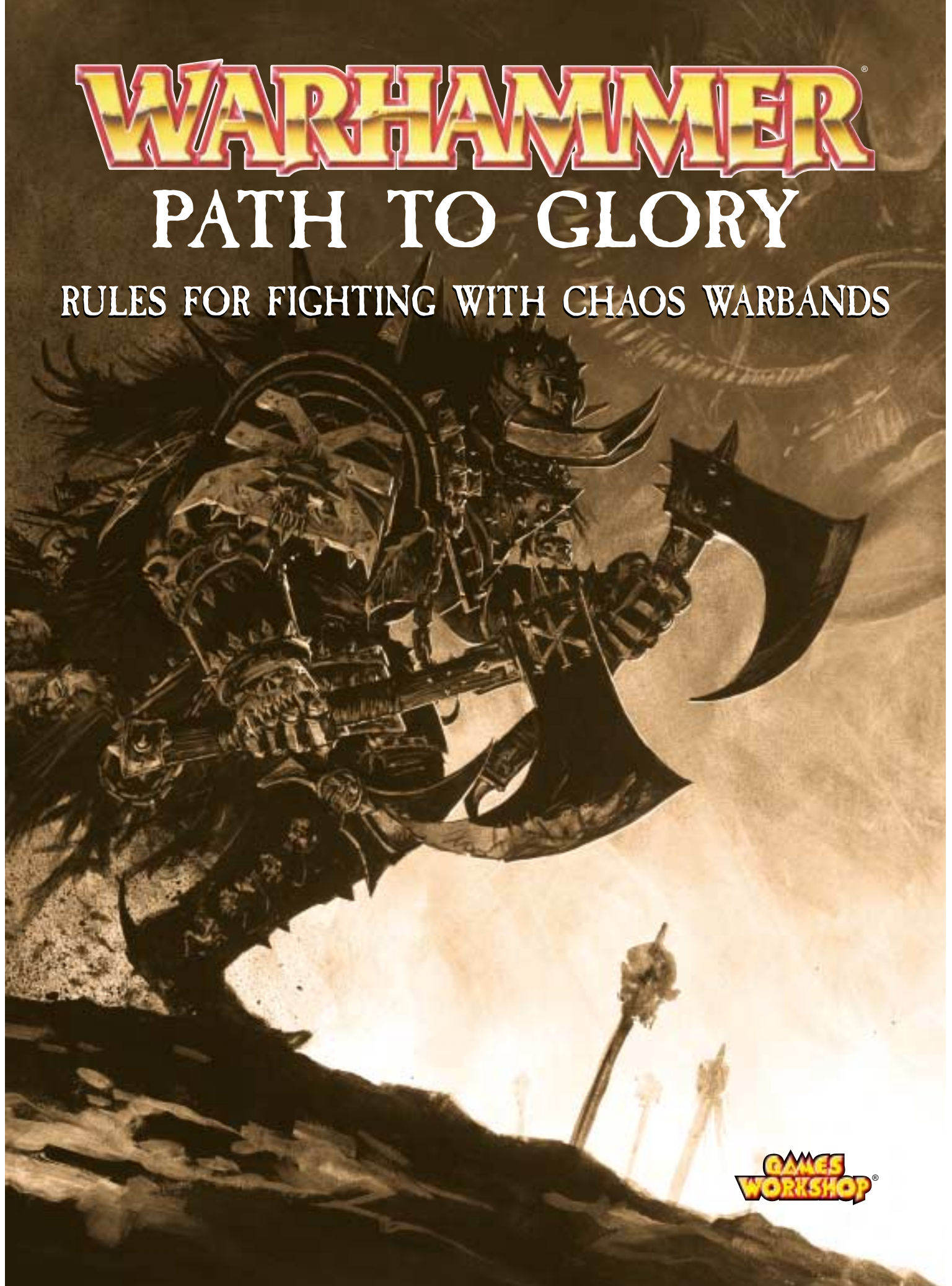


WARHAMMER®

PATH TO GLORY

RULES FOR FIGHTING WITH CHAOS WARBANDS



GAMES
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PATH TO GLORY

RULES FOR FIGHTING WITH CHAOS WARBANDS

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

Path to Glory came about when a bunch of us were reminiscing about the old *Realm of Chaos* books during the development of the new *Hordes of Chaos* Army book. One of the coolest and most characterful parts of *Realm of Chaos* was the Warband rules, but the problem with them was that the Warbands tended to become quickly unbalanced. This

tendency was fine in a way and sometimes fun to play. However, rolling up a Warband consisting of a couple of Goblins and a few Beastmen and playing your buddy who had two Minotaurs and a flying Chaos Spawn, well...sometimes that wasn't so much fun. What follows then is a set of simple rules that enable small battles to be played with Chaos Warbands. These rules have some of the randomness of the old *Realm of Chaos* rules but are a bit more structured so that you can play games with relatively even forces.

