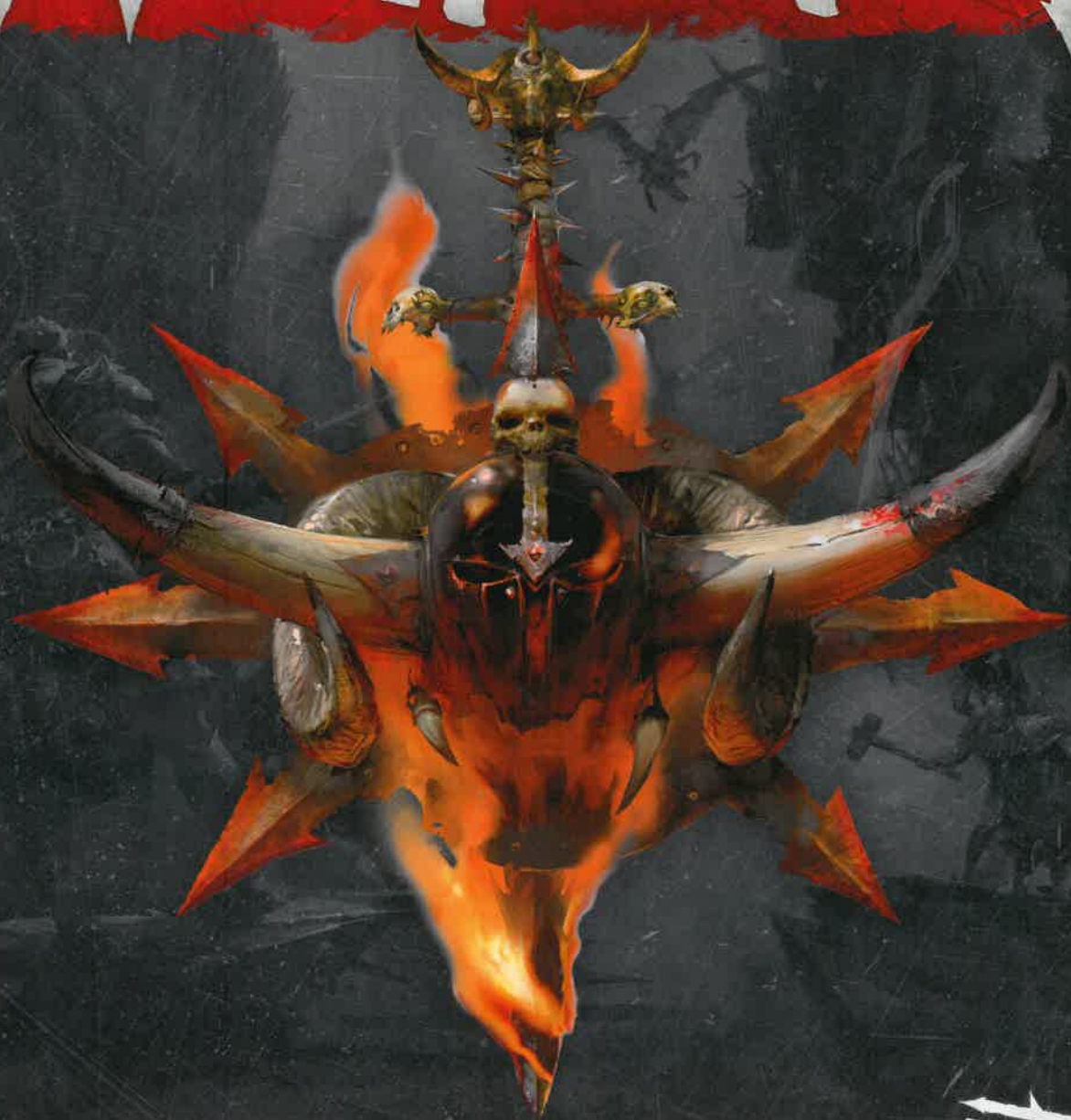


WARHAMMER
AGE OF SIGMAR

WARCRY



TOME OF CHAMPIONS

2020

SKIRMISH COMBAT IN THE MORTAL REALMS

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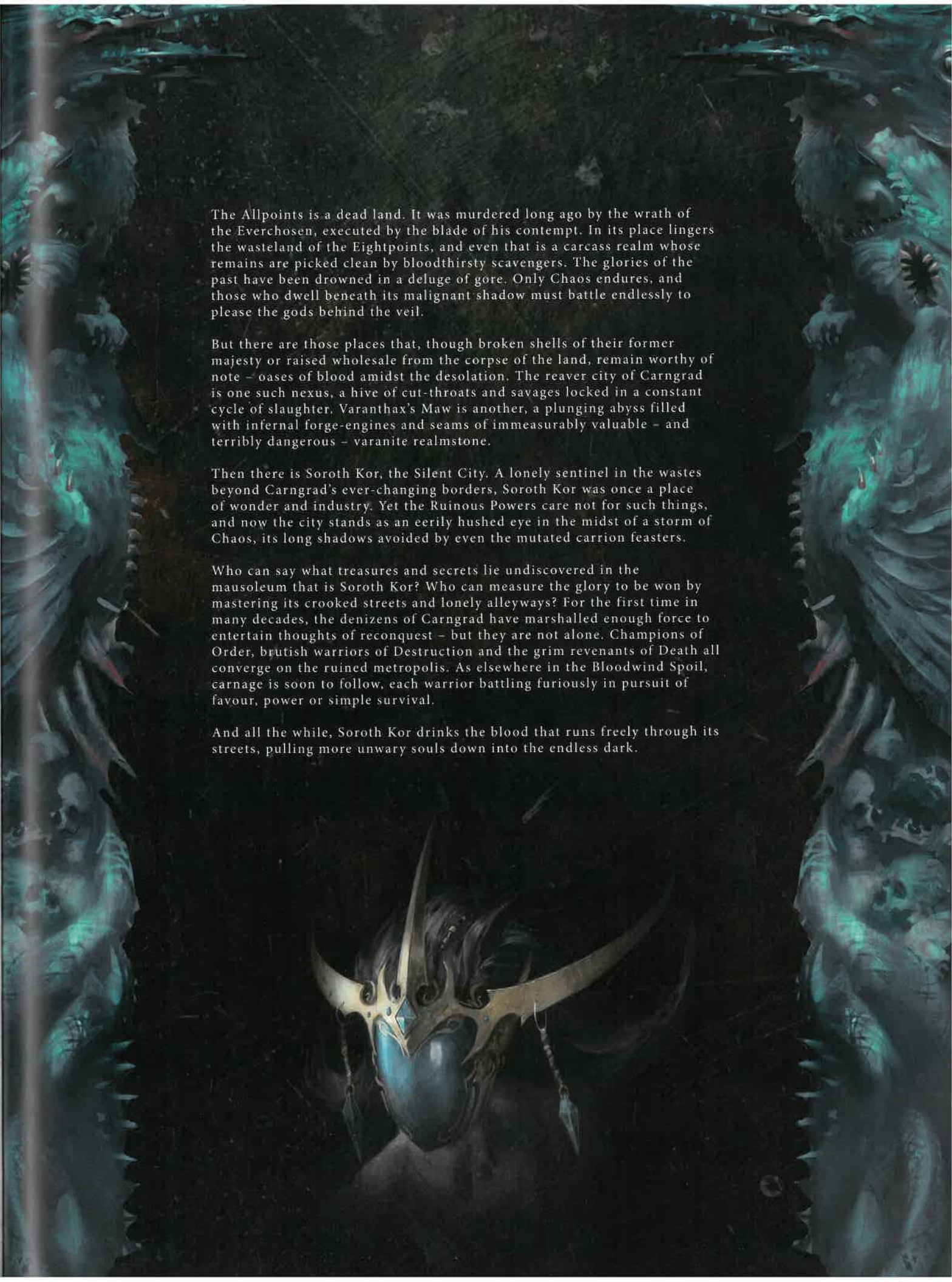
The Allpoints is a dead land. It was murdered long ago by the wrath of the Everchosen, executed by the blade of his contempt. In its place lingers the wasteland of the Eightpoints, and even that is a carcass realm whose remains are picked clean by bloodthirsty scavengers. The glories of the past have been drowned in a deluge of gore. Only Chaos endures, and those who dwell beneath its malignant shadow must battle endlessly to please the gods behind the veil.

But there are those places that, though broken shells of their former majesty or raised wholesale from the corpse of the land, remain worthy of note – oases of blood amidst the desolation. The reaver city of Carngrad is one such nexus, a hive of cut-throats and savages locked in a constant cycle of slaughter. Varanthax’s Maw is another, a plunging abyss filled with infernal forge-engines and seams of immeasurably valuable – and terribly dangerous – varanite realmstone.

Then there is Soroth Kor, the Silent City. A lonely sentinel in the wastes beyond Carngrad’s ever-changing borders, Soroth Kor was once a place of wonder and industry. Yet the Ruinous Powers care not for such things, and now the city stands as an eerily hushed eye in the midst of a storm of Chaos, its long shadows avoided by even the mutated carrion feasters.

Who can say what treasures and secrets lie undiscovered in the mausoleum that is Soroth Kor? Who can measure the glory to be won by mastering its crooked streets and lonely alleyways? For the first time in many decades, the denizens of Carngrad have marshalled enough force to entertain thoughts of reconquest – but they are not alone. Champions of Order, brutish warriors of Destruction and the grim revenants of Death all converge on the ruined metropolis. As elsewhere in the Bloodwind Spoil, carnage is soon to follow, each warrior battling furiously in pursuit of favour, power or simple survival.

And all the while, Soroth Kor drinks the blood that runs freely through its streets, pulling more unwary souls down into the endless dark.



BLOOD AND FURY

War wracks the Eightpoints with each bloody dawn. Through ruined cities and sinister forests, across desolate plains and the haunts of terrible monsters, rival warbands battle ceaselessly to earn glory and renown. Some seek to join the conquering legions of the Everchosen, to win their place warring alongside great champions of ruin. Others fulfil their own missions in this cursed land – or battle purely for the joy of it. Only one thing is certain: the Eightpoints are perilous indeed, and to survive there takes particular skill and worthiness.

In the *Tome of Champions 2020*, you'll discover a whole host of new content with which to expand your games of Warcry. Whichever mode of play you favour – open, narrative or matched – you're sure to find something to suit you in the pages of this mighty volume. From updates to the core game to new campaigns and challenge battles designed to further your narrative experience, as well as a new season of matched play battleplans, the game of deadly skirmish battles in the Eightpoints is better served than ever before.

The overarching theme of this year's edition of the *Tome of Champions* is multiplayer gaming. Though Warcry is typically a game of two warbands battling it out for supremacy, there is also a suite of Triumph & Treachery rules designed to provide a slick, easy method of getting all your friends around the gaming table at once. This book contains

a slew of content with which to deepen the multiplayer experience. Perhaps you and your rivals will be thrown into one of the bloody fighting pits of the Eightpoints, forced to slaughter each other to the roar of the crowd. Alternatively, you might choose to pit your veteran leaders against one another in a battle royal to the death. The *Tome of Champions 2020* also contains rules for multiplayer campaigns, allowing you and your friends to directly affect the narrative of each other's warbands instead of pursuing your own goals. Supplementing this is a series of innovative challenge battles that see two warbands team up against a variety of threats too terrible for a single band of even these fell-handed warriors to overcome.

Forming a backdrop to these exciting new adventures and battles is a new setting to explore in the Bloodwind Spoil:



In the Eightpoints, the only law is the law of the blade. Warriors fall without ceremony and remembrance, their names forgotten and their souls devoured by the hungry gods. To become a true legend requires rare reserves of fortitude and skill, and such can only be earned in the white-hot crucible of battle.

Soroth Kor, the Silent City. An insidious evil clings to this place, and for many long years it stood practically abandoned. Now, however, warbands of all allegiances have descended on the city in search of glory and plunder, battling one another for supremacy amidst its winding streets. New fated quests and narrative play content will see you discover some, though not all, of this unhallowed place's secrets. But beware, for Soroth Kor hungers for death, and if you do not take caution and keep your blades close, it may be you who falls prey to the city's many perils.

All of the content in the *Tome of Champions* is designed to have modular elements. You and your opponents should always feel free to discuss amongst yourselves and pick and choose elements from this book in order to fashion the sort of game you want to play. There's no right or wrong way to enjoy Warcry, whether you prefer simple one-off skirmishes or you go all in for expansive narrative campaigns. We hope you enjoy all of the content presented for you here and that it gives you many happy hours of gaming in this dark and sinister corner of the Bloodwind Spoil. Good luck, champions, and may all your hit rolls be 6s!

THE MOST IMPORTANT RULE

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

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

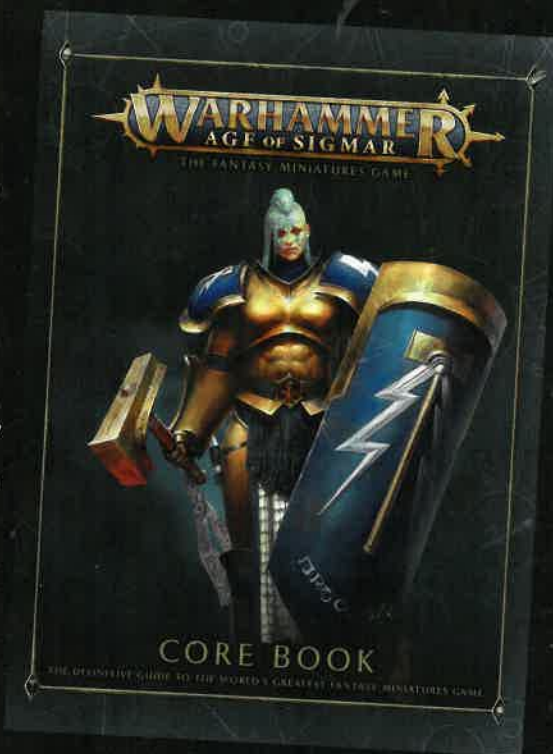
YOUR JOURNEY CONTINUES...

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

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

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

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



RULES UPDATE

Every year, the *Tome of Champions* will include updates to the Warcry rules to make sure that the game is as exciting as it can be. This year's update includes the introduction of Grand Alliances and amendments to the campaign rules.

Every warband in Warcry belongs to one of the 4 Grand Alliances: **Chaos, Death, Destruction** or **Order**. In this section, you will find comprehensive diagrams detailing which faction runemarks belong to which Grand Alliance.

Each Grand Alliance also has its own runemark, as shown in the diagrams. When a rule refers to one of the Grand Alliances or has a Grand Alliance runemark, that rule applies to any and all warbands with a faction runemark that belongs to that Grand Alliance. For example, the challenge battle 'Tide of Chaos' (pg 82) pits the players' warbands against fighters that have a Chaos faction runemark. This means that these fighters can have any faction runemark that belongs to the Chaos Grand Alliance.

DESTRUCTION FACTION RUNEMARKS



Destruction



DEATH FACTION RUNEMARKS



Death



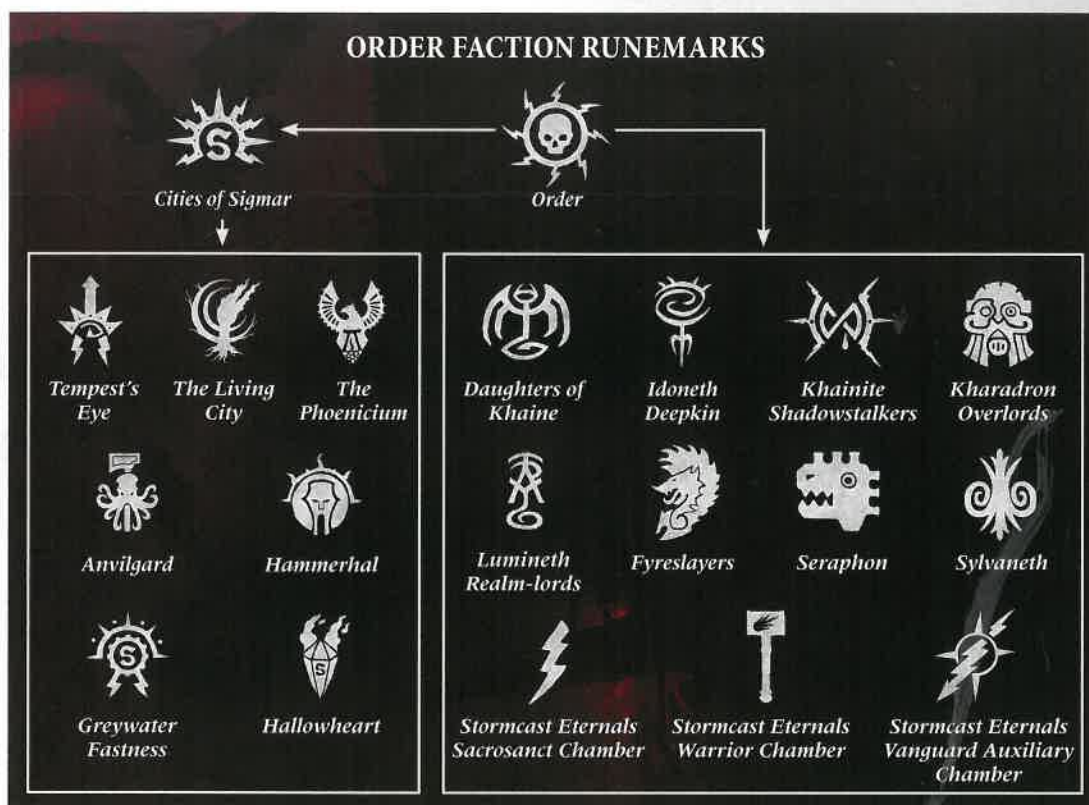
CHAOS FACTION RUNEMARKS



Chaos



ORDER FACTION RUNEMARKS



UPDATES TO CAMPAIGN RULES

The following amendments have been made to the campaign rules in narrative play. Firstly, there is an updated glory points table that was first introduced in last year's edition of the *Tome of Champions*. This rebalances the original Glory Points system, which heavily favoured the winner, and gives both players a good number of glory points to spend in the aftermath of each battle.

In addition to this, the reinforcements rule has been updated to allow the Aspirant player

in a convergence to always be able to spend glory points on fighters.

Finally, the lesser artefacts table has been changed to allow [Consumable] artefacts to be used as bonus actions instead of normal actions.

These latter two amendments are designed to help warbands through particularly difficult convergences – now you'll have the chance to save up glory points and lesser artefacts to give you the edge in the upcoming

battle. The lesser artefacts update also serves to balance [Consumable] and [Perishable] artefacts by making the former much more useful in battle.

GLORY POINTS

In the aftermath sequence of a campaign game, when earning and spending glory points, instead of using the table in the Core Book (pg 66), use the table below (these factors are all cumulative).

EARN GLORY POINTS	
Took part in a campaign battle	3 glory points
Won the battle	2 glory points
The leader of your opponent's warband was taken down	1 glory point
At least one third of the fighters in your opponent's warband were taken down	1 glory point
At least two thirds of the fighters in your opponent's warband were taken down	1 glory point
All the fighters in your opponent's warband were taken down	1 glory point
Your opponent's warband has at least 2 more areas of dominated territory than your warband	1 glory point



Ogor Breacher



Signifer



Dominar

REINFORCEMENTS

Replace the 'Reinforcements' paragraph on page 66 of the Core Book with the following:

Players can choose to spend any of their glory points before picking their warband for a campaign battle if their warband has less dominated territory than their opponent or the battle is a convergence battle and their warband is the Aspirant warband. To do so, they can choose to spend either 1 glory point or 3 glory points. If they spend 1 glory point, they can increase the number of points they have available to spend on fighters by 50. If they spend 3 glory points, they can increase the number of points they have available to spend on fighters by 100. A player cannot spend more than 3 glory points in this manner before a campaign battle.

LESSER ARTEFACTS

Change the first sentence of all [Consumable] lesser artefacts (Core Book, pg 68-69) to read as follows:

[Consumable]: The bearer can use this lesser artefact as a bonus action.

BONUS ACTIONS

As described on page 40 of the Core Book, bonus actions are in addition to the 2 actions a fighter can carry out during their activation.

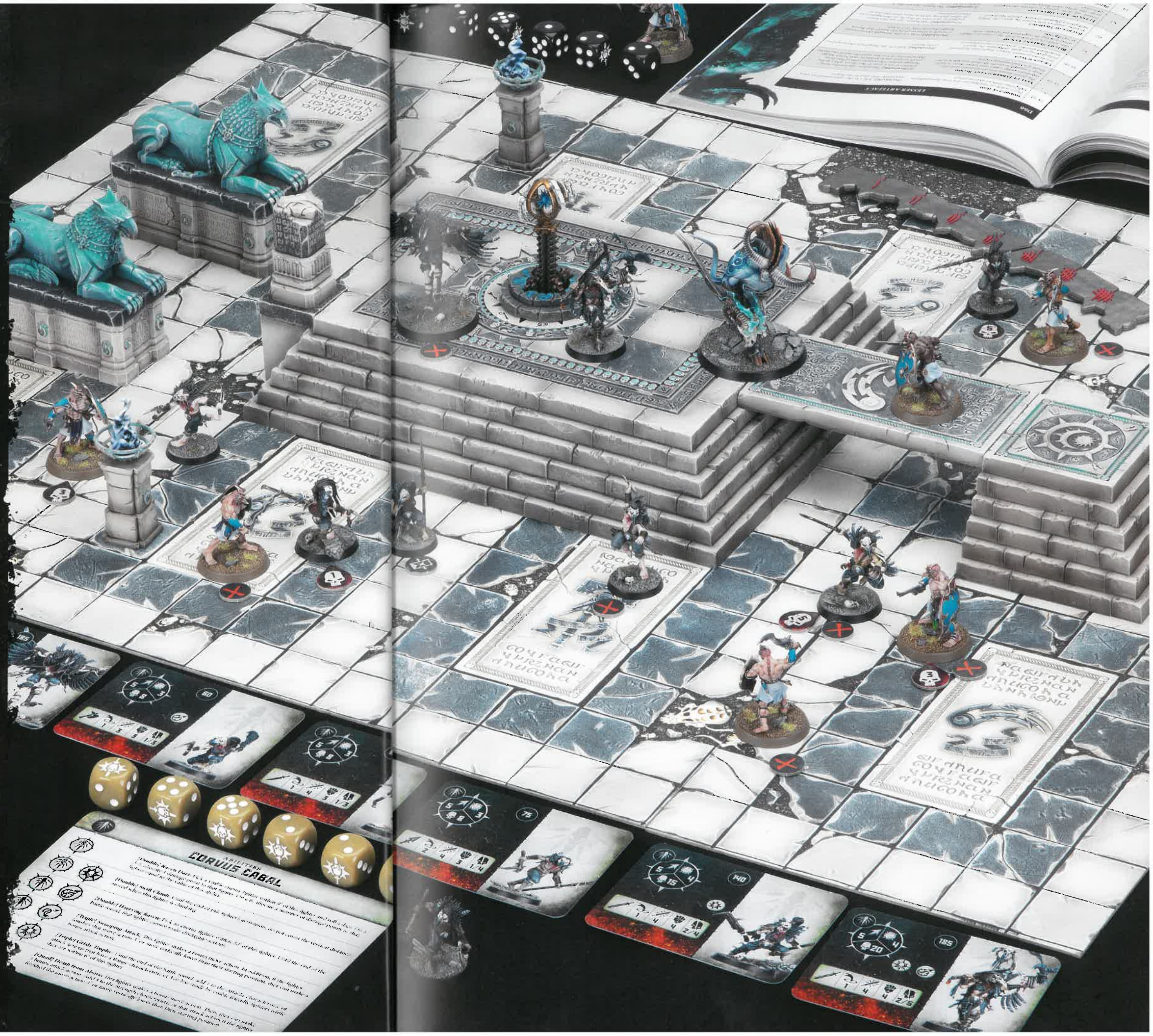




OPEN PLAY

In this section, you will find expanded rules for *Triumph & Treachery*, a game of fast-paced multiplayer battles. Building on the rules set in the *Core Book*, this edition of the *Tome of Champions* introduces gruesome **Pit Fights**, hyper-violent encounters fought to satisfy the bloodthirsty denizens of the Eightpoints. With more ways to get a group of friends around the table for some skirmish fun than ever before, you're sure to find content to keep you and your group occupied for many, many hours.

'The Three-Eyed King descended upon the nexus lands like a black meteor. Men fell like leaves before the wrath of the ruinous gale.'



TRIUMPH & TREACHERY PIT FIGHTS

Drawn together by fate or dark design, several warbands meet in battle amidst the wilds of the Eightpoints. Strategy is cast aside in favour of raw aggression as the conflict descends into a frenzied bloodbath.

Triumph & Treachery battles were first introduced in the Core Book. In these battles, up to 4 warbands could face off against each other as they each vied for victory. In the *Tome of Champions 2020*, we have added a new twist to the concept: **Pit Fights!**

Pit Fights cater for a larger number of warbands than traditional Triumph & Treachery battles, as each player only controls 1-3 fighters. There are also a host of new rules to make the action more visceral and real. You'll be able to grapple your opponents or deliver a deadly counter-blow, but if you stall for too long, the pitmasters might unleash hordes of beasts upon you and your rivals.

If you are a fan of brutal battles crammed full of violence and betrayal, or you are looking for a quick game that caters to lots of players, read on!

SETTING UP A PIT FIGHT

Triumph & Treachery Pit Fights are multiplayer battles in which 3-6 warbands face each other in a bitter fight to the death.

THE WARBANDS

Each player musters a warband by adhering to the following rules:

1. The warband must include at least 1 and no more than 3 fighters.
2. The combined points value of all the fighters in a player's warband cannot exceed 250.
3. All fighters in a player's warband must share the same faction runemark.
4. No more than 1 fighter with the **Leader** runemark (★) can be included in the warband.

5. No allies, thralls or monsters can be included in the warband.

PRIORITY ORDER

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

BATTLE GROUPS

The normal rules for battle groups are not used in Triumph & Treachery Pit Fights. Instead, all fighters in a player's warband are considered to be in a single battle group.

THE BATTLEPLAN

To generate a Triumph & Treachery Pit Fight battleplan, resolve these steps in order:

1. TERRAIN

There are 3 terrain cards shown below. The player first in the priority order rolls a D3 to determine which of these terrain cards will be used.

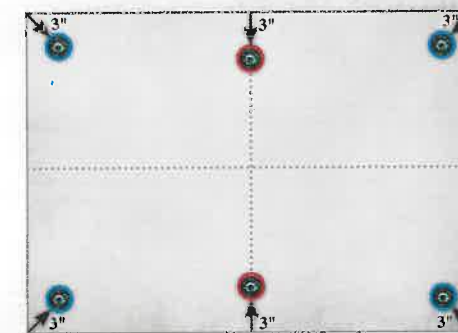
1



2



3



3. VICTORY

There are 3 victory cards shown below. If this is the first time you are playing a Pit Fight, we recommend using the 'Champion of Gladiators' victory card. Otherwise, the player first in the priority order rolls a D3 to determine which of these victory cards will be used.

VICTORY CHAMPION OF GLADIATORS

Prove your prowess and earn the adulation of the baying crowds through acts of total carnage.

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

At the end of the first and second battle rounds, fighters within 4" of the battlefield edge are taken down. At the end of the third and subsequent battle rounds, fighters within 6" of the battlefield edge are taken down.

VICTORY ESCAPE THE ARENA

This battle is akin to running a perilous gauntlet, reaching the end of which is a victory in itself.

From the start of the fourth battle round, if a fighter finishes a move action within 1" of the long battlefield edge furthest away from their deployment point and more than 3" from all enemy fighters, that fighter escapes the battlefield. The battle immediately ends, and the player controlling the escaped fighter wins the battle.

VICTORY LORD OF THE PIT

The most intractable and determined of gladiators inevitably earn a following amongst the arena crowds of Carngrad.

At the end of the third or subsequent battle round, if a fighter is within 1" of the centre of the battlefield and there are no enemy fighters within 3" of the centre of the battlefield, the battle ends and the player controlling that fighter wins the battle.

If the first terrain card is in play, the upper platform of the Bell Tower is used instead of the centre of the battlefield.

4. TWISTS

Do not draw a twist card. Instead, players will roll on the Random Events table at the start of each battle round (see 'Random Events' in the Special Rules box).



FIGHTING THE BATTLE

When playing a Triumph & Treachery Pit Fight, follow the core rules with the following amendments and special rules:

HERO PHASE

In the hero phase, an **initiative order** is determined by counting the number of singles each player has. The player with the most singles is first in the initiative order, the player to their left is second in the

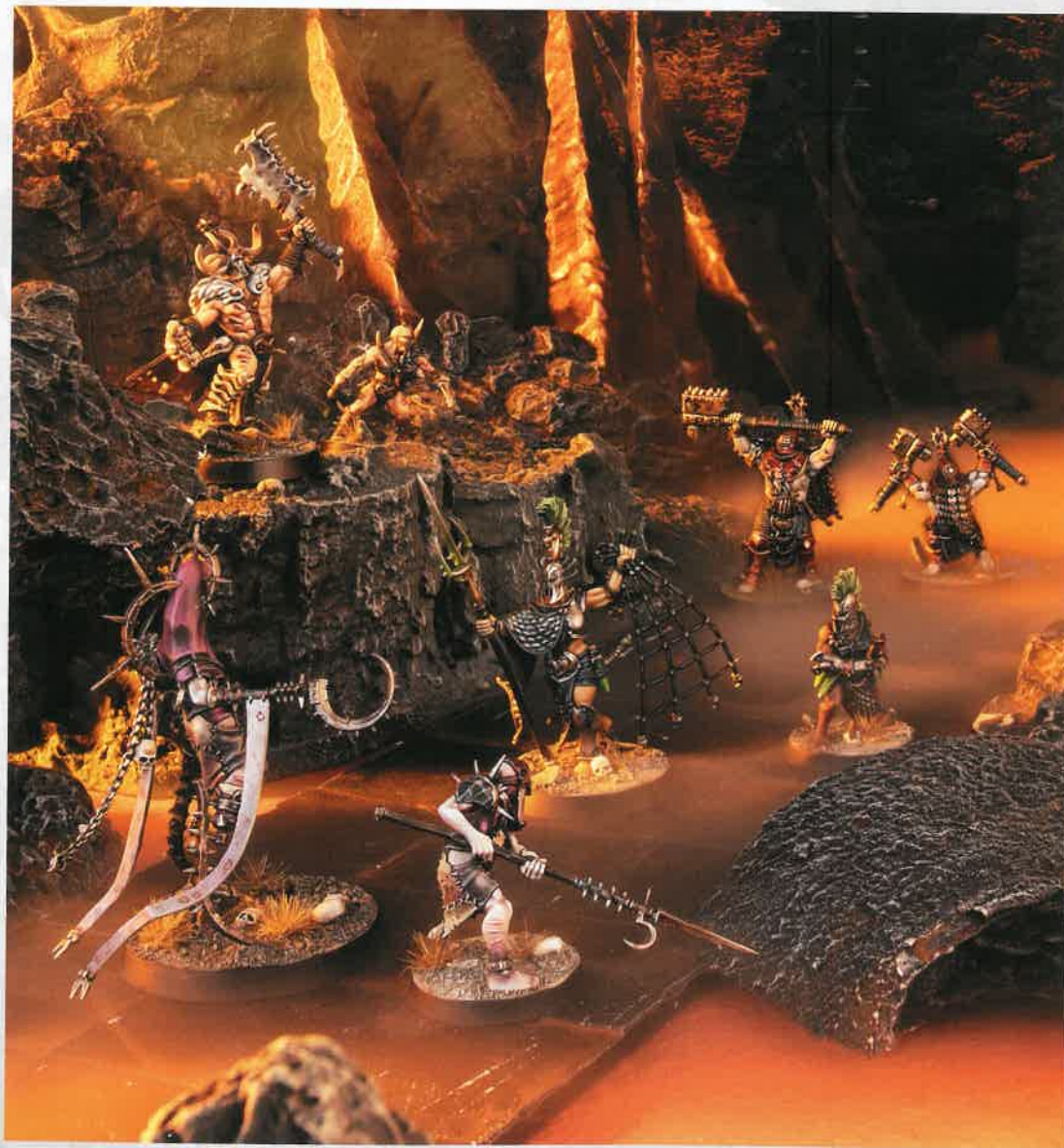
initiative order, and so on. If players are tied for the most singles, those players roll off to determine who is first in the initiative order. Players declare how they will use wild dice in initiative order.

SEIZING THE INITIATIVE

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

Once all players have declared any wild dice they will use this battle round, count the number of singles each player has once more to redetermine who is first in the initiative order.

If the number of singles any players have is now tied (and was not previously), those players roll off to determine who is first in the initiative order.



SINGLES

Once the initiative order has been determined and all wild dice have been used, players must keep track of the number of singles they have – these can be used in the battle round to activate special rules (see 'Reactions' in the Special Rules box).

