darkness, their predatory gaze fixing you before disappearing from sight once more. As your warriors begin to disappear one by one you brace yourself for a fight – one where your foe shall pick when and where to strike.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of 1 of the following fighters:

- Skitterstrand Arachnarok (pg 49)

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. All fighters in the warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the warband cannot exceed 3 times the points value of the Adversary player's warband.

BATTLEPLAN

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

Deployment: Draw a deployment card as normal.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: Dead of Night

SPECIAL RULES

Battle Groups: The Challenger warband must be split into battle groups as normal. The adversary is not in any battle group.

Deployment: The Challenger sets up all their battle groups first. The Adversary player then picks 1 of their deployment points and sets up the adversary as normal.

Where Did It Go?: Once per battle, the adversary can use this ability as an action if it is more than 3" from any enemy fighters. If it does so, remove the adversary from the battlefield; it is now in reserve. In the reserve phase of the next battle round it can be set up again on the battlefield anywhere more than 5" from any enemy fighters.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Carve It Up and Sell It: The Challenger can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

Break Its Spirit: The adversary can be added to the Challenger's warband roster (pg 46).

MENAGERIE OF HORRORS



In the Age of Myth, the Kadar dynasty was renowned across the Allpoints for their wondrous menagerie. Beasts of all sizes and shapes could be found in the crystal exhibition vaults of the Kadar. It is a legacy that the family's last patron, the great Sylus Kadar, could not bear to surrender even in death.

Across the Eightpoints can be found nodes of Shyishan energy, pooled concentrations of deathly magic. It is around these sites that the spectral lord Sylus has built his new collection of creatures, knowing that the greatest undead monsters flock to these sinister places. Many have tried to slay these beasts over the years. Almost all have failed, yet on their bodies lie trinkets and treasures ripe for the taking. Be warned though: not only must you contend with the deathless fiend itself, but also those who once tried to best it, for the dead do not rest easy where the power of Shyish gathers.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of 1 of the following fighters:

- Terrorgeist (pg 51)
- Zombie Dragon (pg 51)

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. All fighters in the warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the warband cannot exceed 3 times the points value of the Adversary player's warband.

BATTLEPLAN

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

Deployment: Draw a deployment card as normal.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: Dusk

SPECIAL RULES

The Graves Stir: At the start of each battle round, before the hero phase, the Adversary player can set up any number of fighters on the battlefield with a combined points value of 200 or less. Each fighter must have 1 of the following faction runemarks:

- Legions of Nagash (☉)
- Nighthaunt (☾)

The fighters set up can be placed anywhere on the battlefield more than 5" away from any enemy fighters. These fighters are added to the Adversary player's warband as adversaries but are ignored for the purposes of determining victory. These fighters can use abilities as normal.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Carve It Up and Sell It: The Challenger can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

Bind Its Soul: The adversary can be added to the Challenger's warband roster (pg 46).

TRIAL OF SERPENTS



The baying of the crowd reaches a fever pitch as you and your strongest champions raise gore-slicked weapons in triumph. The sands of the fighting pit are stained red with the blood and mutilated bodies of your former competitors, each dispatched with crushing strength or a brutal flourish. Before you can claim victory in this day's blood-games, however, the pit lords decree that a final test remains.

At one end of the arena, a heavy iron gate rises with an ominous clank. From the dank cell beyond emerges a hideous serpentine beast. The many-headed creature fixates on you with a hissing challenge, cruel-eyed aelves clad in scaled hides laughing as they whip their monstrous charge forth. Strike down this terrible foe, but ensure that your deeds impress the crowds – for their only concern is a good show of carnage, regardless of who is left standing.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of 1 of the following fighters:

- War Hydra
- Kharibdyss

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. All fighters in the warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the warband cannot exceed 3 times the points value of the Adversary player's warband.

BATTLEPLAN

Terrain: No terrain features are set up on the battlefield.

Deployment: Frontal Assault

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: Grudge Match

SPECIAL RULES

Battle Groups: The Challenger warband must be split into battle groups as normal. The adversary is not placed in a battle group.

Deployment: The Challenger sets up all their battle groups first. The Adversary player then picks 1 of their deployment points and sets up the adversary as normal.

The Baying Crowd: Make a note of how many abilities are used by fighters in the Challenger warband each battle round. At the start of each hero phase after the first, roll a number of dice equal to the number of abilities used by fighters from the Challenger warband in the last battle round. For each roll of 6, the Challenger gains 1 additional wild dice. For each roll of 1, the Adversary player gains 1 additional wild dice.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Carve It Up and Sell It: The Challenger can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

Break Its Spirit: The monster adversary can be added to the Challenger's warband roster (pg 46).

INTO THE JAWS OF DEATH



Whilst ranging across the Eightpoints, your warband discovers the opening of a cavern that appears to lead deep underground. Even at a distance the air hums with arcane power, zephyrs of storm-energy prickling your flesh. It does not take long to realise that you have found the entrance to a long-lost Stormvault, a sacred repository built by Sigmar's servants to house the most potent of artefacts.

Claiming its treasures may, however, prove more difficult than it seems. A seething throng of wild creatures has amassed outside the cavern's entrance, their bestial souls called by the power of the Stormvault. In such numbers, they could easily overwhelm your warband. You will have to trust to speed to break through the horde of beasts and gain entry to the vault – be swift and merciless, for those who tarry will surely be pulled down and torn apart.

SET-UP

Prerequisite: 4 dominated territories

Stake: 2 dominated territories

THE WARBANDS

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

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The fighters in the Adversary player's warband must have the **Chaotic Beast** runemark (☠).
3. The Adversary player's warband does not need to include a leader.
4. The combined points value of the fighters in each warband cannot exceed 1500.
5. Each warband can include up to 20 fighters.