While playtesting these rules, we came to the general agreement that the skirmish rules printed in the back of the Warhammer rulebook were not particularly suited to fighting with Chaos Warbands. The skirmish rules made the game a bit too slow, particularly when Warbands were quite large. Thus, we decided to try out the normal Warhammer rules, except that we treated every model as an independent character. After a bit of

playtesting, it quickly became apparent that, to make the game run faster still and add more tactical challenges, more changes would have to be made. We ended up making big creatures (like Ogres), your Champion, and select "elite" troops count as independent characters, while the other models have to be formed up into small skirmisher units or ranked up into regiments. Played with the normal Warhammer rules, these games prove to be quick, fun, and bloody, and we have found that we can easily play a game or two during our lunch break.

These rules can also help all you budding Chaos generals start playing games without having an entire painted army. As your Warbands and model collection grow, you can slowly assemble an entire Chaos army.

Just follow the simple steps described on the next few pages to generate your Warband and start to gather the makings of your own horde of Chaos...



Two Warbands clash in the Chaos wastes.

FORMING YOUR CHAOS WARBAND

FAVOR POINTS

Favor Points represent how much attention your Aspiring Champion is attracting from the Gods of Chaos. The more battles he fights and mighty deeds that he and his Warband perform, the more attention he will attract. This attention translates into game terms in two ways. First, Favor Points can be used to “buy” new followers. They are not so much mercenaries receiving payment from your Aspiring Champion but followers who are attracted to the Champion’s Warband as his fame spreads. Second, Favor Points can also be spent to bestow gifts upon your Champion representing boons from the Dark Gods.

You begin the game with 35 Favor Points with which to attract followers. You can gain additional Favor Points in battle as explained in the next section.



STEP 1 - YOUR CHAMPION

Every Warband is led by a Champion of Chaos. This character is free and starts with the following profile:

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

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

STEP 2 - CHOOSE YOUR GOD

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

STEP 3 - FORMING THE WARBAND

There are two tables of followers. The first table consists of the more common Chaos followers, the second the more rare and more dangerous creatures. It costs 1 Favor Point to roll on the first table and 2 for the second. Remember to keep a tally of how much Favor you have spent. The dice roll determines which creatures/followers have approached your Champion and become available. If you choose, you can then spend the Favor Points necessary to recruit the follower(s) as listed in the Favor Points per model column. On the other hand, if you cannot afford or do not wish to recruit the follower(s) that you have rolled, you do not have to. For example, if you roll a 6 (Marauders) and then roll a 3 (resulting in three Marauders) you may

FOLLOWERS OF CHAOS - TABLE 1

Pay 1 Favor Point to roll on this table

The special rules and characteristics of all the following models can be found in *Hordes of Chaos* and the Beasts of Chaos list featured in *White Dwarf 274*.

2D6	Follower	Number	Favor Points ¹	Equipment per Model
2-3	Marauder Horsemen	D3	3	Warhorse, light armor, hand weapon + roll on Equipment Table 1 ²
4-5	Chaos Warhounds	D6	1	None
6-7	Marauders	D6	1	Light armor, hand weapon + roll on Equipment Table 1 ²
8-9	Chaos Warriors	D3	3	Heavy armor, hand weapon + roll on Equipment Table 1 ²
10-11	Beastmen	D6	1	Hand weapon + roll on Equipment Table 1 ²
12	Roll immediately on Table 2 below. You may recruit what you roll at the Favor Points indicated.			

¹ Note that the numbers listed in this column indicate the Favor Point cost per model. Thus, if you wish to recruit three Marauder Horsemen, you must spend 9 Favor Points.

² Note that only one roll for equipment is made, and all the warriors are armed with the same weapon. For example, if you recruit four Marauders on one roll, then make only one roll on the Equipment Table 1.

choose to recruit none, one, two, or three of them as you like. If you choose not to recruit any, those Favor Points that were spent to roll on the table are lost, however, and you must spend more points if you wish to roll again on the table. In addition, you may alter the number you roll on the dice by one point in exchange for a further Favor

Point. For example, if you rolled an 11, resulting in Beastmen, you could spend 2 further Favor Points to alter the result to 9 so that you could “purchase” one to three Chaos Warriors. In this way, you could spend your points on recruiting anyone you come across or spend extra points to choose who you really want.