COMBAT PHASE

The combat phase is resolved in initiative order. If a fighter is said to have fallen (Core Book, pg 42) in a Triumph & Treachery Pit Fight,

the player who controls the closest enemy fighter to the fighter that has fallen is treated as the 'opposing player' to resolve the rule (if there are multiple enemy fighters that are the closest, the players who control those enemy fighters roll off to determine who is treated as the 'opposing player').

The following special rules are in play during a Triumph & Treachery Pit Fight:



SPECIAL RULES

REACTIONS

Each time a fighter is targeted by an attack action and the target fighter is within 2" of the attacking fighter, the player controlling the target fighter can choose for them to react. This occurs before any hit rolls are made.

When a fighter reacts, the controlling player first spends 1 of their singles from that battle round and then chooses 1 of the reactions below:

- **Parry:** The player controlling the target fighter rolls a dice. On a 4+, subtract 1 from the Attacks characteristic of that attack action (to a minimum of 1).
- **Grapple:** Both the player controlling the attacking fighter and the player controlling the target fighter roll a dice. If the roll of each dice is the same, the fighters are locked in a bitter brawl and the attack action fails; however, the attacking fighter is still considered to have made 1 action. Otherwise, the attack action is made as normal.
- **Riposte:** The player controlling the target fighter rolls a dice. On a 4+, allocate D3 damage points to the attacking fighter after the attack action has been resolved. Note that the damage points are allocated even if the target fighter is taken down – they deliver one last strike to their opponent!

RANDOM EVENTS

At the start of the combat phase, before the first fighter is activated, the player first in the initiative order rolls 2D6 on the Random Events table opposite. The effect is immediately resolved.

2D6 Random Event

- 2-3 **'Release the Monster!':** The player first in the initiative order can set up 1 monster on the battlefield within 3" of the battlefield edge. Use the rules for monsters found in *Sentinels of Order*, *Agents of Chaos*, *Bringers of Death* or *Harbingers of Destruction*. If you do not have access to one of these books or you are playing a Dungeon Pit Fight, treat the result as 'Release the Beasts' instead.
- If this result is rolled more than once in the battle, treat each subsequent result as 'The Crowd Turns Ugly' instead.
- 4-5 **Vicious Traps:** Each player rolls a dice for each of their fighters on the battlefield floor. On a 1, that fighter has activated a trap. Roll a D6 on the table below to determine which trap.
- 1-3 **Spike Trap:** Allocate D6 damage points to that fighter.
- 4-5 **Arcane Explosion:** Allocate 2D6 damage points to that fighter.
- 6 **Abyssal Pit:** That fighter is taken down.
- 6-7 **The Crowd Turns Ugly:** Subtract 1 from the value of abilities used by all fighters (to a minimum of 1) until the end of the battle round.
- 8-10 **The Crowd Roars:** Add 1 to the Move characteristic of all fighters until the end of the battle round.
- 11-12 **'Release the Beasts!':** The player first in the initiative order can set up any number of chaotic beasts on the battlefield with a combined points value of 250 or less. The chaotic beasts must be set up as a single group, each within 3" of the battlefield edge and each within 3" of another chaotic beast from the group.

DUNGEON PIT FIGHTS

If you have *Warcry: Catacombs*, you can play a Triumph & Treachery Pit Fight on a dungeon battlefield. To do so, use the rules above with the following modifications:

THE DUNGEON BATTLEFIELD

Once warbands have been mustered and the priority order determined, the players agree on a dungeon battlefield to use for the battle.

DUNGEON TERRAIN

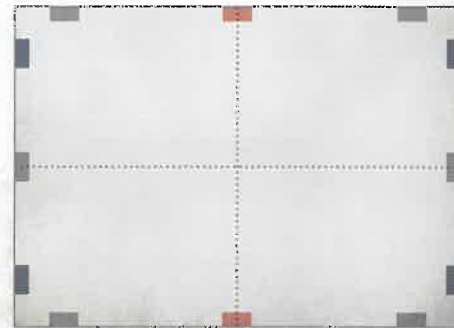
Bridges are set up as normal. Dungeon doors are set up in priority order. Once all dungeon doorways have a dungeon door upon them, the players each set up 1 unique dungeon feature in priority order.

DEPLOYMENT

In reverse priority order, the players take it in turns to pick a blue entrance tunnel on the map (shown below) and set up all the fighters in their warband within 3" of the centre of that entrance tunnel.

Once a player has picked an entrance tunnel, that same entrance tunnel cannot be picked by another player.

If there are 5 or 6 players, players can pick the red entrance tunnels as well as the blue entrance tunnels.



INCLUDING A PIT FIGHT IN A CAMPAIGN

Triumph & Treachery Pit Fights can be a lot of fun to include in a wider campaign. Firstly, they can make for a refreshing mid-campaign interlude by providing a very different sort of battle. They can also be a great solution when you have too many players and not a lot of space. And besides, with so much carnage on offer, you may find you want to play them again and again!

If you wish to include a Pit Fight in a narrative campaign, the following rules apply:



1. All fighters in the players' warbands must be chosen from their warband rosters.
2. During the aftermath sequence, when determining the glory points earned by each player from the Pit Fight, use the table below instead of the one on page 6.

EARN GLORY POINTS	
Victory: Won the battle.	3 glory points
Displays of Brutality: An enemy fighter was taken down by an attack action made by or an ability used by a fighter in your warband.	1 glory point each time
Displays of Resilience: At the end of the battle round, at least 1 fighter in your warband was on the battlefield.	1 glory point
Displays of Showmanship: A fighter in your warband used a [triple] or [quad] ability.	1 glory point each time

You might find it useful to keep track of the glory points you earn as you fight the battle rather than calculating them at the end.

3. During the aftermath sequence, players do not advance on their campaign progress trackers.

RUNNING A CAMPAIGN EVENT

If your gaming group enjoys playing Pit Fights, you could consider playing through a campaign event. A campaign event is a series of linked battles akin to a small tournament. At the end of the campaign event, the winner will be crowned the champion of the arena.

To play through a Pit Fight campaign event, use the following rules:

1. The campaign event consists of 3 rounds. The players will each fight 1 battle in each round, using the following victory cards (pg 11):

Round 1: Champion of Gladiators
Round 2: Escape the Arena
Round 3: Lord of the Pit

2. Players keep a running tally of the glory points they earn during the campaign event. After the 3 rounds, the player with the most glory points is declared the winner and receives the artefact of power below.

3. More than 6 players can take part in a campaign event by fighting multiple battles simultaneously in each round. Each battle should have as close to an equal number of players as possible (for example,

13 players should be divided into 3 groups: 2 groups of 4 and 1 group of 5). In the first round, you can assign players to each group randomly. In rounds 2 and 3, the players should be sorted into groups depending on the number of glory points they have earned so far – if there is an odd number of players, there should be more players in the groups with fewer glory points.

4. At the end of the campaign event, if any players are tied, we recommend a quick fight to the death for those players. Use the battleplan below.

BATTLEPLAN: FIGHT TO THE DEATH

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

Deployment: In priority order, the players take it in turns to set up the leader of their warband within 12" of the centre of the battlefield and more than 5" from all enemy fighters.

Victory: Champion of Gladiators

Twist: Do not roll on the Random Events table.

ARTEFACT OF POWER

The Champion's Crown: Emblazoned in ancient runes and thrumming with eldritch energy, this crown empowers the wearer's allies with arcane strength.

Add 1 to the Strength characteristic of friendly fighters while they are within 6" of the bearer.





NARRATIVE PLAY

In this section, you will find a brand-new style of Warcry battle known as a **Soroth Kor** campaign, in which you claim territory and uncover secrets within a sinister and mysterious city. Also included are 8 new **fated quests** for any warband to play through, where you decide the outcome, and 5 new **challenge battles** that see you team up with other players to battle the most terrible foes. In addition, new lesser artefacts tables offer increased options for warbands belonging to each Grand Alliance.

'But what the gods of Order abandoned, the monarchs of the abyss coveted, for there the shadow of their malice could loom large.'





SOROTH KOR, THE SILENT CITY

Standing sentinel over the sprawling Kardeb Ashwaste, Soroeth Kor is a corpse city, a mausoleum of grander times. It is a place of lurking horror, where warbands stalk the shadowed streets in search of glory and treasure. Only some, however, have an inkling of the many secrets the city possesses.

Of all the questions that surround the ruin of Soroeth Kor, the first that many scholars and explorers think to ask is amongst the simplest: by whose hands was it raised? As with so much concerning the Silent City, there are few clues, and those that exist often appear to point towards contradictory answers. Though its founding occurred many centuries before the dawn of the Season of War and, thus, prior to the standardised establishment of Sigmar's free cities across the Mortal Realms, there are undeniable Azyrite signifiers to be observed amidst the ruins – faded glyphs carved in stone, plazas and thoroughfares built to exacting celestial alignments – that are seemingly older even than the tumbledown statues dedicated to the God-King and the former Pantheon of Order. Whoever these original inhabitants were, it appears that they acknowledged some connection to the Realm of Heavens, whether that be through blood or a simple desire to emulate.

But this is as much as is known about the city's history. Even the Grand Library of Soroeth Kor, located in the gilded rich district that forms the city's most north-westerly segment, offers no definitive account of the identity or culture of the city's founders. Crumbling texts recovered by courageous Sigmarite expeditionaries do not mention the city by name until the chronicles enter the Age of Chaos, although the explicit mention of the growing influence of secret fraternities within its walls, alongside the gruesome accounts of ever more elaborate acts of bloodshed and vice, suggests that it had stood for a substantial time

before those dark years. It is unlikely that Soroeth Kor was the city's original name; instead, it is far more probable that the moniker originated from some vile phrase in the Dark Tongue encapsulating the city's downfall. With so few concrete facts available from historical sources, one must instead look to the city's physical dimensions to gain an idea of its place in the Bloodwind Spoil.



ABOVE THE BLACKNESS

Soroeth Kor cannot be properly discussed without acknowledging the presence of the River Scourge. Knifing its way into the city from the east, and soon spawning twin canals that carry a portion of its viscous flow north and south, the Scourge is undeniably a key feature in the metropolis's landscape. Once its depths were glistening and clear, transporting cool water that bubbled up from mountain springs into the heart of the early city. Nothing can remain untouched beneath the malign influence of Chaos, however. Now the banks of the Scourge frame a fast-flowing river of thick and boiling vitae, its turgid surface occasionally contorting into the

image of agonised faces, the rippling shadows of unknowable things glimpsed just beneath the surface.

The main body and canals of the Scourge bisect what was once the poor district of the city, dividing it into two halves and isolating it from the more affluent western half of Soroeth Kor. Time-worn bridges span these raging flows, the greatest of which is the sinister Bridge of Black Glass – a mammoth construct forged from some vitrified arcane material that traverses the main body of the Scourge and shines with a dull gleam beneath the red-warped skies. Ebon statues line this bridge, mounted upon crumbling podiums or simply left abandoned, each depicting a mighty warrior immortalised in a reflection of sorrow or triumph. The other, lesser bridges possess more traditional guardhouses, and warbands who hold these crossings are able to extract a consistent tithe of tributed wealth or pledges of allegiance from would-be explorers.

The Scourge does not, however, snake its way through the city entire. Rather, it terminates near the very centre of Soroeth Kor, the so-called 'Heart of Silence', where a great idol of the eight-pointed star has stood since the Age of Chaos. Here the streets fall away into an echoing chasm known only as the Delve, and into this black and hungering maw rush the boiling bloodwaters of the Scourge.

Beneath the streets of the city lies an intricate and seemingly endless network of catacombs and caverns that claw their way deep down into the realmcrust. Many of these lie

below the industrial sprawl known as Narthol-Hor, illuminated by the volcanic glow of roiling magma channels that once provided heat and power for the factories high above. In these factories were produced wondrous arcana and mesmerising mechanical marvels, using knowledge no doubt brought from the Chamonian arcway situated across the Kardeb Ashwaste. Many such treasures still linger in Narthol-Hor; should a warband descend into the catacombs, they may even discover seams of precious varanite, the molten realmstone of the Eightpoints over which entire wars have been fought.



But it is also whispered that there is a place that lies beneath even the caverns of fire. Far below the flames, below the roaring heat and unstable veins of change-rock, there is only an abyss of lightless cold. It is said that there are ways into this place, though they are sealed – a boundary that even the former lords of the city would not cross. Those sent into the Delve to attempt to reach this abyss have never returned. Many who stand upon the rim of the chasm have reported feeling as if some great and unfathomable blackness stares back into them; some mortals even choose to hurl themselves down into the bottomless dark, overwhelmed by bizarre compulsions and a sense of their own infinitesimally minor existence. None have tunnelled deep enough through the catacombs to reach this place of endless darkness, but those who try often return clutching obsidian chunks of so-called nullstone – a form of arcanelly absorbent rock fashioned, it is said, from the chill of the void itself.

THE CORRIDORS OF POWER

Soroeth Kor has long been known as the Silent City, and for good reason. While other former cities of the Eightpoints have been degraded and despoiled into veritable hellscape over the centuries, here the predations of the Ruinous Powers manifest in a far more insidious fashion. Half-finished Chaotic adornments leer from sundered homes and towers, abandoned halfway through their construction. Some ruins have not even seen this level of defilement, instead remaining as eerily silent and unadorned as they were the day the city descended into darkness. Topped statues of Sigmar and his fellow gods of the Pantheon of Order stare accusingly down the winding streets, in some places eroded almost into nothingness, in others apparently unmarred by the passage of time.

It has been a long time since any have made a concerted effort to recapture Soroeth Kor. The city seems to devour all who pass beyond its walls; such was the fate of its inhabitants once before, and there are many whispered campfire accounts of warbands either disappearing entirely within its walls or returning with their minds warped – as if the fractal threads of causality and fate, of potential pasts and futures, are entangled and respun by some presence attached to the city. Recently, however, matters have changed. Though the lords of Carngrad to the north-west will never cease their internecine bloodletting – such is not the way of Chaos – they are a jealous and power-hungry breed, each looking for any opportunity to expand their might and, perhaps, catch the gaze of their gods. So it is that oathsworn warriors and hired blades from across the Bloodwind Spoil have been dispatched in near unprecedented numbers to the ruins of Soroeth Kor and ordered to bring it under the dominion of the Talons.

Thus far, the Carngrad Claim – as the area of the city recolonised by these marauding hosts is known – covers but a small fraction of the

city's former rich district. Many warlords have risen and fallen in a relatively short span, battling it out for dominance, but one in particular has come to prominence: Harkoth the Hound, a fearsome lord whose bestial face and curling horns are surely a sign of divine favour. Lord Harkoth and his court have seized control of Castle Blackspire, the ancient seat of Soroeth Kor that rises atop a mound of earth studded with shards of obsidian crystal. From here, the Chaos champion dispatches supplicant warbands and elite warriors into the city on many a dark quest, seeking all the while to tighten his grip over the metropolis.



The forces of Chaos are not alone, however. From far and wide, warbands of other allegiances have travelled to Soroeth Kor, seeking either to learn its secrets and plunder its treasures or deny them to their rivals. The warriors of Death see the city as their rightful domain, a cold and silent tomb in which ending and decline holds sway. Warbands of Order creep through the sinister ruins, battling for their lives as they seek any advantage over the forces of the Dark Gods. The clans and tribes of Destruction care not for such high ideals, of course; they come only to smash and crush – or, in the case of the Gloomspite Gitz, to plunder as much shiny loot from Narthol-Hor as possible. War is coming to Soroeth Kor, and it will be fought in a thousand running battles in every street and blood-slicked square. It remains to be seen who, if any, will learn the truths of this most mysterious place.

SILENCE

Well now, what's this, eh? Who dares come in from the bloody night of the Everchosen's claim to walk the streets of Soroth Kor? Another warlord seeking conquest? A mage-thief in search of secrets that aren't yours to take? Maybe you're here simply because you crave war. At least you'd be an honest sort. Maybe you're here because your gods commanded it; you wouldn't be the first, mind. It's what gods do. It's what they've always done. They bid mortals to throw themselves upon the wheel of fate and lose interest by the time we're crushed in its spokes.

Not like the city. Not like Soroth Kor. Oh no, my unwise friend, Soroth Kor knows that you're here. Soroth Kor cares that you're here, very much so. If I've learnt one thing over the decades – or is it centuries? – that I've walked these silent streets, it's that this city wants to know everything about you. It wants to know what hurts you. It wants to know what scares you. It takes from you, but it also gives back, just never quite how you imagined. If this place has a weakness, then it is surely boredom. Still, that's why we have adventurers like you.

So tell me, warrior. What are you looking for in this silent corpse of a city? Gold? Glory? Truth? You won't find the former two, and the latter carries a steeper cost than you'll be willing to pay. The secrets you desire will see you lost, just as they did those who once thought to name themselves lords and masters. Soroth Kor offers nothing for free. It permits me to dwell here only so I may witness its age-old madness. Those intruders fortunate enough to encounter me, I grant the mercy of a quick demise. Better the swift and simple death. Better that your end serves to ward off others. Better that you offer merely your life in sacrifice rather than fall into the dark entire.

So are you still feeling brave, warrior? Do you still think your gods are watching over you here? Disabuse yourself of such foolish notions. In this hateful place, there is only one higher truth that you can cling to. Soroth Kor has a soul.

And it hates you.

At first, they had tried to map out the city. Drakain had thought that wise; in the wilds of the Eightpoints, as in the fighting pits of the Varanspire, to know your foe was to conquer them. He and his warriors were no howling Untamed Beasts or berserk devotees of the Blood God. They were Spire Tyrants – the Three-Eyed King's chosen, so the maxim went. They had standards to maintain.

Soroth Kor did not care for that, though. That had soon become apparent. Every other enemy Drakain had ever met, he had soon learnt how to slaughter. The fact that he was still living in the hellscape of the Bloodwind Spoil spoke to that. The legionaries of the Iron Golem were armoured, but they were slow and unwieldy, prone

to being bled by quick strikes. The severed heads of Unmade pain-priests hung from his belt, proof that even those degenerate sadists could only endure so much. The cultists of the Splintered Fang – these Drakain hated the most, honourless cowards who entrusted victory to poisons and snares – needed to inflict but a single cut to kill, so the trick was to never let them make that cut. All of this he knew. All of these he had triumphed over; it was their butchered corpses that paved his path to glory. But a city was another matter entirely. Cities were old, and their stones had served as mute witness to the secrets of all those who had once walked the streets. They were difficult to know, difficult to predict. Soroth Kor, certainly, was proving to be both.

In the days before she had been dragged off into the shadows by the twisted spawn that stalked this damned place, Sarkana had muttered that it was as if the streets moved when one did not watch them. Drakain was not sure he believed that; there was much of the strange to be found in the Eightpoints, but such a thing seemed reserved for those lands evidently claimed by Tchar, most inscrutable of all the great powers honoured by the denizens of the Bloodwind Spoil. Still, Sarkana had not been one to waste breath on flights of idle fancy.

Memories of the olive-skinned Pit Fighter, with the streaking hound-claw tattoos that covered the right side of her face, brought a frown to Drakain's scarred features. Many of his kin had fallen since crossing the boundary of the strange city: Asborga, Ghraddus, the duardin Bjarvor. Sarkana's loss had cut the deepest, however. The Pit Champion had liked Sarkana, as much as a warrior of the Eightpoints could afford to like anyone. She had stood beside him in the pits of the Varanspire, had howled his name in triumph as his signature sundering blows had split the skull of Vorogoth the Night-Ursa, had stood beside him as they slaughtered the slave warriors of Lord Thraxar. When the time came for her to challenge him for rulership of the warband – and it would have come, as sure as wretched Sigmar cowered in Azyr – Drakain would have felt a measure of regret as he cleaved her apart. But Sarkana was gone now, and he intended to make Soroth Kor regret it. From the broken bodies of those he had since encountered as they roamed the city, Drakain had learnt that there was one who perhaps had the knowledge to do just that.

One thing that they had discovered soon after entering Soroth Kor was that light was a scarce resource never to be counted upon. Illumination came almost exclusively from the bloody sky above, and sometimes it would... 'change', growing brighter or dimmer seemingly without reason. That crimson glow had followed them through the streets and into the marketplace near the city's heart, at times casting light upon age-worn ruins, at others silhouetting stalls and dwellings that seemed to have been abandoned for mere hours. As such, when

Drakain spotted the wan flames flickering from the empty windows of an ancient counting house, he wasted no time in directing his warband towards it. The Pit Champion and his warriors kept their ears sharp as they moved through the still marketplace, hands never far from their blades. Danger came quick in Soroth Kor – some quirk of the city's lingering malice. Even the most honed senses could be cheated, should they slip for but a moment.

Cracked flagstones sloped downwards as they neared the ruins. Despite the proximity of the flames that licked from vacant windows, a bitter chill lingered on the air, sinking its claws into the flesh of Drakain's arms and driving spears of ice down his throat with each breath. Another of Soroth Kor's little gifts. It was this, the Pit Champion suspected, that had kept the heads mounted outside the entrance fresh. Each had been crudely severed at the neck, the cut ragged and flecked with dry blood. Each was locked in an expression of open-mouthed terror – something that Drakain suspected had more to do with their missing eyes and tongues than the wooden stakes that pierced their shattered skulls. More heads hung from the walls on chains of black iron; in these hollowed shells burned phosphor flames that fed upon tallow of an unknowable breed, the stench not dissimilar to that of a warrior bathed in the breath of a monstrous hydra.

Alvang was first into the ruin, though Drakain was but a pace behind his Headclaimer. Each step brought with it a cracking sound; the carcasses of tattered corvids breaking underfoot, discarded when the occupant saw no value in them. Orange flames danced within a central firepit, bathing one half of the Tyrant's face in light while the other remained in shadow.

As his warriors fanned out, Drakain's eyes slowly panned across the leering figures jutting from the stonework. Gargoyles. If one constant could be observed in Soroth Kor, it was these. They were ugly little brutes, typically draconic or leonine in aspect, though their countenances bore human likenesses. Many were androgynous, locked in po-faced expressions of misery. But there were other faces, all of them looking out over the Spire Tyrants' approach with typical mute idiocy. At least one bore resemblance to a classical depiction of the God-King, a fact that sent a scowl creeping across the Pit Champion's face.

'Why have you come?'

The voice was a thing of cracking reeds and rattling knucklebones. It festered in the darkness, and in an instant the self-proclaimed lords of the arena were on edge. Weapons were raised and oaths muttered in Varanjuurk, the mongrel tongue of the pits. Drakain swung his chain-maul with a slow menace, teeth bared as he searched for the source of the defiant words. It did not take long to spot the hunched creature limping from the shadows.

'You are the one men call the sage.'

'Am I?' The notion seemed to amuse the wizened creature. Drakain watched as it hobbled forward, shrivelled features catching the light. The man-thing's face bore a waxy pale hue, like that of a drowned corpse floated up from the bed of some oozing lake. He had no lips, and when he smiled, his teeth were ugly and crooked. Nor did he have eyes; like the heads outside, they had been carved out and offered up, the price for some unknowable truth. Long, filthy nails rapped upon a gnarled oaken staff as he came to stand before the writhing flames, charms and tchotchkes clattering where they criss-crossed his chest.

'Yes, I suppose I would be. I wasn't aware my reputation had spread so far.'

'This place is earning something of a reputation of its own, in recent days. The eyes of the mighty fall upon it, as a new battleground upon which to prove their worth. Every advantage is sought.'

'More fool them,' the thing grumbled, shaking its head with a grimace. 'Well then, warrior? Why have you sought me?'

'Knowledge,' said the Spire Tyrant, his face still drawn in a wary scowl. It was the sage's tone of weary defiance, more than his wretched appearance, that sent a spike of irritation into Drakain's gut. He took a moment to calm himself, drawing chilled breaths over the hot fury bubbling in his chest. A sharp gesture directed Hongor, one of his Pit Veterans, to the higher levels of the ruin to keep watch from a shattered window. 'Knowledge and vengeance.'

'Hah!' That, apparently, amused the gnarled old sage. His slit of a mouth curled upwards, sharp teeth flashing in the orange glow. 'Hah. Yes, you and every other would-be overlord who seeks me out. You won't find it, warrior. I can tell you that.'

Drakain refused to be baited. 'The bone-rattlers say that you have been in Soroth Kor longer than any other. You know more of its secrets than all outsiders combined.' He paused then, narrowing his eyes in warning. 'They also say you have a penchant for slaying the unwary who encounter you. So let us be clear from the start. You will tell me exactly how I kill this wretched place, and you will do so plainly.'

'My knowledge is not born of any great artifice of my own devising, I assure you,' said the sage. He watched the flames now, eyeless sockets fixated upon the contorting tongues of fire. The smile had left his pinched and withered face. Drakain would not describe it as a troubled expression but perhaps as an uneasy one. 'I am here, and have learnt what I can, because Soroth Kor allows me to. Perhaps it desires a witness. Why should it not?'

'So there really is some damnable intellect that rules this place?' Exultation flared in Drakain's breast. He claimed to be neither the wisest nor the most cunning of the Spoil's warriors, but the matter of slaying foe-things was a notion he understood.

'Perhaps in the most simple of terms,' the sage grunted, evidently displeased by Drakain's eagerness. He glanced back at the warrior over one shoulder, face drawn in a sour expression. 'You cannot tame it, and you certainly won't succeed in slaying it. Soroth Kor has seen a thousand of your kind. It cares nothing for your petulance. This is not Carngrad, where men and monsters rule. You are meat yet to be devoured, a fly unaware that they are trapped.'

'These fates are not written,' Drakain said, more vociferously than he intended. The anger that had been building in his gut now sparked hot with each spiteful word voiced by the shrivelled creature. If he was honest with himself, the Pit Champion was not sure what he had expected to learn from the wizened old sage – perhaps the location of some singular heart of darkness into which he could drive his blade and watch the blood flow, as if that would balance the outrage and loss he had suffered in the foul city.

Such a simple solution now seemed pathetically optimistic, the province of arena-meat promised freedom if only they could strike him down. But in the Bloodwind Spoil, to admit powerlessness was to accept death. Such was the conviction that filled him as he stepped forwards and let his sword whisper a few inches from its scabbard. 'Lord Harkoth intends to remake this damnable city in a manner more pleasing to the gods.'

'The gods? The gods are distant here, pit lord, and for good reason. This was a city of gods once. A thousand gods, ten thousand. And then from the thousand, the people of Soroth Kor found the Four.'

'The Four?'

'Oh, come now, boy. Don't play the fool with me. I see it in your bearing, in your scars: you have stood in the shadow of the Ultimate Tower. You have heard whispers of the Four. You even know their names, deep down in what's left of your soul. Every man and woman who scrapes out an existence in this forsaken place knows their names, even if only ever at the back of their minds. You've seen that great ugly spire their worshippers raised in the centre of the city, I presume? The Heart of Silence, was it?'

Another chuckle followed that sneering remark and another shake of the head soon after that. Drakain could not tell whether the sage was truly amused or whether he had simply told this tale so often – if only to himself – that the horrors he suggested were lying just out of view had been tempered through banal familiarity.

'Oh yes. The mad lords who came to rule this city spent so long looking for gods worthy of worship that eventually they found them. Theirs was a blessed city, raised with golden treasures found in the deep. Of course, these new deities were bitter gods. Jealous gods. If there is one thing we of the Bloodwind Spoil could be said to have in common with them, it would be that we share their inability to coexist in peace with our kin. Paramountcy was everything. Blood ran in great torrents through the streets as the new converts warred to prove their faith was superior. New structures rose and old ones twisted, all to the specifications of the things in their heads. And as they bickered and prayed and the Four bestowed their thoughtless gifts, none thought to look where they laid their foundations. But the blackness below, it grew to know them. There are horrors out there, in the dark beyond the realms where time is but a whisper, and they do not care for the names and faces we transitory mortals see fit to bestow upon them.'

As the sage paused in his diatribe, the silence rushed in like a half-glimpsed beast previously held at bay by a now-cold campfire. Before long, he smiled once more, though this time he seemed almost apologetic. 'That is the nature of Soroth Kor. Just as the gifts of the Great Gods paint your own sins upon your flesh, Soroth Kor sees what you are and remakes you as it believes you must be.' He paused at that before his face curled into what the Pit Champion could only describe as a rueful grin. 'Or, perhaps, as what it thinks would be most amusing.'

'I did not come in search of your lectures, nor the defeatist talk of cowards and fools,' Drakain said, drawing himself up and tensing iron-hard muscles. At his side, Alvang let out a predator's chuckle, raising his axe in a gesture of wordless menace. 'I am a Spire Tyrant. I am His chosen. I'll have my truths, even if I must wring them from what's left of you.'

'Is that so?' The sage's expression curled in an ugly, amused sneer. A long black tongue rolled across blackened teeth, worrying at an incisor grown rotten and loose. 'My, my, but you are a wrathful one. Tell me, then, I am intrigued: what is it that you think Soroth Kor has taken from you?'

The Pit Champion had only just made the decision to gut the hunched creature when the sound of a projectile thunking into flesh echoed through the ruin. He turned, whipcord fast, as Hongor let out an agonised howl and toppled from the upper floor. The Pit Veteran landed hard, writhing intensely enough to shatter bones, his face a rictus of torment. Flesh rippled across his body, spreading out from the slender javelin buried in his chest and rapidly transmuting into dull emerald scales before their very eyes.

That at least revealed the identity of their aggressors. Drakain's soul blazed with loathing. Only the worshippers of hateful Nagendra were craven enough to employ such weapons.

In the gore pits of the Varanspire, the best defence was a good offence. With a final warning glance at the sage, who seemed neither surprised nor amused by the sudden affair, Drakain let out a guttural Varanjuurk cry before leading his surviving warriors back outside at a charge.

It took ut a handful of moments for the Spire Tyrants to encounter the first of the Splintered Fang. Screaming praises to their serpent-god, two Clearbloods pelted forwards, envenomed daggers gleaming in the red light. Drakain contemptuously battered the blows aside. One cultist fell as the Pit Champion dragged his blade across his throat; the other crumpled as his chain-maul shattered the front of his skull.

The aggression of the Spire Tyrants saw them cover ground swiftly, but in the winding confines of the market, the numbers of the Fang were telling. Out of the corner of his eye, Drakain saw Alvang decapitate a cultist before two more leapt on him from the shadows. The Headclaimer let out a roar as he was dragged down beneath a storm of stabbing blades. Bloodthirsty shouts from all around told of similar fates. If they were to break the will of the Splintered Fang, they had but one choice: find the warleader and annihilate them.

At such things, the Spire Tyrants excelled.

Stamping down on the spreading carpet of serpents that coiled and slithered at his feet, Drakain cast his gaze across the carnage. Illuminated by the light of the sage's refuge, warriors grappled and fell, but— there. Silhouetted against the flames, a figure holding a cruel trident, their features cast in shadow. With a snarl of outrage, the Pit Champion advanced with long and predatory strides, eyes locked on his nemesis. He did not avert his gaze as he carved open the throat of a Fang warrior, using the backswing to level the tip of his sword at the rival champion.

'You've picked a bad night to raise my hackles, *skortja*.'

'Great Nagendra demands your death,' said the Splintered Fang warleader as they unhurriedly stepped into the orange light. The sound of that clear and cutting voice brought Drakain's advance to a sudden halt. Shock slackened his face and threatened to see him lose his grip on his blade. It was not that the voice had been female; it was that it belonged to a female he knew.

'Sarkana?'

There was no recognition on the woman's face as it came into view. There was barely emotion to be detected, and her eyes were distant, as if focused on something no other could see. But it was her – the same tattoos, the same scars. She held the foreign weapons as if she was born to them, watching Drakain all the while. The Pit Champion stared at her, mouth trying to form words that would not come.

'Sarkana, what madness is this?' he managed at last. 'You are one of us. You are my pit-sister.' There was no response, but the sage's words nevertheless drifted back to him.

Soroth Kor sees what you are and remakes you as it believes you must be.

Or, perhaps, as what it thinks would be most amusing.

The woman stared at him. For a moment, a furrow of consternation flickered across her face, and Drakain dared to hope his words had struck home. But it faded as quickly as it had come, and when she spoke, it was in a flat voice that brooked no dissent.

'Not another word from you, heathen.'

Sarkana struck like an uncoiling viper. Though a seasoned veteran of many a bloody brawl and gory melee, a lingering sense of shock stole Drakain's strength, rendering him only just able to raise his blade and deflect her trident. Steel rang with strange echoes as their weapons met, his bullish fighting style matched by her nimble steps. The flat of his sword deflected an impaling thrust. His chain-maul hammered through the air where Sarkana's head had been moments before. With a roar of outrage, Drakain lunged forwards, harnessing his strength into one brutal chop as he had so often before.

But Sarkana had not forgotten everything.

