WARHAMMER
AGE OF SIGMAR

PATH TO GLORY

CALL OF CHAOS

WARHAMMER
AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

CHAMPIONS OF CHAOS

Path to Glory provides rules for collecting the Chaos warbands that beset the Mortal Realms in the Age of Sigmar. Champions of the Chaos Gods battle each other as they gather their fearsome hordes to join Archaon's war against the Stormcast Eternals, taking advantage of this age of unending battle to win the favour of the Everchosen, or that of their dark patrons, hoping to receive the boon of immortality as a dread Daemon Prince. Only one Champion will succeed in their dark quest however, and an eternity of despair and torture awaits those who fail…

SETTING UP A PATH TO GLORY CAMPAIGN

In order to take part in a Path to Glory campaign, you will need two or more players. All the players will need to have at least one **CHAOS MORTAL HERO**, and they must create a Chaos warband for their hero to use in the campaign, as described below. Each player will also eventually need a Daemon Prince – this being the model their Champion will be transformed into if they are successful in their dark ambition.

The players will need the *Warhammer Age of Sigmar* rules sheet to fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful. The progress of the warband will be recorded on a Warband Roster, an example of which has been included on page 14.

After gaining enough favour in the eyes of your patron, your Champion will be bestowed the boon of daemonhood and granted a final test. Succeed at the test, and the boon will be affirmed for all time. The first player to win a battle with a Daemon Prince in command of their warband is crowned as the victor of the campaign.

STARTING A CHAOS WARBAND

When creating a Chaos warband, do not select your army in the normal manner. Instead, your army consists of a mighty Champion of Chaos battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against fellow Chaos warbands, your own warband will grow, and existing units will become more powerful.

To create a Chaos warband, simply follow these steps and record the results on your Warband Roster:

1. Pick a patron deity from the Realm of Chaos: Khorne, Nurgle, Tzeentch or Slaanesh. Your warband is made up of supplicants to that Chaos god. If you are allowed to choose a Mark of Chaos for units in your warband, they must take that of their patron.

2. Next, choose the Champion of your warband by choosing one of the options from the Chaos Champion Table (pg 6). The type of Champion you choose will determine the number of rolls you can make to gain followers, as shown on the Chaos Champion Table.

3. Give your Champion a suitably grand and imposing name, and write this down on your Warband Roster. You can either devise a name yourself, or use the Chaos Champion name generator (pg 4).

4. Having named your Champion, the next step is to generate your starting followers. These can be chosen from the Retinue, Hero, Monstrous, Brayherd or Warherd Follower Tables (pg 6-8). If you wish, instead of choosing, you can place your fate in the hands of the Dark Gods and roll on the Follower Table of your choice instead. To make a Followers roll, pick a column from one of the Follower Tables and then roll a dice. Your followers will need to be

organised into units. The Follower Table will tell you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll.

Instead of generating a unit of followers, you can sacrifice a unit to gain 1 Favour Point. You can sacrifice any number of your starting units of followers in this way.

5. Record all of the information about your starting warband on your Warband Roster. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

CHAOS CHAMPION NAME GENERATOR

This table has been designed to help name your Chaos Champion. You can simply select the names and titles that you like the most, or use them as inspiration for names and titles of your own creation. Alternatively, you can trust to fate and the whims of the Dark Gods themselves and roll randomly to determine your Champion's name.

To do so, you will need to roll a D66 – this simply means that you roll two dice, one after the other, counting the first dice as 'tens' and the second dice as 'units'. So, if the first dice is a 1 and the second dice is a 4, you will have rolled a 14. Roll a D66 and look up the result below to determine the first syllable of your Champion's name. Then

roll as many extra D66 as you wish to determine the second, and subsequent, syllables (we find having a two or three syllable name works well). If you like, you can then generate a title for your Champion; simply select the column that matches your Champion's patron, or select the 'Any Patron' column, and roll a final D66.

Example: Tim rolls three D66 to randomly determine the name of his Champion, choosing the 'Any Patron' column to determine his Champion's title. He rolls a 23, 63 and 35. His Champion's name is thus Sorgald Deathbringer – surely a name to inspire respect from his followers and dread in any rivals.