SPECIAL RULES

The Swarms Descend: At the start of each battle round, before the hero phase, the Adversary player can set up any number of chaotic beasts on the battlefield with a combined points value of 200 or less.

The fighters set up can be placed anywhere on the battlefield more than 5" away from any enemy fighters. These fighters are added to the Adversary player's warband as adversaries but are ignored for the purposes of determining victory. These fighters can use abilities as normal.

BATTLEPLAN

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

Deployment: No Escape

The Challenger warband uses the blue deployment points.

Victory: The Gauntlet

The Challenger warband is the defender.

Twist: No Respite

THE SPOILS

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

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

Pendant of the Ancients: A relic of a lost civilisation, barely restrained power crackles within this archaic medallion. Those who wear it are nearly unstoppable; by feeding upon its energies they can withstand even the mightiest blows.

Add 1 to the Toughness characteristic of the bearer.

HAND OF THE EVERCHOSEN



Mere mention of the Varanguard sees the rowdiest taverns of Carngrad fall silent. They are the Knights of Ruin, the Everchosen's bloody right hand. Perhaps one in a thousand Chaos Lords is worthy to even compete for the right to become a Varanguard – and only one in ten thousand will survive to rise to their vaunted ranks. To join the legions of Archaon's chosen is the ambition of almost every tribesman of the Bloodwind Spoil.

Very rarely, a warband that has risen from strength to strength and conquered all before them may believe themselves worthy, seeking out one of the Varanguard and their retinue, against whom to prove their mettle. The majority quickly realise their mistake, for every Varanguard is a warrior supreme replete with infernal blessings, but slaying one of these dark paragons would surely attract Archaon's gaze – for good, or for ill.

SET-UP

Prerequisite: 6 dominated territories

Stake: 2 dominated territories

THE WARBANDS

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

1. The fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the Challenger warband cannot exceed 1500.
3. The Adversary player musters a warband that consists of fighters with the **Everchosen** runemark (☼).
4. The combined points value of the fighters in the Adversary player's warband cannot exceed 2000.
5. Each warband can include up to 20 fighters.

SPECIAL RULES

Wielder of the Daemonforged Blade: The leader of the Adversary player's warband bears the 'Daemonforged Blade' artefact of power (see below).

Favour of the Gods: At the start of each hero phase, the Adversary player receives 1 additional wild dice.

BATTLEPLAN

Terrain: Draw a terrain card as normal.

Deployment: Draw a deployment card as normal.

Victory: Assassinate

The Challenger warband is the attacker.

Twist: Favourable Position

The Adversary player counts as having won the roll-off.

THE SPOILS

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

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

Daemonforged Blade: *Within this darkling weapon lies the bound essence of a daemon of Chaos. Though the imprisoned horror no doubt rails at its confinement, those who can harness its malevolent powers swiftly come to dominate the battlefield.*

Add 1 to the damage points allocated by hits and critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less. In addition, add 2 to the value of abilities used by the bearer (to a maximum of 6).



VARANGUARD'S RETINUE

Across the Eightpoints, the servants of the Everchosen bring death to those who oppose the will of Archaon. Greatest of all are the Varanguard, lords of ruin who lead their ironclad retinues on dark quests for their master.

EVERCHOSEN ABILITIES

	[Double] Imbued with Dark Power: Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of the next attack action made by this fighter that has a Range characteristic of 3 or less.
	[Double] Hell-shod Hooves: Pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Shield Ram: After this fighter's next move action this activation, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 4-5, allocate 1 damage point to that fighter. On a 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Lead the Slaughter: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by visible friendly fighters while they are within 6" of this fighter.
	[Triple] Champion of Darkness: Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
	[Quad] Wrath of the Dark Gods: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action. Then, they can make a bonus attack action.

USING THESE FIGHTER CARDS

The fighter cards on this page have been designed specially for use with the Hand of the Everchosen challenge battle. As such, these fighters cannot be added to a warband roster in narrative campaigns or included in a warband in matched play battles. However, they can be included in a warband in open play battles.

VARANGUARD

385

Strength 1, Toughness 6, Attacks 6, Defence 5/10, Leadership 20

5 6 8 40

CHAOS WARRIOR WITH CHAOS RUNE SHIELD

170

Strength 1, Toughness 3, Attacks 4, Defence 2/5, Leadership 15

5 6 8 15

CHAOS WARRIOR WITH TWO CHAOS HAND WEAPONS

145

Strength 1, Toughness 4, Attacks 4, Defence 2/5, Leadership 15

5 5 4 15

ASPIRING CHAMPION

220

Strength 1, Toughness 5, Attacks 4, Defence 2/6, Leadership 25

5 5 4 25

CHAOS CHOSEN

180

Strength 1, Toughness 4, Attacks 5, Defence 2/6, Leadership 18

5 5 4 18

EXALTED CHAMPION

250

Strength 1, Toughness 5, Attacks 5, Defence 3/6, Leadership 28

5 5 4 28

THRALLS AND MONSTERS

From mutated gargants to undead dragons, the beasts of the Eightpoints are unified only in the danger they pose. The strongest warbands seek to bind such creatures to their will, though that is easier said than done...

THRALLS

On the opposite page you will find 3 new types of thrall. Each of these fighters has the **Chaotic Beast** faction runemark (☠) and the **Thrall** runemark (⚡). These fighters can be included in warbands using the rules on page 49 of the Core Book.

MONSTERS

This section introduces a new type of fighter referred to as a **Monster**. Monsters are fighters with the **Gargantuan** (🐉) runemark.

Monsters are subject to the following rules:

DEPLOYING MONSTERS

When monsters are deployed, they must be placed wholly within 5" horizontally of a deployment point instead of wholly within 3".

