

## Path to Glory 2014

A note on rules - Ignore the 'Eye of the Gods' special rule wherever it is mentioned for the purposes of Path to Glory - the favour of the gods is covered by the Favour Points system. I was originally inclined to say that Chosen simply get no bonus, but having rolled a few test results between starting and finishing typing this sentence I'm now leaning towards letting them have a roll on the Champion Advancement Table when they are first recruited to make up for their usual free roll on the Eye of the Gods table!

### Basic Rules:

### Favour Points:

Favour Points represent how much attention your Champion is attracting from the Gods of Chaos. The more battles they fight and mighty deeds that they and their warband perform, the more attention they will gain. This correlates in game terms in two ways. Firstly, Favour Points can be used to 'buy' new followers - they are not so much mercenaries receiving payment from your Champion as the followers that are becoming attracted to the warband as their fame (and infamy) spreads. The second way that Favour Points are represented is to reflect the number of gifts that the Gods may boom upon their faithful servant (how to gain additional Favour Points is detailed later in these rules).

You begin the game/campaign with 35 Favour Points with which to attract your followers.

### 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

He/she might not look like much now, being essentially a slightly souped-up Chaos Warrior, but once they start smiting some foes and earning some rewards from their Daemonic patrons that should soon change!

### Step 2 - Choose your God:

As straightforward as it sounds - choose which God to pledge your allegiance to (Khorne, Nurgle, Slaanesh or Tzeentch) - this will affect the 'flavour' of your warband, and determine how your Champion will advance once he/she starts earning some rewards from their patron. Alternatively, they may choose to follow Chaos Undivided, worshipping the pantheon as a whole. Before any game, a Champion of Chaos Undivided may decide to pledge themselves to one god, and vice-versa; this change is permanent, and may only be taken once, any more changes of allegiance would call down the displeasure of the Gods!

### Step 3 - Forming the Warband:

There are two tables of Followers. The first consists of the more common Chaos followers, the second more rare and dangerous creatures. It costs 1 Favour Point to roll on the first table, and 2 for the second.

Remember to keep a tally of how much Favour you have spent. The dice roll determines what creatures / followers have approached your Champion and become available. If you so choose, you can then spend the Favour Points necessary to recruit the follower(s) as listed in the FP 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 followed by a 3, you may choose to recruit none, 1, 2 or 3 of them. If you choose not to recruit any those Favour Points that were spent to roll on the table are lost, however, and you must spend more points if you wish to roll again.

In addition, you may alter the number you roll on the dice by 1 in exchange for spending a further Favour Point - for example, taking the earlier roll of 6- Marauders, you could spend 2 further Favour Points to alter the dice number to 8 so that you could 'purchase' a Chaos Warrior. In this way, you could spend your points on recruiting anyone you come across, or spend extra points to choose who you really want!

Followers of Chaos tables

Table 1:

2D6	Follower	Number	Favour Points	Equipment
2-3	Marauder Horsemen	D3	3	Warhorse, hand weapon, 1 choice from the equipment table
4-5	Chaos Warhounds	D6	1	None
6-7	Marauders	D6	1	Light armour, 1 choice from the equipment table
8-9	Chaos Warriors	D3	3	Chaos Armour, hand weapon, 1 choice from the equipment table
10-11	Beastmen	D6	1	Hand weapon, 1 choice from the equipment table
12	Roll on Table 2. You may recruit what you roll at the Favour Points listed			

[-Favour Points cost is per model; all models in a group must select the same equipment choice when recruited]

Table 2:

2D6	Follower	Number	Favour Points	Equipment
2-3	Chaos Sorcerer (re-roll for Khorne)	1	7*	Chaos Armour, hand weapon, level 1 wizard
4	Forsaken	1	3	Chaos Armour, hand weapon
5	Troll	1	7	Hand weapon
6-7	Chosen	1	3	Chaos Armour, hand weapon, 1 choice from the equipment table
8	Knight of Chaos	1	6	Barded Chaos steed, Chaos Armour, hand weapon, shield; For 1 additional FP the Knight may take a lance or ensorcelled weapon
9	Minotaur	1	9	Light armour, hand weapon, 1 choice from the equipment table
10	Ogre	1	6	Heavy armour, hand weapon, 1 choice from the equipment table
11	Chaos Daemon (Bloodletter, Plaguebearer, Daemonette, Horror or Fury depending on aligned Chaos Power)	1	4	Nothing (or more strictly, whatever the default equipment is for the relevant Daemon)

12	Chaos Spawn	1	9	Nothing
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\*If using a Tzeentch warband, sorcerers cost 9FP and come with the Mark of Tzeentch and 1 choice from the equipment table (keep the equip?)