Rather than attempt to deflect or escape the blow, the woman leant into it. She slipped inside the arc of the sword; a moment later, pain erupted through Drakain as her trident plunged into him. A cold numbness descended, leaving him distantly aware of his ribs collapsing beneath the force of the blow and the meat of his back being torn open as the prongs emerged. Then came the toxin-borne agony. Drakain screamed. He screamed more than he thought any man could scream. He screamed until his vocal cords tore and blood poured from his mouth. Then the trident was retracted, and the Pit Champion fell. He hit the ground, spasming, bleeding, heart beating furiously in the ruin of his chest.

Despite imminent death, the Pit Champion retained just enough strength to look upwards. Sarkana stared down at him. Once more, Drakain thought he saw a softening of the features, a flicker of confused recollection. Cast into shadows by the flames, she was as she had been – a Spire Tyrant, a lord of the arena, not whatever Soroth Kor had remade her broken mind as. But then it passed, and Sarkana was moving through the slaughter again, leaving Drakain to writhe as reedy laughter echoed upon the crackling wind.

As the creeping blackness came forth to swallow him, the Pit Champion wondered how the city would choose to remake him.

If it chose to do so at all.

SOROTH KOR CAMPAIGN

Many places in the Eightpoints are evil, but Soroth Kor is something else entirely. A sinister aura clings to its streets and nothing is ever quite as it seems. Many warbands come to the city seeking treasure, knowledge or simple battle. Few ever leave again – at least, not while sane. And yet you have come all the same, warrior...

A **Soroth Kor campaign** differs from other campaigns detailed in the Core Book and elsewhere. Here, instead of each individual warband embarking upon its own campaign quest, a group of warbands controlled by you and your gaming friends will battle it out over the ruined city of Soroth Kor, carving out swathes of territory as the mysteries of the city unfold around you.

If your warband is taking part in a Soroth Kor campaign, you will only be able to play campaign battles against others in your gaming group doing the same. This trade-off in flexibility allows for the introduction of flavourful rules, such as being able to steal territory off your rivals, as well as a combined narrative that develops as the campaign progresses. As such, a Soroth Kor campaign is designed for players who meet up with the same gaming group on a regular basis and want to play through a detailed and fun narrative campaign together.

OVERVIEW

A Soroth Kor campaign is designed to be played through by a single gaming group over the course of 3

months. The campaign focuses on warbands dominating and upgrading areas of territory while the players unlock the mysteries of the city. You can expect each warband to have much more territory under its control than in a normal campaign (up to 15 areas in total), and warbands can grow much larger than before (up to 2,000 points). There is a lot of fun to be had in stealing your opponents' territory, too!

The campaign is divided into 3 distinct phases. In each phase, players can fight as many campaign battles against other players in the campaign as they wish; however, there is a limit on the number of territories they can control and the types of territory they can discover. As the campaign progresses, players will be able to grow their domains ever larger.

At the end of each campaign phase, the players will pair off to play a convergence battle, in which they will each earn either an artefact of power or a command trait. The pairings for that convergence battle will be decided by how many territories the players control (the top two players will battle each other,

then the next two, and so on) in order to ensure a challenging fight for all. The convergence battle at the end of the third campaign phase will also decide which player is the overall winner of the campaign.

STARTING THE CAMPAIGN

To start the campaign, you'll need at least two players and preferably three or more. The more players, the better! Each player will need to have mustered a Warcry warband using the rules below.

MUSTERING WARBANDS

Each player must fill out a warband roster for their warband. A Soroth Kor campaign does not use the standard warband roster. Instead, you can find a specially created warband roster on pages 38-39.

Each player picks 1 faction runemark for their warband and writes it on their roster. They then follow the rules for adding fighters to their warband roster as outlined in the core rules, with the additional rule that the combined points value of the fighters added to their roster cannot exceed 1,000.

At the heart of Soroth Kor, there is a tower. It is a vast and unwholesome thing, taller than the mighty Castle Blackspire, more imposing than the Gore Pits in which so many lives violently ended. No matter where one goes in the strange and ever-changing city, the tower is present – central, dominating, watching. Carven serpents wind their way around the flanks of this spire, atop which sits an iron pantheon star, the bloody light of the Eightpoints casting its eight-pointed shadow long across the city. This is the Heart of Silence, and men call it cursed.

Some believe that the Heart of Silence was once where the true business of governance for Soroth Kor was conducted, whilst others claim that it was a haven erected by the many competing cults that came to fester in the city's shadows. In truth, both these notions likely have some veracity to them. Temple-cloisters and impure fanes fill the inside of the towering structure, and perhaps within answers can be found. Either way, a warband leader who wishes to dominate the city must also dominate the Heart of Silence.

THE CAMPAIGN MASTER

Organising a group of players to meet on a regular basis and play through a campaign together can be like herding wild Raptoryx through the bazaars of Carngrad! Therefore, we recommend that one player in the group be nominated the **Campaign Master**. The Campaign Master is the leader of the gaming group for the duration of the campaign and helps both to organise it and to keep the players motivated.

There is scope for the Campaign Master player to introduce house rules and bespoke campaign events to heighten the drama and create a truly memorable campaign. You will find ideas for the Campaign Master player to incorporate at the end of this section.

SETTING THE SCHEDULE

Before the campaign can begin, the players need to agree on the campaign schedule. A Soroth Kor campaign is separated into the following 3 phases:

- **Phase 1:** Battles for the Outer City
- **Phase 2:** Battles in Narthol-Hor
- **Phase 3:** Battles for the Heart of Silence

If players can meet up and fight at least 1 campaign battle a week, we recommend that each campaign phase last for 1 month. In each campaign phase, players can fight as many campaign battles as they wish.

At the end of each campaign phase is a **convergence week**. During a convergence week, the only campaign battle that can be fought is the corresponding **convergence battle**. The players are ranked from first to last and are then paired off to play a convergence battle. Rules for convergence battles and odd numbers of players can be found on page 30.

A sample campaign schedule that follows these guidelines is shown to the right.

THE CAMPAIGN BEGINS

Once the schedule has been decided, the campaign is ready to begin! The players can now challenge any other players taking part in the campaign to a campaign battle. Over the next few pages, you will find the special rules governing territories as well as the convergence battles.

When fighting a campaign battle that is not a convergence battle, players can use any battleplan they wish. For instance, they could use the standard battleplan cards or follow a Pitched Battle battleplan. Alternatively, the Narrative Battle battleplans on pages 41-46 would make for thematic battles in a Soroth Kor campaign.

PHASE 1: BATTLES FOR THE OUTER CITY

In this phase of the campaign, the warbands explore the poorer easterly quarters of Soroth Kor. To press further, however, they must seize control of the bridges that span the cursed River Scourge.

Weeks 1-3: Players fight as many campaign battles as they wish.

Week 4 – Convergence Week: The Campaign Master ranks the players and announces the match-ups for the convergence battles. This week, the only campaign battle that players fight is their convergence battle.

PHASE 2: BATTLES IN NARTHOL-HOR

Having crossed the Scourge, this phase of the campaign sees the warbands venturing into the long-abandoned industrial complex of Narthol-Hor, seeking glory or treasure amongst its depths.

Weeks 1-3: Players fight as many campaign battles as they wish.

Week 4 – Convergence Week: The Campaign Master ranks the players and announces the match-ups for the convergence battles. This week, the only campaign battle that players fight is their convergence battle.

PHASE 3: BATTLES FOR THE HEART OF SILENCE

In the final phase of the campaign, the warbands converge at the centre of the city, in the shadow of a great tower known as the Heart of Silence. Who will triumph and claim the tower – and its secrets – for their own?

Weeks 1-3: Players fight as many campaign battles as they wish.

Week 4 – Convergence Week: The Campaign Master ranks the players and announces the match-ups for the convergence battles. This week, the only campaign battle that players fight is their convergence battle.

THE CAMPAIGN ENDS

The winner of the campaign is declared. Each player receives a reward and a narrative conclusion to the campaign based on their performance.

TERRITORIES OF SOROTH KOR

One of the primary focuses of a Soroth Kor campaign is the territory that your warband can bring under its control. Not only will you be able to dominate much more territory than in a standard Warcry campaign, the areas of territory will each be of a certain type and you will be able to spend glory points to upgrade them.

As the campaign progresses and your warbands venture deeper into the city, you will gain access to more and more types of territory, and you will also be able to steal territory from your rivals after defeating them in battle.

DOMINATING AND STEALING TERRITORY

In the aftermath sequence of each campaign battle, players can spend 10 glory points to dominate a new area of territory. Each time they do so, the player rolls on the appropriate territory exploration table to see what type of territory their warband has dominated (see Territory Exploration Tables).

In addition, after each campaign battle (but not after a convergence battle or challenge battle), if the winner of the battle earned 3 or more glory points more than their opponent, their warband immediately dominates 1 additional area of territory.

If the loser of the battle has 1 or more areas of dominated territory on their warband roster, this additional area of territory will be taken from them. This is called **stealing territory**.

To determine which area of territory will be stolen, both players roll off. The player who wins the roll-off picks 1 area of territory from the warband roster belonging to the loser of the battle to be stolen by the winner of the battle.

When an area of territory is stolen, any upgrades to that area of territory remain. The area of territory is simply removed from the warband

roster belonging to the loser of the battle and transferred across to the winner's warband roster.

If the loser of the battle does not have any areas of dominated territory to steal, the winner instead dominates a new area of territory and rolls on the appropriate territory exploration table.

In either case, the player can choose to spend glory points to upgrade this additional area of dominated territory straight away.

TERRITORY RULES

The following rules apply to each area of territory dominated by a warband in a Soroth Kor campaign:

Growing Might: *Your warband's fearsome reputation sees new warriors flock to your banner.*

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.

Dominion over Lesser Creatures: *As your might increases, so does your ability to exert your will over wild beasts.*

If your warband is a Chaos, Death or Destruction warband, for each territory dominated by your warband, you can include 1 thrall in your warband when mustering for a campaign battle, to a maximum of 6. 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.

SPECIAL RULES

In addition to the above rules, 1 or more special rules may also apply to each area of territory. These are detailed on the territory exploration tables (pg 27-29).

UPGRADING TERRITORY

Players can spend glory points to upgrade areas of territory that their warband has dominated. The territory exploration tables (pg 27-29) explain how a type of territory can be upgraded and detail any additional rules that will apply once it has been upgraded.

Once a territory has been upgraded, check the upgrade box on your warband roster.

TERRITORY LIMITS

During each phase of the campaign, there is a limit on the number of territories that each player's warband can dominate, as shown below:

CAMPAIGN PHASE	MAXIMUM NUMBER OF TERRITORIES
Phase 1: Battles for the Outer City	5
Phase 2: Battles in Narthol-Hor	10
Phase 3: Battles for the Heart of Silence	15

TERRITORY EXPLORATION TABLES

On the following pages, you will find 3 territory exploration tables for a Soroth Kor campaign. Each table corresponds to a different phase of the campaign.

To roll on a territory exploration table, roll 2D6. You can choose to roll on the table that corresponds to the phase you are in or a table that corresponds to an earlier phase, but you cannot roll on a table that corresponds to a later phase.

2D6	TERRITORY EXPLORATION - PHASE 1	
2-3	HIDDEN CATACOMBS ENTRANCE <i>Your warriors have discovered an entrance into the labyrinth of catacombs beneath the city. If you spend resources to map them out, they could prove invaluable.</i>	You can spend 5 glory points to upgrade this territory. [Upgrade] Mapped: Add 1 to your priority roll.
4-5	RUINED STRONGHOLD <i>The gate of this stronghold was breached long ago, but if you were to rebuild it, it could provide a base from which to launch raids deeper into the city.</i>	You can spend 3 glory points to upgrade this territory. [Upgrade] Fortified: If you are the attacker, at the start of the first hero phase, roll a dice. On a 4+, you gain 1 additional wild dice.
6-8	DESOLATE RUINS <i>This area of Soroth Kor has long been destroyed and sending your warriors to scavenge in the rubble offers few returns. Still, if you were to rebuild this area of the city, it would strengthen your hold upon Soroth Kor.</i>	This territory only increases the points available to spend on fighters when mustering your warband by 25 instead of 50. You can spend 2 glory points to upgrade this territory. [Upgrade] Rebuilt: This territory now increases the points available to spend on fighters when mustering your warband by 50 instead of 25.
9-10	FORGOTTEN SPIRE <i>This lone spire offers a commanding view of the city. It would be a good watchtower from which to keep eyes upon your enemies.</i>	You can spend 3 glory points to upgrade this territory. [Upgrade] Watchtower: If you are the defender, at the start of the first hero phase, roll a dice. On a 4+, you gain 1 additional wild dice.
11-12	SEALED TOMB <i>Arcane wards and eldritch incantations have staved off grave-robbers since the Age of Chaos. If you are to plunder the prize hidden within, you will first need to break its defences.</i>	Once per aftermath sequence, you can spend 3 glory points to attempt to upgrade this territory. If you do so, roll a dice. On a 1-5, the attempt fails. On a 6, the attempt succeeds and the territory is upgraded. [Upgrade] Opened: You immediately receive 1 artefact of power from the artefact of power table (pg 31). Re-roll the result if a fighter on your warband roster already bears that artefact of power. Once this territory has been upgraded, if it is stolen, the fighter that bears the artefact of power does not lose it and the warband that steals this territory does not receive an artefact of power.



2D6	TERRITORY EXPLORATION – PHASE 2	
2-4	ABANDONED FOUNDRY <i>Once, the great production lines of Narthol-Hor produced wonders beyond measure. Some still remain amidst the dark, silent foundries.</i>	You can spend 5 glory points to upgrade this territory. [Upgrade] Manned: You earn D6 glory points at the start of the aftermath sequence.
5-6	SURGICAL COMPLEX <i>The factories of Narthol-Hor were dangerous places in their heyday. Their infirmaries often remain curiously well-stocked.</i>	You can spend 5 glory points to upgrade this territory. [Upgrade] Sawbones: At the end of the aftermath sequence, you can pick 1 fighter from your warband roster and roll a dice for each [permanent] and [temporary] injury that fighter has. On a 4+, the injury being rolled for is removed.
7	EERIE QUARTER <i>Though the city has long been abandoned, these buildings seem not to have aged a day. They would make a fine muster point.</i>	You can spend 3 glory points to upgrade this territory. [Upgrade] Safe House: This territory now increases the points available to spend on fighters when mustering your warband by 75 instead of 50.
8-9	GORE PIT <i>The Gore Pits were gladiatorial arenas constructed to appease the blood-hunger of the city's inhabitants. With the many traps and death-devices concealed within, they would make a fine training ground.</i>	You can spend 5 glory points to upgrade this territory. [Upgrade] Training Ground: Add 1 to the value of abilities used by fighters in your warband (to a maximum of 6).
10-12	STEELWROUGHT SHRINE <i>Amidst the industrial debris of Narthol-Hor stand unwholesome shrines forged from dark metal. While in their presence, you feel a strange aura.</i>	You can spend 5 glory points to upgrade this territory. [Upgrade] Eye of the Gods: During the aftermath sequence, when rolling for destiny levels, add 1 to rolls made for fighters in your warband. Treat rolls of 6+ as 6.



2D6	TERRITORY EXPLORATION – PHASE 3	
2-4	ENTRANCE TO THE DEEP DARK <i>There may be secrets to discover in this chthonic warren of tunnels – provided you return...</i>	Once per aftermath sequence, you can spend 3 glory points to attempt to upgrade this territory. If you do so, pick a fighter from your warband and roll a dice. On a 1-3, the attempt fails and that fighter is immediately removed from your warband roster as if they were slain (no one knows what became of them). On a 4+, the attempt succeeds and the territory is upgraded. [Upgrade] Discovered: You immediately receive 1 artefact of power from the artefact of power table (pg 31). Re-roll the result if a fighter on your warband roster already bears that artefact of power. Once this territory has been upgraded, if it is stolen, the fighter that bears the artefact of power does not lose it and the warband that steals this territory does not receive an artefact of power.
5-6	SILENT MARKETPLACE <i>It was once said that all things could be purchased in the Iron Souk. Many such treasures now lie abandoned in that place, their former owners less than a memory.</i>	You can spend 3 glory points to upgrade this territory. [Upgrade] Treasure Hoard: During the aftermath sequence, you can make 1 additional search roll on a lesser artefacts table.
7	ANCIENT PALACES <i>These were once fine structures inhabited by the city's opulent elite. Claiming them for yourself and returning them to their former glory is a sure symbol of intent.</i>	You can spend 5 glory points to upgrade this territory. [Upgrade] Restored: This territory now increases the points available to spend on fighters when mustering your warband by 100 instead of 50.
8-9	SAGE'S LAIR <i>Is it the same stooped creature you encounter in these run-down shacks or a network of the shadowy figures? Either way, they have much knowledge of the city to share.</i>	You can spend 3 glory points to upgrade this territory. [Upgrade] Imparted Knowledge: For each upgraded territory of this type, you can choose to add 1 to or subtract 1 from future rolls on the territory exploration tables.
10-12	CULTIC SANCTUARY <i>You have discovered an ancient stronghold belonging to one of Soroth Kor's many ruinous cults. There are surely dire secrets to be found here.</i>	You can spend 3 glory points to upgrade this territory. [Upgrade] Explored: This territory counts as 2 territories for the purposes of convergence battles and ending the campaign.



THE AFTERMATH SEQUENCE

After each campaign battle fought as part of a Soroth Kor campaign, the players resolve the aftermath sequence as normal, with the following exceptions:



SERIOUS INJURIES

Use the Critical Injuries rules from the Trial of Champions (pg 50).

ADD AND REMOVE FIGHTERS

When adding fighters, including monsters, thralls, heroes and allies, use the Adding Fighters in Champion Mode rules from the Trial of Champions (pg 49).

SEARCH FOR LESSER ARTEFACTS

Players can choose to roll on their Grand Alliance lesser artefacts table (pg 86-93) instead of the lesser artefacts table in the Core Book.

ADVANCE ON THE CAMPAIGN PROGRESS TRACKER

Players do not advance on the campaign progress tracker (it is missing from the warband roster).

CONVERGENCES

At the end of each campaign phase is a **convergence week**. During a convergence week, no campaign battles can be played except for the corresponding convergence battle.

RANKING THE PLAYERS

At the start of each convergence week, the players need to be ranked from first to last. To do so, count the number of areas of dominated territory each player controls. The player with the most areas of dominated territory is ranked first, the player with the next highest number is second, and so on.

If two or more players control the same number of areas of dominated territory, you will need to use tiebreakers to decide the order of those players. The first tiebreaker is the number of upgraded areas of territory each of those players controls – the higher the number, the higher the ranking. If two or more players are still tied, those players roll off to determine their ranking.

PAIRING OFF

Once the players have been ranked from first to last, they must be paired off. The top two players are paired off, then the next two, and so on through to the two players ranked second to last and last.

Once the players have been paired off, they are to play the corresponding convergence battle against each other. Each convergence battle is only fought once by each warband in the campaign.

THE ODD ONE OUT

If you have an odd number of players in the campaign, the player ranked last in each convergence week will have no opponent against whom to play the convergence battle. This player's warband is referred to as the underdog.

In the first and second convergence weeks, the other warbands consider the underdog to be so unworthy that not only do they ignore them, they allow them to advance deeper into the city completely uncontested! The underdog does not fight the corresponding convergence battle; instead, they immediately receive the spoils. Hopefully this boost will help the underdog reverse their fortunes in the rest of the campaign.

In the final convergence week, the underdog does not fight the convergence battle but still calculates their campaign score. However, it is likely that they have failed in their quest to take the Heart of Silence for their own.

DEPLOYMENT

Each convergence battle in the Soroth Kor campaign has a unique deployment card. These deployment cards use the numbers 1, 2 and 3 instead of the symbols for Dagger, Shield and Hammer, and they have slightly different set-up rules:

When fighting a convergence battle, once the players have split their warbands into the three battle groups, each player secretly notes down which of their battle groups corresponds to which number. The players then roll off and the winner chooses which player will use the red deployment points and which player will use the blue deployment points.

Players then set up their battle groups as normal, starting with the player who won the priority roll (Core Book, pg 37). Each time a battle group is set up, the player reveals which number it corresponds to.

THE SPOILS

After each convergence battle has been played, both players will receive 1 or more spoils as detailed on the battleplan. When a player's warband receives an artefact of power or a command trait, it must be taken from the corresponding table opposite. In a Soroth Kor campaign, artefacts of power and command traits must be rolled for and cannot be picked.

D66	ARTEFACT OF POWER
11-16	Scourge-kissed Weapon: These warped waters grant a deadly edge when applied to a weapon. Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
21-26	Twistcog Compass: This bizarre compass sometimes points to hidden paths. If the bearer is included in your warband, add 1 to your priority roll.
31-33	Otherworldly Eidolon: This strange icon resonates with an eerie, but tangible, power. Once per battle, when the bearer uses an ability, the value of that ability can be changed to 6.
34-36	Armour of the Vanquished: These scavenged armour pieces have been empowered by blood. Add 1 to the Toughness characteristic of the bearer.
41-43	The Infernal Slates: On these tarot cards are painted the faded images of unnerving terrors. When drawn, they seem to offer powerful boons. Once per battle, at the start of a battle round, if the bearer is included in your warband and on the battlefield, you gain 1 additional wild dice.
44-46	Sorrowmasque: Once worn by the keepers of the House of Sorrows, this weeping mask spreads waves of maudlin dread. Subtract 1 from the value of abilities used by enemy fighters (to a minimum of 1) while they are within 6" of the bearer.
51-53	The Black Gavel: This ominous gavel seems to possess some power over mortality. When the bearer is picked to activate, you can remove 1 damage point allocated to them.
54-56	Shard of the Gildengates: The Gildengates once divided the rich district of Soroth Kor from the rest of the city. This golden shard is redolent with warding enchantments. Count 1 critical hit scored from each attack action that targets the bearer as a hit instead.
61-63	Nullstone Dagger: A foe stuck with this blade will feel the chill of the aetheric void rush into them. Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
64-66	Penumbra Familiar: On occasion, a strange shadow-figure can be seen creeping along the walls after this warrior. More than one foe has been suddenly smothered by this gloom-cast apparition. Once per battle, at the end of the bearer's activation, pick a visible enemy fighter within 1" of the bearer. Allocate D6 damage points to that fighter.

D66	COMMAND TRAIT
11-16	Ready for Anything: Circumstances change quickly in Soroth Kor, and intruders do not live long if they cannot react accordingly. Once per battle, the first time this fighter is targeted by an attack action, count each critical hit scored from that attack action as a hit instead.
21-26	Survivalist: This champion will ignore minor injury in order to claim victory. Add 5 to the Wounds characteristic of this fighter.
31-33	Gifted Explorer: Wherever they go, this warrior displays a remarkable ability to track down the goods. If this fighter is included in your warband, you can make 1 additional search roll on a lesser artefacts table during the aftermath sequence of the battle.
34-36	Guided by Whispers: Something calls to this fighter, whispering in the back of their mind. On occasion, it can provide useful foreknowledge. If this fighter is included in your warband, each time this fighter is picked to activate, roll a dice. On a 6, you gain 1 additional wild dice at the start of the next hero phase this battle.
41-43	Pathfinder: This warrior navigates Soroth Kor's winding streets with a relentless haste. Add 1 to the Move characteristic of this fighter.
44-46	Gutter Fighter: There is no room for mercy or honour in this place. Only the most brutal of fighters will win the day. Count 1 hit scored from each attack action made by this fighter that has a Range characteristic of 3 or less as a critical hit instead.
51-53	Delver into Mysteries: The knowledge this fighter has wrenched from this city often serves them well. If this fighter is included in your warband, you begin the battle with 1 additional wild dice.
54-56	Creeping Derangement: This warrior's building mania sometimes explodes as violent fits. Once per battle, this fighter can use the 'Onslaught' ability without needing or using any ability dice.
61-63	Twisted Phoenix: When on the verge of death, this warrior sometimes receives flashes of inspiration that are impossible to resist. Once per battle, if this fighter has 5 or more damage points allocated to them, this fighter can use the 'Rampage' ability without needing or using any ability dice.
64-66	Voidchill: This warrior is cold, always cold. It is as if the touch of the beyond has settled into them, snuffing out hostile magics like a flickering candle. Count each critical hit scored from attack actions that have the Blast runemark (☠) and that target this fighter as a hit instead.

THE FIRST CONVERGENCE: CROSSING THE SCOURGE

No warband seeking to explore Soroth Kor can avoid crossing the River Scourge, the boiling hell-torrent that divides the poor quarters of the east from the rich district in the west. The cloying silence is broken by sudden, running conflicts as rival factions attempt to wrest control of the creaking bridges that span the frothing Scourge. In this battle, the two warbands have encountered one another near a ruined gatehouse that guards access to such a bridge. The victor will secure a valuable crossing point for themselves.

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

See map. Use the deployment rules from page 30.

VICTORY

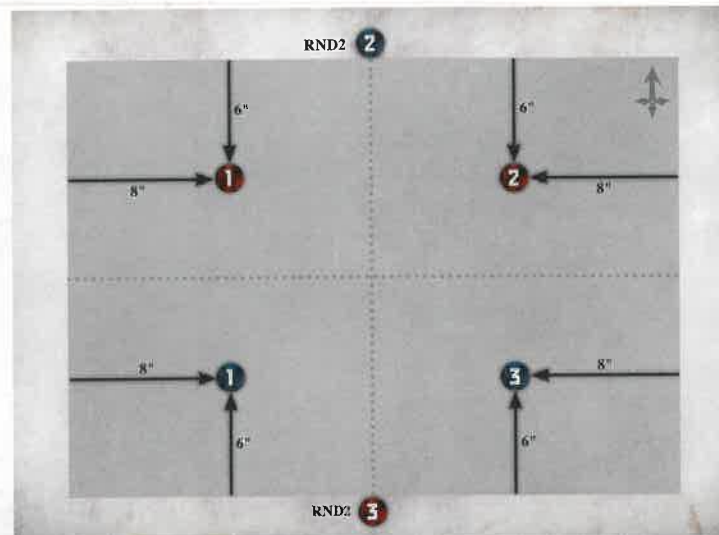
At the end of each battle round, each player adds up the Wounds characteristics of the fighters in their warband that were taken down that battle round. If one player has a lower total, that player scores 3 victory points.

In addition, a player scores 1 victory point when the enemy leader is taken down, and 1 victory point each time all of the fighters in an enemy battle group are taken down.

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

Twist

Eager for the Fight



BATTLEPLAN ABILITIES



[Double] 'Stand Fast and Conserve Your Strength': You can remove D3 damage points allocated to each friendly fighter within 3" of this fighter (roll for each fighter).

[Triple] Grisly Trophy: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. The player controlling this fighter scores 1 victory point.

THE SPOILS

Each player's warband receives an artefact of power (pg 31). Players can now dominate up to 10 areas of territory. In addition, the player who won the battle can dominate the following area of territory:

TERRITORY

BRIDGE OVER THE SCOURGE

Your warband has secured a vital crossing over the River Scourge. By setting up a guard post on a nearby watchtower, you can extract a toll on other warbands who will inevitably seek to cross.

You can spend 3 glory points to upgrade this territory.

[Upgrade] Guard Post: You earn D3 glory points at the start of each aftermath sequence.

THE SECOND CONVERGENCE: THE DREAD ENGINES

The industrial quarter known as Narthol-Hor once forged miracles. As the city slipped into darkness, however, miracles turned into nightmares. Great machines were fashioned in the foundries, machines that scratched at the veil of reality and into the dark beyond. Now these machines are active once more, returned to life by your foes – or something else – and belching forth waves of pulsating madness. You must search the industrial sprawl for the power sources of these Dread Engines and destroy them – but exercise caution, for should you and your rivals linger too long, you will surely succumb to uncontrollable mania.

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

See map. Use the deployment rules from page 30.

VICTORY

Set up 5 objective markers on the battlefield floor as shown on the map.

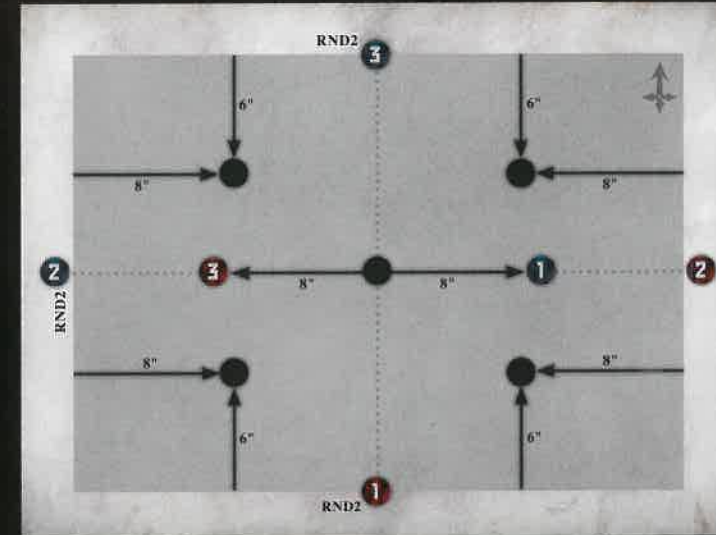
If a fighter is within 3" of any objective at the end of their activation, allocate D3 damage points to them.

At the end of each battle round, each player scores a number of victory points equal to the number of the current battle round for each objective they control.

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

Twist

Bitter Rivals



BATTLEPLAN ABILITIES



[Double] Claim What is Rightfully Yours: At the end of the battle round, this fighter counts as 2 fighters when determining the number of fighters within 3" of an objective.

[Triple] Destroy the Source: A fighter can use this ability only if they are more than 1" from all enemy fighters. Pick 1 objective within 1" of this fighter and roll a dice. On a 4+, remove that objective from play.

THE SPOILS

Each player's warband receives a command trait (pg 31). Players can now dominate up to 15 areas of territory. In addition, the player who won the battle can dominate the following area of territory:

TERRITORY

HALL OF BLACK IRON

The Dread Engines stand amidst grand foundries flanked by other, lesser machines. They could be used to fashion boons for you and your warriors.

You can spend 3 glory points to upgrade this territory.

[Upgrade] Discovered Spoils: Once per aftermath sequence, you can re-roll 1 dice when making a D66 search roll on a lesser artefacts table.

THE FINAL CONVERGENCE: THE HEART OF SILENCE

The Heart of Silence spears the sky like a dark needle, a fitting counterpart to the Delve into which the raging torrent of the Scourge pours. Situated near the city's heart, this place honours the Ruinous Powers; it is crowned by a great icon of the pantheon, and within the tower are shrines and libraries that have lain undisturbed for an age. Perhaps you desire the secrets therein. Perhaps you only wish to prove yourself the strongest. Either way, you are not the only warband making your way to the tower. Others are coming, rivals whom you must deal with personally. But take care, for Soroth Kor is not done with you, and here the city's mind-twisting tricks are most prevalent – and most deadly...

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

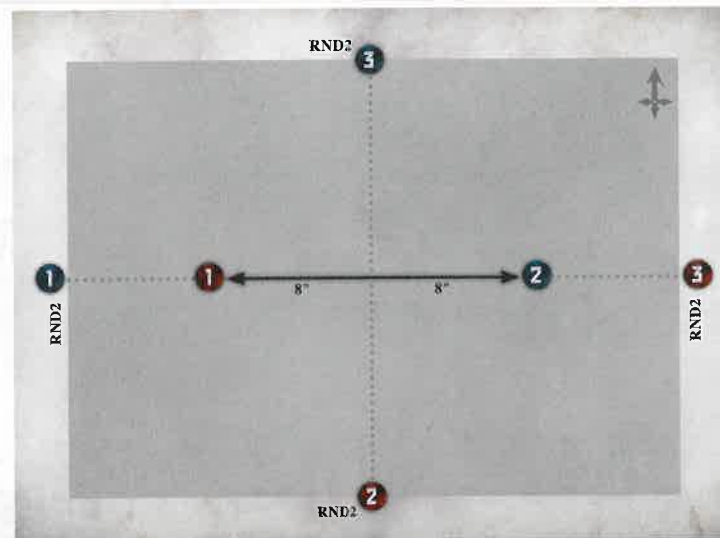
See map. Use the deployment rules from page 30.

VICTORY

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

TWIST

Winds of Fate



BATTLEPLAN ABILITIES

	[Double] Declaration to the Gods: A fighter can use this ability only if they have not made any actions this activation. Each time a fighter is taken down during this fighter's activation, the player controlling this fighter earns 1 additional campaign point (pg 36).
	[Triple] Their Finest Hour: A fighter can use this ability only once per battle and only if it is the fifth battle round or later. This fighter makes a bonus move action. Then, they can make a bonus attack action.

THE SPOILS

The campaign has now ended. Each player calculates their campaign score following the rules on page 36 to determine the outcome of the campaign.

HINTS AND TIPS FOR THE CAMPAIGN MASTER

While you don't need a Campaign Master to run a campaign like this, most veteran players would agree that things run more smoothly if someone is nominated to be one. In addition, having a Campaign Master adds scope for including all manner of house rules that can really enhance your Soroth Kor campaign.