NAME GENERATOR TABLE

D66	FIRST SYLLABLE	SECOND & SUBSEQUENT SYLLABLES	TITLES				
			ANY PATRON	KHORNE	TZEENTCH	NURGLE	SLAANESH
11	Ska	ilax	the Thrice-damned	the Blooded	Fatewhisper	the Pestilent	Paingiver
12	Drok	toth	the Reviled	Bloodborn	Warpkin	the Maggot King	the Tormentor
13	Fel	gul	the Desolator	the Enraged	the All-seeing	Poxbringer	the Salacious
14	Luc	on	Fellheart	Skullbreaker	Flameborn	Plague Bringer	Soulshriver
15	Hur	zahr	Worldbreaker	Rageheart	the Changed	the Corpulent	the Eternal
16	Val	kar	the Cursed	Brassheart	the Mutator of Worlds	Blubbermaw	Sliverquick
21	Am	ros	Blacksteel	Bloodscream	Warplord	Rot-soul	Pain-lord
22	Rut	la	Blacksoul	the Decapitator	Fate-lord	Filthmonger	Painspawned
23	Sor	kia	Gibbermaw	the Slayer	the Destined	Festerheart	Bladeslash
24	Sig	nar	the Blessed	Skulleater	Warp-born	Flyborn	Thrashblood
25	Baud	baal	Twiceborn	Head-taker	Windblade	the Infested	the Magnificent
26	Eg	wulf	Neverborn	Blood-spiller	the Twisted	the Infectious	the Depraved

D66	FIRST SYLLABLE	SECOND & SUBSEQUENT SYLLABLES	TITLES				
			ANY PATRON	KHORNE	TZEENTCH	NURGLE	SLAANESH
31	Mor	zel	the Destroyer	Gore-lord	Warpmaw	Grimbelch	the Flayer
32	Ab	nir	Soulchewer	Flesh-render	Fluxlord	Bileheart	the Corrupt
33	Aek	am	Flesh Gorger	Blood Hunter	the Schemer	Poxbringer	the Debauched
34	Gul	vald	Vilespawn	Bloodlord	the Unknowing	Plague Bringer	Limbcleaver
35	Dech	rar	Deathbringer	the Everwrathful	the Architect	the Corpulent	the Denied
36	Kat	rimm	Warbringer	Redmaw	Balefire	Blubbermaw	Thrice-tainted
41	Scy	drek	the Chosen	Redaxe	the Incandescent	Rot-soul	Daggerheart
42	Khaz	ax	the Unholy	Skull-lord	Warpspawned	Filthmonger	the Pallid
43	Gorth	dol	the Undefeated	the Rampager	the Deceiver	Phlegmchild	Helbound
44	Kran	lac	the Reaper	Gorebringer	the Ancient One	the Decayed	the Seeker
45	Kithel	bar	the Malefic	Lord of Brass	the Ascendant	the Bloated	Helheart
46	Hel	nath	Scourgeborn	the Berserker	the Acolyte	Soulblight	Lord of Despair
51	Char	har	the Slaughterer	Lord of Skulls	Doomkindred	the Fecund	Lord of Tortured Souls
52	Barg	nalax	Doomlord	Gorethirster	Lord of Fate	Lord of Blights	the Defiler
53	Vash	tragar	the Despised	Bloodspawned	the Infernal	Plaguespawned	Painfeaster
54	Bub	asor	Lord of Ruin	Lord of Blood	the Aetherking	the Necrotic	the Despoiler Lord
55	Loth	lixus	the Reaver	Fleshtearer	the Eternal Watcher	the Festering	Whipperslash
56	Freg	rak	Scion of Chaos	Bloodblade	Lord of Aeons	the Scabrous One	Painsworn
61	Dec	us	the Everdamned	Skullsworn	Fireblade	Stench Lord	Manflayer
62	Tor	gan	Feaster of Souls	Bloodroar	the Changer	Blubberblade	Lord of Blades
63	Zhrakk	gald	Daemonblood	Skulltaker	the Sorcerer King	Poxmaw	Darkblade
64	Dar	vor	Warpblade	Blood-drinker	Mageblade	the Putrid	Scion of Pain
65	Fes	ash	the Possessed	Brassblade	Lord of Sorcery	Lord of Buboes	Lord of Torment
66	Ark	on	Lord of Chaos	Goresplitter	the Insane	Rotblade	the Corruptor

CHAMPION AND FOLLOWERS TABLES
Use the following tables to determine the Champion that leads your warband and the followers that make up the units which fight at his side.

CHAMPION TABLE

FOLLOWER ROLLS	ANY PATRON	SUPPLICANTS OF KHORNE	SUPPLICANTS OF TZEENTCH	SUPPLICANTS OF NURGLE	SUPPLICANTS OF SLAANESH
6	Chaos Lord	Chaos Lord	Chaos Lord	Chaos Lord	Chaos Lord
5	Chaos Lord on Daemonic Mount	Mighty Lord of Khorne	Tzeentch Sorcerer Lord	Lord of Plagues	Chaos Lord of Slaanesh
4	Chaos Lord on Manticore or Chaos Sorcerer Lord on Manticore	Lord of Khorne on Juggernaut	Tzeentch Chaos Lord on Disc of Tzeentch	Harbinger of Decay	Lord of Slaanesh on Daemonic Mount