MONSTERS AND TREASURE

Monsters can never carry treasure.

ACTIVATING MONSTERS

A monster can be activated 3 times in a battle round instead of only once, but each time it is activated it can make only 1 action instead of 2. Each time a monster is activated it can use 1 ability before or after its action. If a monster makes a wait action, its activation immediately ends; the monster is not said to be waiting and the rules for waiting do not apply.

MOVE ACTIONS WITH MONSTERS

A monster can climb and jump like any other fighter; however, if at the end of a move action its base is not wholly on a platform or the battlefield floor, it is said to have fallen.

If a monster is said to have fallen, any part of the model's base can be placed on the point picked by your opponent instead of just the centre.

MONSTER-HUNTING ABILITIES

If any monsters are in play, all fighters except monsters themselves and fighters with the **Beast** runemark (🐾) can use the **Monster-hunting Abilities** shown opposite.

MONSTERS AND UNIVERSAL ABILITIES

Monsters cannot use universal abilities. Instead, if any monsters are in play, they can use the **Monster Abilities** shown opposite.



MONSTER-HUNTING ABILITIES

	[Double] Binding Ropes : Pick an enemy fighter with the Gargantuan runemark (🐉) within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the Move characteristic of that fighter (to a minimum of 3) until the end of the battle.
	[Double] Dodge and Evade : Until the end of the battle round, add the value of this ability to the Toughness characteristic of this fighter when it is being targeted by an attack action made by a fighter with the Gargantuan runemark (🐉).
	[Double] Jump on its Back : Pick an enemy fighter with the Gargantuan runemark (🐉). Until the end of the battle round, if that fighter starts a move action within 1" of this fighter, then after that move action you can remove this fighter from the battlefield and set them up within 1" of that fighter.
	[Triple] Go for the Eyes : If the next attack action made by this fighter this activation that targets an enemy fighter with the Gargantuan runemark (🐉) scores any critical hits, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter until the end of the battle.
	[Triple] Gutting Strike : Add double the value of this ability to the damage points allocated by each critical hit from attack actions made by this fighter this activation that have a Range characteristic of 3 or less and that target an enemy fighter with the Gargantuan runemark (🐉).
	[Quad] Taunt : Pick an enemy fighter with the Gargantuan runemark (🐉) that is within 6" of this fighter and roll a number of dice equal to the value of this ability. If a 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that fighter must target this fighter.



MONSTER ABILITIES

	[Double] Monstrous Reach : Until the end of this fighter's activation, do not count the vertical distance when measuring the range for attack actions made by this fighter.
	[Triple] Drag and Maul : Pick an enemy fighter within 6" of this fighter. Remove that fighter from the battlefield and set them up within 1" of this fighter. Then, roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 3 damage points to that fighter.
	[Quad] Demolishing Rampage : Pick a terrain feature within 1" of this fighter. In an order of your choice, place each objective, treasure token and fighter that is on that terrain feature, and on any other terrain feature that is on that terrain feature, on the battlefield floor in a location of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each fighter placed on the battlefield in this manner suffers impact damage. Then, remove the terrain feature(s).

USING MONSTERS IN YOUR BATTLES

Monsters can be used in games of Warcry in the following ways:

TWIST CARDS

Monsters with the **Chaotic Beast** runemark (🐉), can be used with any twist card that brings chaotic beasts into play.



INCLUDING MONSTERS IN YOUR WARBAND

Every monster has one of the following faction runemarks: **Chaotic Beast** (🐉), **Monsters of Order** (👤), **Monsters of Death** (💀) or **Monsters of Destruction** (💣). Consult the monster allegiance table opposite to see which factions a monster shares allegiance with. A monster can only be included in a warband whose faction runemark appears in the same column as its own faction runemark.

Additionally, the rules for including a monster in your warband vary depending on the style of game you are playing:

OPEN PLAY

In open play, when mustering for a battle, you can include 1 monster in your warband. Monsters cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.

NARRATIVE PLAY

In narrative play, a warband will need to win an appropriate challenge battle before they can add a monster to their warband roster. You can find the rules for challenge battles on pages 34-35.

A warband roster can have no more than 1 monster at any time. If a player has the option to add a new monster to their warband roster and wishes to do so, they must first remove the existing monster from their warband roster.

Like other fighters, monsters can receive destiny levels and players must make injury rolls for them. However, monsters can never bear lesser artefacts or artefacts of power, and can never be chosen to become a favoured warrior.

When mustering for a campaign battle, you can include 1 monster from your warband roster in your warband. Monsters cost points just like any other fighter but are ignored

for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.



MATCHED PLAY

Monsters cannot be included in warbands in matched play battles. However, if both players agree, players should feel free to use the open play rules for monsters in their matched play games to allow them to include 1 monster in their warband.



MONSTER ALLEGIANCE

WARBAND FACTION RUNEMARK	👤 🐉	👤 🐉	👤 🐉	👤 🐉
	👤 🐉	👤 🐉	👤 🐉	👤 🐉
	👤 🐉	👤 🐉	👤 🐉	👤 🐉
	👤 🐉	👤 🐉	👤 🐉	👤 🐉
MONSTER FACTION RUNEMARK	🐉	🐉	🐉	🐉



CHAOTIC BEASTS

All manner of slaving pack-beasts and mutated horrors can be found across the Bloodwind Spoil. Whether striking from ambush or swarming in vast numbers, they are deadly opponents capable of slaughtering a host of the unwary.