On this page, you will find some general advice for organising the campaign as well as some ideas for incorporating house rules.

ORGANISING THE SCHEDULE

If possible, the Campaign Master should schedule a time and place where all players can meet up to play their games against one another. It might not be the same time and place every week, and it might not always include every player in the campaign, but the more often everyone can be involved, the better! After all, there's nothing quite like hearing the cries of woe and glee from neighbouring tables while you are playing, and it really helps everyone get into the spirit of the campaign.

When it comes to the convergence week, this doesn't have to last for a whole week. Instead, all of the players could meet up to play their convergence battles in one sitting and then immediately start the next phase of the campaign afterwards. You'll notice that the convergence battleplans in a Soroth Kor campaign do not have fixed terrain. This means that if your gaming group has a shared pool of terrain, you will all still be able to fight your convergence battles simultaneously.

If you have time, you could organise for a game or two to be played immediately before the convergence, allowing for some last-minute skirmishes as players attempt to reach the top of the pile ready for their important convergence battles.

CREATING A NEWSLETTER

If your gaming group meets up a bit more sporadically, with games being played whenever two players can find the time, a great way to unify the campaign is to produce a weekly newsletter that details the games played. We recommend keeping it as short as possible (no longer than a single page). You could include all manner of things from accounts of closely fought battles to obituaries of fighters that were slain that week – maybe even a 'notice board' where players could challenge others to battle and call out their rivals.

RUNNING MULTIPLAYER BATTLES

If you are running regular campaign evenings, you might find at times that you have an odd number of players. Multiplayer campaign battles make sure that no one is left out. You could use the Triumph & Treachery Pit Fight rules found earlier in this book (pg 10-15) or the Triumph & Treachery rules in the Core Book (pg 57-61). For the latter, we recommend using the glory points table found in the Triumph & Treachery Pit Fight rules (pg 14).

ADDING SPECIAL EVENTS

If you want to keep excitement levels high, why not incorporate 'special events' in your campaign? Special events come in all shapes and sizes, but they usually involve adding 1 or more house rules to the campaign battles for a certain amount of time.

For example, one of our favourites is to nominate a suitable prize (perhaps a rare area of territory or a [Perishable] lesser artefact) and say that whoever earns the most glory points over a set period of time will receive it. You could come up with a narrative to frame this – maybe treasure hunters have found a path to a previously unexplored area of the city, and now the warbands are locked in a bitter struggle to bring this new area under their control.

Another type of special event we enjoy is adding extra twist cards to be in play for a set period of time. For example, in one week of the campaign, a flock of Raptoryx could have descended upon the city. For that week, players fighting campaign battles must also draw the Rampaging Beasts twist card in addition to any others and must set up Raptoryx as the chaotic beasts.

You could also consider bringing weather effects into play, with each phase of the campaign representing a different season. For example, Phase 1 of the campaign could be set during a terrible winter, where players have to roll a dice before each campaign battle. On a 4+, players must also draw the Blizzard twist card in addition to any others.

When coming up with special events like this, it is fine to get a bit carried away, but you should try to avoid ones that unfairly penalise one player more than the others (unless that player is far in the lead and you wish to rein them back in!)

Lastly, if you're putting together a weekly newsletter, this is an excellent place to let players know about any new events that are happening during the campaign.

ENDING THE CAMPAIGN WITH A BANG!

When it comes to the end of the campaign, organising a night of frantic gaming that concludes with the final convergence can be a great way to give the campaign a memorable send-off. Another idea is to include an awards ceremony. For example, you could have an award for the best painted warband or the most sporting opponent, with players voting for their favourites in each category. Extra awards like these would mean that players unlikely to take the top spots in the campaign would still have a chance of receiving unique rewards.

ENDING THE CAMPAIGN

After the final convergence battle has been fought, the players must calculate their campaign scores. To do so, each player consults the table below, adding up the campaign points they have received to get their campaign score. These factors are all cumulative.

EARN CAMPAIGN POINTS	
Each area of dominated territory on your warband roster	3 campaign points (6 campaign points if it is an upgraded Cultic Sanctuary (pg 29))
Each area of dominated territory on your warband roster that has been upgraded	1 campaign point (2 campaign points if it is an upgraded Cultic Sanctuary (pg 29))
Won your final convergence battle	10 campaign points
Declaration to the Gods (pg 34)	1+ campaign points

Once all players have calculated their campaign score, the players are ranked from first to last. The player with the highest score is first, the player with the next highest score is second, and so on.

If two or more players have the same campaign score, you will need to use tiebreakers to decide the order of those players. The first tiebreaker is the number of unspent glory points each of those players has – the higher the number, the higher the ranking. If two or more players are still tied, those players roll off to determine their ranking.

The player ranked first is declared the overall winner of the campaign, but all players will receive a reward for participating. The top 3 players will receive a unique reward, while players ranked fourth or lower will receive a shared reward. On the next page, you will find all the campaign outcomes and the rewards each player receives.

CONTINUING THE STORY

Once the campaign has ended, players can continue to fight Soroth Kor campaign battles against each other if they wish. If they do so, they can still only fight campaign battles against other players who took part in the campaign.

Alternatively, players can choose to embark on a standard campaign quest with their warband, following the rules for choosing a new campaign quest in the Core Book (pg 70).

If players wish to start a new campaign quest with their warband in champion mode (pg 48-51), the warband is considered to have completed their previous quest in champion mode.



FIRST – THE LORD OF THE SPIRE

You have done it. The Heart of Silence is yours. As your warriors drape your banners from the windows and celebrate your glorious victory, you make your way up to the highest chamber in the tower. Inside, you find an oddity – a scale model of the entire city, surrounded by scrolls covered in scrawled diagrams and mystical calculations. Several points on the model are daubed with runes, as if they were the lynchpins of some grand equation...

ARTEFACT OF POWER

Aetherfold Puzzle-cube: *Sitting beside the scrolls is a golden puzzle-box marked with reptilian glyphs. As you twist and manipulate the cube, sections of the city model itself begin to realign. Perhaps it works outside these walls, too...*

If the bearer is included in your warband, when setting up a campaign battle (including convergences), after determining which player will use the red deployment points and which player will use the blue deployment points but before setting up any fighters, you can choose two of your deployment points to switch positions with each other (for example, you could choose your Dagger deployment point and your Shield deployment point to have their positions switched).

SECOND – THE DARK DIVINER

You are not supposed to be in here. But a crack in the tower wall alerted you to a hidden cloister, and so you forced your way in, entering a small, twelve-sided room. The walls are covered in strange murals depicting a contorted mass that looms over twisted spires and devours men whole. They look a lot like the spires of the city itself...

ARTEFACT OF POWER

The Lurid Dodecarite: *Upon an altar in the centre of the chamber stands a twelve-sided crystal that pulses with an inner light. As you grasp it, you feel the air itself writhe with reality-warping potential.*

Once per battle, the bearer can use this artefact as a bonus action. If they do so, remove the bearer from the battlefield and then immediately set them up anywhere on the battlefield more than 5" from all enemy fighters.

THIRD – THE GILDED KNIGHT

You may not have managed to take the spire, but you are determined not to leave with nothing. Smashing your way through a door whose runes of warding have long gone cold, you find yourself confronted by a veritable mother lode of treasure – clearly some sort of gold. Whether you value wealth for wealth's sake or intend to use it to manipulate others, the only question now is how much you can carry before you are spotted.

ARTEFACT OF POWER

Key to the Vault: *Some warriors fight for greed, others to safeguard valuable artefacts. Either way, yours are sure to redouble their efforts to defend the stockpile you have recovered.*

If the bearer is included in your warband and was taken down this battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters that have a Range characteristic of 3 or less.

FOURTH AND BELOW – THE SILENT MASSES

Though you have failed to claim the tower, all not is lost. You content yourself with exploring the dark shrines close to its base. Old blood cakes the walls and floor: the remnants of ancient excesses. You may not have triumphed, but there are treasures to be found amidst these ruins nonetheless.

ARTEFACT OF POWER

Blackshard Kris: *It is said that these daggers were once used in an effort to rend the veil of worlds. Imagine what they will do to mere flesh.*

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

SOROTH KOR WARBAND ROSTER

WARBAND NAME		GLORY POINTS
WARBAND ORIGIN	PLAYER NAME	

[illegible]

MONSTER

FIGHTER NAME	FIGHTER TYPE	DESTINY LEVELS
		  

HEROES AND ALLIES

FIGHTER NAME	FIGHTER TYPE	ARTEFACTS	DESTINY LEVELS
			☀ ☀ ☀
			☀ ☀ ☀
			☀ ☀ ☀

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

[illegible]

NARRATIVE BATTLES

Narrative Battles use preset battleplans designed to give players an exhilarating battle to play through. In this section, you'll find 6 Narrative Battle battleplans, each one with a wildly different dynamic. Perhaps your warband will be caught in a deadly ambush, or maybe you'll have to stop the enemy enacting a powerful ritual. These battleplans are suitable for both one-off and campaign battles.

SETTING UP A NARRATIVE BATTLE

To set up a Narrative Battle between two players, follow the core rules for setting up a battle as normal, but instead of drawing a battleplan card, the player who won the priority roll rolls on the table opposite to determine which battleplan is used.

Each battleplan explains the terrain, deployment, victory and twist rules in play. In addition, each battleplan has a unique **battleplan ability** that is only available to fighters when playing that battleplan. The 'Desperate Scavengers' battleplan also has an additional rule if it is being played as a campaign battle.

D6	NARRATIVE BATTLE
1	Blood War
2	Desperate Scavengers
3	Marked for Death
4	Ambush from the Shadows
5	Storm the Encampment
6	The Arcane Ritual



BLOOD WAR

Animosity between your two warbands has erupted into violence. Over the past few weeks, there have been skirmishes across the border between your territories, with both sides suffering casualties. If hostilities are left to escalate, you and your rivals will be drawn into a long and brutal turf war. Eager not to see this conflict become a war of attrition, both sides send forth their warriors to crush the other once and for all – or at least scare them off with a shocking display of violence.

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

See map.

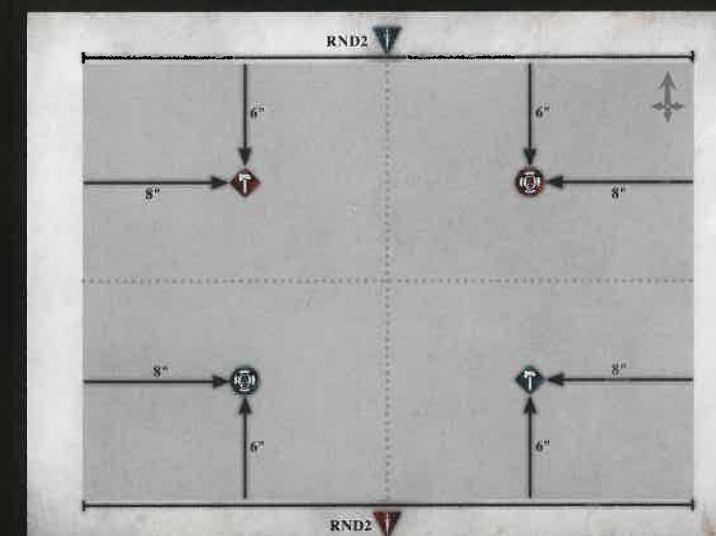
VICTORY

At the end of each battle round, each player adds up the Wounds characteristics of the enemy fighters that were taken down that battle round. This is the player's **blood tally**. If one player has a higher blood tally, that player scores 1 victory point.

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

TWIST

Draw a twist card as normal.



BATTLEPLAN ABILITY

[Triple] Trophy Hunter: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. The player controlling this fighter adds the value of this ability to their blood tally for this battle round.



DESPERATE SCAVENGERS

Your scouts have reported a valuable find amidst the ruins nearby; however, you are not the only warband that seeks this treasure trove. You must act swiftly, show no mercy or hesitation, and stop these rival scavengers from taking what is rightfully yours.

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

See map.

VICTORY

Starting with the player who won the priority roll, players take it in turns to place 1 treasure token on the battlefield until 4 treasure tokens have been placed. Each treasure token must be placed in a quarter of the battlefield that does not already contain any treasure tokens, more than 4" from the battlefield edge and more than 4" from all other quarters. The player who won the priority roll then places a fifth treasure token within 1" horizontally of the centre of the battlefield.

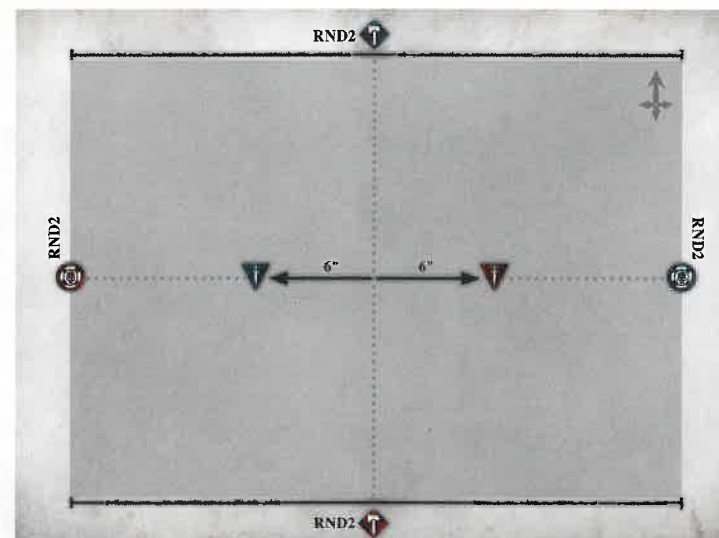
The battle ends after 4 battle rounds. When the battle ends, the player with the most fighters in their warband carrying treasure wins the battle.

TWIST

Draw a twist card as normal.

CAMPAIGN BATTLE

If this battle is a campaign battle, each player earns 1 additional glory point for each fighter in their warband that is carrying treasure at the end of the battle.



BATTLEPLAN ABILITY

[Double] Steal the Loot: A fighter can use this ability only if they are not carrying treasure. If an enemy fighter carrying treasure within 1" of this fighter is taken down by the next attack action made by this fighter this activation, that treasure is not dropped. Instead, this fighter is now carrying that treasure.



MARKED FOR DEATH

There are many reasons why a warrior might be marked for death in the lands of the Bloodwind Spoil. It might be because they are a powerful leader, or perhaps someone is seeking revenge for past transgressions. The Talons of Carngrad might even have placed a bounty on their head. No matter the reason, they must fight to survive.

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

The players roll off and the winner chooses who is the attacker and who is the defender. The attacker uses the red deployment points and the defender uses the blue deployment points (see map).

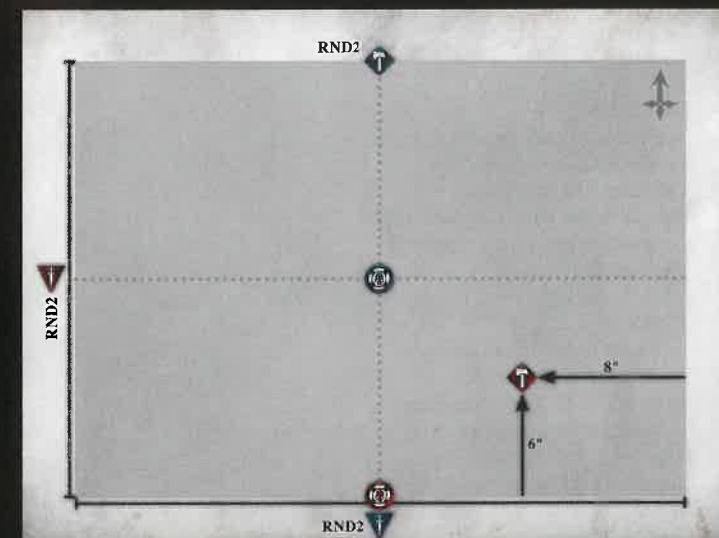
VICTORY

The defender picks 1 fighter in their Shield to be the **death-marked fighter**. This fighter cannot have the **Gargantuan** runemark (G). If there are no eligible fighters in their Shield, the defender must instead set up 1 fighter from their Dagger or Hammer within 3" of the deployment point for their Shield and pick that fighter to be the death-marked fighter.

If the death-marked fighter is taken down, or if at the end of a battle round, the death-marked fighter is within 4" of the battlefield edge, the attacker wins the battle. Otherwise, at the end of the fourth battle round, the battle ends and the defender wins the battle.

TWIST

Draw 3 twist cards; the attacker picks 1 of them to be in play.



BATTLEPLAN ABILITY

[Double] Keep Your Head Down: Only the death-marked fighter can use this ability and only while they are within 1" of an obstacle. Until the end of the battle round, or until they make a move action, this fighter cannot be targeted by attack actions made by or abilities used by enemy fighters that are more than 5" away.



AMBUSH FROM THE SHADOWS

In one of the countless ruined settlements scattered throughout the Bloodwind Spoil, a warband finds themselves ambushed by their rivals. As the enemy closes in on all sides, a desperate race for survival ensues. The attackers must act quickly while they have the upper hand or risk losing their quarry.

TERRAIN

Draw a terrain card as normal.

DEPLOYMENT

The players roll off and the winner chooses who is the attacker and who is the defender. The attacker uses the red deployment points and the defender uses the blue deployment points (see map).

VICTORY

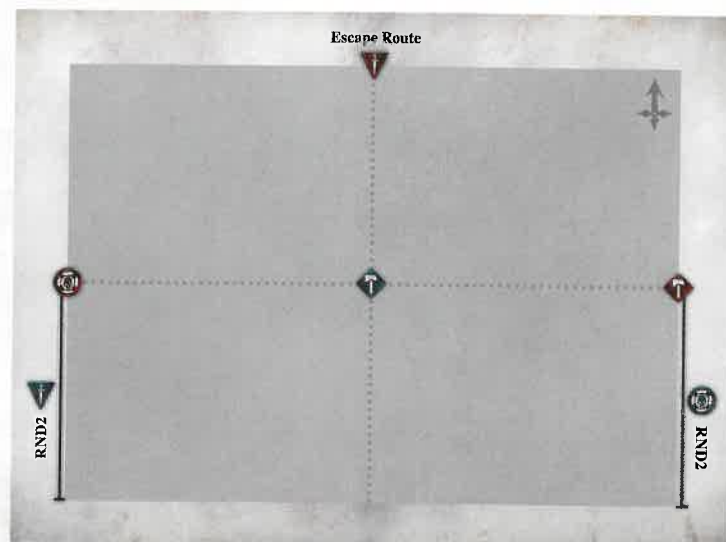
Fighters from the defender's warband that are within 1" of the battlefield edge marked Escape Route (see map) can use an action to escape. When a fighter escapes, remove that fighter from the battlefield but do not count them as being taken down.

The defender scores 2 victory points each time a fighter from their warband escapes. The attacker scores 1 victory point each time a fighter from the defender's warband is taken down.

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

TWIST

Draw 3 twist cards; the attacker picks 1 of them to be in play.



BATTLEPLAN ABILITY

[Double] **Make Haste:** A fighter can use this ability only if it is the second battle round. This fighter makes a bonus move action of up to a number of inches equal to the value of this ability.



STORM THE ENCAMPMENT

Scouts from one warband have discovered the location of their rivals' base. Acting quickly, they muster the rest of the warband, ready to strike the heart of the enemy and make off with anything of value. The lonely defenders must protect their valuables until reinforcements can be brought to bear.

TERRAIN

Before drawing any terrain cards, the players roll off and the winner chooses who is the attacker and who is the defender. Then draw 3 terrain cards; the defender picks 1 of them to be in play.

Next, the defender can place 1 additional terrain feature anywhere on the battlefield floor or wholly on a platform, more than 6" from all red deployment points. This terrain feature must be no more than 8" in length and 8" in width (it can be any height).

Lastly, the defender can place up to D3 pieces of deadly terrain anywhere on the battlefield floor or wholly on a platform, more than 6" from each other and all red deployment points. Each piece of deadly terrain cannot be larger than 5" in length, 1" in width and 3" in height.

DEPLOYMENT

The attacker uses the red deployment points and the defender uses the blue deployment points (see map).

VICTORY

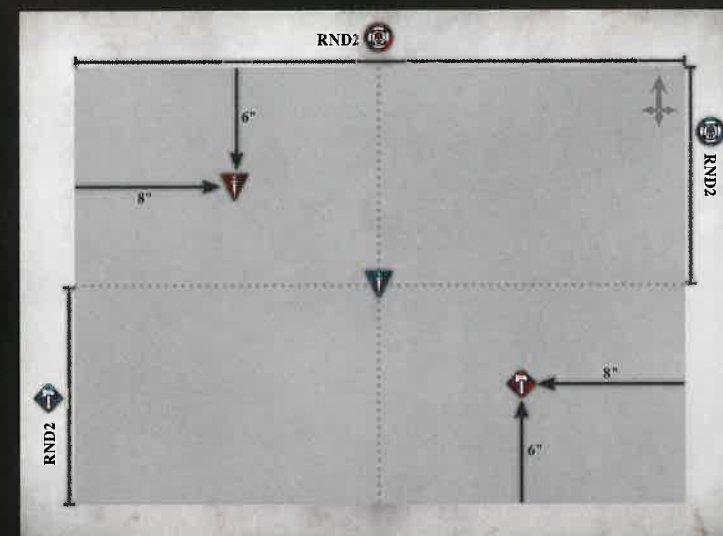
The defender places 3 treasure tokens on the battlefield, each within 6" horizontally of the centre of the battlefield and more than 1" from all other treasure tokens.

During the battle, fighters in the defender's warband cannot carry treasure.

The battle ends after 4 battle rounds. When the battle ends, if 2 or more fighters in the attacker's warband are carrying treasure, the attacker wins the battle. Otherwise, the defender wins the battle.

TWIST

Draw 3 twist cards; the attacker picks 1 of them to be in play.



BATTLEPLAN ABILITY

[Double] **Burn to the Ground:** Only a fighter in the attacker's warband can use this ability. Pick a terrain feature within 1" of this fighter and roll a number of dice equal to the value of this ability. If the combined score of the dice rolled is 6 or more, that terrain feature is set on fire. Terrain features that are set on fire become deadly terrain until the end of the battle.



THE ARCANES RITUAL

Sites of eldritch energy and places of power are often sought out by the warbands that roam the Bloodwind Spoil. One warband has found such a site and is preparing to perform a powerful ritual upon it. A rival warband races in, determined to stop their enemies at all costs!

TERRAIN

Before drawing any terrain cards, the players roll off and the winner chooses who is the attacker and who is the defender. Then draw 3 terrain cards; the defender picks 1 of them to be in play.

Next, the defender can place 1 additional terrain feature anywhere on the battlefield floor or wholly on a platform, more than 6" from all red deployment points. This terrain feature must be no more than 8" in length and 8" in width (it can be any height).

Lastly, the defender can place up to D3 pieces of deadly terrain anywhere on the battlefield floor or wholly on a platform, more than 6" from each other and all red deployment points. Each piece of deadly terrain cannot be larger than 5" in length, 1" in width and 3" in height.

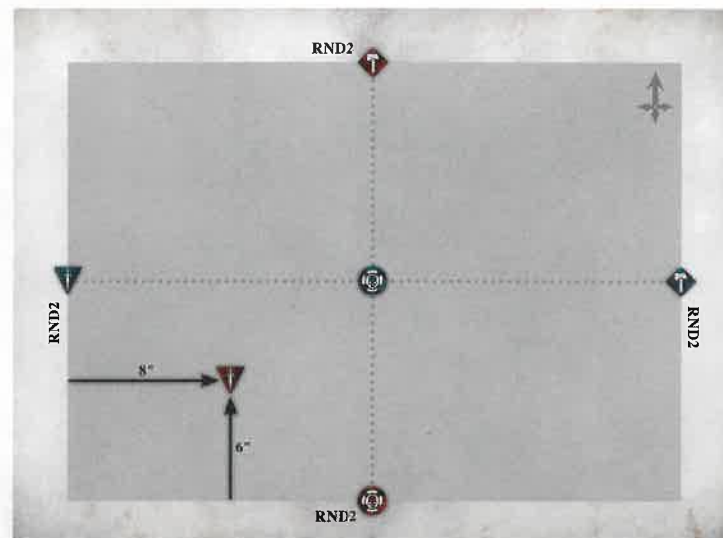
DEPLOYMENT

The attacker uses the red deployment points and the defender uses the blue deployment points (see map).

VICTORY

The defender sets up 3 objective markers anywhere on the battlefield floor or on a platform, more than 6" from all other objective markers and more than 6" from the battlefield edge. The defender then nominates 1 of the objectives to be the **ritual site** and the other 2 objectives to be **arcane repositories**.

At the end of each battle round, if the defender controls the ritual site, they score D6 victory points. If the defender controls the ritual site, they also score D3 victory points for each arcane repository they control. For each objective controlled by the attacker, the defender loses D3 victory points.



BATTLEPLAN ABILITY

[Double] Trash the Repository: A fighter can use this ability only if there are no enemy fighters within 6" of them. Pick 1 arcane repository within 1" of this fighter that is controlled by the player controlling this fighter. Remove that arcane repository from the battlefield. Neither player controls that objective for the rest of the battle.

Designer's Note: Remember, players gain control of objectives at the end of the battle round. This means that a fighter cannot use this ability on an arcane repository until the player has first gained control of that objective at the end of a battle round.

At the end of a battle round, after calculating victory points, if the defender has 18 or more victory points, the defender wins the battle. Otherwise, at the end of the fourth battle round, if the defender has fewer than 18 victory points, the battle ends and the attacker wins the battle.

TWIST

Draw 3 twist cards; the defender picks 1 of them to be in play.



TRIAL OF CHAMPIONS

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

Battles across the Eightpoints are brutal and deadly affairs, and with the following rules in play, they're about to become a whole lot deadlier. This section contains additional rules that you can apply to any of your Warcry campaigns in order to play in **champion mode**.

Designer's Note: If you have already been playing Warcry in the champion mode offered in the Tome of Champions 2019, the rules included here are an update that you can start using straight away.

INTRODUCTION

Champion mode increases the difficulty of any Warcry campaign with additional rules that add a new layer of grit and realism to your campaign, including lasting injuries, the ability to explore your

dominated territories and limited resources for recruiting new fighters. Playing in champion mode is an individual choice, and a warband playing in champion mode can fight a campaign battle against one that is not playing in champion mode.



The following rules are used in champion mode:

EMBARKING ON A CAMPAIGN IN CHAMPION MODE

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

If your warband has already completed a campaign quest and you have decided to begin another, you can choose for the new campaign quest to be in champion mode. If you do so, and the previous campaign quest was not in champion mode, you must remove fighters from your warband roster until the combined points value of the fighters does not exceed 1,000. If the previous



campaign quest was completed in champion mode, your warband can embark on a new campaign quest in champion mode without making any changes to the fighters on the warband roster.

ADDING FIGHTERS IN CHAMPION MODE

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

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

This applies when adding heroes or allies but does not apply when adding a monster or thralls. Rules for adding monsters, heroes or allies

to a warband roster can be found in *Sentinels of Order*, *Agents of Chaos*, *Bringers of Death* or *Harbingers of Destruction*, while rules for adding thralls can be found in the Core Book (pg 49).

EXPLORING TERRITORY

In champion mode, you are able to explore your areas of dominated territory to discover their secrets.

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

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

CRITICAL INJURIES

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

INJURIES

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

it in the Artefacts section on the fighter's row).

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

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

The leader of your warband can only sustain **[temporary]** injuries. If your leader sustains an injury, do not roll a dice to see if the injury is **[permanent]** or **[temporary]**.

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

THE REWARDS OF CHAMPIONS

In champion mode, when searching for lesser artefacts – be that on the lesser artefacts table in the Core Book or one of the tables on pages 88-95 – there is a chance you will find a **champion reward**.

If the search roll made was a double (excluding a double 1), your warband receives a champion reward in addition to the lesser artefact received from the table. Each time you roll a double as a search roll, consult the table below to see which champion reward you receive.

These rewards are **[Instant]**, meaning their effects are resolved immediately.

DOUBLE	CHAMPION REWARDS	
22	UR-GOLD INGOT <i>This shining golden ingot is suffused with ancient – some would say near-divine – power.</i>	[Instant] : You earn D6 glory points.
33	WANDERING SAWBONES <i>This cackling surgeon offers to tend to one of your warriors – though his skill remains to be proven.</i>	[Instant] : Pick 1 fighter from your warband roster. Roll a dice for each [permanent] and [temporary] injury that fighter has. On a 4+, the injury being rolled for is removed.
44	ANCIENT MAP FRAGMENT <i>Though thoroughly worn by the ravages of time, this map fragment may still lead to treasures and glories beyond imagining.</i>	[Instant] : Pick 1 of your areas of dominated territory with the 'Nothing of Note' rule. Roll for a new rule for that territory on the territory exploration table. Treat a roll of 11-36 as 'Old Ruins'. If you have no territories with the 'Nothing of Note' rule, you instead earn 5 glory points.
55	LIFESTONE <i>The rejuvenating magic that emanates from this stone can heal even the most crippling of wounds.</i>	[Instant] : Pick 1 fighter from your warband roster. Remove all [permanent] and [temporary] injuries from that fighter.
66	ASTRAL COMPASS <i>Potent artefacts of Azyr, these sorcerous dials are often attuned to the ancient Stormvaults that dot the Eightpoints.</i>	[Instant] : Pick 1 of your areas of dominated territory with the 'Nothing of Note' rule. That territory now has the 'Hidden Stormvault' rule. If you have no territories with the 'Nothing of Note' rule, you instead earn 10 glory points.



Blazing Lord



Brazen Champion



Immolator

FATED QUESTS

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

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

PATHS OPEN TO ANY WHO DARE

The fated quests in this book do not have a faction runemark. Instead, you can choose 1 faction runemark for your warband and that warband can embark upon one of these fated quests.

The fated quests in this book use the territory rules opposite.

TERRAIN CARDS

The terrain maps for the fated quests in this book use scenery models from *Warcry: Catacombs*.

If you do not have the scenery models from *Warcry: Catacombs* but you do have scenery models from either a Ravaged Lands terrain set or the older *Warcry Starter Set*, the player controlling the Adversary warband can choose one of the terrain cards from that set to use instead.



FATED QUEST TERRITORY RULES

Dominate Territory: *As the power of a warband grows, so too does the extent of the territory to which it can lay claim.*

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

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 a Chaos, Death or Destruction warband, for each territory dominated by your warband, you can include 1 thrall in your warband when mustering for a campaign battle.

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 might reveal themselves to possess a shred of honour – albeit only if it benefits them to show it. In the corrupted lands of the Eightpoints, it is a warrior's deeds alone that define them and 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**.

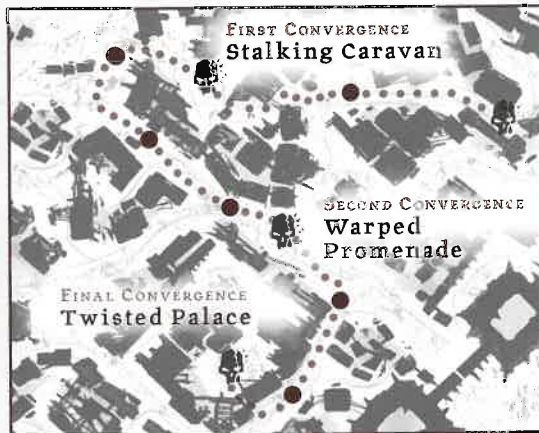
EXALTED COMMAND TRAITS

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, it must be given to your leader, and it replaces any existing command trait that they might have.

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



THE MARCH OF MONSTERS



Among the delights once enjoyed by the wealthy of Soroth Kor was a grand menagerie housed in the city's richest quarter. But when Chaos came to the Bloodwind Spoil, these creatures were not spared its mutative caress. Now they stalk the shattered palaces and ruined plazas, driven by an endless hunger for slaughter.

From his seat in Castle Blackspear, Lord Harkoth has placed a sizeable bounty upon the Mutalith Vortex Beast known as the Formless One. This monster has been spotted near the Carngrad Claim, and there is no telling the havoc it could wreak if left unchecked. Perhaps you wish to claim this reward, or maybe you would rather ensure that the beast bedevils your rivals. Whatever the case, you must travel to the Haunt of Monsters and track it down – before others do the same.

D3	ARTEFACT OF POWER
1	Things-catcher: Employed by the beastmasters of the Clans Moulder, this wicked implement can subdue even the mightiest of monsters. If the bearer is included in your warband, you automatically pass bestial intellect rolls when you activate a chaotic beast within 6" of the bearer.
2	The Howling Blade: This blade lets out an unholy screeching as it slices through the air, stripping foes of the will to fight. Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target the bearer.
3	Impaling Plate: This spike-covered suit of armour punishes any who incautiously dare too close. Each time an enemy fighter finishes a move action within 1" of the bearer, that enemy fighter suffers impact damage.