### Equipment:

Most followers attracted to a warband will bring along some of their own equipment. This equipment that they start with cannot be swapped - they will not give up their equipment and will always keep their starting equipment, though some of them may be given additional items. If your rolls on the Followers of Chaos tables have allowed you to select ONE additional item for your group of (or individual) followers, then you may only select items that the model type would normally be able to select from their army entry in the relevant Warhammer Army Book.

### Equipment Table

Shield	Flail
Light armour	Throwing spear
Chaos Armour	Throwing axe
Great weapon	Halberd
Additional hand weapon	

### Organising your warband:

Before each game, organise your followers into small units. Units must have a Unit Strength of at least 3 if possible, and can only form into units with other models of the same type (so Warriors of Chaos cannot join with Beastmen to form a single unit, for example). So, if you have 6 Marauders, then you could form them into two units of 3, or one unit of 6. If you had 4 Marauders, they must form into one unit. If you only had 2 Marauders, then they must form a unit of 2. Models on foot always skirmish, while cavalry or models on 40mm bases or larger form into regular units. Champions of Chaos, Chaos Chosen and Chaos Sorcerers act as Independent Characters so may join any unit freely.

Play games with your warband using all the normal rules for Warhammer - combat resolution, panic tests, fleeing and pursuit etc. A 4' x 4' table with plenty of scenery scattered around is probably your best bet for an interesting game!

### Get Playing:

So yeah, that's pretty much everything that you need to form your warband and smash it into your friends' for the first time!

Once you've got that under your belt, you'll need the following campaign rules to take your Champion up the ranks until they're the meanest sumbitch in the Northern Wastes!

### Advancing your Warband:

In this section you will find the rules for advancing your Chaos Warband. By fighting battles and achieving specific objectives therein, you will accumulate additional Favour 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 Favour Points you gain, your Champion will advance. His/her characteristics may increase or he/she may gain special abilities, acquire new magic items or become marked by the Gods with special mutations.

This section concludes with 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 Favour Rating) so you can see how your warband stacks up against the enemy.

The original rules also suggest playing a few games with just the basic rules before considering implementing the campaign rules, but frankly if you're reading this I'm pretty confident that you should be capable of diving right in, you handsome rogue you.

### Gaining Favour Points

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

These Favour Points can be used to recruit more followers using the same method as was used when rolling up your warband.

#### Basic Favour Table

<b>Basic Favour Table</b>	
<b>Playing a battle</b>	2
<b>Playing a battle against a warband with a Favour Rating 10 or more higher than your own</b>	+3
<b>Taking an enemy Champion Out of Action</b>	2
<b>Winning a battle</b>	2
<b>Winning a battle against an enemy warband with a Favour Rating 10 or more higher than your own</b>	+3
<b>Wiping out an enemy warband (there are no enemy models on the table at the end of the game)</b>	2
<b>Refusing a challenge</b>	-2

<b>Undivided Favour Table</b>	
<b>Taking an enemy Champion Out of Action</b>	2
	(S o +4 )
<b>Tzeentch Favour Table</b>	
<b>Taking an enemy Out of Action with magic (not cumulative)</b>	2
<b>Taking a Champion of Nurgle Out of Action</b>	2
<b>Miscasting a spell (not cumulative)</b>	-2

<b>Slaanesh Favour Table</b>	
<b>Passing 2 or more Psychology Tests and/or Break Tests during a battle that you then win</b>	2
<b>Taking a Champion of Khorne Out of Action</b>	2
<b>Choosing to voluntarily rout from a battle</b>	-2

Nurgle Favour Table	
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 an enemy models Out of Action	-2

Khorne Favour Table	
Taking a wizard Out of Action (not cumulative)	2
Taking a Champion of Slaanesh Out of Action	2
Refusing a challenge	-2 (so -4)

The more favour 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 turned into a mindless Chaos Spawn, for the whims of the Gods are fickle and always unknown.

- The dice rolled on these tables may be altered by spending additional Favour Points - for each 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 Favour Points earned, the Champion is entitled to roll on the Champion Advancement Table (this roll does not cost any Favour Points).

A Champion can never exceed the characteristics shown below (any further advancements are wasted):

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

\*S6 for Khorne Champions, W4 for Nurgle Champions, I8 for Slaanesh Champions, Ld8 for Tzeentch Champions

[feel free not to use these limits if you're feeling particularly anarchic - plus, I might be inclined not to include characteristic bonuses from mutations and rolls on the power-specific Advancement Tables against these limits...]