CHAOTIC BEASTS ABILITIES

🐉 🐉	[Double] Outrunner of Chaos: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
🐉 🐉	[Triple] Writhing Tentacles: Add the value of this ability to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
🐉 🐉	[Triple] Uncontrollable Stampede: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick an enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

RAZORGOR

🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉

1 4 4 2/5

🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉

8 4 25

CHAOS SPAWN

🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉

1 4 4 2/4

🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉

5 4 30

CHAOS WARHOUND

🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉

1 3 3 1/3

🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉 🐉

8 3 10



CHAOS GARGANT

Chaos Gargants are towering, ill-tempered brutes who have been warped by the touch of Chaos. More often than not thoroughly inebriated, their long limbs and mighty clubs have nevertheless spelt the doom for many a warband.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	4/8
11-20	5	4/6
21-30	4	3/6
31-40	3	3/4
41-49	2	2/4

CHAOS GARGANT ABILITIES

	[Double] Drunken Stagger: Roll a number of dice equal to the value of this ability. For each roll of 1-2, subtract 1 from this fighter's Move characteristic until the end of this fighter's activation. For each roll of 3+, add 1 to this fighter's Move characteristic until the end of this fighter's activation.
	[Triple] Mighty Kick: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Quad] Vicious 'Eadbutt: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate a number of damage points to that fighter equal to the value of this ability.



GHORGON

Swollen with the cursed bloodgreed, Ghorgons eviscerate the foe with swings of their huge bladed limbs. Even in combat they are filled with an insatiable urge to feed, gulping down those warriors who present the tastiest morsels.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	4/10
11-20	5	4/8
21-30	4	3/8
31-40	3	3/6
41-49	2	2/6

GHORGON ABILITIES

	[Double] Roaring Charge: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Slaving Maw: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 3+, allocate 3 damage points to that fighter.
	[Quad] Ravenous Bloodgreed: This fighter can make a bonus move action a number of inches equal to the value of this ability. Then, this fighter can make a bonus attack action.



CYGOR

A Cygor's single staring eye is attuned to the flow of magic. They hunger for the bright souls of spellcasters and others steeped in the power of sorcery, and with their huge strength can hurl chunks of masonry with great accuracy.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	4/8
11-20	5	4/6
21-30	4	3/6
31-40	3	3/4
41-49	2	2/4

CYGOR ABILITIES

	[Double] Rip and Tear Masonry: This fighter can use this ability only if they are within 1" of an obstacle. If this fighter is empty-handed (see below), they are no longer empty-handed.
	[Triple] Hurl Boulder: This fighter can use this ability only if they are not empty-handed (see below). Pick a visible enemy fighter within 15" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 5 damage points to that fighter. After using this ability, this fighter is said to be <i>empty-handed</i> .
	[Quad] Soul-eater: Roll a dice for each enemy fighter within 6" of this fighter. On a 4+, allocate 3 damage points to the fighter being rolled for and remove 3 damage points from this fighter.



SKITTERSTRAND ARACHNAROK

Bursting from their web-strewn lairs, Skitterstrand Arachnaroks strike without warning. Their monstrous fangs drip with deadly paralyzing venom, and the fate of those dragged back to their nests is best left unconsidered.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	8	5/8
11-20	7	4/7
21-30	6	3/6
31-40	5	2/4
41-54	4	1/2

SKITTERSTRAND ARACHNAROK ABILITIES

	[Double] Wall Crawler: Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing.
	[Triple] Paralyzing Venom: Until the end of this fighter's activation, after each attack action made by this fighter, roll a dice. On a 2+, until the end of the battle round, the target of that attack action cannot make move or disengage actions.
	[Quad] Dragged Victim: Pick an enemy fighter within 1" of this fighter. Remove that fighter from the battlefield and set them up within 1" of this fighter. Then, this fighter makes a bonus attack action against that fighter.

WAR HYDRA

Created by the dark sorceries of the Order Serpentin, War Hydras are monstrous multi-headed beasts possessed of incredible regenerative abilities. Their natural viciousness has made them a favoured attraction in Carngrad's arenas.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	5/10
11-20	5	4/8
21-30	4	3/6
31-40	3	2/4
41-49	2	1/2

WAR HYDRA ABILITIES

	[Double] Quick with the Lash: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Fiery Breath: Pick a visible enemy fighter within 6" of this fighter and roll a dice for that fighter and each other fighter within 3" of that fighter. On a 3+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Quad] Sever One Head, Another Takes Its Place: Remove a number of damage points allocated to this fighter equal to double the value of this ability.

KHARIBDYSS

Monsters of the blackest depths, Kharibdysses are primeval horrors prized by aelven beasthunters. When threatened, they are capable of emitting a howl that chills the very soul, rendering their prey easy pickings to be soon devoured.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	5/10
11-20	5	4/8
21-30	4	3/6
31-40	3	2/4
41-49	2	1/2

KHARIBDYSS ABILITIES

	[Double] Quick with the Lash: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Abyssal Howl: Roll a dice for each enemy fighter within a number of inches of this fighter equal to the value of this ability. On a 3+, until the end of the battle round, the fighter being rolled for cannot make move actions or disengage actions.
	[Quad] Spiked Tail: Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of this ability.

TERRORGHEIST

The piercing shriek of a Terrorgheist is enough to shatter the mind of any who hear it. Their rancid flesh seethes with dark magic, and from their hides burst swarms of bloodthirsty bats to assail those who manage to land a telling blow.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	12	4/8
11-20	10	3/6
21-30	8	3/6
31-40	6	2/4
41-49	4	1/2

TERRORGHEIST ABILITIES

	[Double] Swooping Dive: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Death Scream: Roll 1 dice for each visible enemy fighter within 8" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Quad] Infested with Bats: A fighter can only use this ability if 10 or more damage points have been allocated to them. Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of this ability.