D3	COMMAND TRAIT
1	Thorough: This warrior always ensures their enemies are dead before moving on. Add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with 1 or more damage points allocated to them.
2	Prime Tracker: The moment this warrior has their prey in sight, they explode into ferocious action. Add 2 to the Move characteristic of this fighter if there are enemy fighters within 6" of this fighter at the start of that move action.
3	Veteran of the Wilds: This warrior is quite at home in even the most inhospitable lands. This fighter is not affected by rules on twist cards with the Environment runemark (☛) that affect fighters.

FIRST CONVERGENCE: INTO THE LAIR

Under a bloody sky, your warband has made its way to the Haunt of Monsters. This is the stalking ground of tainted beasts, every ruined tower or shattered cage now a deathtrap. You might be able to gain clues on where the Mutalith is headed by searching the area, but another warband is already here with similar intent. Beat them to the punch while repelling the creatures that lurk in the gloom.

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



SECOND CONVERGENCE: THE FOLLY OF MAN

This promenade was once no doubt a grand affair. Now it roils with the power of mutation – a sure sign of the Formless One's presence. The ground is treacherous here, the flagstones reduced to cloying fleshy masses complete with grasping maws and lashing tentacles. Still, by following this path, you will likely near your prey – a notion reinforced by the enemy warband that now attempts to block your passage.

BATTLEPLAN
Terrain: See map.
Deployment: Frontal Assault
Victory: Raze
Twist: Winds of Fate



FINAL CONVERGENCE: PREY

Your journey has brought you to the ruin of some grand palatial structure, now twisted and defiled by warping energies. The Formless One must surely lurk within. Another warband has beaten you here, but they are not alone – one of the great titans that stalks the ruined menagerie has been drawn here too, perhaps sensing the impending carnage. Slaughter the leader of the rival warband to break the will of their followers.

BATTLEPLAN
Terrain: See map.
Deployment: Draw a deployment card as normal.
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 their leader falls, spitted upon your blades, the surviving elements of the enemy warband wisely elect to flee rather than stand before your wrath. The great beast is a slightly more fearsome proposition, but eventually it too falls back into the shadows with a frustrated growl – to seek softer prey elsewhere, no doubt. As the whistling of hot winds and the howls of distant monsters replace the sounds of battle, only a single challenge remains before you. You must decide what to do about the Formless One: slay it and claim your reward or drive it towards your rivals.

The former option is simple in principle, though perhaps not in practice. It will take a will of iron to stand before the beast in its own lair, not to mention to resist the waves of mutagenic energies that emanate from it. You have been proven in battle many times over, but it would still be the most trying – if most glorious – fight of your life. With that said, you are bound by no oaths to pursue Harkoth's demands. Furthermore, the beast has not transgressed against you personally – the same cannot be said of those who have settled in the Carngrad Claim and now seek to conquer the city in its entirety. A quick search of the area reveals abandoned casks of magmalt ale in the darkness of a nearby ruin, likely the remnant of some former failed expedition. You could use these to fuel an inferno and drive the beast towards the dishonourable warriors of Harkoth. What will you choose, mighty champion?

HONOUR
If you choose Honour, turn to page 70 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 72 to see the outcome and claim your reward.

THE DOLEFUL CHORUS



In the midst of what was Soroth Kor's northern poor quarter stands the Screaming Tower, an ancient, crumbling structure capped by a colossal brass bell. A fell aura surrounds this place, and on the coldest nights, the sound of this maudlin tocsin disturbs the typical silence that hangs over much of the city. Its dolorous chimes drive men to madness and murder, and now the bell is tolling all the more regularly and terribly.

Within earshot of these hideous rings, flesh and even spirit-essence wither as a wave of desolation spreads through the streets. Most avoid the Screaming Tower – and for good reason – but someone must find out the truth behind it all. Should you dare, perhaps you can discover the means to end the curse – or, if you are so inclined, to turn it to your advantage...

D3	ARTEFACT OF POWER
1	Amulet of Reflection: This enchanted bauble can turn a foe's strength against them. Each time the bearer makes an attack action, you can change the Strength characteristic of that attack action to equal the Strength characteristic of a weapon on the fighter card of an enemy fighter within 6" of the bearer.
2	Amulet of Agony Shared: The wearer of this crimson gemstone can impart a measure of their pain onto a nearby, unfortunate soul. Each time the bearer is targeted by an attack action, after that attack action has been resolved, pick 1 enemy fighter within 1" of the bearer. That enemy fighter suffers impact damage.
3	Ironskin Amulet: When this treasure is held against flesh, the wearer becomes near impervious to attack. Add 1 to the Toughness characteristic of the bearer.

D3	COMMAND TRAIT
1	Always Wary: This warrior is always on the lookout for attacks from unexpected quarters. Subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target this fighter made by enemy fighters that are more than 3" away.
2	Desolator: None can hide from this champion's annihilating wrath. Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
3	Bane of Evil: This warrior is well versed in fighting some of the foulest beings in all the realms. Add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter that target an enemy fighter with a Wounds characteristic of 20 or more.

FIRST CONVERGENCE: NEEDS MUST

If you are going to travel to the Screaming Tower, you must first make preparations. The barter-clans that hold the Iron Souk possess many magical trinkets and charms that reduce the effects of the cursed bell; these treasures are not cheap, but there are always others willing to pay. You chance upon just such a warband roaming the streets, the element of surprise yours. Strip them of their treasures.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Steal the Prize

The Aspirant warband is the attacker.

Twist: Eager for the Fight



SECOND CONVERGENCE: A BRIDGE TOO FAR

The Bridge of Black Glass spans the River Scourge and is the most direct way into the northern poor quarter. Eerily lifelike statues crafted from the vitrified sands of the Bloodwind Spoil stand watch along the bridge, each depicted in a moment of triumph or agony. Another warband is here, seeking to fortify the entrance to the bridge and deny you passage. There is no time to waste – you must break this blockade.

BATTLEPLAN
Terrain: See map.

Deployment: Show of Strength

Victory: The Gauntlet

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: THE STROKE OF RUIN

As you near the Screaming Tower, the tolling of the infernal bell begins once more. Even armed with your stolen artefacts, you can feel yourself weakening, as if the hand of desiccation itself has reached out and claimed you. Before long, the ominous silhouette is in sight; however, others have been drawn by the sound, though their will is frail. One such maddened warband comes at you screaming red murder. Drive them back!

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.



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 Screaming Tower is undoubtedly a sinister place. Even as you head inside, the dimensions feel somehow 'off'. What should be short distances take considerable time to cover; similarly, flights of rickety and spiralling stairs are ascended in the veritable blink of an eye. It is as if the tower exists somewhat outside the flow of conventional reality, even by the standards of the Eightpoints. You had expected to encounter guards or lurking assassins, but none immediately present themselves. Things scurry and skitter in the darkness, and you cannot shake the feeling that you are being watched – nor the creeping sense of weakness that intensifies with every step.

At last, you reach the top of the tower. Up here, the wind howls and rages, assailing you with claws of ice. Soroth Kor extends below you, though you must gaze upon it through a haze of wincing pain. Your warding amulets are strained to their limits as they resist the baleful magic that charges the air; the evil seems to stem from the bell itself, its brass surface pitted and implanted with glowing chunks of warpstone. If you marshal your might, you may still be able to cast it to the earth below, or you could attempt to prise free some of the glowing realmstone and take it for your own, leaving the district to its dire fate.

HONOUR

If you choose Honour, turn to page 70 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 72 to see the outcome and claim your reward.

THE MEASURE OF A BLADE



No single master can hope to rule Soroth Kor for long. The city resists every attempt to impose an external will upon it, swallowing those who would arrogantly claim rulership of its carcass. Would-be kings swiftly descend into barbarism, seeking to prove their dominion – fleeting as it is – through displays of escalating violence.

Llanshor of the Silvered Blade, a champion of the Dark Prince, has recently claimed one of the great Gore Pits of the city as his territory. The fell aura that fills Soroth Kor has thoroughly unhinged the already demented champion, and now every night the air rings to the sound of his grisly ceremonies of torment. Worse, Llanshor's followers have begun to stalk you through the winding streets, no doubt intending to deliver you to a similar fate. It is time he was dealt with. Permanently.

D3	ARTEFACT OF POWER
1	Dagger of Sacrifice: <i>This blade grants power to those who feed its predatory hungers.</i> Until the end of the battle, each time an enemy fighter is taken down by an attack action made by the bearer, add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
2	Cloak of Conquest: <i>One who wears this cloak is filled with the urge to bstride new lands and grind them beneath their heel.</i> Add 1 to the Move characteristic of the bearer.
3	Shard of the Dark: <i>None know whence this strange bauble came. That said, those who wear it seem to be granted powers most unnatural.</i> Add 5 to the Wounds characteristic of the bearer.

D3	COMMAND TRAIT
1	Ironclad Defence: <i>This warrior's guard is almost impossible to break.</i> Count 1 critical hit scored from each attack action that targets this fighter as a hit instead.
2	You Dare Strike Me?: <i>This champion takes attacks against them very personally indeed.</i> Add 2 to the Attacks characteristic of attack actions made by this fighter that target an enemy fighter who has targeted them with an attack action this battle round.
3	Sucker Punch: <i>This warrior revels in the overwhelming surprise attack.</i> If this fighter has made a move action this activation, add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter.

FIRST CONVERGENCE: LOOKING FOR ME?

Llanshor demands that the strongest captives be sacrificed to his god – the greater the warriors he torments unto death, the stronger his claim to mastery will seem. However, in their eagerness to subdue you, his servants have been lured into a trap. The ambushers will become the ambushed as you slip into the streets surrounding the Gore Pits. Show them the price of meddling with your affairs.

BATTLEPLAN
Terrain: See map.

Deployment: Defiant Stand
The Aspirant warband uses the red deployment points.

Victory: Cut Off the Head

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: A BLOODY PRICE

It is not only devotees of the Dark Prince who serve Llanshor. As the champion's madness and violent authority increases, more supplicants are bound to his banner – willingly or otherwise. In this, there is opportunity. One such warband has agreed to help smuggle you into the Gore Pit over which the champion presides, but only if you slay a rival group that has long haunted this area of the city. Go now – make it so.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: No Mercy

Twist: Battle Frenzy



FINAL CONVERGENCE: JUST DESERTS

You have managed to infiltrate Llanshor's bloody citadel. Now it is time to deal with the champion himself. Rather than confront Llanshor directly, however, you have a better plan. The underworks of the Gore Pit are a minor city in themselves; throngs of gladiators once lived here, but now they are used to hold the champion's prisoners. If you can free these incarcerated souls, it may start an avalanche that even Llanshor cannot withstand.

BATTLEPLAN
Terrain: See map.

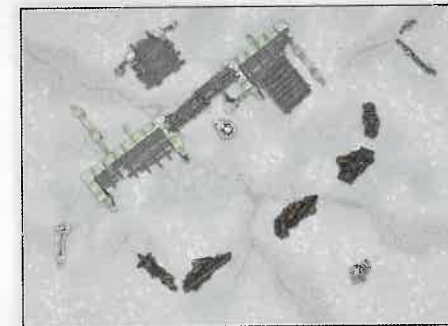
Deployment: Frontal Assault.

The Aspirant warband uses the red deployment points.

Victory: Seize Territory

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**.

Just as you planned, the many slaves and prisoners formerly doomed to perish upon Llanshor's altars are not slow to claim their vengeance. A stampede soon rages through the underworks of the Gore Pit, a tide of wild-eyed mortals desperate to strike back at their captors. Many fall before the blades of Llanshor's chosen, but quantity has its own strengths, and as the servants of Slaanesh are dragged to the ground and trampled, their weapons are taken up by the escapees. What started out as a panic soon becomes a battle proper, a grand sacrifice to feed the silent hunger of Soroth Kor.

Before long, the prisoners manage to spill upwards through the caverns and catacombs of the grisly amphitheatre, fighting their way out to the arena floor where Llanshor has established his heinous temple. You, however, have not deigned to join them. Instead, you have made your way to the mechanism control centres of the Gore Pit. From these upper boxes, the former controllers of the arena would have operated the gates – and the many deadly traps built into the arena's structure. In his self-absorbed mania, Llanshor has thoroughly neglected to dismantle these mechanisms. You could take the honourable route and open up those great gates, allowing the liberated prisoners to spill into the city. Alternatively, you could choose to bring those traps to life once more...

HONOUR

If you choose Honour, turn to page 70 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 72 to see the outcome and claim your reward.

A PRIZE WROUGHT IN IRON



It was once said that everything under the light of Hysh could be found in the Iron Souk of Soroth Kor, from the organs of outlandish monsters to celestial gemstones mined from the heart of fallen comets. But time changes all things. The Iron Souk is still a place where great treasures can be found, but danger lurks there too, whether from rival warbands or the degenerate mutants who stalk the ruined streets.

As you quest through Soroth Kor, you discover a crown with twin settings for some manner of gemstone. Mounted in one of the settings is a strange opal-like stone threaded with fine red-gold veins. The Iron Souk is as fine a place as any to begin your search for the second, but take caution that you do not become the latest corpse from which the crown is looted.

D3	ARTEFACT OF POWER
1	Judgement Dirk: This blade seeks the hearts of the mightiest rivals and foes with unerring accuracy. Add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 20 or more.
2	The Father's Eye: Though known only by a simple, vague descriptor, this gelatinous and staring remnant reveals much that is hidden. If the bearer is included in your warband, in the hero phase of the first battle round, you roll 7 initiative dice instead of 6.
3	Mysterious Poisons: These exotic poison vials have lain undisturbed for many years. Perfect for treating your weapons with... Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	COMMAND TRAIT
1	A Lust for Gold: This warrior is remarkably adept at discovering useful treasure amongst the detritus of civilisation. If this fighter is included in your warband, you can make 1 additional search roll on a lesser artefacts table during the aftermath sequence of the battle.
2	Dirty Fighter: Always keep an extra blade ready, just in case – that is this fighter's motto. Once per battle, at the end of this fighter's activation, you can pick a visible enemy fighter within 1" of this fighter. Allocate D6 damage points to that fighter.
3	Watch the Skies: This warrior seeks guidance in the hellscape that writhes above the Eightpoints. If this fighter is included in your warband, you begin the battle with 1 additional wild dice.

FIRST CONVERGENCE: A TIDY PROFIT

You have yet to find any clues to lead you to the second stone, but your trip has not been fruitless. The treasures of ages are strewn throughout the Iron Souk, having been abandoned in ancient days or dropped from the corpses of recently slain warriors. These magical trinkets and realmstone artefacts are worth acquiring for yourself, especially since another warband is already prowling around with similar intent.

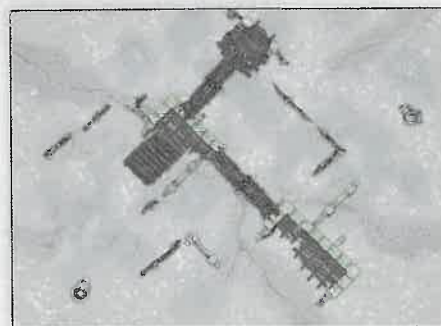
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Realmstone Hunt

Twist: Favourable Position

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



SECOND CONVERGENCE: STAKING A CLAIM

The Iron Souk is a vast expanse, and many warbands have vanished amidst its shadowed and blood-streaked bazaars. Still, some have managed to erect temporary encampments there, bases from which to strike out and search for greater treasures. It is conceivable that one may have the knowledge you seek. In the Eightpoints, respect is won only at the edge of a blade – obliterate the camp and rip from the survivors their secrets.

BATTLEPLAN
Terrain: See map.

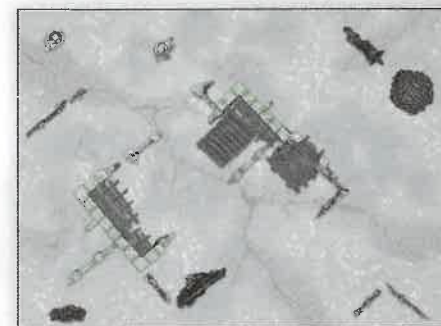
Deployment:
Defiant Stand

The Aspirant warband uses the red deployment points.

Victory: The Raid

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: THE BLOOD PRICE

Finally, you have a lead on the second stone, or at least something that sounds very much like it. The relic can be found in the ruins of an ancient counting house, having been discarded by most in favour of grander treasures. Still, this will not remain the case for long – sure enough, as you make your way to the ruins in question, you find another warband skulking about, accompanied by a spiteful daemonic imp. There is no time to waste: crush them!

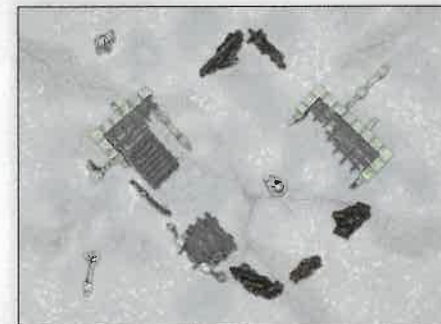
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: No Mercy

Twist: Sinister Bargain

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



CAMPAIGN OUTCOME

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

The prize is within your grasp. All your enemies lie broken before you, the perils of the Iron Souk overcome – for now. All that remains is to claim the second stone and discover the true power of the crown. Such is your intent even as the winged imp crawls forth and prostrates itself before you. The Fury is weakened but not yet destroyed, and it has an intriguing tale to tell. In a rasping voice, it tells of the daemon king H'theriax, Speaker of a Thousand Dread Truths, banished centuries ago in a duel with the imp's own patron. The gods punished H'theriax for its defeat, but should the daemon's twelve artefacts – of which the crown is one – be remade in full, it would once more return. Were that to be the case, both mortal and immortal should tremble.

Daemons lie. All know this. It is highly likely that the imp merely wishes the stone's power for itself, given that it implores you to hand over the treasure so it can be destroyed. Besides, you cannot shake a feeling at the back of your mind that the crown wants you to ignore the Fury's urgings and continue down your path. Think of the glory that could be yours were you to restore it to power. Still, if the Fury's words are even partially true, then the honourable course would be to dispose of the stone. Will you pick the path of selfless caution or of war-hungry action?

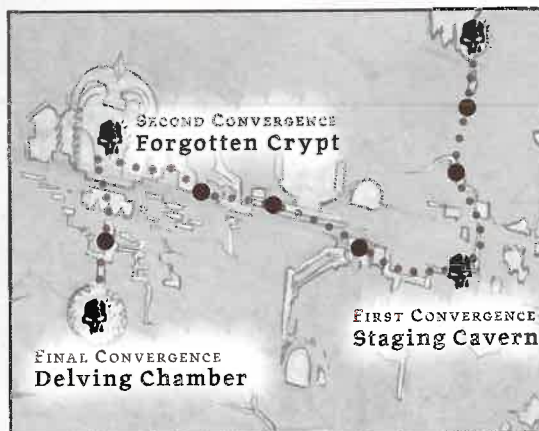
HONOUR

If you choose Honour, turn to page 70 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 72 to see the outcome and claim your reward.

FIRES OF WRATH



Narthol-Hor stands astride a tributary of the River Scourge that cuts through the southern half of the city. Once it was an industrial district modelled in the Chamonic fashion, owing to Soroeth Kor's relative proximity to the Mercurial Gate. Now it stands silent, undone by the taint of Chaos, its furnaces cold and its waterwheels devoured by the hellish fury of the Scourge.

But disturbing rumours have reached you of sinister dealings far beneath the factories and smelting chimneys, in chambers lit by the glowing lava that surges beneath the realmcrust. That such should occur in an area that no doubt contains many treasures of the ancients sparks unease in all who hear of it. It's time to descend into the tumultuous caverns and assess matters for yourself.

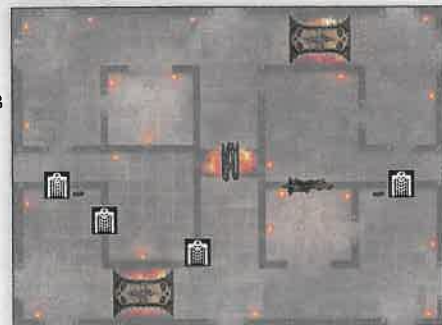
D3	ARTEFACT OF POWER
1	Helm of Delving: The lambent crystals set into this mask reveal the most cunningly hidden secrets. If the bearer is included in your warband, you begin the battle with 1 additional wild dice.
2	Ascension Apparatus: These mechanical relics make scaling even the most intimidating buildings relatively straightforward. Do not count the first 3" of vertical distance moved when the bearer is climbing.
3	The Pernicious Pick: This mining tool was once enchanted to split rock with ease. What it does to skulls is best left unconsidered... Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	COMMAND TRAIT
1	Going for Broke: This warrior adopts an all-or-nothing fighting style when in battle. If this fighter has made an attack action this activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter.
2	Highly Dexterous: This warrior is surprisingly difficult to knock off balance. This fighter automatically passes any falling tests. In addition, this fighter does not suffer impact damage from falling.
3	Knock Knock: No gate or barricade can halt this determined warrior. Once per battle, this fighter can move through 1 obstacle when making a move action, as long as they have sufficient movement to pass completely through the obstacle.

FIRST CONVERGENCE: GETTING YOUR BEARINGS

The underworks of Narthol-Hor are a veritable labyrinth, chamber leading into chamber seemingly without end. You require a proper staging area from which to plan further excursions. Eventually, you locate a suitable cavern, albeit one held by another warband, though you do not know whether they are mere opportunists or posted guards. Take this place from them anyway.

BATTLEPLAN
Terrain: See map.
Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35). The Aspirant warband uses the blue deployment points.
Victory: Take by Force
The Aspirant warband is the attacker.
Twist: Draw a twist card as normal.



SECOND CONVERGENCE: A HELPING HAND

As you descend into the caverns beneath Narthol-Hor, distant, rumbling explosions reach your ears. The irregular blasting has driven a clan of troglodytic mutant-spawn out from hiding. However, instead of immediately attacking you, they are willing to make a deal. Should you recover certain relics of their people stolen by other treasure hunters, they will lead you deeper below the surface. Admittedly, these relics may not be entirely safe...

BATTLEPLAN
Terrain: See map.

Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: Cursed Relics

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: BLOWING YOUR TOP

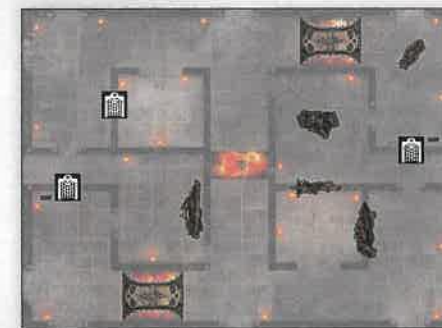
Their treasures returned, the mutants lead you down into the volcanic caverns that run beneath the River Scourge. You are soon confronted by a scene of industry: warriors and sellswords are overseeing the extraction of the mineral wealth beneath Narthol-Hor, and, from the looks of it, intend to use it as an ingredient in explosive blastpowder kegs. While their motives are unclear, the threat they pose is not. You must disrupt these efforts swiftly.

BATTLEPLAN
Terrain: See map.

Deployment: Generate a deployment card from Table A (Warcry: Catacombs, pg 34-35).

Victory: Vital Territory

Twist: Warning Calls



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**.

When presented with the edge of your blade, the leader of the sellswords is quickly convinced to speak. Though they do not reveal the identity of their sponsor – likely because they themselves do not know – it soon becomes apparent that there are factions within Lord Harkoth's court at Castle Blackspire who wish to explore the Deep Dark, the ominous void that lies far below even these caverns. Through harvesting the wealth of Narthol-Hor, much progress has been made. If the furnaces and foundries of the industrial district can be successfully lit and turned to the will of these expeditionaries, it is surely only a matter of time until this place of endless darkness is breached.

On the face of it, this is not an immediate concern of yours. If you are so inclined, it could even be an opportunity to curry favour with members of Harkoth's court and earn a glorious reputation – or, at the very least, to have some of the Chaotic potentates in your debt. Still, you have seen enough in your travels across the Bloodwind Spoil to know that some things are best left undisturbed. If this mission is allowed to continue unimpeded, who knows what catastrophes might follow? To put a halt to these efforts altogether might be beyond even you at present, but you could at least dispose of the blastpowder kegs in this cavern. It is up to you to decide: will you serve the good of all, or will you chase personal glory?

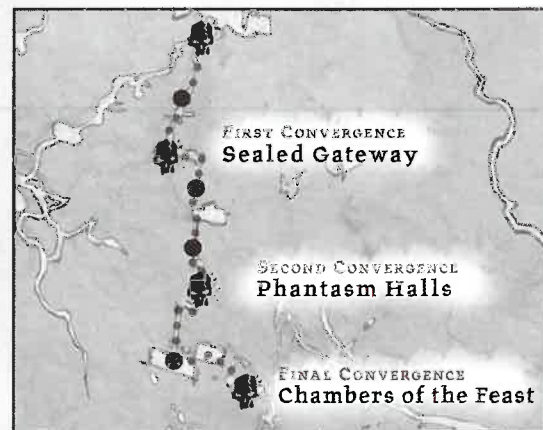
HONOUR

If you choose Honour, turn to page 71 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 73 to see the outcome and claim your reward.

THE MAUDLIN HOUSE



Your thoughts have been disturbed as of late. Sinister shadows creep in your peripheral vision, and as you slaughter your foes, you swear you can hear lilting laughter teasing on the edge of perception. More than that, you have heard of newcomers travelling to Soroth Kor from across the Bloodwind Spoil. They come not to raid the Iron Souk nor expand the Carngrad Claim; instead, these vagrants head along the streets towards a singular location: the House of Sorrows, a gloomy and grave-cold mausoleum in the south-east of the city.

It is time to get to the bottom of this. The House of Sorrows is a foreboding place, but that must not stop you. Travel into its haunted depths and discover its secrets, before whatever evil gathers here claims you too.

D3	ARTEFACT OF POWER
1	Shroud of Wisps: <i>The wisps that cling to this cloak angrily swarm approaching foes.</i> Enemy fighters that finish a move action within 3" of the bearer suffer impact damage.
2	Shadeglass Shiv: <i>Regardless of how this sinister relic came to be at the House of Sorrows, its lethality is undeniable.</i> Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
3	Mask of Mourning: <i>To look into the eyes of this sombre false face is to be seized by true despair.</i> Once per battle, the bearer can use this artefact as a bonus action. If they do so, pick a visible enemy fighter within 3" of the bearer and roll a dice. On a 4+, that fighter cannot activate this battle round.

D3	COMMAND TRAIT
1	Eidolon of Horror: <i>To witness this warrior is to be overcome by a potent sense of dread.</i> Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target this fighter.
2	Walker in Shadow: <i>One must watch the darkness closely, for from the deepest shadows does this champion launch their attacks.</i> Once per battle, the first time this fighter finishes a move action within 1" of an enemy fighter, this fighter can immediately make a bonus attack action.
3	Pitiless: <i>This warrior knows nothing of mercy or restraint.</i> Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

FIRST CONVERGENCE: THE DEEPER DARKNESS

The House of Sorrows was once a place of mourning, a quiet testament to the natural end of all things. But even in the Age of Myth, Nagash was a greedy god, and so steps were taken to seal off the mausoleum's catacombs, lest he overstepped his boundaries. To open the gates that lead deeper into the House, you must find a series of levers, as well as fight off warbands who seek to plunder the crypt of its relics.

BATTLEPLAN
Terrain: See map.

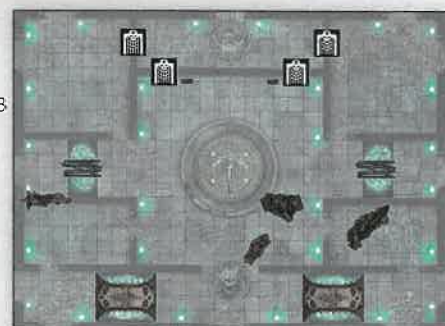
Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: Breakout

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: KILLING ECHOES

Thick fog gathers as you proceed deeper into the House of Sorrows. Witchlight fills the air, and you can make out other figures staggering into the shadows. Part of you wishes to join them, but you force yourself to resist the strange urge. No sooner have you entered another series of halls than a low moan echoes around you, and menacing phantasms emerge from the walls with blades drawn. Do not let them claim your head!

BATTLEPLAN
Terrain: See map.

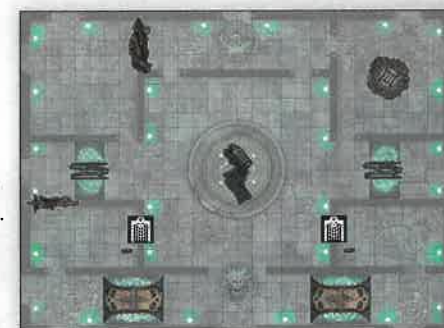
Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: Annihilation

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: THE GATES OF THE SOUL

Your quest has brought you to another series of gates deep within the House of Sorrows. Most are open, welcoming the wandering souls drawn towards them, but one set remains closed. This gateway is guarded by a rival warband, their eyes alight with a baleflame glow. As you approach, their heads snap towards you with an uncanny synchronicity. It seems that some force wishes to pit you against them. Show that you are not to be trifled with.

BATTLEPLAN
Terrain: See map.

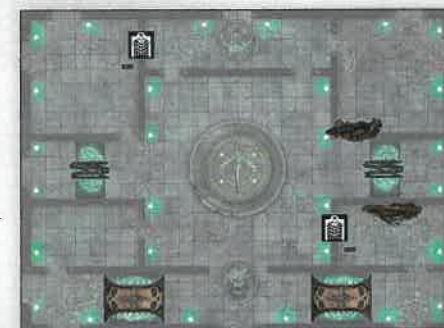
Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: Take by Force

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**.

As you pass beyond the now-opened gates, the stench of blood fills the air. At first, you think it belongs solely to your defeated foes, but as you press down the hall, it is hard to be sure. Graven busts of a pale-faced and sombre woman, perhaps some ancient interpretation of the God of the Dead, appraise you from the walls, their cold marble eyes bearing the weight of judgement. A chill mist fills the air, rising as spectral shapes manifest around you. Before long, you are confronted by a cohort of seven gheists, their wraith-like forms clad in the regalia of lords and ladies mixed with the apparel of the torturer. You prepare yourself for battle, but such is not to be the case.

In a dolorous, unified voice, the spirits accuse you of interrupting the Feast of Souls. This ceremony, conducted when Lunaghash waxes strongest in distant Shyish, has long been practised in this place – a way to both empower the spirits and keep them quiescent. The living are drawn from across the land by the siren song of the dead, but you have proven irritatingly able to resist the call. With that said, the Masters of the House are not unkindly – or so they claim. Join them for the feast, and they swear you will be permitted to leave. Perhaps they will even grant you a worthy token in return for your pledge to stay far away. The honourable thing to do, of course, would be to put an end to this vile practice, but how much do you value the other lost souls drawn here compared to your own glory?

HONOUR

If you choose Honour, turn to page 71 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 73 to see the outcome and claim your reward.

THE COST OF AVARICE



Gaining entry into the Grand Library of Soroth Kor had been simple enough, though the winding halls and irregular, age-worn shelves stacked with the knowledge of ages had quite undone your sense of place. Desiring some profit from your journey, you plucked a battered grimoire from one of the shelves, intending to trade it in the Carngrad Claim. Instead, you and your warband suddenly found yourselves teleported somewhere far beyond the confines of the Silent City.

Now you need to find a way out of this sinister maze, but that may be easier said than done. Nothing here feels quite as it should, and the grimoire appears to have taken on a mind of its own, cackling nonsensical rhymes while proving immune to your blades. You must find a way to escape, before your sanity unravels...

D3	ARTEFACT OF POWER
1	Brimstone Imp: <i>This tiny candle-creature seems rather attached to you and occasionally grants your strikes a flaming edge.</i> Add 2 to the damage points allocated by the first critical hit from attack actions made by the bearer this activation that have a Range characteristic of 3 or less.
2	Wand of Whimsy: <i>This bone-carved wand is particularly attuned to the flow of wild magic.</i> Once per battle, when the bearer uses an ability, the value of that ability can be changed to 6.
3	Staff of Abandon: <i>One struck by this staff soon realises that up is down, left is right, and that all reason should be forgotten in favour of madness.</i> If an attack action made by the bearer that has a Range characteristic of 3 or less scores any critical hits, roll a dice. On a 6, the target fighter cannot activate this battle round.