RETINUE FOLLOWER TABLE

D6 RESULT	FOLLOWERS				
	ANY PATRON	SUPPLICANTS OF KHORNE	SUPPLICANTS OF TZEENTCH	SUPPLICANTS OF NURGLE	SUPPLICANTS OF SLAANESH
1	2 Chaos Spawn	1 Khorgorath	2 Chaos Spawn	2 Chaos Spawn	2 Chaos Spawn
2	10 Chaos Warhounds	20 Bloodreavers	16 Marauders of Chaos	5 Putrid Blightkings	5 Marauder Horsemen
3	16 Marauders of Chaos or 5 Marauder Horsemen	10 Blood Warriors	12 Warriors of Chaos	12 Warriors of Chaos	12 Warriors of Chaos
4	12 Warriors of Chaos	5 Skullreapers	5 Chosen	5 Putrid Blightkings	5 Hellstriders
5	1 Chaos Chariot or 1 Gorebeast Chariot	5 Wrathmongers	5 Chaos Knights	5 Putrid Blightkings	5 Hellstriders
6	5 Chaos Knights or 5 Chosen	3 Mighty Skullcrushers	5 Chaos Knights	5 Putrid Blightkings	5 Hellstriders

HERO FOLLOWER TABLE

D6 RESULT	FOLLOWERS				
	ANY PATRON	SUPPLICANTS OF KHORNE	SUPPLICANTS OF TZEENTCH	SUPPLICANTS OF NURGLE	SUPPLICANTS OF SLAANESH
1	1 Chaos Spawn	1 Chaos Spawn	1 Chaos Spawn	1 Chaos Spawn	1 Chaos Spawn
2	1 Exalted Hero	1 Bloodstoker	1 Tzeentch Sorcerer Lord	1 Nurgle Sorcerer	1 Chaos Lord of Slaanesh
3	1 Exalted Hero or 1 Exalted Hero with Battle Standard	1 Bloodsecrator	1 Tzeentch Sorcerer Lord	1 Nurgle Sorcerer	1 Chaos Lord of Slaanesh
4	1 Dragon Ogre Shaggoth	1 Slaughterpriest	1 Tzeentch Sorcerer Lord	1 Nurgle Sorcerer	1 Chaos Lord of Slaanesh
5	1 Chaos Sorcerer Lord	1 Skullgrinder	1 Tzeentch Sorcerer Lord	1 Lord of Plagues	1 Chaos Lord of Slaanesh
6	1 Chaos Lord	1 Aspiring Deathbringer or 1 Exalted Deathbringer	1 Tzeentch Sorcerer Lord	1 Lord of Plagues	1 Chaos Lord of Slaanesh

MONSTROUS FOLLOWER TABLE

D6 RESULT	FOLLOWERS
1	3 Dragon Ogres, 3 Chaos Ogres or 3 Chaos Trolls
2	1 Chaos Warshrine or Hellcannon
3	1 Slaughterbrute
4	1 Mutalith Vortex Beast
5	1 Giant
6	1 Chimera, 1 Cockatrice or 1 Jabberslythe

BRAYHERD FOLLOWER TABLE

D6 RESULT	FOLLOWERS
1	5 Centigors or 3 Razorgors
2	10 Ungor Raiders
3	10 Ungors
4	10 Gors
5	10 Bestigors or 1 Tuskgor Chariot
6	1 Beastlord or 1 Great Bray-shaman

WARHERD FOLLOWER TABLE

D6 RESULT	FOLLOWERS
1	3 Minotaurs
2	3 Minotaurs
3	3 Minotaurs
4	1 Cygor
5	1 Ghorgon
6	1 Doombull

EXAMPLE WARBAND – THE FLYBLOWN HORDE

Paul is starting a warband of Nurgle warriors. He starts by choosing a Champion. He decides on a Lord of Plagues, which he names Bubax the Scourge, and he makes a note of this on his Warband Roster.

Paul now chooses to generate some followers. A Lord of Plagues grants him five rolls. He picks the Any Patron column of the Retinue Follower Table for his first roll and gets a 3, meaning a choice of Chaos Marauders or Marauder Horsemen. Five pestilent horsemen ride ahead of the Scourge's army, bearing the Mark of Nurgle. Paul adds them to his roster along with their name, the Harbingers of Entropy.

Paul makes a second roll on the Any Patron column of the Retinue Follower Table, resulting in a 4. He could add up to twelve heavily armoured Chaos Warriors to Bubax's warband, but he only has ten models. He adds them to the Warband Roster all the same, all bearing the Mark of Nurgle, and names them the Blisterkin.

Paul then makes two rolls on the Supplicant of Nurgle column of the Retinue Follower Table, a 2 and a 4, meaning that a total of ten Putrid Blightkings want to join the warband. However, Paul only has five Putrid Blightking models, and so chooses to ignore the first result and instead add

a Chaos Chariot (from the Any Patron column) to his warband. With the Sons of the Fly and Scrofulus Maximus (with the Mark of Nurgle) added to the roster, the warband is taking shape.

The fifth and final roll for followers is made on the Monstrous Follower Table. Paul rolls a 2 and has the option between a Chaos Warshrine and a Hellcannon. He chooses a Warshrine with a Mark of Nurgle, as he has been looking for an excuse to paint one. The priest atop the shrine will act as Bubax' lieutenant, shouting praise to Nurgle.