ZOMBIE DRAGON

With a dust-dry roar, the Zombie Dragon descends upon tattered wings. Its rancid breath is foul enough to kill with the briefest exhalation, and its baleful maw and sharp claws are capable of rending apart even the thickest armour.



DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	12	4/8
11-20	10	3/6
21-30	8	3/6
31-40	6	2/4
41-49	4	1/2

ZOMBIE DRAGON ABILITIES

	[Double] Swooping Dive: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Sword-like Claws: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Quad] Pestilent Breath: Pick a visible enemy fighter within 8" of this fighter and roll a dice for that fighter and each other fighter within 3" of that fighter. On a 2-5 allocate a number of damage points to the fighter being rolled for equal to the value of this ability. On a 6, allocate a number of damage points to the fighter being rolled for equal to double the value of this ability.



ALLIES

In the Bloodwind Spoil, each day is a battle for survival. Many warbands seek to make alliances with powerful heroes and champions, for together they stand far greater chance of mastering the wilds than either does alone.

This section introduces a new type of fighter referred to as an **ally**. Allies are fighters with the **Ally** runemark (⊙), and can be hired by warbands with shared allegiance.



INCLUDING ALLIES IN YOUR WARBAND

Every ally has a faction runemark. Consult the **ally allegiance table** opposite to see which factions an ally shares allegiance with. An ally can only be included in a warband whose faction runemark appears in the same column as its own faction runemark.

Additionally, the rules for including an ally in your warband vary depending on the style of game you are playing:

OPEN PLAY AND MATCHED PLAY

In open play and matched play, when mustering for a battle, you can include 1 ally in your warband. Allies cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.

NARRATIVE PLAY

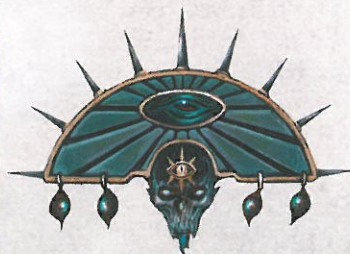
In narrative play, allies can be added to your warband roster while your warband is embarked on a campaign quest. During the Add and Remove Fighters step of the aftermath sequence, you can add 1

ally to your warband roster for each area of dominated territory on your warband roster.

Allies do not count towards the maximum number of fighters you can add to your warband roster. The warband roster on page 64 includes its own section for allies.

Once the number of allies on your warband roster equals your number of dominated territories, you cannot add any more allies until another ally is removed or you dominate more territories.

If you ever have fewer dominated territories than allies on your warband roster (for example, due to losing dominated territories), then during the Add and Remove Fighters step of the aftermath sequence you must remove allies until you have a number of areas of dominated territory equal or greater than the number of allies on your warband roster.



Like other fighters, allies can receive destiny levels and players must make injury rolls for them. However, allies can never bear lesser artefacts or artefacts of power, and can never be chosen to become a favoured warrior.

When mustering for a campaign battle, you can include any number of allies from your warband roster in your warband. Allies cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.

If your warband can include thralls when mustering for a campaign battle, any allies you include in your warband do not decrease the number of thralls you can include, and vice versa.



ALLY FACTION RUNEMARKS

The faction runemarks on ally fighter cards differ from the faction runemarks on other fighter cards. Each has a halo incorporated into its design, which makes it distinct from the faction runemark upon which it is based. For example, the **Nighthaunt ally** faction runemark (⊙) is different to the **Nighthaunt** faction runemark (⦿). This means that:

1. Allies cannot use the abilities listed on the ability card of your warband, and vice versa.
2. Allies cannot be included in your warband by any means other than those outlined in this section. This means that, if you choose to fight a fated quest (pg 22-23), you will not be able to choose a faction runemark on the fighter card of an ally as the faction runemark for that campaign quest.

ALLY ALLEGIANCE

WARBAND FACTION RUNEMARK	⦿	⦿	⦿	⦿	⦿
⦿	⦿	⦿	⦿	⦿	⦿
⦿	⦿	⦿	⦿	⦿	⦿
⦿	⦿	⦿	⦿	⦿	⦿
⦿	⦿	⦿	⦿	⦿	⦿
ALLY FACTION RUNEMARK	⦿	⦿	⦿	⦿	⦿



SLAVES TO DARKNESS

Numberless are the Slaves to Darkness, those mortal tribes and cultures in thrall to Chaos. The greatest of their number can be found aplenty amidst the Bloodwind Spoil, fighting alongside warbands on their own path to glory.

SLAVES TO DARKNESS ABILITIES

	[Double] Daemonblade: Add the value of this ability to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] The Will of the Gods: Until the end of the battle round, add 1 to the Move characteristic of friendly fighters that are within 6" of this fighter at the start of their activation.
	[Double] Daemonic Power: Pick a visible friendly fighter within 8" of this fighter. Until the end of the battle round, add 1 to the Strength and Attacks characteristics of the next attack action made by that fighter that has a Range characteristic of 3 or less.
	[Double] Deathblow: Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.

BEASTS OF CHAOS

The Beasts of Chaos are animalistic savages who have long been the bane of civilisation. Their Bray-Shamans will occasionally lend their debased magics to a warband they judge to be of suitably anarchic temperament.

BEASTS OF CHAOS ABILITIES

	[Double] Devolve: Pick a visible enemy fighter within 14" of this fighter. That fighter makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability.
--	---

DARKOATH CHIEFTAIN 185

1 5 5 2/5

4 4 25

DARKOATH WARQUEEN 195

1 4 5 2/5

4 5 25

CHAOS SORCERER LORD 165

3-7 2 3 3/6

2 3 4 1/4

4 4 25

CHAOS LORD 190

2 3 5 3/6

4 4 25

GREAT BRAY-SHAMAN 165

3-7 2 3 3/6

2 3 4 1/4

4 4 25

KHORNE BLOODBOND

The followers of Khorne exist to spill blood for the glory of their furious god. Many Bloodbound champions fight alongside warbands throughout the Eightpoints in search of the bloodiest challenges. Should no opportunity for glory present itself, they will often turn upon their erstwhile allies – after all, Khorne cares not from where the blood flows.