D3	COMMAND TRAIT
1	Warped Imaginings: <i>This warrior displays occasional flashes of true brilliance amidst a growing sense of mania.</i> Once per battle, this fighter can use the 'Inspiring Presence' ability without needing or using any ability dice and without needing the Leader runemark (★).
2	Unpredictable Fighter: <i>The techniques employed in battle by this champion are entirely of their own devising and near impossible to anticipate.</i> If this fighter is included in your warband, you begin the battle with 1 additional wild dice.
3	Cackling Lunatic: <i>If this warrior unnerves their allies, imagine how their foes must feel...</i> At the start of each hero phase, if this fighter is within 3" of the leader of an enemy warband, the player controlling that warband does not receive any wild dice.

FIRST CONVERGENCE: MIRRORS OF MURDER

The incessant braying of the grimoire is driving you to distraction, and the illusions that assail you as you make your way down the halls are not helping matters. Eventually, you discover a chamber of mirror-portals that seem to lead out from the maze – but a rival warband is here too, and they would rather you were trapped indefinitely. You must battle through them to seize control of the portals.

BATTLEPLAN
Terrain: See map.

Deployment: Generate a deployment card from Table A (Warcry: Catacombs, pg 34-35).

Victory: Take by Force

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: AN OPPORTUNISTIC APPROACH

What sorcery is this? For a time you were free, but now reality has twisted and seen you deposited back in the unearthly maze. The book cackles and squeals in delight, but it also offers a reprieve: bloody murder might secure your freedom. You are not sure you enjoy taking orders from a crazed daemon-artefact, but it might not be your choice to make – another warband has tracked you, clearly of the same mindset. Avoid their murderous blades.

BATTLEPLAN
Terrain: See map.

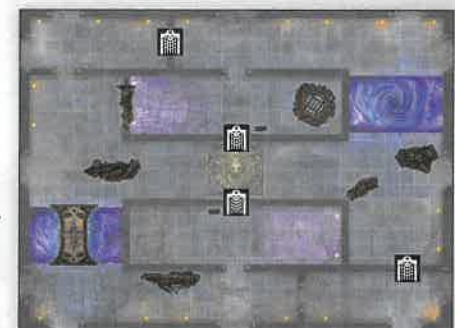
Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: Annihilation

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: LOCK AND KEY

Before long, you find yourself once more transported to the maze; this time, however, you are prepared. Having searched for lore, you learnt of the enchanted swords found within the maze that have the power to unmake the cursed grimoire. The book seems most agitated by this discovery, but there is a catch: the weapons are locked inside a mirrored gallery and another warband has the key. Hunt them down and find the last piece of this puzzle.

BATTLEPLAN
Terrain: See map.

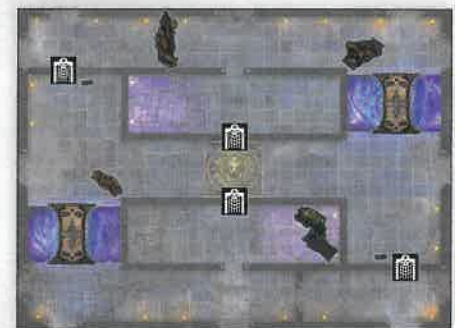
Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: The True 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 last of the foes flees along the winding corridors of the labyrinth, judging that an eternity of wandering lost is better than facing your wrath. You could hunt them down, but there are more important things to consider right now. With the key in your possession, you locate the door to the mirrored gallery, unlock it and head inside. You soon chance upon an elegant blade that looks suitable. Placing the book upon the mirror-polished floor, you draw the blade back in preparation to strike, aiming squarely for the heart of the cursed tome.

It is only then that the book makes one last effort to reason with you. Across the faded vellum of its pages, eyes lit cerulean and violet open and stare at you, some imploring, some mocking, many both at once. You have run a good race, the book says, but now the race is over, and it has no desire to be unmade by hands so crude as your own. It will open up a portal back to the material realm for you to pass through, and it will even remain at your side both as a gesture of good faith and to grant you access to its baleful powers. There is great glory to be won, if only you do something for it: shatter all of the swords in this chamber save the one you hold, so that the grimoire's unnatural kin may not be destroyed so easily. It is a tempting offer, but then again, the more moral course of action would be to end the book's malign influence here and now. How much are such things worth to you?

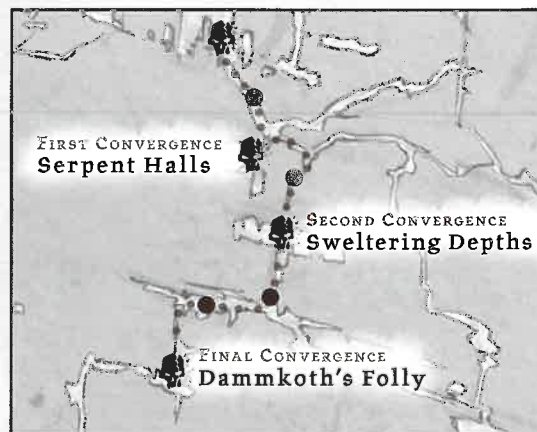
HONOUR

If you choose Honour, turn to page 71 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 73 to see the outcome and claim your reward.

THE COILS TIGHTEN



Soroth Kor once played host to a great many fraternities that were frowned upon in the wider Mortal Realms. Indeed, it was through their increasingly depraved acts that the Dark Gods first slipped into the city. One such cult worshipped the Coiling Ones, serpentine daemons who claimed descent from the godbeast Nagendra. During the Age of Chaos, this faith grew particularly strong, and entire subterranean temples were carved out beneath the Heart of Silence at the city's core.

You have heard tell, as of late, that the temples are occupied once more. A crazed priest-lord known as Dammkoth Zyr has resolved to summon forth the Coiling Ones – and worse, he may have succeeded. This warrants investigation. Travel to the catacombs beneath the Heart of Silence and see what is amiss.

D3	ARTEFACT OF POWER
1	Adder's Mail: <i>This armoured suit allows for near silent movement, enabling cunning stealth attacks.</i> Once per battle, the first time the bearer finishes a move action within 1" of an enemy fighter, the bearer can immediately make a bonus attack action.
2	Cultic Writings: <i>These once belonged to another of Soroth Kor's cults and offer surprising insight when consulted at the right moment.</i> If the bearer is included in your warband, you begin the battle with 1 additional wild dice.
3	The Fangs of Faelon: <i>These envenomed blades are all that remains of the aelven assassin Faelon after he attempted to slay a hulking ogor Tyrant.</i> Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	COMMAND TRAIT
1	Serpent Swift: <i>This warrior strikes as suddenly as an uncoiling viper.</i> Once per battle, during their activation, this fighter can make a bonus move action.
2	Immunised: <i>Over the years, so many have tried to poison this warrior that they have developed quite the resistance to such toxins.</i> Count 1 critical hit scored from each attack action that targets this fighter as a hit instead.
3	Go for the Eyes: <i>This warrior knows exactly where to strike for the greatest effect.</i> Count 1 hit scored from each attack action made by this fighter that has a Range characteristic of 3 or less as a critical hit instead.

FIRST CONVERGENCE: A WORTHY OFFERING

The caverns below the Heart of Silence are vast, festooned with images of coiled serpents. Dammkoth's flock is not yet large enough to guard all such passages, and so he must employ the services of hired blades. These warriors can be turned for the right price, but you will need to find suitable valuable 'incentives' within the catacombs to do so – before other loot seekers claim them.

BATTLEPLAN
Terrain: See map.

Deployment: Generate a deployment card from Table A (Warcry: Catacombs, pg 34-35).

Victory: Treasure Hoard

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: A NEST OF SERPENTS

The deeper you descend into the caverns, the more punishing the atmosphere becomes – a sweltering, tropical heat that no doubt appeals to beasts of a serpentine nature. Making your way through the echoing halls, you feel yourself succumbing to the climate when you hear a zealous war cry. An ambush! Dammkoth expects company. As his faithful charge from the shadows, you must fight to escape before exhaustion undoes you.

BATTLEPLAN
Terrain: See map.

Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the red deployment points.

Victory: Annihilation

The Aspirant warband is the defender.

Twist: Suffocating Heat



FINAL CONVERGENCE: THE HOUSE OF THE VIPER

The sound of drums draws you to the ritual chamber over which Dammkoth holds court. A ceremony of some kind is already in full swing – prisoners are packed tightly in cells while the priest-lord's retinue guard some sort of serpentine icon mounted upon a raised dais. As Dammkoth commands his guards to destroy you, your own task is clear: take this artefact for yourself. But beware, for it seems something wicked coils in the dark...

BATTLEPLAN
Terrain: See map.

Deployment: Generate a deployment card from Table B (Warcry: Catacombs, pg 35).

The Aspirant warband uses the blue deployment points.

Victory: The True Prize

The Aspirant warband is the attacker.

Twist: Alert and Ready



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**.

Darting over the fallen bodies of your foes, you make a dash for the central dais, fighting through the wave of needle-sharp pain that stabs across your body as you approach. The sight of you grasping the serpent idol sends Dammkoth turning and running for the shadows, but you have bigger things to worry about than chasing down the priest. You were not wrong about there being creatures lurking in the shadows, and now it seems they wish to feed.

Cries of panic and pain erupt from the slave pens as the captives explode in welts of gore, glimpses of slithering bodies shimmering amongst them. Perhaps the only reason you have not yet been devoured is that they are not strong enough to oppose you, but left unchecked, that will soon change. Two immediate options present themselves. The first is to smash the idol into fragments, hopefully breaking its power and sending the apparitions back to whence they came. Do so, and you leave with nothing – neither great treasure nor Dammkoth's head – but the prisoners will owe you a great debt. Alternatively, perhaps you do not care whether these daemonic creatures are let loose – you may even relish in it. Should that be the case, you could always give the idol to a freed slave and bid them run, hopefully luring the Coiled Ones into the darkness of the city proper. The honour of mortals or the glory of the beyond: choose now.

HONOUR

If you choose Honour, turn to page 71 to see the outcome and claim your reward.

GLORY

If you choose Glory, turn to page 73 to see the outcome and claim your reward.

SPOILS OF VICTORY

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

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

HONOUR

THE MARCH OF MONSTERS – BURN IT OUT

Bright tendrils of flame claw into the sky above the Haunt of Monsters as you put the Mutalith's lair to the torch. The ground seems to twist beneath you as the Formless One exits, passing by where you have taken cover. As it heads towards the Carngrad Claim, you feel a measure of its power grasping at you. Whether a blessing or a curse, it is yours now to master – and, perhaps, to unleash.

EXALTED COMMAND TRAIT

Touched by Change: Those who come too near this warrior are blighted by a potent aura of mutation.

Each time an enemy fighter finishes an action within 6" of this fighter, that enemy fighter suffers impact damage.

THE DOLEFUL CHORUS – BACK DOWN TO EARTH

Marshalling all of your strength, you and your warriors begin to heave at the bell and strike at the mechanisms connecting it to the tower. Around your neck, the warding amulets pulse hard, finally giving out under the assault of malignant energy. But at last the bell dislodges, hurtling end over end to crash into the ground. A final hateful peal rings out, and all is silent. Perhaps, through your efforts, Soroth Kor may stand a while longer.

EXALTED COMMAND TRAIT

Fortress of Willpower: This warrior can withstand even the most debilitating attacks by gritting their teeth and planting their feet.

Add 5 to the Wounds characteristic of this fighter. In addition, add 1 to the Toughness characteristic of this fighter.

THE MEASURE OF A BLADE – STATUS QUO

The prisoners have fought hard; a great multitude have fallen, but so too have many of Llanshor's men, crushed by the raw force of the stampede. Amongst the corpses is the broken body of the champion, his mutilated face frozen in an expression of outrage. Hauling on one of the great rusted levers, you open the iron gates of the Gore Pit, allowing the armed prisoners to spill out onto the streets beyond. Thus is the hunger of Soroth Kor satisfied once more with the flesh of those who would claim it.

EXALTED COMMAND TRAIT

All Things in Balance: When faced with seemingly insurmountable odds, this warrior draws deep on remarkable reserves of strength.

Add 2 to the Attacks characteristic of attack actions made by this fighter while there are more enemy fighters within 3" of them than there are friendly fighters within 3" of them (including themselves).

A PRIZE WROUGHT IN IRON – THE PERFDY OF DAEMONS

Though you do not trust the Fury, even the possibility of releasing an evil such as H'theriax is one to avoid. The Fury seems spitefully pleased by your decision – in the moments before you stamp down and crush its skull. You ignore the faint raging at the back of your mind as you bury the new-found stone deep beneath a cairn of rubble. Your hands, at least, will remain clean in this.

EXALTED COMMAND TRAIT

Covenant of Purpose: Once this warrior has decided on a course of action, they will follow it unflinchingly.

Once per battle, this fighter can use this command trait to make a bonus move action or a bonus attack action.

FIRES OF WRATH – LEFT UNTURNED

Whatever lurks in the endless darkness beneath Soroth Kor was sealed away for a reason. No one can be entrusted with disturbing it. Harkoth's servants do not agree with your assessment, but any who try to stop you meet a quick and violent end. You begin piling up those blastpowder kegs already crafted at the entrance to the caverns. It is with a certain sense of grim satisfaction that you light them, sealing off the entrance and ensuring none will pass this way with any ease. Few will know of your deeds, but at least dire secrets will remain undisturbed.

EXALTED COMMAND TRAIT

An Honourable Core: Though they might be vile in many ways, this warrior retains at least a sliver of nobility, one that sees them admired by their followers.

Add 1 to the value of abilities used by this fighter. In addition, once per battle, this fighter can use the 'Inspiring Presence' ability without needing or using any ability dice.

THE MAUDLIN HOUSE – BANISHMENT

You answer the spirits' summons with typical fervour – in this case, a strike delivered to the apparent lord of the spirits. An unholy shriek fills the air as the gheist-noble is sent back to the underworlds; his minions claw at you for a moment, but they soon follow their master. As they do so, the eerie siren song in your head falls quiet. You are not fool enough to believe that you have put an end to the soul feast of the House of Sorrows – indeed, you may well have made a powerful enemy. But such was a worthy sacrifice in order to spit in the eye of such malign entities. Let them try you.

EXALTED COMMAND TRAIT

Extraordinarily Courageous: This warrior's resolve in the face of the foe is based upon malice. No matter what, they will fight with everything they have to see their enemies ended.

Once per battle, this fighter can use the 'Rampage' ability without needing or using any ability dice.

THE COST OF AVARICE – A WEB UNTANGLED

This accursed grimoire has been nothing but trouble since you first acquired it. If it thinks you will make the same mistake twice, it has another thing coming. Even as unholy screams of outrage erupt from the book and its pages ripple in fury and fear, you take up the blade and drive it deep into the heart of the tome. The shrieking becomes louder, the air fills with violent azure flame that scorches your flesh, but suddenly it is over – you are unharmed, back in the Grand Library where you first began, the book turning to ash before you. Perhaps this will teach you a valuable lesson about greed.

EXALTED COMMAND TRAIT

Cunning Pathfinder: To navigate the twisting maze was no easy feat. If you can outfox its shifting halls, your foes have no chance of catching you unawares.

Before the battle begins, when setting up fighters on the battlefield, this fighter can be set up within 3" of any of your deployment points that are not labelled 'RND2' or 'RND3'.

THE COILS TIGHTEN – SERPENT'S BANE

Taking up the idol, you lift it high overhead, angling it towards the floor. Whatever has been unleashed seems to recognise your intent: they pull themselves away from their bloody feast and head for you with frenzied haste. You force yourself not to look, though your warriors give a cry of horror; instead, you smash the idol against the ground. As it shatters, a great shriek echoes just behind you then fades away. Though Dammkoth lives, you have saved a great number of lives, and you have proven that you can make hard decisions under pressure.

EXALTED COMMAND TRAIT

Quick-thinking: Even when matters suddenly spiral out of control, this warrior remains true to their purpose and takes decisive action.

At the start of the hero phase of the third battle round, if this fighter is included in your warband, you receive 2 additional wild dice.

GLORY

THE MARCH OF MONSTERS – THE EDGE OF THE BLADE

You make your way into the lair of the Formless One, navigating past writhing tentacles and lashing, organic growths that erupt from the sundered stonework. Entering the pit at the ruin's heart, you steel yourself for a fight. After some time you emerge, covered in slime and scars and pushed near your limit – but also clutching the tortured heart of the Vortex Beast. Travelling to Castle Blackspire, you present the trophy before a court of Harkoth's champions. Let them spread tales of your glory throughout the courts of the damned – and the helm they have granted you is also no meagre reward.

ARTEFACT OF POWER

Helm of the Hunter: This horned helm bears segmented eyes much like those of the insectoid fiends of Ghyran's sucking swamps, and it enhances the wearer's senses considerably.

Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target the bearer.

THE DOLEFUL CHORUS – THE BELL'S GIFT

You have little concern for what befalls this ruin of a city. Your own glory, however, is another matter altogether. Moving closer to the ominous bell, you eye up the glowing shards worked into it before reaching a conclusion. Although loosening a portion of the realmstone is not easy, with a little concentration, you manage to prise it free, fleeing the bell tower not a moment too soon. Once you are a safe distance from the Screaming Tower, you fashion the chunk of glowing rock into a suitable amulet to wear around your neck. If you can master its gifts, imagine the glory that could be yours...

ARTEFACT OF POWER

Warpstone Pendant: Though it can prove corrupting over an extended period, tapping into the power of this warpstone chunk can grant you might when you need it most.

Once per battle, the bearer can use this artefact as a bonus action. If they do so, allocate D3 damage points to the bearer. Then, the bearer can make either a bonus attack action or a bonus move action.

THE MEASURE OF A BLADE – THE INDUSTRY OF MURDER

You have always wondered what the infamous devices built into the Gore Pits are capable of. Pulling the levers, you get to see exactly what they can do in excruciating detail: sawblades emerge from the floor and walls to hack apart flesh, goutts of flame reduce screaming mortals to ash, and pits lined with vicious spikes open beneath the crowds before closing with a bloody snap. It is into one of these that Llanshor plunges, howling in outrage all the while. It is bedlam, and it is glorious in its red totality.

ARTEFACT OF POWER

The Bloodied Head: Taken from the savaged body of one of the Slaaneshi cultists, this flayed skull inspires you to acts of rampant, unrestrained bloodshed.

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

A PRIZE WROUGHT IN IRON – DREAD TRUTHS

Are you really going to let the wailing of some miserable daemon stop you from claiming your prize? Of course not. Driving your blade through the body of the Fury, you watch as it squirms before disincorporating. Only then do you take up the recovered stone and place it in the crown's empty setting. A faint chuckle fills the air as a rush of hot, potent energy surges through you. With this power at your beck and call, you feel you could take on the Bloodwind Spoil alone. Let your foes beware.

ARTEFACT OF POWER

The Diadem Majestic: The longer you wear this magnificent relic, now restored to its former glory, the more powerful you seem to grow, as if driven by unnatural vigour.

During the aftermath sequence, when rolling for destiny levels, the bearer gains a destiny level on a 4+.

FIRES OF WRATH – BLAST-BURN

You are no mewling infant scared of the dark. Knowledge, power, courage: these are the things that bring a warrior true glory. It is for this reason that you agree to aid the expeditionaries in reigniting the forges of Narthol-Hor and producing more blastpowder tools. The heat and shriek of industry soon fills the foundries as ancient production lines grind into motion once more. The lords of Castle Blackspire will now surely take notice of your power, for good or ill. As for you, the hissing, clanking industry of Narthol-Hor can be used to fashion a powerful reward for yourself.

ARTEFACT OF POWER

Wand of Immolation: By channelling your fury through this rune-marked staff, you can compel a foe's body to suddenly combust – or even explode!

Once per battle, the bearer can use this artefact as a bonus action. If they do so, pick a visible enemy fighter within 12" of the bearer. Allocate 2D6 damage points to that fighter.

THE MAUDLIN HOUSE – TO FEAST FOREVER

Later on, you do not recall exactly what occurred within the walls of the House of Sorrows. Perhaps it was something so diabolical, so fiendish, that you cannot bring yourself to call it to mind, or perhaps the excess of it all was simply too much to bear. Either way, you are sure that you can remember the wailing of agonised souls and the laughter of the ghastly court as they feasted upon their ensnared prey. Your sanity returned, you find yourself once more in the tiered graveyards surrounding the mausoleum. Before you lies a gift: a dagger glowing with baleful energies. With this blade, you too might join the endless feast.

ARTEFACT OF POWER

Dagger of the Ashen Feast: Those struck down by this dagger feel their soul being agonisingly extracted from their body as the spirit energy is used to bolster their slayer.

Until the end of the battle, each time an enemy fighter is taken down by an attack action made by the bearer that has a Range characteristic of 3 or less, add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

THE COST OF AVARICE – DIRE SCRAWLINGS

Not many warriors can claim to have had such a powerful relic as this cursed grimoire simply fall into their lap. And you certainly hold the power for the moment; you are more than prepared for any betrayal. The daemon-tome largely concedes to this, and in any case, it dares not argue. Passing through a shimmering lilac-and-cobalt portal that has opened behind you, you return to the Grand Library with the book still in your possession. What dire, magisterial secrets might you discover upon studying it further?

ARTEFACT OF POWER

The Maniac Tome: Leashed to your will – at least for the moment – this nonsense-babbling grimoire is nevertheless a potent reservoir of aetheric energies.

Once per battle, the bearer can use this artefact as a bonus action. If they do so, allocate D6 damage points to each visible enemy fighter within 9" of the bearer (roll for each fighter).

THE COILS TIGHTEN – SERPENT'S GIFT

You pick out a prisoner who bears themselves with nobility – perfect for what you have in mind. Unlocking the cell, you toss the idol to them and command them to flee, luring the unseen creatures away from their fellows. Sure enough, the panicking mortal does just that, and whatever Dammkoth unleashed follows. As the beasts slip away into the darkness, a glint of silver catches your eye. Lying on the sandstone floor is an elegant dagger, serpents wound around the crossguard. A gift for your offering – one you will someday drive into Dammkoth's heart.

ARTEFACT OF POWER

Viper's Caress: Even a small scratch from this blade can turn blood to molten agony, seeing foes shudder and convulse until they are a mass of torn flesh and broken bones.

Add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

CHALLENGE BATTLES

On occasion, warbands will be called upon to undertake truly mighty tests of skill. These challenges are never easy, but the rewards – and glory – that stem from victory can provide a key edge in battles to come.

In this section, you will find 5 **challenge battles**, unique battles available to any warband currently embarked upon any campaign quest.

DESPERATE ALLIES

The challenge battles in this year's *Tome of Champions* differ from those found in other Warcry publications. Instead of going it alone, two players and their warbands team up to fight against hordes of enemies controlled by the game. These enemy fighters are referred to as **wild fighters**, and the players will have to work together if they are to emerge victorious.

You will find rules later in this section that detail how wild fighters are used in battle.

HOW TO PLAY A CHALLENGE BATTLE

When you challenge an opponent to a campaign battle, if both players agree, you can instead choose to play one of the challenge battles in this section.

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

SET-UP

The Set-up section of a challenge battle details how the players muster their warbands and how wild fighters are mustered.

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

THE PREREQUISITE AND THE STAKE

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

If the players lose the challenge battle, their warbands each immediately lose a number of dominated territories equal to the stake. This represents the repercussions that both warbands face 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

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



THE SPOILS

Each challenge battle has 1 or more **spoils**. If the players win the challenge battle, they can each choose to receive 1 of the spoils of that challenge battle. In some cases, they may receive bonus spoils for completing a specific task.

TREASURE HOARD

One of the spoils of each challenge battle is the treasure hoard. If a player picks this reward, during the aftermath sequence of

the battle, they can make up to 3 additional search rolls on a lesser artefacts table (either the table on pages 68-69 of the Core Book or the table for the Grand Alliance to which their warband belongs on pages 86-93 of this book).

ARTEFACTS OF POWER

Some spoils grant an artefact of power to be given to one of the fighters in the player's warband. An artefact of power can only be given to a fighter if no other fighters in the same warband bear the same artefact of power.

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 (unless otherwise specified in The Spoils).
- Neither player advances on their campaign progress tracker.

PLAYING AGAIN

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

THE NARRATIVE OF CHALLENGE BATTLES

Challenge battles allow players to explore the Eightpoints in more ways than ever before. In particular, those included in the *Tome of Champions 2020* reflect exciting narratives in which your warband joins forces with that of a friend to fight against overwhelming odds. You might try to survive against endless waves of Chaos fighters, or perhaps you might battle a mighty Mega-Gargant and their flocks of mutant followers.

These battles offer their own unique challenge and are suitable for up-and-coming warbands as well as those that have completed a 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.

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

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



WILD FIGHTERS

Many are the dangers of the Bloodwind Spoil, from packs of marauding tribesmen to savage monsters of dark legend. All make for terrible foes who attack with an instinctive ferocity. To overcome them is no easy feat.

In the challenge battles in this book, two players and their warbands join forces to battle enemies controlled by the game. These enemy fighters are referred to as **wild fighters**, and the following rules explain how they are used in battle.

MUSTERING WILD FIGHTERS

The Set-up section for each challenge battle will detail which fighters can be used as wild fighters in the battle. Where there is a choice, both players should agree on which fighters will be used.

A wild fighter uses their standard fighter card, but they do not have access to any of their abilities. Instead, the table opposite contains the abilities that the wild fighters can use in battle.

BATTLE GROUPS

Firstly, any wild fighters included in the battle are split into battle groups. These battle groups do not have the same restrictions of Dagger, Shield and Hammer that a normal warband has. Instead, the Set-up section of the challenge battle will explain how the wild fighters are split into battle groups.

In battle, wild fighters will activate as a battle group (see Activating Wild Fighters).

SETTING UP WILD FIGHTERS

The challenge battle will state which deployment points (or entrance tunnels in a dungeon battle) will be used by each wild fighter battle group. It is up to the players to decide how the wild fighters in that battle group will be set up, as long as they follow the normal restrictions (Core Book, pg 37).

FIGHTING BATTLES WITH WILD FIGHTERS

When fighting a battle against wild fighters, the following rules apply:

ALLIES IN BATTLE

In battles against wild fighters, the two players are on the same team. This means that fighters in both players' warbands treat the fighters in the other warband as friendly fighters. However, abilities that target friendly fighters do not affect fighters in the other warband.

HERO PHASE

Although the players are on the same team, the hero phase is resolved as normal to determine which warband has the initiative. No initiative dice are rolled for the wild fighters, nor do they receive any wild dice.

RESERVE PHASE

In the reserve phase, wild fighter battle groups may be set up on the battlefield. The Special Rules section of the challenge battle will detail any rules or restrictions. Wild fighter battle groups are set up after any other reserve fighters; the players can pick the order in which each wild fighter battle group will be set up. As before, it is up to the players to decide how the wild fighters in that battle group will be set up, as long as they follow the normal restrictions.

COMBAT PHASE

The player with the initiative takes the first turn as normal, then one of the wild fighter battle groups activates, and then the other player takes a turn. This sequence then repeats.

When it is the turn of a wild fighter battle group to activate, the players can pick which wild fighter battle group will do so. If there are no wild fighter battle groups left to activate, the turn is passed.

Once a wild fighter battle group has activated, it cannot be picked to activate again in that phase (in the same manner as a fighter) unless it is an **exalted battle group**. Exalted battle groups activate 3 times per combat phase instead of once.

ACTIVATING WILD FIGHTERS

When a wild fighter battle group is picked to activate, the wild fighters in that battle group are activated one at a time in an order chosen by the players.

Individual wild fighters are always in one of 3 states. They are either **in combat range**, **in threat range** or **beyond threat range**. When a wild fighter activates, the players must first determine which state they are in, then one player rolls on the behaviour table opposite to see how that wild fighter will behave. The 3 states are as follows:



IN COMBAT RANGE

If a visible enemy fighter is within range of any of the wild fighter's weapons, that wild fighter is in combat range.

IN THREAT RANGE

If the wild fighter is not in combat range, add together their Move characteristic and the highest Range characteristic of their weapons. This score determines the wild fighter's threat range in inches. If any visible enemy fighters are within that distance, that wild fighter is in threat range.

BEYOND THREAT RANGE

If the wild fighter is neither in combat range nor in threat range, they are beyond threat range.

WILD FIGHTER ACTIONS AND ABILITIES

The **behaviour table** shows the abilities and actions that the wild fighter will use or make and the order in which they will use or make them.

Abilities are written in *italics* and actions are written in **bold**. The abilities used by wild fighters can be found on the wild fighter abilities table opposite. These do not need or use any ability dice, and only wild fighters can use these abilities.



MOVE ACTIONS

Move actions made by wild fighters must follow these rules:

- Wild fighters must move as close as possible to the closest visible enemy fighter. If there are multiple closest visible enemy fighters, the players can pick which one the wild fighter will move towards. If there are no enemy fighters visible to the wild fighter, the wild fighter must move as close as possible to the nearest enemy fighter that is not visible.
- Wild fighters will always take the quickest route, jumping over pits or gaps and climbing obstacles if necessary.
- Wild fighters will always jump down from platforms rather than climb down.
- Wild fighters with the Fly runemark (F) will always fly.
- Wild fighters will never finish a move action above a pit.
- Wild fighters will never climb dangerous terrain.

ATTACK ACTIONS

Attack actions made by wild fighters must follow these rules:

- Wild fighters must target the closest visible enemy fighter that is within range of one of their weapons. If there are multiple closest visible enemy fighters, the players can pick which one the wild fighter will target.
- If the wild fighter has the **Gargantuan** runemark (G) and has been affected by the 'Taunt' ability, it will instead target the fighter that used that ability as normal.
- If the wild fighter has multiple weapons in range, they will use the weapon with the lowest Range characteristic for the attack action.

BEHAVIOUR TABLE

D6	In Combat Range	In Threat Range	Beyond Threat Range
1	<i>Recuperate-Attack</i>	<i>Recuperate-Move</i>	<i>Recuperate-Move</i>
2	<i>Indomitable-Attack</i>	<i>Indomitable-Move</i>	<i>Indomitable-Move</i>
3	Attack-Attack	Move-Attack	Move-Move
4	<i>Fury-Attack-Attack</i>	Move-Attack	Move-Move
5	<i>Berserk-Attack-Attack</i>	Move-Fury-Attack	Move-Move-Charge
6	<i>Deadly Strike-Attack-Attack</i>	Move-Berserk-Attack	Move-Move-Charge

WILD FIGHTER ABILITIES

Berserk: Add 1 to the Attacks characteristic of attack actions made by this fighter until the end of their activation.

Charge: This fighter makes a bonus move action. At the end of that move action, if there are any enemy fighters within 1" of this fighter, the players pick 1 of those enemy fighters. Allocate D3 damage points to that fighter.

Deadly Strike: A fighter can use this ability only if there are any visible enemy fighters within 1" of this fighter. The players pick 1 of those enemy fighters. Allocate D6 damage points to that fighter.

Fury: Add 1 to the Strength characteristic of attack actions made by this fighter until the end of their activation.

Indomitable: Until the end of the battle round, add 1 to the Toughness characteristic of this fighter. (It is recommended that you place a special token next to this fighter to represent this ability).

Recuperate: Remove 5 damage points allocated to this fighter. If this fighter has the **Gargantuan** runemark (G), remove 10 damage points instead.

MARCH OF THE DEAD



When needs must, even the most fervent of adversaries will work alongside one another. Rarely are these happy alliances; more often than not, the leaders of both warbands will simply agree to stop their warriors killing each other until the greater threat is disposed of. Still, it is undeniable that great glory can be won through such partnerships, and foes too mighty for any one warband can be overcome.

You and your ally are squaring off to battle over an outpost near the House of Sorrows, greatest of Soroth Kor's mausoleums, when a chill wind fills the air. From every crypt and shadowed cranny march the dead, intent on seeing you join their unliving ranks. You must band together and fight to survive until the bloody sun rises once more – though, should your opposite number fall, it is only natural that your claim to the territory would stand strongest...

SET-UP

Prerequisite: 1 dominated territory each.

Stake: 1 dominated territory each.

THE WARBANDS

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

1. The fighters in each player's warband must be chosen from their warband roster.
2. The combined points value of the fighters in each warband cannot exceed 1,050.

WILD FIGHTERS

This battle uses the rules for wild fighters (pg 76-77). There are 5 wild fighter battle groups. Each consists of at least 400 points' worth of fighters with a Death faction runemark.

BATTLEPLAN

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

Deployment: Each player sets up all fighters in their warband within the settlement (see map). The players then pick a different deployment point (marked in red) for each wild fighter battle group and set them up.

Victory: At the end of the sixth battle round, the battle ends. When the battle ends, if there are more fighters from the players' warbands in the settlement than wild fighters, the players win the battle. Otherwise, the wild fighters win the battle.

Twist: Dusk



SPECIAL RULES

The Settlement: The map below marks one quarter of the battlefield in blue. This is the players' settlement. The players can set up any number of terrain features partially or wholly within the settlement. Parts of terrain features that are platforms must be set up wholly within the settlement. No parts of a terrain feature can exceed 5" in height. No other terrain features are set up.

Moving Wild Fighters: When a wild fighter makes a move action, if they are beyond threat range, that wild fighter moves directly towards the Raiding Point (see map) instead of towards the closest visible enemy fighter.