FOLLOWERS OF CHAOS - TABLE 2

Pay 2 Favor Points to roll on this table

The special rules and characteristics of all the following models can be found in *Hordes of Chaos* and the Beasts of Chaos list featured in *White Dwarf* 274.

2D6	Follower	Number	Favor Points	Equipment per Model
2-3	Chaos Sorcerer (<i>reroll for Kborne and Tzeentch</i>)	1	7	Chaos armor, hand weapon (Lvl 1 Wizard)
4	Minotaur	1	8	Hand weapon + roll on Equipment Table 2
5	Chaos Daemon	1	4	Nothing
<i>Bloodletter, Plaguebearer, Daemonette, Horror, or Fury depending on aligned Chaos Power.</i>				
6-7	Chosen of Chaos	1	3	Chaos armor, Hand weapon + roll twice on Equipment Table 1 and choose which you want
8	Knight of Chaos	1	6	Barded Chaos Steed, heavy armor, shield, hand weapon
9	Ogre	1	6	Light armor, hand weapon + roll on Equipment Table 2
10	Chaos Troll	1	9	Hand weapon
11	Chosen Knight of Chaos	1	8	Barded Chaos Steed, Chaos armor, shield, hand weapon
12	Chaos Spawn ¹	1	11	Nothing

¹Chaos Spawn use the special rules for specific powers if the Warband is aligned to one of the Chaos powers. See p. 27 of *Hordes of Chaos*.

ORGANIZING YOUR WARBAND

Before each game, organize your followers into small units. Units must have a Unit Strength of at least 3 and will form into units with other models of the same type if at all possible (so Marauders will always form into units with other Marauders as long as there are at least three Marauders. If there is only one Marauder but also two Beastmen, then the three models will form into a single, mixed unit for the game). Cavalry will only form into units with models of the same type, even if that means that they cannot form into units of Unit Strength 3. Models on foot always skirmish, while models on horseback or on bases larger than 25 mm do not. Champions of Chaos, Chosen of Chaos, Sorcerers of Chaos, Trolls, Spawn, Ogres, and Minotaurs all act as independent characters.

Play games with your Warband with all the normal rules for Warhammer – combat resolution, *Panic* tests, etc. We found that tables about 4' x 4' with quite a lot of terrain scattered around were ideal.



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

EQUIPMENT

Most followers attracted to a Warband will bring along some of their own equipment. The equipment that they start with cannot be swapped – they will not give up their equipment and will always keep it, though they can be given additional items as the Warband progresses.

EQUIPMENT TABLE 1

Additional rolls can be “purchased” for individual models for 1 Favor Point; for these rolls only, reroll results of “Nothing.”

D6 Equipment

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

EQUIPMENT TABLE 2

Additional rolls can be “purchased” for individual models for 1 Favor Point; for these rolls only, reroll results of “Nothing.”

D6 Equipment

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

STEP 4 - GET PLAYING

So there you have it – having followed the steps above, you should have a newly formed Chaos Warband ready to take on other Warbands in an effort to gain the attentions of the Gods. On the following page is Anthony Reynolds's Chaos Warband (go Slaanesh!) generated with these rules and used in games against other Studio members.

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



The Warbands of Anthony Reynolds and Graham McNeill attack.

SALANTHUS THE DARK AND HIS WARBAND OF SLAANESH

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

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

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



ADVANCING YOUR CHAOS WARBAND

In this section of *Path to Glory*, you will find the rules for advancing your Chaos Warband. By fighting battles and achieving specific objectives therein, you will accumulate additional Favor Points. You can spend these points as you did when you first created your Warband to gain additional followers and equipment. In addition, for every 6 Favor Points you gain, your Champion will advance. His basic characteristics may increase, or he may gain special abilities, acquire new magic items, or become marked by the Gods with special mutations.

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

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

rules before using these rules for advancement.

Check out the next few issues of *White Dwarf*. We'll be printing additional rules for your Warband games, such as scenarios (including big multiplayer bashes), expanded Mutations Tables, and rules for invoking the Chaos Gods' displeasure – not a clever thing to do. But anyway, enough rambling, let the Chaos show continue!

GAINING FAVOR POINTS

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

These Favor Points can be used to recruit more followers by the same method used when rolling up your Warband – see *Forming Your Chaos Warband* for details.