Champion Advancement Table

2D6	Result
2	Mutation - roll on the Mutation Table
3-5	Chaos Power Advancement - roll on the power-specific Advancement Table
6	Characteristic Increase (roll D6): 1-3 - +1 S 4-6 - +1 A
7	Characteristic Increase: +1 WS
8	Characteristic Increase (roll D6): 1-3 - +1 I 4-6 - +1 Ld
9	Characteristic Increase (roll D6): 1-3 - +1 W

	4-6 - +1 T
<b>10-11</b>	Chaos Power Advancement - roll on the power-specific Advancement Table
<b>12</b>	Mutation - roll on the Mutation Table

Chaos Undivided Advancement Table

<b>2D6</b>	<b>Result</b>
<b>2</b>	Turned into a Chaos Spawn
<b>3-4</b>	Mutation - roll on the Mutation Table
<b>5</b>	Soul Hunger - the model may re-roll failed 'To Hit' rolls in the first round of combat
<b>6</b>	Immediately roll on the Followers of Chaos Table 1 and add one of whatever you rolled to your warband for free (re-roll results of 12). This roll cannot be modified by spending Favour Points.
<b>7-8</b>	Favoured by the Gods - may re-roll any failed Psychology tests (if rolled more than once, this gift can be passed onto any member of the warband). This gift is automatically lost if the warband chooses to worship a specific Chaos God.
<b>9-10</b>	Blessed with D3+2 Chaos Furies for the next game only
<b>11</b>	Chaos Runesword - +1 WS, +1 S, +1 A
<b>12</b>	Eye of the Gods - the Champion begins to be transformed into a Daemon. The first time that the Champion receives this reward, he receives a 5+ Daemonic Ward save. The second time, the Champion causes Fear. The third time, the Champion gains +1 W & +1 A. The fourth time, the Champion becomes a Daemon completely, sprouts wings, causes Terror, and suffers from Daemonic Instability, but is otherwise immune to psychology. However, at this point the Champion may no longer use any non-magical weapons or armour

Nurgle Advancement Table

<b>2D6</b>	<b>Result</b>
<b>2</b>	Turned into a Chaos Spawn
<b>3-4</b>	Mutation - roll on the Mutation Table
<b>5</b>	Cloud of Flies - any enemy in base to base contact suffers a -1 modifier on it's rolls to hit in close combat
<b>6</b>	Mark of Nurgle - the model gains +1 W and is immune to poison. If rolled again, the model will cause Fear
<b>7</b>	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).
<b>8</b>	Mark of Nurgle - the model gains +1 W and is immune to poison. If rolled again, the model will cause Fear
<b>9-10</b>	Blessed with D3+2 Plaguebearers for the next game only
<b>11</b>	Bloated Foulness - immune to Killing Blow. In addition, no weapon or spell will ever wound the model on better than 3+

<b>12</b>	Eye of the Gods - the Champion begins to be transformed into a Daemon. The first time that the Champion receives this reward, he receives a 5+ Daemonic Ward save. The second time, the Champion causes Fear. The third time, the Champion gains +1 W & +1 A. The fourth time, the Champion becomes a Daemon completely, sprouts wings, causes Terror, and suffers from Daemonic Instability, but is otherwise immune to psychology. However, at this point the Champion may no longer use any non-magical weapons or armour
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Slaanesh Advancement Table

<b>2D6</b>	<b>Result</b>
<b>2</b>	Turned into a Chaos Spawn
<b>3-4</b>	Mutation - roll on the Mutation Table
<b>5</b>	Soporific Musk - any enemy model in base to base contact must halve their WS & I (rounding up)
<b>6</b>	Blessing of Slaanesh - friendly models within 6" may re-roll any failed Psychology tests
<b>7-8</b>	Mark of Slaanesh - immune to Fear, Terror and Panic
<b>9-10</b>	Blessed with D3+2 Daemonettes for the next game only
<b>11</b>	Allure of Slaanesh - any opponent wishing to attack the Champion in close combat must first pass a Leadership test or may not make any attacks in that close combat phase. Models immune to psychology cannot be affected by the Allure of Slaanesh, and this also does not affect attacks that do not roll to hit.
<b>12</b>	Eye of the Gods - the Champion begins to be transformed into a Daemon. The first time that the Champion receives this reward, he receives a 5+ Daemonic Ward save. The second time, the Champion causes Fear. The third time, the Champion gains +1 W & +1 A. The fourth time, the Champion becomes a Daemon completely, sprouts wings, causes Terror, and suffers from Daemonic Instability, but is otherwise immune to psychology. However, at this point the Champion may no longer use any non-magical weapons or armour