Endless Hordes: In the reserve phase, if any wild fighters were taken down in the previous battle round, a new wild fighter battle group is set up on the battlefield. This battle group consists of identical fighters to the wild fighters taken down in the previous battle round. The players pick a deployment point for this battle group and set up the wild fighters as normal. Each deployment point can only be chosen once in this manner during the battle.

THE SPOILS

If the players win the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 75.

Artefact of Power: Each player can give 1 fighter in their warband the following artefact of power:

Null Charms: These nullstone amulets are found in surprising abundance around the House of Sorrows, presumably to ward off deathly magics. They could be used to protect yourself from hostile arcane energies.

Subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that have the **Blast** runemark (☠) and that target the bearer.

THE FALL OF SNAGGLEWART



Wherever there is trouble, grots will always look for a way to twist the knife. Such explains the deeds of Loonmasta Snagglewart. His gitz have somehow made their way into the precincts of Soroth Kor and are currently lording it over a slew of districts. Whether you loathe all grots or simply have it in for Snagglewart – he is, to be fair, particularly odious – you have agreed with a fellow warband to end his menace. That was the easy part.

Armed with kegs of refined Aqshian blastpowder acquired from the priests of the Eyer-Raging Flame, you make your way towards the centre of Snagglewart's petty kingdom. The kegs are heavy and volatile, and if you or the resisting grots are not careful, they could well detonate prematurely. Still, get one to Snagglewart's crude Loonshrine intact, and the explosive results should convince the greenskins to abandon their new lair.

SET-UP

Prerequisite: 2 dominated territories each.

Stake: 1 dominated territory each.

THE WARBANDS

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

1. The fighters in each player's warband must be chosen from their warband roster.
2. The combined points value of the fighters in each warband cannot exceed 1,100.

WILD FIGHTERS

This battle uses the rules for wild fighters (pg 76-77). There are 4 wild fighter battle groups. Each consists of at least 500 points' worth of Fellwater Troggoths, Rockgut Troggoths or fighters with the **Gloomspite Gitz** faction runemark (☠).

BATTLEPLAN

Terrain: Draw 1 terrain card. After terrain has been set up, place a Bad Moon Loonshrine in the centre of the battlefield, removing any terrain features that are in the way.

Deployment: Divide the battlefield into a northern half and a southern half. The players set up 1 wild fighter battle group in each half, wholly within 3" of the Bad Moon Loonshrine. Each player then picks a different long battlefield edge and sets up all fighters in their warband within 3" of that battlefield edge. The remaining 2 wild fighter battle groups start the battle in reserve.

Victory: At the end of a battle round, if any fighters carrying a blastpowder keg are within 1" of the Bad Moon Loonshrine and more than 3" from all enemy fighters, the players win the game. Otherwise, at the end of the sixth battle round, the battle ends and the wild fighters win the battle.

Twist: Foreboding Location

SPECIAL RULES

Blastpowder Kegs: At the start of the combat phase of the first battle round, the players each pick 1 fighter from their warband to be carrying a blastpowder keg. A blastpowder keg is treated as a treasure token (Core Book, pg 37) with the following additional rules:

1. While a fighter is carrying a blastpowder keg, their Move characteristic is halved. In addition, they cannot climb, jump or fly.
2. Each time a blastpowder keg is placed on the battlefield (for example, if it is dropped), roll a dice. On a 1, the blastpowder keg explodes. Allocate 2D6 damage points to each fighter within 6" of that blastpowder keg (roll for each fighter) and then remove the blastpowder keg.

Moving Wild Fighters: When a wild fighter makes a move action, if they are beyond threat range, that wild fighter moves directly towards the closest enemy fighter carrying a blastpowder keg instead of towards the closest visible enemy fighter.

The Grots Descend: In the reserve phase of the second battle round, the players pick a different short battlefield edge for each of the wild fighter battle groups in reserve. They then set up all wild fighters in each battle group within 6" of the centre of that battlefield edge.

THE SPOILS

If the players win the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 75.

Artefact of Power: Each player can give 1 fighter in their warband the following artefact of power:

Blastpowder Bombs: With Snagglewart dealt with, you still have enough Aqshian blastpowder to craft a supply of deadly and highly explosive bombs.

Once per battle, the bearer can use this artefact as an action. If they do so, pick a visible enemy fighter within 9" of the bearer and roll a dice for each fighter within 3" of that enemy fighter. On a 4+, allocate D6 damage points to the fighter being rolled for.

THE WRATH OF KLORGG



Petty domains rise and fall with each new day in Soroth Kor, depending on the skill of the ruling champions and the whims of the sinister city itself. Sometimes, however, a greater threat can compel several would-be warlords to work together to defend their hard-won territories. Some adversaries care little for the interplay of politics or ambitions of ranging warbands; they simply wish to fight and destroy – as regularly and violently as possible.

After roaming the Kardeb Ashwaste for many bloody moons, the Mega-Gargant known as Klorgg has set his piggish gaze on the outskirts of the Silent City. In the stomping leviathan's wake comes a carrion host of Furies and Raptoryx, all salivating for fresh meat. There is no way you can hope to defeat such an adversary alone. Only with an ally do you stand a chance of stopping Klorgg before he can throw the city into even greater anarchy.

SET-UP

Prerequisite: 4 dominated territories each.

Stake: 1 dominated territories each.

THE WARBANDS

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

1. The fighters in each player's warband must be chosen from their warband roster.
2. The combined points value of the fighters in each warband cannot exceed 1,200.

WILD FIGHTERS

This battle uses the rules for wild fighters (pg 76-77). There are 3 wild fighter battle groups. Two consist of at least 400 points' worth of Furies or Raptoryx in any combination. The third consists of 1 Mega-Gargant (see below).

BATTLEPLAN

Terrain: Draw a terrain card as normal.

Deployment: Set up the Mega-Gargant on the battlefield floor within 3" of the centre of the battlefield. Each player then picks a different long battlefield edge and sets up all fighters in their warband within 3" of that battlefield edge. The remaining 2 wild fighter battle groups start the battle in reserve.

Victory: If the Mega-Gargant is taken down, the players win the battle. Otherwise, at the end of the sixth battle round, the battle ends and the wild fighters win the battle.

Twist: None

MEGA-GARGANT



SPECIAL RULES

Carrion Flocks: In the reserve phase of the second battle round, the players pick a different short battlefield edge for each of the wild fighter battle groups in reserve. They then set up all wild fighters in each battle group within 6" of the centre of that battlefield edge.

The Mega-Gargant: The Mega-Gargant is a wild fighter that uses the fighter card below. Its battle group is an exalted battle group (pg 76).

Each time the Mega-Gargant finishes its activation, roll a dice and resolve the corresponding effect below:

- 1-2 **Colossal Constitution:** Remove 2D6 damage points allocated to the Mega-Gargant.
- 3-4 **Almighty Swing:** Allocate D6 damage points to each visible enemy fighter within 3" of the Mega-Gargant (roll for each fighter).
- 5-6 **Crushing Stomp:** Pick a visible enemy fighter within 1" of the Mega-Gargant. Allocate 3D6 damage points to that fighter.

THE SPOILS

If the players win the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 75.

Artefact of Power: Each player can give 1 fighter in their warband the following artefact of power:

Blades of the Fallen Heroes: *Within the detritus of battle accumulated by Klorgg, you find two powerful blades, no doubt the former possessions of would-be gargant slayers.*

Add 3 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less and that target an enemy fighter with the **Gargantuan** runemark (G).

ENVOY OF THE DAEMON KING



You have fought your way to the Heart of Silence at the centre of Soroth Kor. Many crooked temples lie abandoned here – perhaps inside one, answers to some of the city's many secrets can be found. As you and your ally arrive, however, a sonorous and unsettling sound carries through the air. Chanting. It appears that a coven of Kairic Acolytes have assembled to work some great ceremony of sacrifice, illuminated by strange witchfire torches.

You charge forward, either intending to end their evil machinations or simply spoiling for a fight. But all is not as it seems. These cultists worship the dread daemon known as H'theriax, and self-sacrifice is as welcome as any other in their dark arts. Standing high in the esteem of its own ruinous master, H'theriax has many servants to do as it bids. Even as you carve your way through the Acolytes, something fell stirs within the Crystal Labyrinth...

SET-UP

Prerequisite: 6 dominated territories each.

Stake: 2 dominated territories each.

THE WARBANDS

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

1. The fighters in each player's warband must be chosen from their warband roster.
2. The combined points value of the fighters in each warband cannot exceed 1,300.

WILD FIGHTERS

This battle uses the rules for wild fighters (pg 76-77). There are 4 wild fighter battle groups. Three consist of at least 260 points' worth of fighters with the **Disciples of Tzeentch: Arcanites** faction runemark (C). The fourth consists of 1 Lord of Change (see below).

BATTLEPLAN

Terrain: Draw a terrain card as normal.

Deployment: Set up the wild fighters with the **Disciples of Tzeentch: Arcanites** faction runemark (C) within 4" of the centre of the battlefield. Each player then picks a different long battlefield edge and sets up all fighters in their warband within 3" of that battlefield edge.

Victory: If the Lord of Change is taken down, the players win the battle. Otherwise, at the end of the sixth battle round, the battle ends and the wild fighters win the battle.

Twist: Winds of Fate

LORD OF CHANGE



SPECIAL RULES

The Lord of Change: The Lord of Change is a wild fighter that uses the fighter card below. Its battle group is an exalted battle group (pg 76).

When all other wild fighters have been taken down, immediately set up the Lord of Change anywhere on the battlefield floor.

When the Lord of Change is first set up, and each time the Lord of Change finishes its activation, roll a dice and resolve the corresponding effect below:

- 1-2 **Mystic Shield:** The Lord of Change is protected by a magical shield. No damage points can be allocated to the Lord of Change from attack actions or abilities until the shield is broken. If an attack action that targets the Lord of Change scores any critical hits, after that attack action has been resolved, the shield is broken. The Lord of Change can only have 1 shield at any time.
- 3-4 **Storm of Magic:** Allocate D6 damage points to each enemy fighter within 9" of the Lord of Change (roll for each fighter).
- 5-6 **Infernal Translocation:** If the Lord of Change is within 3" of any enemy fighters, remove it from the battlefield and then immediately set it up anywhere on the battlefield more than 3" from all enemy fighters. If this is not possible, the Lord of Change does not change its position.

THE SPOILS

If the players win the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 75.

Artefact of Power: Each player can give 1 fighter in their warband the following artefact of power:

Crystal Shards of the Changelord: *These crystalline fragments from the daemon's shattered blade glow with unnatural light. If the wielder's mind is strong enough, power from beyond the veil is theirs to command.*

If the bearer is included in your warband, once per battle, you can roll 1 additional initiative dice.

TIDE OF CHAOS



In the deepest levels of Varanthax's Maw, monstrous beings hold sway. Warped – some would say blessed – by the molten varanite found in abundance beneath the realmcrust, these creatures are neither man nor beast nor daemon; they are ghoulish amalgamations of all three. In catacombs and caverns lit by the glow of lava, these terrible spawn-kings reign supreme. To them flock armies of mutants and madmen, terrifying monsters, cunning ratmen and even the infernal scions of the Ruinous Powers.

Your warbands have ventured into the kingdoms of these abyssal monarchs – a terrible mistake. From the darkness, you hear the howls of hundreds of foes as they converge on your position, the promise of blood driving them into a hideous frenzy. At the heart of an old forge-temple, your warbands make their stand. How long can you hold back the onrushing hordes?

SET-UP

Prerequisite: 4 dominated territories each.

Stake: 1 dominated territory each.

THE WARBANDS

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

1. The fighters in each player's warband must be chosen from their warband roster.
2. The combined points value of the fighters in each warband cannot exceed 1,000.

WILD FIGHTERS

This battle uses the rules for wild fighters (pg 76-77). The players can choose any fighter with a Chaos faction runemark to be a wild fighter in this battle. Fighters with the **Chaotic Beasts** faction runemark (☼) can also be chosen if they do not also have the **Gargantuan** runemark (☼). See the Special Rules box for details of the wild fighter battle groups.

BATTLEPLAN

Dungeon Battlefield: Pick a dungeon battlefield.

Terrain: Set up any bridges as normal. Set up 1 open dungeon door on each dungeon doorway. No other terrain features are used.

Deployment: The players set up all their fighters within 5" of the centre of the battlefield.

Victory: At the end of the sixth battle round, the battle ends. If any of the players' fighters are on the battlefield when the battle ends, the players win the battle. If the players win the battle, they can choose to keep playing to achieve a better treasure score. If they do so, keep a record of how many battle rounds are completed before all of the players' fighters are taken down.

Twist: None

SPECIAL RULES

Chaos Descends Upon You: After all fighters in the players' warbands have been set up, the players set up 4 wild fighter battle groups. Each battle group consists of at least 300 points' worth of wild fighters. Pick 1 entrance tunnel for each wild fighter battle group, then set up all wild fighters in that battle group within 3" of the centre of that entrance tunnel. The same entrance tunnel cannot be picked more than once, and each must be on a different battlefield edge.

Endless Hordes: In the reserve phase of each battle round after the first, the players set up 1 new wild fighter battle group that contains at least 300 points' worth of wild fighters. Once the wild fighters in that battle group have been picked, roll a dice to determine where that battle group will be set up:

- 1 **Ambush:** Set up the wild fighters in that battle group as a single group anywhere on the battlefield. Each wild fighter must be set up within 1" of another wild fighter in that battle group and within 3" of an enemy fighter.
- 2-3 **Short Battlefield Edge:** Pick an entrance tunnel on a short battlefield edge, then set up all wild fighters in that battle group within 3" of the centre of that entrance tunnel.
- 4+ **Long Battlefield Edge:** Pick an entrance tunnel on a long battlefield edge, then set up all wild fighters in that battle group within 3" of the centre of that entrance tunnel.

THE SPOILS

If the players win the battle, each player rolls a dice and adds the number of battle rounds completed to the roll. This is their **treasure score**.

Each player then receives the artefact of power from the table opposite that corresponds to their treasure score.

If another fighter in the player's warband already bears the same artefact of power, the player receives the **Treasure Hoard** (pg 75) instead.

TREASURE SCORE	ARTEFACT OF POWER	
7-9	HELLFORGED BRACERS <i>These dark iron wristbands are replete with enchantments that protect the wearer from harm.</i>	Add 1 to the Toughness characteristic of the bearer.
10-11	CHAMPION'S PLATE <i>Those who succeed in the fighting pits are often given ensorcelled armour so that they might continue to amuse their audience.</i>	Add 3 to the Wounds characteristic of the bearer.
13-15	FORGE-TYRANT'S BOON <i>Formerly wielded by one of the infernal industrialists of Varanthax's Maw, this hammer can even punch through gromril.</i>	Add 1 to the Strength characteristic of the bearer.
16-18	AETHERQUARTZ RING <i>The wearer of this ring finds their reactions boosted considerably, their mastery of the body reaching new heights.</i>	Add 2 to the Move characteristic of the bearer in the first battle round.
19-20	RAGEROCK CROWN <i>Into this twisted circlet are set three glowing aqthracite stones. Inevitably, they drive the wearer into a frenzy.</i>	Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
21-22	CONQUEROR'S PLATE <i>The more successful a pit fighter is, the more potent the armour they may be offered as reward, allowing them to shrug off even the greatest blows.</i>	Add 5 to the Wounds characteristic of the bearer.
23-24	LIAR'S SHROUD <i>This shadowsilk garment leaves illusions in the bearer's wake, confounding those who would seek to strike them.</i>	Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target the bearer.
25	SAPPER'S CHARM <i>This glowing green pendant can drain the strength of even the most belligerent adversary.</i>	Subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target the bearer.
26	UNSETTLING STATUETTE <i>This strange, grinning eidolon occasionally grants the bearer the boon of fortune. Best not to think about what it might desire in return...</i>	Once per battle, when the bearer uses an ability, the value of that ability can be changed to 6.
27+	YARGORTH, THE ENDER <i>This blade is said to have been wielded by one of the great spawn-lords of the Maw. Certainly, its destructive potential would fit the part.</i>	Add 2 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

LESSER ARTEFACTS

In this section, you will find 4 new lesser artefacts tables to use in your Warcry campaigns.

HOW TO USE THESE TABLES

Each of the lesser artefacts tables in this section is assigned one of the following runemarks:

- Chaos (☠)
- Order (☼)
- Death (☠)
- Destruction (☠)

When searching for lesser artefacts (Core Book, pg 67), a player can choose to roll on the lesser artefacts table in this section that corresponds to the Grand Alliance to which their warband belongs.

For example, a player with an Order warband could make a search roll on the lesser artefacts table that has the **Order** runemark (☼) instead of the lesser artefacts table in the Core Book (pg 68-69).

If a player can make multiple search rolls during the aftermath sequence, they are free to make some search rolls on the corresponding lesser artefacts table in this section and some on the lesser artefacts table in the Core Book.

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

BONUS ACTIONS

The [Consumable] lesser artefacts in this section can be used by a fighter as a bonus action. As described in the Core Book (pg 40), bonus actions are in addition to the 2 actions a fighter can carry out during their activation.



Little is produced in the cursed lands of the Eightpoints. The nearest one gets to true industry is the covens of sorcerers working sinister rituals of enchantment in isolated towers and the ancient forges harnessing lost secrets that once travelled through the nearby Chamonix arcway, now infused with daemonic vigour and used to fashion esoteric, often unique items that are as corrupting to the wielder as they are dangerous to foes. Yet there is a great deal of treasure to be found in the Eightpoints, if one knows where to look for it. Not all warbands value the same trinkets and goods, however. To whom they swear allegiance and what goals they pursue greatly influence the treasures they favour collecting.

DOMINION OF CHAOS

One might expect the devoted of Chaos to have the easiest time gathering resources in the Bloodwind Spoil. To some extent, this is true: they do not have to skulk through the shadows in search of treasure, and many tribes have turned the consumption of tainted flesh that would shrivel the digestive systems of softer mortals into a rite of passage. But matters are never so simple. There is nothing approaching farmland to be found in the Eightpoints, and supply lines take the form of subjugated tribes offering tribute to their conquerors. The closest thing to merchants are nomadic champions ruling over caravans of meat and bone that travel between slum-cities and operate a crude barter system in which esoteric goods are traded for any number of outlandish prices and pacts.

Many lesser artefacts claimed by Chaos warbands are harvested from mutant beasts or blessed in some fashion by one of the Dark Gods. Even the preparation of meat torn from the semi-sentient flesh-swamps of the Eightpoints and the brewing of the noxious black beverage favoured in Carngrad incorporate some form of ritualistic element, and their effects can be unpredictable to say the least. The skaven, devious children of the Horned Rat, have also made their mark on the twisted

economy of the Spoil. Agents of the Clans Skryre and Eshin trade their strange contraptions in the markets of the slum-cities, or else they ensure that the warbands serving their ends – knowingly or otherwise – are covertly supplied with useful trinkets, the better to see their shadowy aims realised.

A LAND OF TURMOIL

The forces of Order, by contrast, face more challenges than any other when it comes to survival in the Eightpoints. Simply finding sustenance in the Bloodwind Spoil is often a battle in itself, one that many lose. Being forced to consume the same inherently tainted foodstuffs as the corrupted indigenous denizens of the land does, however, serve to weed out the weakest warriors from roving Order warbands, leaving only those of a sturdy constitution to prosecute the fight.

Only the most desperate champions of Order make use of Chaos-tainted artefacts. Few are averse, however, to reclaiming treasures looted from the realms at large. Raiding is a key practice for such tight-knit groups. Not only does it allow them to strike swift blows against their ancestral foes, it also gives them the opportunity to claim valuable artefacts and supplies before they can be corrupted. If a warband of Order believes that their doom is imminent, they will often sequester provisions in some hidden place, often near a wrecked shrine to their gods. This allows them to make a last, glorious stand, full in the knowledge that their treasures may come to aid allies they never knew.

SINISTER BOONS

The undead have numerous advantages when it comes to ranging across the Bloodwind Spoil. These revenant warbands do not need to eat, and the necromantic energy that suffuses them grants a natural resistance to the warping power of Chaos. So many grand slaughters have been wrought in the lands of the Varanspire that plenty of regions are now redolent with Shyishan energies, ripe for aiding in the crafting of sinister artefacts – even if the raw ingredients for such must

first be torn from the lifeless hands of Chaos occupiers.

Scrolls have long been one of the most potent means of harnessing necromantic magics; none are sure why this is, though many believe it is linked to fundamental aspects of the dark art stemming from the land of Nagash's birth. Such scrolls are often overcome by withering energies after use, and so wise practitioners ensure they have a notable stockpile at all times. Scrolls can be found abandoned in ancient sepulchres and even crafted by hand, in the case of more powerful warriors. The Mortisans of the Arx Terminus – the Ossiarth fortress raised around the Shyishan arcway – use flayed human flesh to produce such scrolls on an almost industrial level, offering them to champions of Death who prove themselves useful.

SMASH AND GRAB

The forces of Destruction are no strangers to sustaining themselves on diets that most would balk at. Indeed, there are some ogors who have begun to acquire a taste for the mutant creatures that lurk in the Eightpoints. The fact that those who indulge in this diet for long enough tend to go a little 'funny' is largely ignored by other beasts of Destruction. Wandering tribes and warbands show no hesitation when it comes to preying on adversaries, either in terms of taking their shiny valuables or in a more literal sense.

Most trinkets employed in the Eightpoints by Destruction warbands are harvested from the wild creatures they have hunted. Many of these lesser 'treasures' can be – and often are – eaten raw, but for those that must be processed, there are the lurklairs of the Gloomspite Gitz. The shamanistic rulers of these dank cranny-kingdoms are the masters of turning apparent trash into treasure. Their Brewgits, in particular, are famed amongst Destruction warbands for the potent fungal broths they can create with the most bizarre of ingredients. More than one epic quest has begun after an orruk boss and his mates downed these potions and were overcome with maniac urges they could not defy.

D66	CHAOS LESSER ARTEFACT	
11-16	NOTHING BUT DUST You do not find a lesser artefact.	
21-22	RAW SPAWNFLESH <i>When your back is against the wall, why not wolf down some of this god-touched flesh and hope for the best?</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, roll a dice. Until the end of the battle, the Toughness characteristic of the bearer is equal to the value of the roll. In addition, remove a number of damage points allocated to the bearer equal to double the value of the roll.
23-24	WEeping DOOMSTARS <i>These fine-bladed throwing weapons, favoured by the Clans Eshin Deathmasters, can slice through armour and deliver their toxic payload into the target's bloodstream with a simple flick.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter within 9" of the bearer and roll a dice. On a 3+, allocate D6 damage points to that fighter.
25-26	CARNGRAD BLACKBREW <i>When this pungent intoxicant is one of the most common beverages served in the alleys and taphouses of Carngrad, is it any surprise that the city's denizens are so aggressive?</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action only if they have not used an ability this activation. If they do so, the bearer can use the 'Onslaught' ability without needing or using any ability dice.
31-32	THE FIRES OF AXRANATHOS <i>Whether or not this volatile liquid truly does originate from the legendary drake, it is undeniable that when applied to a weapon, it grants a deadly flaming edge.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
33-34	ELIXIR OF THE MANIC <i>None can say what went into the brewing of this lilac-hued potion. What is certain, however, is that one who drinks it will be filled with truly irrepressible haste and energy.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action only if they have not used an ability this activation. If they do so, the bearer can use the 'Rush' ability without needing or using any ability dice.
35-36	BULLGOR HEART <i>Amongst the tribes of the Bloodwind Spoil, it is widely held that consuming the heart of a ravening bullgor will grant a measure of the creature's furious strength and insatiable hunger.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less.
41-42	WARPSTONE ACCELERANTS <i>These glowing chunks of realmstone bring with them the risk of madness and mutation, but when used in moderation, they can be a potent source of energy.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, the value of the next ability used by the bearer this activation is 6 (regardless of any other modifiers).
43-44	VIALS OF THE WAILING BLADE <i>The Slaaneshi Myrmidesh orders use a variety of strange chemical substances when training their warriors. Sometimes, such hyper-stimulation can aid in the press of combat.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, add 2 to the Attacks characteristic of the next attack action made by the bearer this activation.

D66	CHAOS LESSER ARTEFACT	
45-46	BALEFIRE CANDLES <i>The one who lights these candles, formed from the bodily remains of slaughtered Sigmarite priests, may be granted the favour of the gods.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you gain 1 additional wild dice at the start of the next hero phase this battle.
51-52	SEMI-SENTIENT WEAPONS <i>This warrior's weapons seem to have – however temporarily – adopted an animalistic will of their own.</i>	[Perishable]: At the start of the battle, if the bearer is included in your warband, roll a D3. Until the end of the battle, add the value of the roll to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
53-54	ABANDONED CONTAINER OF VARANITE <i>This nullstone container, filled with deadly but priceless varanite, can be sold to many interested parties in exchange for support and reward.</i>	[Instant]: You earn 2D6 glory points.
55-56	TROPHIES OF THE ARENA <i>The souls of those brutally slaughtered in the pits of the Bloodwind Spoil are said to cling to their remains. True champions revel in their agonised emanations.</i>	[Perishable]: During the aftermath sequence, when rolling for destiny levels, the bearer gains a destiny level on a 5+.
61	SOULROIL SLIME <i>Only the truly desperate would consume this vial of brackish liquid, but though it sees the guts roil and churn, the resistance it lends is considerable.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove 2D6 damage points allocated to them. In addition, add 1 to the Toughness characteristic of the bearer until the end of the battle.
62	VENOM OF THE COILING ONES <i>Said to be extracted from the fangs of serpentine daemonic predators, this venom is infamous for its lethality.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 2 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
63	SKRYRE TIMESPARKER <i>When triggered, this bizarre device, studded through with warpstone fragments and who knows what else, is capable of severely disrupting the passage of time around the wielder.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action only if they have not used an ability this activation. If they do so, the bearer can use the 'Rampage' ability without needing or using any ability dice.
64	RUSTCHARM RING <i>This patina-encrusted ring can cause the armaments of nearby enemies to rust and corrode at an accelerated pace.</i>	[Perishable]: Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of the bearer.
65	KARKADRAK SCALE ANKLET <i>One who wears this sturdy accoutrement finds themselves blessed with the furious power of the Karkadrak.</i>	[Perishable]: Once per battle, the first time the bearer finishes a move action within 1" of an enemy fighter, the bearer can immediately make a bonus attack action.
66	THE EYE OF THE GODS <i>This warrior has captured the gaze of the Dark Gods, however briefly. Time will tell how this ends for them.</i>	[Perishable]: If the bearer is included in your warband, you begin the battle with 1 additional wild dice.

D66	ORDER LESSER ARTEFACT	
11-16	NOTHING BUT DUST You do not find a lesser artefact.	
21-22	DRAUGHT OF FLOAT <i>This potent narcotic is one of many traded in the shadowy city of Mithdavn, and it can briefly disconnect the imbiber from the pull of gravity.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, the bearer can fly when making move actions until the end of their activation; however, when flying, they cannot move vertically upwards more than 3".
23-24	FORGE-ASH OF GRUNGNI <i>A relic of the ancient Khazalid empires, this ash is said to be taken from the Great Maker's own workshop and can temporarily imbue a weapon with marvellous powers.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 2 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
25-26	ALLOPEX EYE <i>Devouring this gelatinous orb grants some measure of the keen senses enjoyed by undersea predators.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, they automatically receive the benefit of cover when they are targeted by an attack action.
31-32	STONE OF ZEPHYRS <i>By raising this stone in supplication to the heavens, the bearer can summon a gale to lend speed to their steps. Its power is swiftly expended, however.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, add 2 to the Move characteristic of the bearer for the next move action they make this activation.
33-34	STRANGLEBRIAR SEEDLING <i>When cast upon the ground and the correct benedictions to Alarielle spoken, grasping thorned tendrils erupt from this seed to strangle and tear at the foe.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick 1 visible enemy fighter within 6" of the bearer and roll a dice. On a 4+, that fighter cannot make move actions or disengage actions until the end of the battle round.
35-36	THE BARAK-MHORNAR SURPRISE <i>Invented by the privateers of Barak-Mhornar, this small globular object can be deployed to produce a blinding flash and deafening roar, affording the bearer time to retreat.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, they can make a bonus disengage action.
41-42	SACRED STARWATER <i>When applied to a blade or arrowhead, this blessed water can prove the bane of the unholy.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, the next attack action made by the bearer this activation scores a critical hit on a 5+.
43-44	ASPHYXIAN STRANGLE-GRENADE <i>This man-portable device is filled with the same choking gases used to control the rampant jungle growth blighting Aqshy's Charrwind Coast.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of the bearer.



D66	ORDER LESSER ARTEFACT	
45-46	GLIMMERING <i>Mined from the Spear of Mallus off the coast of Excelsis, this mystic shard offers prophetic glimpses of the future.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you gain 1 additional wild dice at the start of the next hero phase this battle.
51-52	STARFORGED TORC <i>This meteoric item, forged from rare and priceless celestite ore, grants the wearer the speed of a shooting comet.</i>	[Perishable]: Add 1 to the Move characteristic of the bearer.
53-54	RELICS OF THE SAINTS <i>Though many have been destroyed or profaned by the forces of Chaos over the centuries, occasionally minor treasures of Sigmarite saints can be found still afire with heavenly radiance.</i>	[Instant]: You earn 2D6 glory points.
55-56	GRYPH-FEATHER ADORNMENT <i>Blessed by the heavenly winds of Azyr, this elegant feather allows the wearer to respond incredibly swiftly to enemy attacks.</i>	[Perishable]: The bearer can finish disengage actions within 1" of enemy fighters.
61	VIAL OF DARKWATER <i>The waters of Lake Lethis provide a blessed form of amnesia and reprieve from trauma. It is unsurprising, therefore, that many such bottles were taken to – and then lost in – the Eightpoints.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove 2D6 damage points allocated to them. In addition, add 1 to the Toughness characteristic of the bearer until the end of the battle.
62	ESSENCE OF DEEPMARE HORN <i>By grinding down and ingesting the horn of this magisterial sea creature, a warrior gains the ability to strike with poise and purpose.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle, attack actions made by the bearer that have a Range characteristic of 3 or less score a critical hit on a 5+.
63	BUGMAN'S XXXXXX <i>Brewed by the legendary Bugman family, this cask of ale possesses incredible fortifying properties.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove 2D6 damage points allocated to them. Then, the bearer can make a bonus move action or a bonus attack action.
64	WHITEFIRE CRYSTAL <i>While this magically treated crystal retains its power, the bearer's strikes are imbued with a purifying, flaming aura.</i>	[Perishable]: Add 2 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
65	ICON OF THE UR-PHOENIX <i>This holy charm, fashioned by the aelven artificers of the Phoenicium, is said to offer a measure of that godbeast's powers of resurrection.</i>	[Perishable]: When the bearer is picked to activate, you can remove D3 damage points allocated to them.
66	TEARS OF DRACOTHION <i>This vial of silvery liquid is said to originate from none other than the Great Drake. Certainly, it possesses strange and potent powers.</i>	[Perishable]: If the bearer is included in your warband, you begin the battle with 1 additional wild dice.

D66	DEATH LESSER ARTEFACT	
11-16	NOTHING BUT DUST You do not find a lesser artefact.	
21-22	SHADEGLASS DART <i>Employed by the trapped adventurers of Shadestpire as effective improvised weapons, the use of these soul-sucking daggers has spread far beyond the Mirrored City.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter within 9" of the bearer and roll a dice. On a 4+, allocate D6 damage points to that fighter.
23-24	CHALICE OF GORE <i>When collected and imbued with necromantic energies, the fresh blood of the deceased draws in motes of Shyishan magic that can lend the undead a terrible strength.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 2 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
25-26	BREATH OF THE GRAVE <i>Used throughout the Mortal Realms in funerary rites and necromantic rituals alike, this strange incense can send the dead into a frenzy of bloodshed.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, 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 friendly fighters while they are within 6" of the bearer.
31-32	CORPSEBLOOM <i>These lilac flowers take root in the loose soil of mass graves. When prepared appropriately, they can be used to produce a potent poison.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle, add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
33-34	FANEWAY CRYSTAL <i>A relic of distant Shadestpire, and perhaps other such cursed places besides, these crystals can be drained of power in order to swiftly translocate the bearer.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, remove the bearer from the battlefield and then immediately set them up anywhere on the battlefield more than 5" from all enemy fighters.
35-36	SCROLL OF DARK IMPETUS <i>Penned by an ancient and feared Necromancer king, this scroll contains the power to fill even the most shambling revenants with a burst of morbid vigour.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, add 1 to the Move characteristic of friendly fighters within 6" of the bearer.
41-42	GALLOWBARK SPLINTERS <i>By driving these wooden splinters, taken from the corpse of a hanging tree, into their revenant form, the forces of undeath are able to strike with a terminal efficiency.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, attack actions made by the bearer that have a Range characteristic of 3 or less score a critical hit on a 5+.
43-44	SCROLL OF ABASOTH'S WITHERING <i>When the words of this crumbling scroll are read aloud, the bearer's foes find themselves wracked with a crippling malaise.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If you do so, pick a visible enemy fighter within 12" of the bearer. Subtract 1 from the Toughness characteristic of that fighter (to a minimum of 1) until the end of the battle round.