BASIC FAVOR TABLE

Playing a battle	2
Playing a battle against a Warband with a Warband Favor Rating 10 or higher than your own	+3
Taking an enemy Champion out of action	2
Winning a battle	2
Winning a battle against a Warband that has a Warband Favor Rating 10 or higher than your own	+4
Wiping out an enemy Warband (taking every model out of action)	2
Refusing a challenge	-2

UNDIVIDED FAVOR

Taking an enemy Champion out of action	2 (so, +4)
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TZEENTCH FAVOR

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

SLAANESH FAVOR

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

NURGLE FAVOR

Taking an enemy that has 3 or more Wounds out of action (not cumulative)	2
Taking a Champion of Tzeentch out of action	2
Failing to take any enemy models out of action	-2

KHORNE FAVOR

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





Nurgle and Tzeentch Warbands battle it out.

STEP 2 CHOOSE YOUR GOD

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

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

CHAMPION ADVANCEMENT TABLE

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

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

CHAOS UNDIVIDED ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Mutation – One random mutation (if the Champion ever has five mutations, he automatically devolves into a Chaos Spawn; see below).
5	Soul Hunger – The model may reroll missed close combat rolls to hit in the first round of any combat.
6	Immediately roll on Followers of Chaos Table 1 and add whatever you rolled to your Warband for free (rerolling any result of 12 on the Followers Table – this roll cannot be modified by expending Favor Points).
7-8	Mark of Chaos Undivided – May reroll any failed Psychology tests. (If rolled more than once, this gift can be passed onto any member of the Warband of the player's choice. This gift is automatically lost if the Warband chooses to worship a specific Chaos God.)
9-10	Blessed with D3+2 Chaos Furies for the next game only.
11	Daemon Weapon (+1 WS, +1 S, +1 A).
12	Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it, he causes <i>Fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely, sprouts wings, causes <i>Terror</i> , and suffers from <i>Daemonic Instability</i> but is otherwise immune to Psychology. However, the Champion may not use any nonmagical weapons or armor.

NURGLE ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Mutation – One random mutation (if the Champion ever has five mutations, he automatically devolves into a Chaos Spawn; see below).
5	Cloud of Flies – Any enemy in base-to-base contact suffers a –1 modifier on its rolls to hit in close combat.
6	Mark of Nurgle – The model gains an extra Wound and is immune to poison. If rolled again, the model will cause <i>Fear</i> .
7	Blessing of Nurgle – Nurgle's Rot – All attacks made by the character are Poisoned Attacks, and the model itself is immune to poison. (If rolled more than once, this gift can be passed onto another member of the Warband.)
8	Mark of Nurgle – The model gains an extra wound and is immune to poison. If rolled again, the model will cause <i>Fear</i> .
9-10	Blessed with D3+2 Plaguebearers for the next game only.
11	Bloated Foulness – <i>Killing Blow</i> has no effect on the model. In addition, no weapon or spell will ever wound the model on better than a 3+, i.e., if a model has Strength 6, it will still only wound the model with <i>Bloated Foulness</i> on a 3+ rather than a 2+.
12	Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it, he causes <i>Fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely, sprouts wings, causes <i>Terror</i> , and suffers from <i>Daemonic Instability</i> but is otherwise immune to Psychology. However, the Champion may not use any nonmagical weapons or armor.



Two mighty Champions confront each other.

SLAANESH ADVANCEMENT

2D6 Result

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

KHORNE ADVANCEMENT

2D6 Result

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

TZEENTCH ADVANCEMENT

2D6 Result

- 2 Turned into a Chaos Spawn!
- 3-4 Spell Familiar – Joins the warband for the next D6 games only. It knows the Tzeentch spell Red Fire, which the Champion may use. It counts as a Bound spell with Power Level 4.
- 5-6 Mark of Tzeentch – Becomes a Level 1 Wizard with one random Tzeentch spell. If rolled again, the Champion gains a new, additional random spell.
- 7-8 Mutation – One random mutation (if the Champion ever has nine mutations, he automatically devolves into a Chaos Spawn; see below).
- 9 Blessing of Tzeentch – Tzeentch's Will: Chaos player can reroll D3 dice per game (roll at start of game) that directly affect the Champion. The rerolls can be used to cast spells with Irresistible Force and avoid Miscasts.
- 10-11 Blessed with D3+2 Horrors for the next game only.
- 12 Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it, he causes *Fear*. The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely, sprouts wings, causes *Terror*, and suffers from *Daemonic Instability* but is otherwise immune to Psychology. However, the Champion may not use any nonmagical weapons or armor.