KHORNE BLOODBOND ABILITIES

	[Double] Blood for the Blood God: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Triple] Bloodbind: Pick a visible enemy fighter within 14" of this fighter. That fighter makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability.
	[Triple] Fiery Anvil: Add the value of this ability to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Triple] Bloodboil: Pick a visible enemy fighter within 14" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate D3 damage points to that fighter.
	[Triple] Skulls for the Skull Throne: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Pick a visible friendly fighter within 8" of this fighter. That fighter can make a bonus move action. Then, they can make a bonus attack action.
	[Quad] Slaughter Incarnate: Until the end of the battle round, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by friendly fighters that have a Range characteristic of 3 or less, while that friendly fighter is within 8" of this fighter.

ASPIRING DEATHBRINGER 200

1 5 5 2/5

4 4 30

EXALTED DEATHBRINGER WITH IMPALING SPEAR 200

2 3 5 3/6

4 4 30

EXALTED DEATHBRINGER WITH RUINOUS AXE 200

1 3 6 3/6

4 4 30

SKULLGRINDER 190

3 2 5 3/6

4 4 30

SLAUGHTERPRIEST WITH BLOODBATHED AXE 210

1 3 6 3/6

4 4 32

SLAUGHTERPRIEST WITH WRATH-HAMMER AND HACKBLADE 205

1 4 5 2/5

3 2 4 1/3

4 4 32



DISCIPLES OF TZEENTCH

Insidious manipulators all, the plots of the Disciples of Tzeentch – god of lies and sorcery – span entire realms and beyond. Each word they utter is rife with duplicity and intrigue. For all their unreliability, however, their arcane might renders them a force to be reckoned with. Flesh ripples and mutates as it is bathed in the coruscating flames of change, the thread of destiny itself rewritten to their dark designs. It is small wonder that many warbands who worship the Dark Gods vie for the allegiance of these master sorcerers, whatever the price may be.

DISCIPLES OF TZEENTCH ABILITIES

	[Double] Locus of Sorcery: Add half the value of this ability (rounding up) to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or more.
	[Triple] Brutal Rage: A fighter can only use this ability if 15 or more damage points are allocated to them. Add half the value of this ability (rounding up) to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Triple] Warptongue Blade: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. On a 2-5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Triple] Visions of the Future: Pick a friendly fighter that has not activated yet this battle round and that is within 9" of this fighter. You can activate that fighter immediately after the activation of this fighter ends.

MAGISTER

165

3-7 2 3 3/6

1 3 4 2/4

4 4 25

TZAANGOR SHAMAN

260

3-7 2 3 3/6

1 4 4 2/4

10 4 25

OGROID THAUMATURGE

220

3-7 2 3 3/6

2 3 4 2/4

4 4 35

GAUNT SUMMONER ON DISC

260

3-7 2 3 3/6

1 4 4 2/4

10 4 30

GAUNT SUMMONER

170

3-7 2 3 3/6

2 3 4 1/4

4 4 25



SKAVEN

The skaven are a race of malevolent ratmen, children of the Great Horned Rat. From their sprawling subterranean warrens located below Carngrad's streets, they negotiate claw-pacts with warbands from across the Bloodwind Spoil, though always to serve their own diabolical ends.

SKAVEN ABILITIES

	[Double] Consume Warpstone Token: Roll a number of dice equal to the value of this ability. For each roll of 1, allocate 1 damage point to this fighter. For each roll of 4+, add 1 to the damage points allocated to enemy fighters by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or more.
	[Triple] Strike and Scurry Away: This fighter makes a bonus attack action. Then, they can then make a bonus disengage action.



MAGGOTKIN OF NURGLE

The bloated warriors of the Maggotkin joyously spread sickness across the Mortal Realms. Darkly gregarious, they will make common cause with any they judge to share their pestilent aims, chortling as they hew apart the foe with each swing of a filth-encrusted blade or cudgel.

MAGGOTKIN OF NURGLE ABILITIES

	[Double] Thrice-ripened Death's Head: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Grandfather's Gift: Roll a dice for each visible enemy fighter within 3" of this fighter. On a 3-4, allocate 1 damage point to the fighter being rolled for. On a 5-6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

GREY SEER

125

3-7 2 3 3/6

2 3 3 1/4

5 3 20

CLAWLORD

140

1 5 4 2/5

5 3 22

LORD OF PLAGUES

190

1 2 6 3/6

3 4 35

LORD OF BLIGHTS

200

1 3 5 2/5

3 5 35



STORMCAST ETERNALS WARRIOR CHAMBER

The commanders of the Warrior Chambers are the shield of the Free Peoples, and amongst the greatest champions of the forces of Order. To enter the Eightpoints is perilous for any Stormcast, for the servants of Chaos despise the chosen of Sigmar above all others and will subject them to unimaginable torment if possible. Yet for a noble cause the masters of a chamber will pledge their blades regardless, delivering judgement upon the heads of the damned.

WARRIOR CHAMBER ABILITIES

	[Double] Warcloak's Storm Magic: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Heroic Challenge: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less and that targets an enemy fighter with the Leader runemark (★) or Ally runemark (○).
	[Triple] Battle-horn Thunderblast: Pick a visible enemy fighter within 12" of this fighter that is on a platform. Roll 1 dice for that fighter and each other enemy fighter within 6" of that fighter. On a 4+ allocate 3 damage points to the fighter being rolled for.
	[Triple] Lantern of Abjuration: Until the end of the battle round, subtract 1 from the value of abilities (to a minimum of 1) used by enemy fighters while they are within 9" of this fighter.
	[Triple] Warding Lantern: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
	[Quad] Tempest Winds: Until the end of the battle round, add the value of this ability to the Move characteristic of friendly fighters that start their activation within 12" of this fighter.