Paul's warband is now complete and ready for battle!

THE PATH TO GLORY

Having created a warband, you can now fight battles with it. These battles will be fought against other warbands taking part in the campaign. You can arrange to fight battles as and when you wish, and can use any of the Battleplans available for *Warhammer Age of Sigmar*.

The units you use for a game must be those on your Warband Roster. Wizards can summon Chaos Daemons of their patron god during the course of a battle, but they vanish back to the Realm of Chaos once the battle is over.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your Champion is slain in a battle, it is assumed that he was merely injured or knocked out, and is back to his full fighting strength for your next game, thirsty for vengeance!

GAINING FAVOUR

All of the players in the campaign are vying for the favour of their patron god. The amount of favour they have received is represented by the Favour Points that the warband has accumulated. Favour can be increased by fighting and winning battles, as described next. As a warband's favour increases, it will also attract additional followers, and a warband's Champion may be granted rewards by their patron.

Warbands receive Favour Points after a battle is complete. If the warband tied or lost the battle, it receives 1 Favour Point. If it won the battle, it receives D3 Favour Points. You can re-roll a result of 1 on the D3 roll if the warband won a **major victory**.

Add the Favour Points you scored to the total recorded on your roster. Once you have won 10 Favour Points, you will have a chance to win the campaign (pg 15).

REWARDS OF BATTLE

In addition to gaining Favour Points, after each battle you can make one roll on the Eye of the Gods Table for your Champion, and either add new followers to your warband or bolster the powers of an existing unit by rolling on the Lesser Glory Table for a unit that is already in the warband.
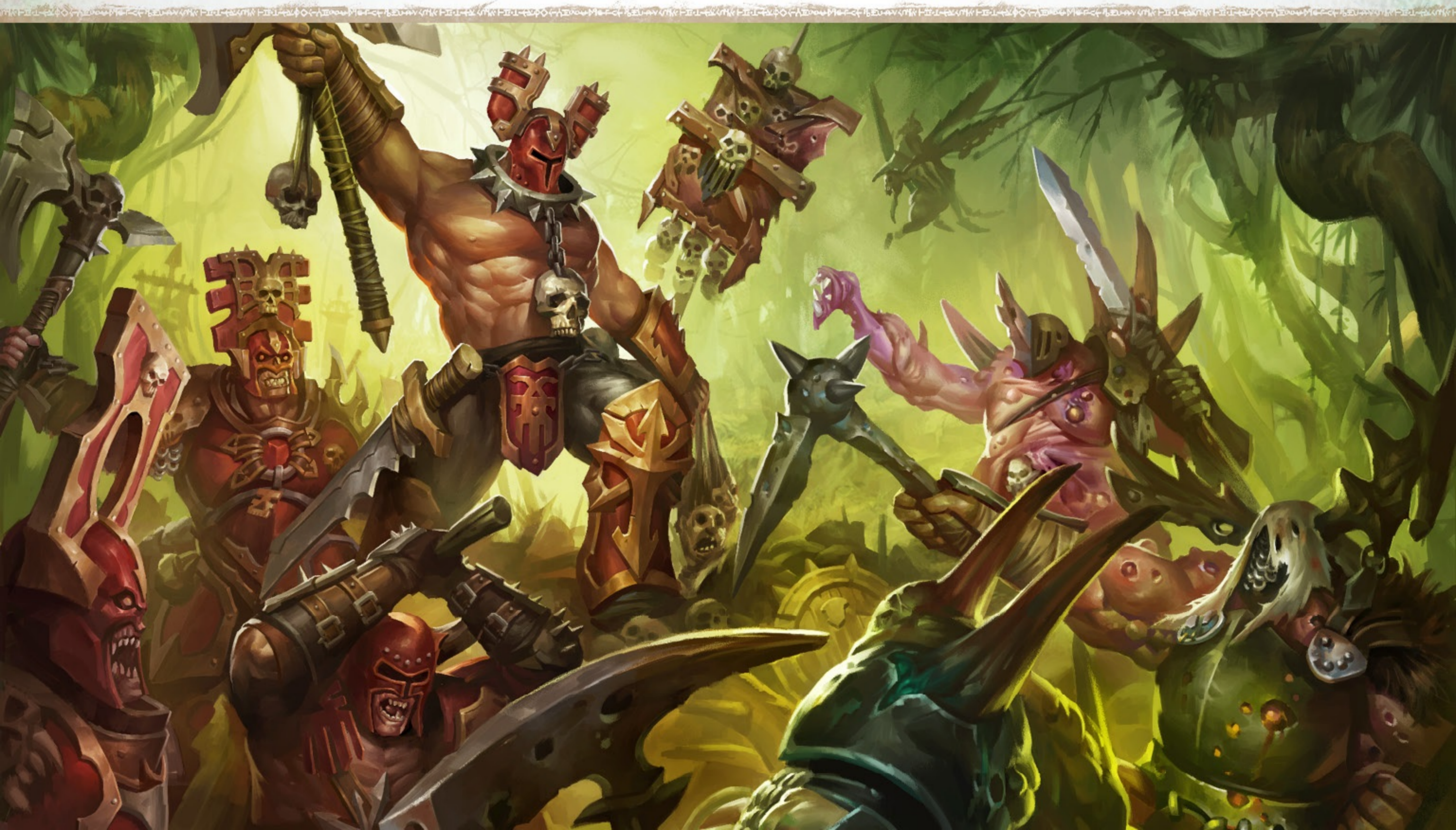
PATH TO GLORY TABLES