MUTATED INTO A SPAWN

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

MUTATION TABLE

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

D6 Result

- 1 **Acid Ichor** – The warrior can spit a thick gruel of poison and acid at his foe. If he chooses to, one of his attacks may be made at S4 with no armor save allowed.
- 2 **Tentacle** – Roll a D6:
 - 1-2 A tentacle replaces one of the warrior's arms. May not carry a weapon or shield in this tentacle. May grapple with a single opponent and force him to lose one Attack of the mutant's choice, down to a minimum of 1.
 - 3-6 A tentacle sprouts from the warrior's body. May grapple with a single opponent and force him to lose one Attack of the mutant's choice, down to a minimum of 1.
- 3 **Extra Arm** – An extra arm has sprouted from the warrior's body. The warrior may carry an additional single-handed weapon giving him an extra Attack, or carry a shield in his extra hand (a model may only ever carry one shield). This mutation comes with a free hand weapon.
- 4 **Cloven Hooves** – The warrior's legs end in cloven hooves. The warrior gains +1 Movement.
- 5 **Horns** – Mighty horns sprout from the warrior's brow. When charging, the model gains an additional Attack, which is worked out at the model's base Strength.
- 6 **Bestial Visage** – The warrior's face is twisted into a bestial or daemonic visage. The model causes *Fear*.

MODELS TAKEN OUT OF ACTION

After a game, roll a D6 for each model that has been removed from the table as a casualty during the game. On a roll of 1, it is dead and is removed permanently from the Warband. On any other result, the model recovers from its injuries and may fight in the next battle as normal. However, you may spend 1 Favor Point to reroll this D6, although the second roll stands; so if you roll another 1, you are stuck with it. (In a future article in *White Dwarf*, there will be an extended Injury Table for your Champion.)

WARBAND FAVOR RATING

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

For example, a Warband consists of the Champion (6 points) on a barded Chaos Steed (4 points), a Chaos Knight (6 points), three Marauders (3 points), and a Chaos Warrior (3 points). It has also had one Advancement roll (2). So, the total Warband Favor rating is 24.

THE FUTURE OF CHAOS WARBANDS

In future issues of *White Dwarf*, we'll be expanding the rules for fighting with Chaos Warbands. On the drawing board are a few new scenarios to play, rules for multiplayer games, and the aforementioned Champion Injury Table. We'll also try to include a battle report so you can see how some of the games in the Studio have played out. We'll also create some special games in which Warbands can fight to claim magic items that will help them in their quest for the favor of the Gods (or that will potentially cause harm to the Warbands as well). The ways of Chaos are fickle, however - so be wary. Good luck and good hunting!



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

GLORIOUS WARBANDS

COOL CHAOS WARBANDS AND MODELS FROM GW US

John Shaffer's Slaaneshi Warband led by Balthazar Vice

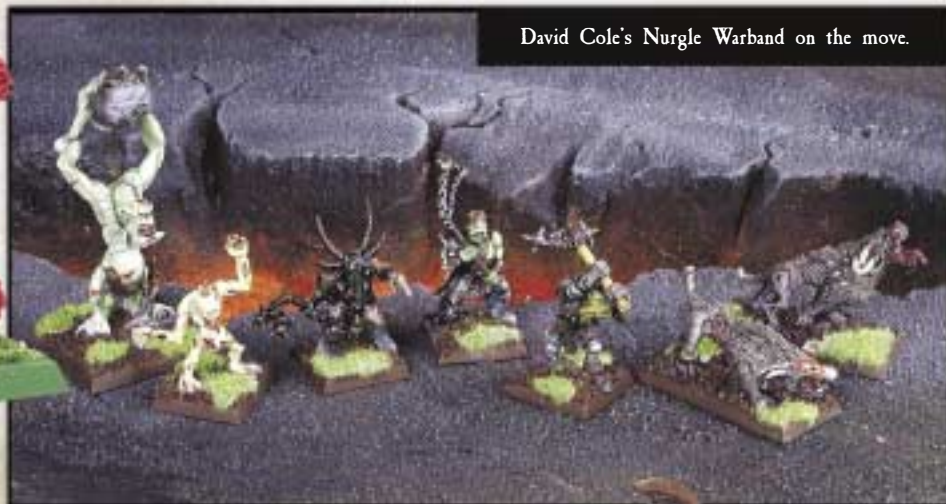


Sol Blair's Slaaneshi Warband starts to grow with Dark Eldar and Warhammer Chaos models.



Joe Sleboda's Chaos Champion Unificus Satanicus, converted from archive models.

David Cole's Nurgle Warband on the move.



Joe Sleboda's Chaos Champion Unificus Satanicus, converted from archive models.



Chad Mierzwa has used a mix of classic archive models and crazed conversions of new models for his awesome Nurgle Warband, led by Sauny Bean.



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

Evan Loughheed's Chaos Troll Of Slaanesh uses spines from the Wood Elf Dragon.



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



Gormann Festerheart drives his warband before him.

THE BLOATED FOLLOWERS OF GORMANN FESTERHEART

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

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



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