LORD-CELESTANT

205

1 5 4 2/5

4 5 30

LORD-CASTELLANT

210

2 2 5 3/6

4 5 32

LORD-VERITANT

190

1 3 4 2/5

4 5 32

KNIGHT-QUESTOR

220

1 4 4 2/5

4 6 30

KNIGHT-VEXILLOR

180

1 3 4 2/4

4 5 30

KNIGHT-HERALDOR

195

1 4 4 2/5

4 5 30



DAUGHTERS OF KHAINE

Though their bloodthirst is unnerving to many, the high priestesses of Khaine are formidable fighters. In battle they enter a terrifying frenzy, revelling in death and carnage.

DAUGHTERS OF KHAINE ABILITIES

	[Double] Witchbrew: Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less.
	[Quad] Orgy of Slaughter: Until the end of the battle round, add the value of this ability to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.

HAG QUEEN

130

1 3 4 2/5

5 3 25

SLAUGHTER QUEEN

150

1 5 4 2/5

5 3 25



IDONETH DEEPKIN

The very existence of the Idoneth Deepkin depends upon the arcane skill of the Isharann caste. That same power makes these priests and spellcasters potent allies of Order indeed.

IDONETH DEEPKIN ABILITIES

	[Double] Low Tide: A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action a number of inches equal to the value of this ability.
	[Double] Riptide: Pick a visible enemy fighter within 12" of this fighter. Until the end of the battle round, subtract 1 (to a minimum of 1) from the Attacks characteristic of attack actions made by that fighter.
	[Double] Hangman's Knot: Pick a visible enemy fighter within 3" of this fighter. Until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Triple] Scryfish Shoal: Pick a visible enemy fighter within 10" of this fighter and roll 8 dice. For each roll of 3-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.

TIDECASTER

145

3-7 2 3 3/6

2 3 3 1/4

5 3 25

SOULRENDER

150

7 2 4 4 2/5

3 3 4 2/4

5 3 25

SOULSCRYER

130

1 3 4 2/4

5 3 25



NIGHTHAUNT

Vengeful spectres cursed to forever suffer the cruel justice of Nagash, the Nighthaunts are found wherever death and misery stalk the land. A terrifying number of malignant spirits have returned to a twilight existence across the Bloodwind Spoil, and they need little prompting to vent their cold fury on the living.

NIGHTHAUNT ABILITIES

 	[Double] Staring Death in the Face: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
 	[Double] Stolen Hours: At the end of this fighter's activation, heal a number of damage points allocated to this fighter equal to the number of damage points allocated to enemy fighters this activation.
 	[Triple] Nagash's Bidding: Until the end of the battle round, add 1 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
 	[Triple] Frightful Touch: Until the end of this fighter's activation, count each hit from attack actions made by them that have a Range characteristic of 3 or less as a critical hit instead.
 	[Quad] Reaped Like Corn: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

KNIGHT OF SHROUDS 225

1 5 4 2/5

6 5 25

CAIRN WRAITH 220

7 2 4 4 2/5

6 5 25

LORD EXECUTIONER 230

1 3 5 3/6

6 5 25

SPIRIT TORMENT 220

3 4 4 2/5

6 5 25

TOMB BANSHEE 210

3-7 2 3 3/6

1 3 3 1/4

6 5 25



LEGIONS OF NAGASH

Death abounds across the Bloodwind Spoil. Those who lack the courage to walk the path to glory sometimes plunge into the dark art of necromancy in pursuit of immortality; whether taking to the field themselves or summoning a skeletal champion from the countless ancient tombs scattered across the Eightpoints, these morbid sorcerers offer their power to those fellow servants of Nagash who make war within the Eightpoints – or, alternatively, are bound into service by one stronger in the powers of death.

LEGIONS OF NAGASH ABILITIES

 	[Double] Necrotic Siphon: Pick another visible friendly fighter within 6" of this fighter. Allocate a number of damage points to that fighter equal to value of this ability. Then, remove a number of damage points from this fighter equal to double the value of this ability.
 	[Triple] Beheading Strike: Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
 	[Quad] Vanhel's Danse Macabre: A number of visible friendly fighters equal to the value of this ability that are within 6" of this fighter can each make a bonus move action or a bonus attack action (some can make bonus move actions, and others bonus attack actions).

LONE NECROMANCER 170

3-7 2 3 3/6

2 3 4 1/4

4 4 25

WIGHT KING 175

1 4 4 2/5

4 4 25



FLESH-EATER COURTS

Caught in the grip of their cursed delusions, many Ghouls believe themselves to be questing knights engaged upon gallant labours. These deranged cannibals travel far and wide to the drumbeat of their own lunacy, eagerly partaking in the grand 'feasts' of Flesh-eater warbands. Other deathly warbands do not so much ally with these abhorrants as tolerate their presence as they lope in pursuit, for a Ghouls King's maddened frenzy can tip the balance in any engagement.

FLESH-EATER COURTS ABILITIES

 	[Triple] Summon the Black Hunger: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 3" of this fighter.
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ABHORRANT GHOUL KING 185

1 5 4 2/5

5 4 28

IRONJAWZ

To the Ironjawz, the Bloodwind Spoil is a paradise of endless war. Powerful orruks separated from their warbands may wander for a time, bashing skulls until they find a new group of green-skinned marauders to join up with.