As your Champion progresses along the path to glory, they may be gifted with great rewards by the gods… if they are deemed worthy. Unless otherwise stated, after each battle, roll 2D6 and consult the following table. Record each result on your Warband Roster, and re-roll any duplicate results.

2D6	RESULT
	EYE OF THE GODS TABLE
2	**What the Gods Give…:** Your Champion has offended his patron and is punished by being condemned to Spawndom. Lose D3 Favour Points (to a minimum of 0), and remove all rewards your Champion has gained from this table so far from your Warband Roster. If your warband has another Hero, that model now takes charge and becomes your new Champion (if you do not have any Heroes, immediately generate one from the Hero Follower Table to become your new Champion. Note that you cannot select a Chaos Spawn to be your new Champion – re-roll these results if rolling randomly). Write down your new Champion's name on your Warband Roster ready for the next battle.

Of course, your former Champion may still have uses – you may immediately add a Chaos Spawn to your warband as a follower. |
3	**Unstable Mutation:** Roll a dice for the Champion in each of his hero phases. On a roll of 1, he suffers a mutating spasm and falls writhing to the ground. He cannot move, attack, cast spells or use any abilities until his next hero phase. On a roll of 4 or more, he is filled with the power of Chaos. You can re-roll hit and wound rolls of 1 for the Champion until his next hero phase.
4	**Acidic Blood:** Roll a dice after any wounds are inflicted upon the Champion. On a roll of 2 or more, one enemy model within 1" of the Champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.
5	**Soulscream:** Subtract 1 from the Bravery of enemy units within 3" of the Champion in the battleshock phase.
6	**Dark Patronage (Lesser Reward):** Your Champion gains the Lesser Reward from the appropriate Dark Patronage Table below.
7	**Dark Patronage (Greater Reward):** Your Champion gains the Greater Reward from the appropriate Dark Patronage Table below. If you already have that reward, count this as a result of 6 (Lesser Reward) instead.
8	**Dark Patronage (Exalted Reward):** Your Champion gains the Exalted Reward from the appropriate Dark Patronage Table below. If you already have that reward, count this as a result of 7 (Greater Reward) instead.
9	**Voice of the Gods:** Add 1 to the Bravery of the Champion. In addition, add 1 to the Bravery of any units from his warband that are within 8" of him in the battleshock phase.
10	**Daemonic Armour:** You can re-roll failed save rolls for your Champion.
11	**Ascendancy:** Roll a dice before a wound or mortal wound is inflicted upon the Champion. On a roll of 6, the wound is negated and is not applied to the Champion.
12	**Daemonhood Awaits:** Your Champion undergoes a dark apotheosis, having been judged worthy of daemonhood. Your Champion is replaced on your Warband Roster with a Daemon Prince but retains any rewards he has gained from this table. If your Champion is already a Daemon Prince, re-roll this result.

See 'Winning the Campaign' for further information on the effects of this transformation (pg 15). |

DARK PATRONAGE

If you roll a Dark Patronage result on the Eye of the Gods Table, look up the appropriate reward on the table below that matches your patron.

KHORNE

REWARD	RESULT
Lesser	**Brazen Will:** Your Champion can attempt to unbind one enemy spell in each enemy hero phase. Add 1 to the result of the unbinding roll when he does so.
Greater	**Red Rampage:** Add 1 to all hit rolls for your Champion if he is within 3" of more enemy models than friendly models when the attacks are made.
Exalted	**Slaughterer's Rage:** Add 2 to the Attacks characteristic of any melee weapons used by your Champion.

NURGLE

REWARD	RESULT
Lesser	**Fleshy Folds:** Roll a dice for the Champion in each of his hero phases. On a roll of 5 or 6, the Champion heals 1 lost wound.
Greater	**Corpulent Mass:** Add 1 to your Champion's Wounds characteristic.
Exalted	**Cloud of Flies:** Subtract 1 from the hit rolls of enemy models that are within 7" of your Champion.