D66	DEATH LESSER ARTEFACT	
45-46	SCROLL OF MORBID SUMMONATION <i>The words inked upon this tattered parchment draw the energies of Shyish close around the bearer, allowing them to call servants to their side in an instant.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick a friendly fighter on the battlefield that does not have the Leader runemark (★). Remove that fighter from the battlefield and then immediately set them up wholly within 3" of the bearer and more than 5" from all enemy fighters.
51-52	WAILING TOCSIN <i>The chiming of this verdigrised bell seems to spur the dead into action, sending the bearer forth with increased haste.</i>	[Perishable]: Add 1 to the Move characteristic of the bearer.
53-54	DAMAGED SOULTRAP GEM <i>These black gemstones, the source of animus for the Ossiarth Bonereapers, are highly valued by the lords of the Arx Terminus.</i>	[Instant]: You earn 2D6 glory points.
55-56	GRAVE-SAND GEM <i>Formed from magically vitrified Shyishan realmstone, this opalescent gemstone crackles with necromantic power and renders the undead even more hardy.</i>	[Perishable]: Add 1 to the Wounds characteristic of the bearer.
61	SCROLL OF COMMAND <i>Inscribed with the iron writ of Nagash, the power in this scroll can drain an enemy of the will to fight.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action only if they have not used an ability this activation. If they do so, the bearer can use the 'Inspiring Presence' ability without needing or using any ability dice and without needing the Leader runemark (★).
62	WATCHER SKULL <i>It is not uncommon for the lords of the dead to carry around the skulls of particularly favoured servants, harnessing them as a ready source of necromantic power.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you gain 1 additional wild dice at the start of the next hero phase this battle.
63	SHARD OF NIGHT <i>Granted to the favoured of Mannfred von Carstein, these artefacts were crafted from the hides of Abyssal Stalkers and temporarily shroud the bearer in a pall of darkness.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, they cannot be targeted by attack actions made by enemy fighters while they are more than 9" from the bearer.
64	NADIRITE LODESTONE <i>This black-veined rock, brought to the Eightpoints but recently from the very edge of the Shyish Nadir, draws to it deathly energies with a predatory hunger.</i>	[Perishable]: Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
65	BALEMOON CLOAK <i>One who dons one of these ragged shrouds moves through solid matter like a ghast or else is spurred on by a deathless haste.</i>	[Perishable]: The bearer can move through any part of a terrain feature, but they cannot end a move action with any part of them within a terrain feature.
66	WITCHLIGHT LANTERN <i>The smoky light that billows from this lantern imbues the wielder's essence with the power of Shyishan magic.</i>	[Perishable]: When the bearer is picked to activate, you can remove 1 damage point allocated to each friendly fighter within 6" of the bearer.



D66	DESTRUCTION LESSER ARTEFACT	
11-16	NOTHING BUT DUST You do not find a lesser artefact.	
21-22	SQUIGGLY MASCOT <i>This small-but-ravenous squig has apparently decided to follow you, snapping at your foes with oversized fangs. You'll feel bad when you eventually decide to eat him. Maybe.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove D3 damage points allocated to them.
23-24	ARACHNAROK WEBS <i>These incredibly sticky strands can easily strangle the unwary, but, with a little planning, they can also be of great help when navigating the derelict ruins of the Eightpoints.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, do not count the vertical distance moved when the bearer is climbing.
25-26	TROGGOTH GUTS <i>Many are the tales of misfortune that accompany the devouring of troggoth innards. If you can handle these side effects, however, their regenerative powers are well worth it.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, roll a dice. Until the end of the battle, the Toughness characteristic of the bearer is equal to the value of the roll.
31-32	GIFT OF THE SUN-EATER <i>These glowing red stones are taken from the volcanic regions favoured by Gorkamorka the Sun-eater. When ingested, they fill a warrior with blazing fury.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
33-34	GRUNTA'S HEART <i>The muscular hearts of gruntas are strong enough to propel the monstrous beasts into the thick of combat. When devoured, they can similarly increase a brutish warrior's endurance.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle, add 1 to the Move and Toughness characteristics of the bearer.
35-36	BLUBBERGRUB SECRETIONS <i>Blubbergrubs are utterly loathsome beasts, but their slimy secretions – though vile-smelling – can serve as a makeshift salve for terrible wounds.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove D6 damage points allocated to them. In addition, until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 3" of the bearer.
41-42	MAWBROTH <i>One who drinks this bloody broth, sacred to the Gulping God, finds their appetite not sated but more voracious than ever; they become consumed with the desire to feast on the flesh of their enemies.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, the next time an enemy fighter is taken down by an attack action made by the bearer that has a Range characteristic of 3 or less, you can remove 2D6 damage points allocated to the bearer.
43-44	SPITESHROOM PUFFCAP <i>By squeezing hard on this leering shroom, the bearer sends a cloud of spores into the air that can befuddle and confound the enemy.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of the bearer.

D66	DESTRUCTION LESSER ARTEFACT	
45-46	BATTLE BREW <i>Gulping down this thick fungal broth is always a calculated risk, but you have little time for mathematics. Besides, when it pays off, the results are terrifyingly apparent.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, roll a dice. Until the end of the battle round, the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less is equal to the value of the roll.
51-52	CRITTER PIPES <i>Blowing on these squigbone pipes summons all manner of nasties to swarm over foes in a tide of snapping fangs. Being grot-made, however, the instrument tends not to last all that long.</i>	[Perishable]: If the bearer is included in your warband, you automatically pass bestial intellect rolls when you activate a chaotic beast within 6" of the bearer.
53-54	FRESH BOTTLES <i>The shaman rulers of the Moonclans are always in the market for new, well-crafted bottles and vials in which to store their bizarre broths.</i>	[Instant]: You earn 2D6 glory points.
55-56	BURNIN' TATTOOZ <i>Pioneered by the Drakkfoot Warclan to ward off boneless 'Spookz', these blazing warpaint spirals can immolate those who draw too close. Their power is, however, soon expended.</i>	[Consumable]: Enemy fighters that finish a move action within 1" of the bearer suffer impact damage.
61	YHETEE'S BLOOD <i>The frozen blood of a Yhetee is highly unpleasant to ingest, but it also leaves the flesh numb and renders pain a distant dream for a time, so perhaps it is worthwhile all the same.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, count each critical hit scored from attack actions that target the bearer as a hit instead.
62	SHRAPNEL BLAST-KEG <i>Though undeniably crude, these one-use explosive devices can cause terrible devastation if hurled accurately. Or inaccurately, for that matter.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter within 9" of the bearer and roll a dice for each fighter within 3" of that enemy fighter. On a 4+, allocate D6 damage points to the fighter being rolled for.
63	BUGMAN'S XXXXXX <i>The forces of Destruction enjoy this brew just as much as the servants of Order – though, typically, it just makes them more belligerent than ever.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove 2D6 damage points allocated to them. Then, the bearer can make a bonus move action or a bonus attack action.
64	AMBERBONE TORC <i>The more Ghurish realmstone a warrior acquires, the more beastlike and predatory they become – a most desired outcome for the children of Gorkamorka.</i>	[Perishable]: If the bearer has made a move action this activation, add 2 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
65	ICON OF THE EVIL SUN <i>This leering icon fills many warriors of Destruction either with awe or with superstitious unease, and it spurs them into battle when unveiled.</i>	[Perishable]: Add 2 to the Move characteristic of the bearer unless a twist card with either the Climate runemark (☀) or the Magical Phenomena runemark (☁) is in play.
66	BADLOON BOSSFUNGUS <i>This strange fungus sprouts in the presence of the most kunnin' Moonclan bosses, but any who carry it seem to be blessed with the capacity for uncanny strikes.</i>	[Perishable]: Attack actions made by the bearer that have a Range characteristic of 3 or less score a critical hit on a 5+.



MATCHED PLAY

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

'Thus began the time of iron and blood, the age of the sword and the wolf.'



PITCHED BATTLES 2020/21 SEASON

Pitched Battles use preset battleplans designed to set a level playing field and offer a wide range of tactical challenges. In this section, you'll find 6 new Pitched Battle battleplans to be used instead of – or alongside – the Pitched Battle battleplans in the Core Book and in the *Tome of Champions 2019*. The Pitched Battle battleplans included here feature fixed positions for objectives and encourage players to build their warband evenly with a variety of different deployments. Each makes for a great battleplan to be used at a tournament or by two players looking for a balanced battle.

SETTING UP A PITCHED BATTLE

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

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

D6	PITCHED BATTLE
1	Cursed Relics
2	Escalating Glory
3	Turf War
4	Kill and Maim
5	Strike the Heart
6	Diminishing Gains



CURSED RELICS

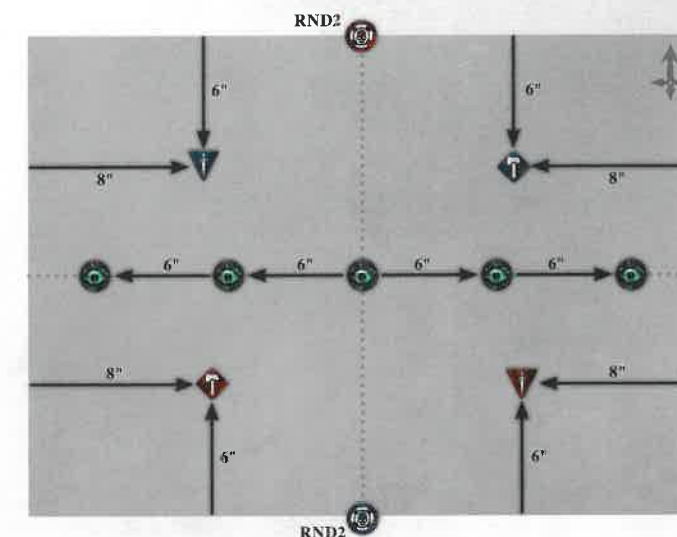
These rune-marked artefacts are as perilous as they are valuable.

VICTORY

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

If a fighter is carrying treasure at the end of their activation, allocate D6 damage points to them.

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



ESCALATING GLORY

The longer a warband can hold onto their treasure, the more valuable it becomes.

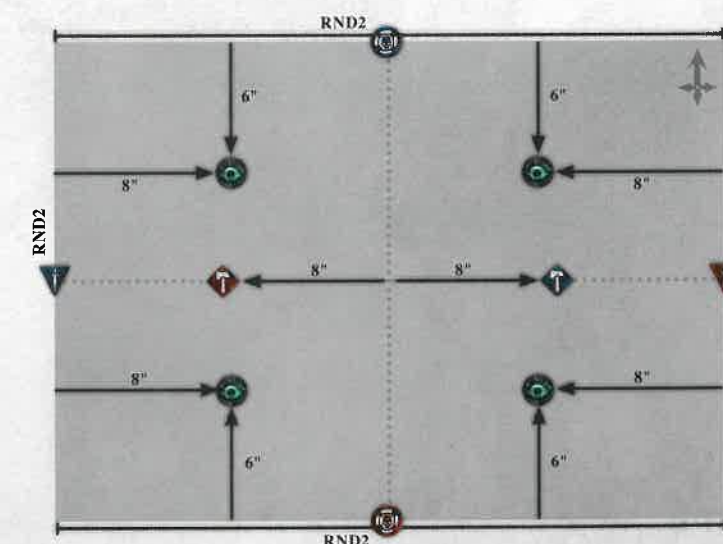
VICTORY

Set up 4 treasure tokens on the battlefield floor as shown on the map.

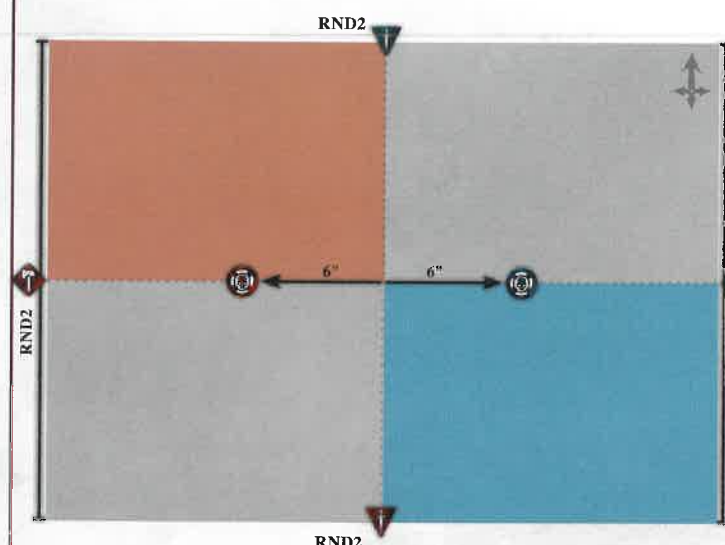
At the end of each battle round, each player scores a number of victory points equal to the current battle round for each fighter in their warband that is carrying treasure.

For example, if at the end of the second battle round, 3 fighters in a player's warband are carrying treasure, that player would score 6 victory points.

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



TURF WAR



Strike into enemy territory and claim it as your own.

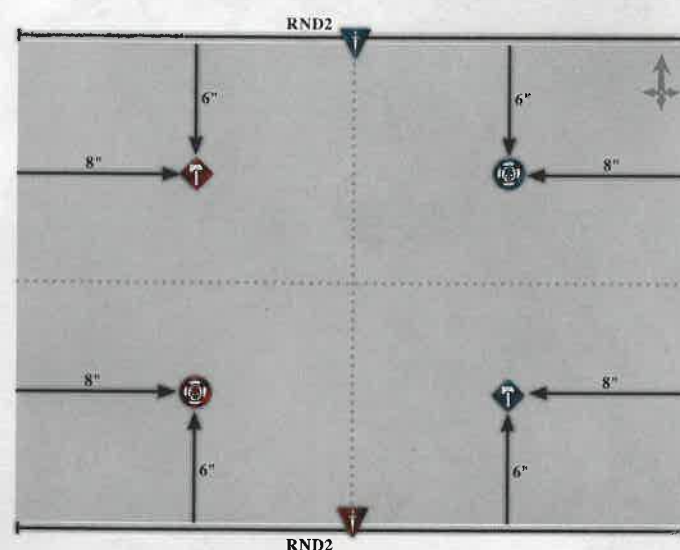
VICTORY

The battlefield is divided into equal quarters, one of which is red and one of which is blue. Each player treats the quarter that is the same colour as their deployment points as their territory.

At the end of each battle round, each player adds up the Wounds characteristics of the fighters in their warband that are wholly within the opposing player's territory. The player with the higher total scores a number of victory points equal to the current battle round.

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

KILL AND MAIM



In the Eightpoints, battles are decided through the most brutal and uncompromising displays of violence.

VICTORY

At the end of each battle round, each player adds up the Wounds characteristics of the fighters in their warband that were taken down that battle round. The player with the lower total scores 3 victory points.

In addition, a player earns 1 victory point when the enemy leader is taken down and 1 victory point each time all of the fighters in an enemy battle group are taken down.

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

STRIKE THE HEART

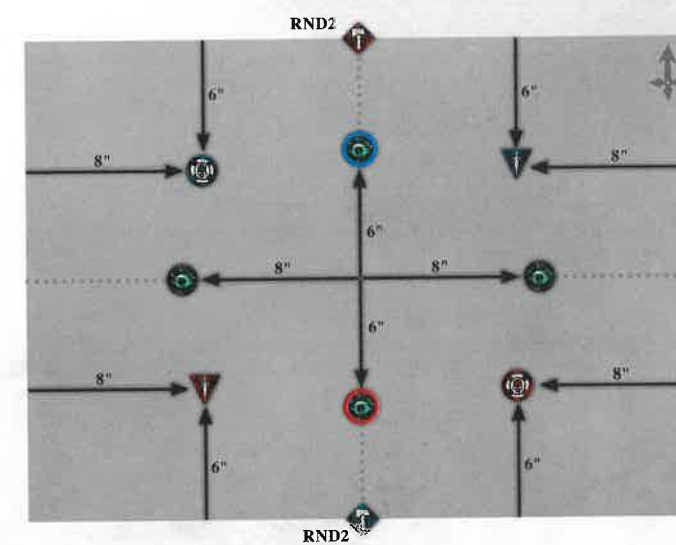
Break through enemy lines and drive a knife deep into their heart.

VICTORY

Set up 4 objective markers on the battlefield floor as shown on the map. Each player treats the objective marker that is the same colour as their deployment points as their home objective. The other objectives are neutral objectives.

At the end of each battle round, each player scores 1 victory point for controlling their home objective, 3 victory points for each neutral objective they control and 5 victory points for controlling the opposing player's home objective.

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



DIMINISHING GAINS

Time is of the essence. You must strike out swiftly, for the longer you tarry, the fewer the rewards.

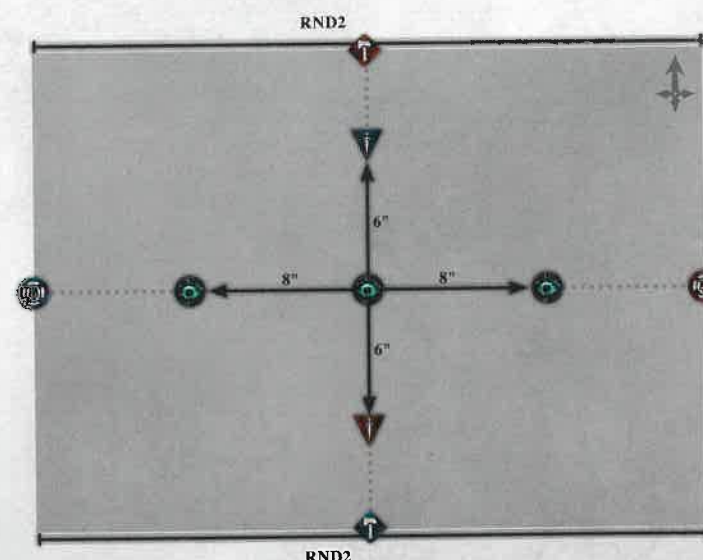
VICTORY

Set up 3 objective markers on the battlefield floor as shown on the map.

At the end of each battle round, each player scores 1 victory point for each objective they control.

At the end of the first battle round, once victory points have been scored, the players roll off. The winner picks 1 objective marker and removes it from play. At the end of the second battle round, the opposing player does the same.

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



HIDDEN AGENDAS

Warcry tournaments use Hidden Agendas. These are secondary objectives that players attempt to achieve during the tournament. In this section, you will find 12 Hidden Agendas that replace those in the Core Book.

During a Warcry tournament, each player must secretly pick 1 Hidden Agenda at the start of the hero phase of the first battle round. Each player must record their choice by either writing it down on a piece of paper

or placing a card with the name of the Hidden Agenda face down on the table. When you complete the Hidden Agenda, reveal the piece of paper or card to show that the Hidden Agenda has been completed.

A player cannot choose the same Hidden Agenda twice during a tournament, and any Hidden Agenda they have previously chosen must be clearly marked on their tournament roster.

HIDDEN AGENDA THE CHAMPION

At the end of the battle, you complete this Hidden Agenda if the enemy leader has been taken down but your leader has not.

HIDDEN AGENDA CONCEALED ARTEFACT

Secretly note down one of your fighters to be the bearer of the concealed artefact. The fighter must be on the battlefield. At the start of the combat phase of the third battle round, reveal which of your fighters bears the concealed artefact. At the end of the battle, you complete this Hidden Agenda if the bearer has not been taken down.

HIDDEN AGENDA HOLD THE CENTRE

At the end of the battle, you complete this Hidden Agenda if 1 or more friendly fighters are within 6" horizontally of the centre of the battlefield and no enemy fighters are within 6" horizontally of the centre of the battlefield.

HIDDEN AGENDA OVERRUN

You complete this Hidden Agenda at the end of a battle round if you have 1 or more fighters wholly within each quarter of the battlefield.

HIDDEN AGENDA THE HIGH GROUND

At the end of the battle, you complete this Hidden Agenda if 1 or more friendly fighters are vertically 3" above the battlefield floor and no enemy fighters are vertically 3" above the battlefield floor.

HIDDEN AGENDA THE ARCHITECT

At the end of the battle, you complete this Hidden Agenda if your opponent's warband has had half or more of its fighters taken down, but your warband has had less than half of its fighters taken down.



HIDDEN AGENDA FLAUNT

You complete this Hidden Agenda immediately if you use a [quad] for an ability that requires a [double].

HIDDEN AGENDA PRUDENT WARRIOR

At the end of the battle, you complete this Hidden Agenda if you have 3 or more wild dice that have not been used in the battle.

HIDDEN AGENDA DOMINATE

At the end of the battle, you complete this Hidden Agenda if you control more objectives than your opponent.

HIDDEN AGENDA GOLIATH SLAYER

You complete this Hidden Agenda immediately if an enemy fighter with a Wounds characteristic of 30 or more is taken down by an attack action made by a friendly fighter with a Wounds characteristic of 10 or less.

HIDDEN AGENDA INGLORIOUS DEMISE

You complete this Hidden Agenda immediately if the enemy leader is taken down by a damage point allocated to them that did not result from an attack action.

HIDDEN AGENDA FORTUNE-FAVoured

You complete this Hidden Agenda immediately if you seize the initiative and 2 or more wild dice have been added to your number of singles.



Blissful One

Awakened One

Ascended One

Joyous One

ESCALATION TOURNAMENTS

An escalation tournament is one that incorporates aspects of a Warcry campaign into a matched play setting, giving players a chance to progress and build a narrative for their warbands. At the start of an escalation tournament, your warriors will be fresh-faced and eager for battle; by the end, they will be grizzled veterans with sagas of glory and heroism in their name.

This section expands upon the escalation tournament section in the Core Book with unique tables for artefacts of power, command traits and lesser artefacts that the players can roll on during the event.

To run an escalation tournament, use the following rules:

1. At the start of each battle after the first, the players roll off. Starting with the player who won the roll-off, each player picks 1 fighter to gain a destiny level (Core Book, pg 67) and then rolls for 1 lesser artefact on the escalation lesser artefacts table below. Destiny levels gained are in effect for the rest of the tournament. All escalation lesser artefacts are **[Consumable]**. Once they have been used, they are removed from the warband roster, in the same way they would be during a campaign.
2. At the start of certain battles, players may receive either 1 artefact of power or 1 command trait. To receive an artefact of power, pick one from the escalation artefacts of power table and then decide which fighter in your warband will bear it. Alternatively, some tournaments might decide that the players must roll on the table instead of picking. Do the same when receiving a command trait. A command trait can only be given to your leader.

D6	ESCALATION LESSER ARTEFACT	
1	HEALING POTION <i>This glass bottle is filled with a sparkling crimson liquid that heals and refreshes.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, you can remove D6 damage points allocated to them.
2	SKIN OF FLAME-ALE <i>Brewed in Aqshy, this potent and fiery concoction fills one with mighty strength, if only for a few brief moments.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle, add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.
3	HYSHIAN SWIFTFOOT SCROLL <i>Calling upon the bound power of light magic, the bearer grants one ally the ability to move with increased swiftness.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible friendly fighter within 12" of the bearer. Add 1 to the Move characteristic of that fighter until the end of the battle.
4	ULGUAN HEX-EIDOLON <i>When the appropriate curses are whispered to this simple doll, a nearby foe is soon laid low.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter within 12" of the bearer and roll 6 dice. For each 2+, allocate 1 damage point to that fighter.
5	IRONOAK SEED <i>This is an enchanted seed of a mighty ironoak tree. When split open, it releases a sap that swiftly hardens into an all but impenetrable shell.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, add 1 to the Toughness characteristic of the bearer until the end of the battle.
6	POTION OF ONSLAUGHT <i>One who ingests this potion finds themselves filled with a manic energy that can only be expended by slaughtering their enemies.</i>	[Consumable]: The bearer can use this lesser artefact as a bonus action only if they have not used an ability this activation. If they do so, the bearer can use the 'Onslaught' ability without needing or using any ability dice.



D6	ESCALATION ARTEFACT OF POWER	
1	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.
2	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 each hit and critical hit (to a minimum of 1) from attack actions that target the bearer.
3	BLADE OF PATRONAGE <i>One of the many warlords of Carngrad has made a killing betting on your gladiatorial exploits. This rune-etched blade serves as a token of their appreciation.</i>	Add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
4	GLADIATOR'S TORC <i>This mark of prowess is granted only to those who display an uncanny resourcefulness in the pits.</i>	Add 1 to the value of abilities used by the bearer (to a maximum of 6).
5	BEASTHIDE CUIRASS <i>Made from the tough flesh of Ghurish Mournfangs, this robust armour was purchased with the spoils of victory from a tribe of Artery-dwelling leatherworkers.</i>	Add 1 to the Toughness characteristic of the bearer.
6	GRAVE-SAND AMULET <i>The small flecks of vitrified grave-sand within this looted amulet sap the might of the wearer's enemies.</i>	Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 3" of the bearer.

D6	ESCALATION COMMAND TRAIT	
1	SECOND WIND <i>In the direst of situations, this warrior draws upon their legendary willpower to see them through.</i>	Once per battle, this fighter can use this command trait as a bonus action. If they do so, you can remove D6 damage points allocated to them.
2	DOMINATING STRENGTH <i>All pay heed to this warrior's words, for they have more than enough might to back up their commands with action.</i>	Add 1 to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
3	BERSERK FURY <i>This warrior's boundless rage manifests as a hail of frenzied blows raining down upon the foe.</i>	Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
4	SHREWD DIPLOMAT <i>This warrior has learnt how to best negotiate with the pit-lords of Carngrad, stacking every fight in their warband's favour – after all, such ensures the greatest spectacles of violence to please the blood-hungry crowds.</i>	If this fighter is included in your warband, you begin the battle with 1 additional wild dice.
5	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 because of their natural resilience or the warping energies of the Eightpoints that suffuse them.</i>	When this fighter is picked to activate, you can remove 1 damage point allocated to them.
6	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.





APPENDIX

On the following pages, you will find an expanded list of roaming beasts to populate the cursed lands of the Eightpoints, providing extra options for certain twist cards. Also included are a variety of methods for using your existing Age of Sigmar terrain collection in open play games and a tournament roster to record and keep track of your warband's disposition in matched play games and events.

'Now all that remains is to slaughter in the shadow of the King's fell tower...'

ROAMING BEASTS

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

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

When a twist card with the **Wild Creatures** runemark (👁️) is in play (excluding the Sinister Bargain twist card), if both players agree, they can instead use the rules in this section to dictate which wild creatures will appear on the battlefield.

If they do so, the players roll off and the winner picks 1 of the following roaming beast categories:

- **Wild Cave Creatures** (👁️)
- **Restless Undead** (💀)

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

These fighters are subject to the Territorial Predators and Bestial Intellects rules in the same way as a chaotic beast. However, these fighters cannot use any chaotic beasts abilities; instead, they have their own abilities that they can use as well as the universal abilities.



WILD CAVE CREATURES

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

WILD CAVE CREATURES ABILITIES

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

WILD CAVE SQUIG 135

👁️ 1 4 5 2/4

👁️ 4 4 15

WILD FELLWATER TROGGOTH 195

👁️ 1 3 5 3/6

👁️ 4 4 25

WILD ROCKGUT TROGGOTH 190

👁️ 1 3 5 2/4

👁️ 4 4 30

RESTLESS UNDEAD

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

RESTLESS UNDEAD ABILITIES

	[Double] Prey on the Living: A fighter can use this ability only if there is a visible friendly fighter within 3" of them. Add 1 to the Attacks characteristic of attack actions made by this fighter until the end of their activation.
	[Triple] Summon Minions: Set up D3 fighters with the Restless Undead runemark (💀) but not the Champion runemark (👑) within 3" of this fighter.

RESTLESS TOMB BANSHEE 210

💀 3-7 2 3 3/6

💀 1 3 3 1/4

💀 6 5 25

RESTLESS GRAVE GUARD 85

💀 1 3 4 2/4

💀 3 4 10

RESTLESS SKELETON 55

💀 1 3 3 1/3

💀 3 4 8

RESTLESS CHAINRASP 75

💀 1 3 3 1/2

💀 5 4 8

RESTLESS SPIRIT HOST 210

💀 1 6 3 1/4

💀 5 5 30

RESTLESS WIGHT KING 175

💀 1 4 4 2/5

💀 3 5 25

RESTLESS CAIRN WRAITH 220

💀 2 4 4 2/5

💀 6 5 25

OPEN PLAY TERRAIN

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

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

TERRAIN SET-UP METHOD ONE: THE ARCHITECT OF FATE

One player is assigned the role of the Architect of Fate. This player sets up all the scenery features on the battlefield before any of the battleplan cards are drawn. When the battleplan cards are drawn, no terrain card is drawn.

In addition, the player who did not set up the terrain decides how to orientate the deployment card with the battlefield and chooses which player will use the red deployment points and which player will use the blue deployment points.

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

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

CREATING A BATTLEFIELD NARRATIVE

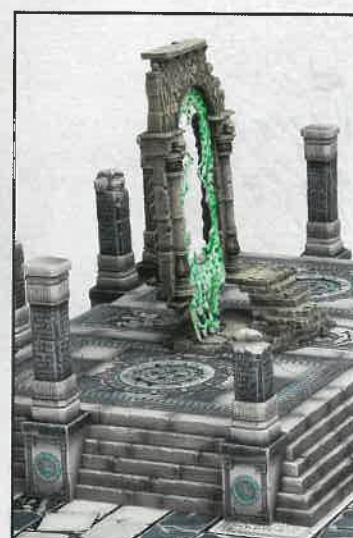
Using this method, the Architect of Fate is encouraged to think about where the two warbands will be fighting and set up the battlefield accordingly. Will the battle take place down the cramped back alleys of Carngrad or out in the wastes of the Bloodwind Spoil? Let your imagination run wild and see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



A Khornate altar dominates an ancient and crumbling ruin.



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



A mysterious realmgate provides passage to a shrouded Stormvault.

TERRAIN SET-UP METHOD TWO: USING THE TERRAIN GENERATOR

Follow these steps:

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

TERRAIN GENERATOR			
D3	TERRAIN DENSITY	LARGE SCENERY FEATURES (Buildings*, platforms, large statues, trees)	SMALL TERRAIN FEATURES (Debris, ruins, small walls, walkways)
1	Sparse Terrain	D3	D6
2	Medium Terrain	D3+1	D6+3
3	Dense Terrain	D3+3	D6+6

*Ladders and stairs can be added to buildings without counting towards the total.

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

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

1. A terrain deck contains 36 'cards' or layouts. 18 of those layouts are roughly symmetrical (and have the **Symmetrical** runemark (↔)) and 18 are asymmetrical.
2. To create a terrain deck, you do not need to create physical cards; instead, you need to create 36 layouts with which to populate a D66 table. One way to do this is to sketch 36 layouts. Alternatively, you could set up different terrain layouts on the board and take a photograph of each one. Give each layout a unique number from 11 to 66, with no digit exceeding 6 (i.e. the first 6 layouts will be numbered 11-16, the second 6 will be numbered 21-26, and so on).
3. The 18 symmetrical layouts should include 6 that have sparse terrain, 6 that have medium terrain and 6 that have dense terrain. The asymmetrical layouts should follow the same format. Use the terrain generator table as a guideline for how many scenery features each of those layouts should have.
4. Instead of drawing a terrain card, roll a D66 to determine which of your layouts is in play. Follow all other rules in the Core Book for setting up the battlefield as normal.

NARRATIVE AND MATCHED PLAY

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

In narrative play, the first method works particularly well because it allows one player to create an atmospheric location in which the battle will take place.

In matched play, the second or third methods work well as it is important that battles are fought on a varied amount of terrain.

WARCRY TOURNAMENT ROSTER

Player:

Warband Name:

DAGGER

NAME	FIGHTER TYPE	POINTS	DESTINY LEVELS			LESSER ARTEFACT

SHIELD

NAME	FIGHTER TYPE	POINTS	DESTINY LEVELS			LESSER ARTEFACT

HAMMER

NAME	FIGHTER TYPE	POINTS	DESTINY LEVELS			LESSER ARTEFACT

THE CHAMPION	CONCEALED ARTEFACT	HOLD THE CENTRE	OVERRUN	THE HIGH GROUND	THE ARCHITECT
☼	☼	☼	☼	☼	☼
FLAUNT	PRUDENT WARRIOR	DOMINATE	GOLIATH SLAYER	INGLORIOUS DEMISE	FORTUNE-FAVoured
☼	☼	☼	☼	☼	☼

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