IRONJAWZ ABILITIES

	[Double] Charge! A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
	[Double] Warchanter's Beat: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters while they are within 6" of this fighter.
	[Triple] Foot of Gork: Pick a visible enemy fighter within 12" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 2-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 3 damage points to that fighter.
	[Quad] Mighty Waaagh! Add the value of this ability to the Move characteristic of friendly fighters within 9" of this fighter when this fighter uses this ability, until the end of the battle round.

BONESPLITTERZ

Driven manic by raging Waaagh! energy, Bonesplitterz seek to slay the mightiest beasts in Gorkamorka's name. Hulking orruk champions occasionally join warbands of Destruction, raw strength making up for their questionable hygiene.

BONESPLITTERZ ABILITIES

	[Double] Charge! A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
	[Quad] Mighty Waaagh! Add the value of this ability to the Move characteristic of friendly fighters within 9" of this fighter when this fighter uses this ability, until the end of the battle round.

MEGABOSS

1 3 6 4/8

255

3 5 38

WARCHANTER

1 5 4 2/5

195

3 5 35

WEIRDNAOB SHAMAN

3-7 2 3 3/6

185

2 3 4 1/4

3 4 35

SAVAGE BIG BOSS

1 3 5 3/6

195

4 4 30

GLOOMSPITE GITZ

GLOOMSPITE GITZ ABILITIES

	[Double] Mesmerise: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Double] Loonshine Potion: Pick another visible friendly fighter within 3" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less.
	[Double] Poison Brew: Pick another visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less.
	[Triple] Bogeyman Dance: Pick another visible friendly fighter within 6" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of that fighter.
	[Triple] Fungoid Cloud: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract the value of this ability from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter.
	[Triple] Magic Spore Maws: Roll a dice for each visible enemy fighter within 3" of this fighter. On a 3-4, allocate 1 damage point to the fighter being rolled for. On a 5-6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Quad] I'm Da Boss, Now Stab 'Em Good! Until the end of the battle round, add the value of this ability to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.

LOONBOSS

2 4 4 2/4

140

4 4 20

FUNGOID CAVE-SHAMAN

3-7 2 3 3/6

140

4 4 20

BOGGLEYE

2 3 3 1/4

85

4 4 12

SCAREMONGER

1 4 3 1/4

90

4 4 20

SHROOMANCER

2 3 3 1/4

85

4 4 12

BREWGIT

1 4 3 1/3

85

4 4 12

SPIKER

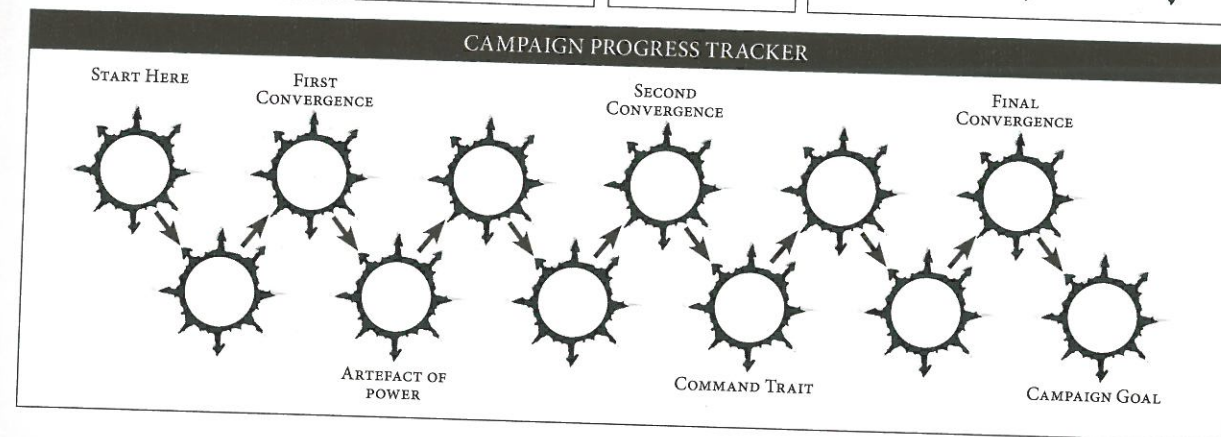
2 3 3 1/4

85

4 4 12

WARCRY WARBAND ROSTER

WARBAND NAME		GLORY POINTS	DOMINATED TERRITORY		
WARBAND ORIGIN	PLAYER NAME				
					
CAMPAIGN QUEST					



MONSTER

FIGHTER NAME	FIGHTER TYPE	DESTINY LEVELS
		  

ALLIES

FIGHTER NAME	FIGHTER TYPE	DESTINY LEVELS
		  
		  
		  
		  
		  
		  

CHECKLIST

CHALLENGE BATTLES
☐ LAIR OF THE TRIFOLD BEAST
☐ COLOSSAL CARNAGE
☐ THE SCUTTLE IN THE DARK
☐ MENAGERIE OF HORRORS
☐ TRIAL OF SERPENTS
☐ INTO THE JAWS OF DEATH
☐ HAND OF THE EVERCHOSEN

LEADER

LEADER NAME	LEADER FIGHTER TYPE	LEADER BACKGROUND
ARTEFACTS	COMMAND TRAIT	DESTINY LEVELS
		  

FAVOURED WARRIOR

FAVOURED WARRIOR NAME	FAVOURED WARRIOR FIGHTER TYPE	FAVOURED WARRIOR BACKGROUND
ARTEFACTS	COMMAND TRAIT	DESTINY LEVELS
		  

FIGHTERS

FIGHTER NAME	FIGHTER TYPE	ARTEFACTS	DESTINY LEVELS
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  
			  