TZEENTCH

REWARD	RESULT
Lesser	**Arcane Vessel:** Your Champion immediately heals 1 wound if he or a friendly model within 3" of him successfully casts a spell (whether it is unbound or not). In addition, he heals 1 wound if he is affected by a spell cast by either side. The wound is healed after the effects of the spell have been applied in both cases.
Greater	**Warpcraft:** You can remove your Champion from the battlefield in any of his hero phases, and then set him back up anywhere that is more than 7" from any enemy models. This counts as his move for the following movement phase.
Exalted	**Secrets of Sorcery:** Your Champion becomes a **WIZARD**. He can attempt to cast one spell in each of his own hero phases, and can attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells. If your Champion is already a **WIZARD**, they can attempt to cast one extra spell in each of your hero phases, and attempt to unbind one extra spell in each enemy hero phase.

SLAANESH

REWARD	RESULT
Lesser	**Sensory Abundance:** You can re-roll one failed hit roll for the Champion in each shooting phase and combat phase.
Greater	**Unnatural Swiftness:** Add 3" to all run and charge rolls for your Champion. In addition, he can be selected to pile in when he is within 6" of an enemy unit, instead of 3", and piles in up to 6".
Exalted	**Bedazzling Assault:** At the start of the combat phase, roll a dice for each enemy unit within 6" of the Champion. On a roll of 4 or more, add 1 to any hit rolls made for any attacks against that unit in the combat phase.

LESSER GLORY TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will be rewarded with gifts from the Chaos gods. After each battle, you can choose to take one of the following options:

1) **Additional Followers:** More followers flock to your Champion's banner. Either select a new unit from one of the Follower Tables, or roll for a random unit from one of those tables, then add them to your Warband Roster.

2) **Blessed Followers:** Those who have stood with your Champion begin to feel the gaze of the gods upon them. Pick a unit in your warband, then make a roll on the Lesser Glories Table. Make a note of the result on your Warband Roster. If you roll a result the unit has already received, roll again until you get a different result.

LESSER GLORIES TABLE

D6	RESULT
1	**Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your Champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
2	**Acolytes of Darkness:** Once per battle, in your hero phase, this unit can enact a dark ritual which shrouds them in shadow. The unit receives the benefits of being in cover until the start of your next turn.
3	**Avatars of Fury:** Once per battle, in your hero phase, this unit can attack as if it were the shooting or combat phase. This does not stop it from attacking again later in the same turn.
4	**Adepts of the Hidden Path:** Once per battle, in your hero phase, this unit can step through a tear in reality. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following movement phase.
5	**Devotees of the Dark Rite:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
6	**Twice-blessed Followers:** Roll twice on this table. Re-roll further rolls of 6.

WARBAND ROSTER

Below is an example Warband Roster, completed with all the information that is relevant to the example warband on page 9. A blank version of this document is available for you to download from the Games Workshop website so that you can print it out and keep a record of your own warband's Path to Glory!

WARHAMMER AGE OF SIGMAR

PATH TO GLORY WARBAND ROSTER

WARBAND NAME: The Flyblown Horde

PATRON: Nurgle

FAVOUR POINTS: 0

CHAMPION

NAME: Bubax the Scourge

WARSCROLL: Lord of Plagues

OPTIONS, REWARDS & GIFTS:

FOLLOWERS

NAME: Harbingers of Entropy
UNIT & NUMBER: 5 Marauder Horsemen
OPTIONS, REWARDS & GIFTS: Mark of Nurgle

NAME: The Blisterkin
UNIT & NUMBER: 10 Chaos Warriors
OPTIONS, REWARDS & GIFTS: Mark of Nurgle

NAME: The Sons of the Fly
UNIT & NUMBER: 5 Putrid Blightkings
OPTIONS, REWARDS & GIFTS:

NAME: Scrofulus Maximus
UNIT & NUMBER: Chaos Chariot
OPTIONS, REWARDS & GIFTS: Mark of Nurgle

NAME: Glabrus the Pious
UNIT & NUMBER: Chaos Warshrine
OPTIONS, REWARDS & GIFTS: Mark of Nurgle

NAME:
UNIT & NUMBER:
OPTIONS, REWARDS & GIFTS:

THE PATH TO GLORY
(Use this however you wish to chronicle your warband's rise to power)

Onward for Nurgle!

Available to download from

www.blacklibrary.com/path-to-glory-pdf.html

ETERNAL GLORY – WINNING THE CAMPAIGN

In order to win the Path to Glory campaign, your Champion must first become a Daemon Prince, and then win a battle. In order to become a Daemon Prince, you must either reach 10 Favour Points, or if fate favours you, roll a 12 on the Eye of the Gods Table for your warband's Champion. In either case, your Champion is replaced with a Daemon Prince, though he retains any of the boons he had received from the gods when he was a mere mortal.

You must then fight and win one more battle using your Daemon Prince as the leader of your warband in order for you to be affirmed amongst the ranks of the immortals and win the Path to Glory campaign.

If the next battle you fight is tied or lost, you do not receive any Favour Points – just keep on fighting battles until you either win the campaign… or another player wins first!

SHORTER OR LONGER CAMPAIGNS

You can shorten or lengthen a campaign by lowering or increasing the number of Favour Points a Champion must earn to become a Daemon Prince. For example, for a shorter campaign, you could say that a Champion only needs 5 or 6 Favour Points to become a Daemon Prince, or for a longer one, say that the demanding Chaos gods require him to score 15 or even 20 points!

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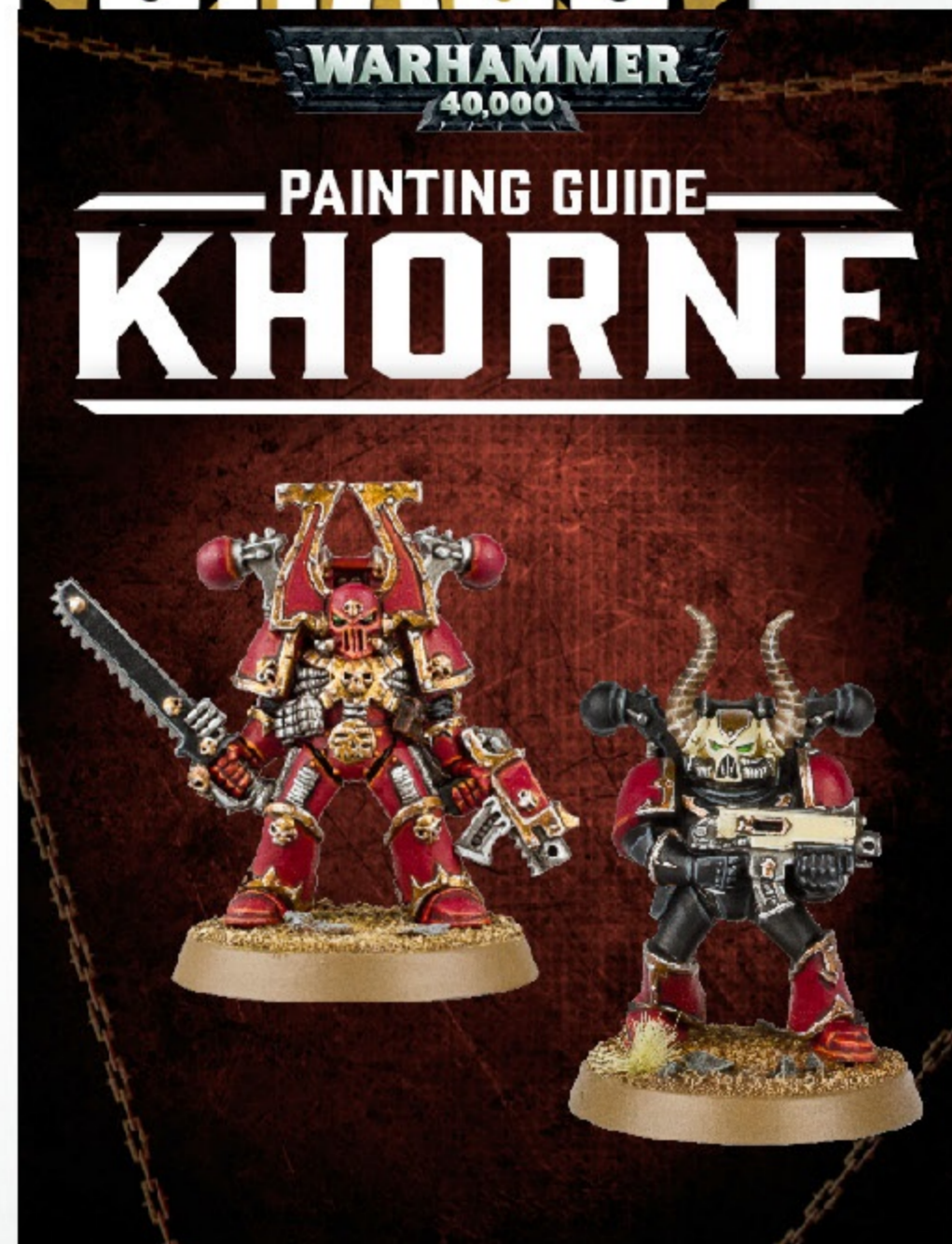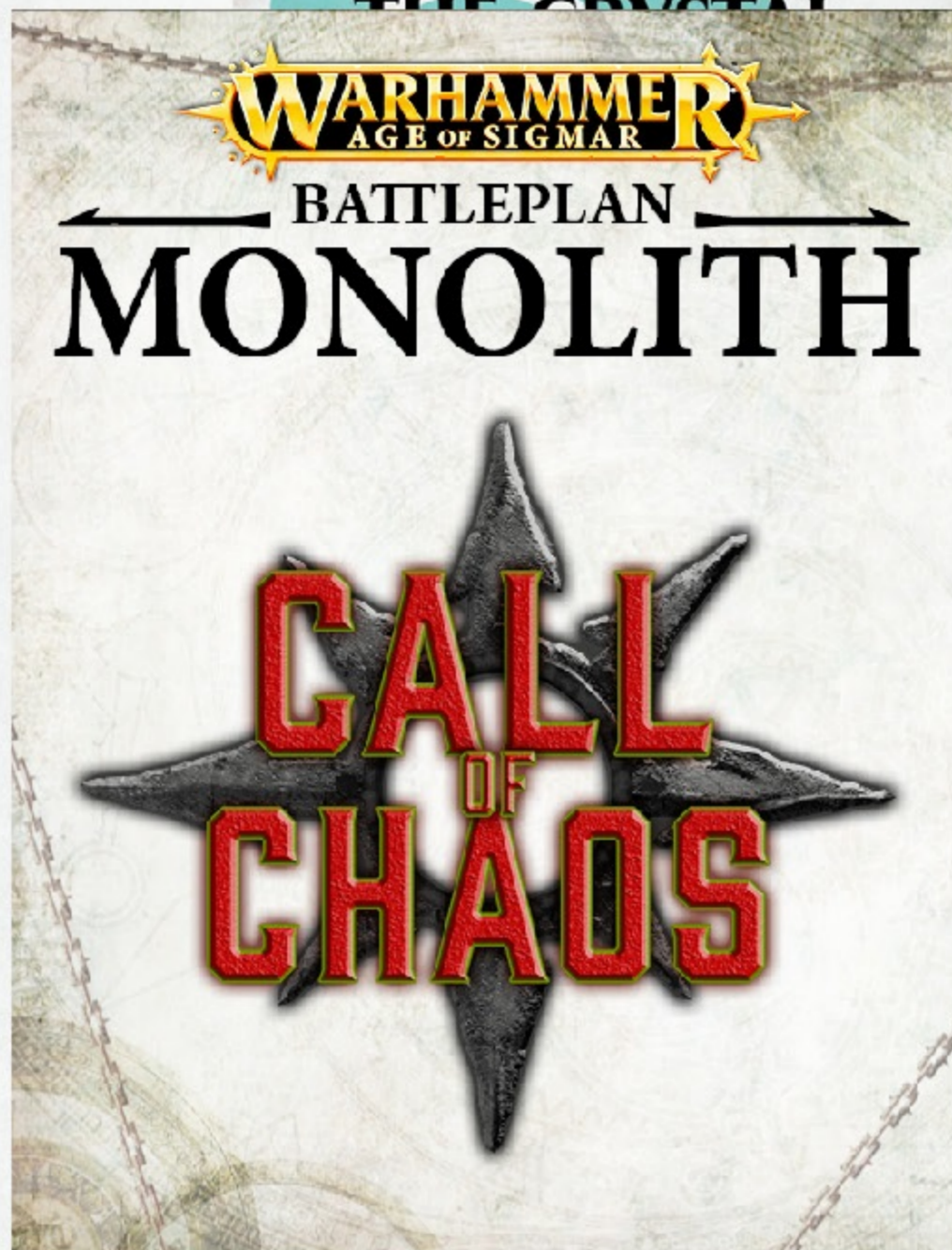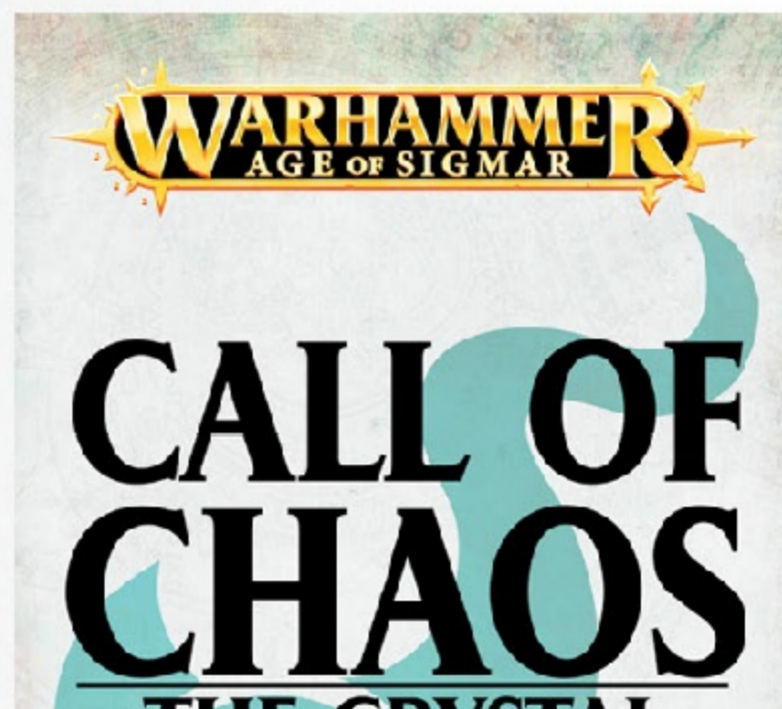
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