Khorne Advancement Table

<b>2D6</b>	<b>Result</b>
<b>2</b>	Turned into a Chaos Spawn
<b>3-4</b>	Mutation - roll on the Mutation Table
<b>5</b>	Axe of Khorne / Hellblade - the Champion gains the Killing Blow special rule
<b>6-7</b>	Mark of Khorne - the Champion gains the Frenzy special rule. If rolled again, the Champion becomes 'Blood Frenzied' and will never lose his frenzy
<b>8</b>	Blessing of Khorne - Fury of the Blood God - once per game, the player may automatically dispel one spell cast.
<b>9-10</b>	Blessed with D3+2 Bloodletters for the next game only
<b>11</b>	Collar of Khorne - the Champion receives Magic Resistance 3
<b>12</b>	Eye of the Gods - the Champion begins to be transformed into a Daemon. The first time that the Champion receives this reward, he receives a 5+ Daemonic Ward save. The second time, the Champion causes Fear. The third time, the Champion gains +1 W & +1 A. The fourth time, the Champion becomes a Daemon completely, sprouts wings, causes Terror, and suffers from

	Daemonic Instability, but is otherwise immune to psychology. However, at this point the Champion may no longer use any non-magical weapons or armour
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[Normally I wouldn't consider something that's an auto-no to something your opponent does like result 8, but in my original draft I had both 'fury of the blood god' and 'collar of Khorne' from the more recent ruleset, but once tweaked (and I'd actually reminded myself of how MR works this edition) it turns out that they're functionally identical under 8th edition rules!]

Tzeentch Advancement Table

2D6	Result
2	Turned into a Chaos Spawn
3-4	Spell Familiar - joins the warband for the next D6 games only. It knows the Tzeentch spell 'Blue Fire of Tzeentch', which the Champion may use. It counts as a Bound spell with Power Level 4. Although it is not necessary, I highly recommend representing the Spell Familiar with a model!
5-6	Mark of Tzeentch - the Champion becomes a level 1 wizard with one random Tzeentch spell, and gains a 6+ ward save. If rolled again, the Champion gains a new, additional random spell.
7-8	Mutation - roll on the Mutation Table (Champions of Tzeentch may have 9 mutations before they devolve into a Chaos Spawn, rather than the limit of 5 on Champions of other Gods).
9	Blessing of Tzeentch - Tzeentch's will - player can re-roll D3 dice per game (roll at the start of the game) that directly affect the Champion. These re-rolls 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 that the Champion receives this reward, he receives a 5+ Daemonic Ward save. The second time, the Champion causes Fear. The third time, the Champion gains +1 W & +1 A. The fourth time, the Champion becomes a Daemon completely, sprouts wings, causes Terror, and suffers from Daemonic Instability, but is otherwise immune to psychology. However, at this point the Champion may no longer use any non-magical weapons or armour

[I especially enjoy the fact that these tables are set up in such a way that rolling the God's 'sacred number' (7 for Nurgle, 6 for Slaanesh, 8 for Khorne and 9 for Tzeentch) gives you the 'Blessing of...' result, a fact that I only noticed because I am a big nerd that went to re-arrange the tables in a thematic manner to find that they already were!]

### Mutations

If your Champion has gained a mutation, roll 2D6 to see what mutation has been given (remember that your dice roll may be altered by spending Favour Points). However, if a model ever has 5 mutations (or 9 for a Champion of Tzeentch) he is turned into a Chaos Spawn.

Mutations Table

2D6	Mutation
2	Word of Agony - the warrior has been gifted with knowledge of an unholy and profane mystical syllable, which when whispered to a foe causes them to find themselves wracked with crippling pain - once per game, at the start of the close combat phase, the Champion can choose a model in base to base contact - that model takes D6 S4 hits with no armour saves allowed



3	Tentacle (roll D6): 1-2 - a tentacle replaces one of the warriors arms - may not carry a weapon or shield in this tentacle. May grapple with a single opponent & force him to lose 1 Attack of the mutant's choice, down to a minimum of 1 3-6 - a tentacle sprouts from the warrior's body - may grapple as above, but still retains both of it's original arms!
4	Extra arm - an extra arm has sprouted from the warrior's body. The warrior may carry an additional single handed weapon (giving him an extra attack) or carry a shield in his extra hand (a model may only ever carry a single shield). This mutation comes with a free hand weapon if need be
5	Cloven hooves - the warrior's legs end in cloven hooves, which somehow enable him to move faster, giving him +1 M
6	Horns - mighty horns sprout from the warrior's brow - when charging, the model gains an additional attack, which is worked out at the model's base strength
7	Nothing - this does however still count as a mutation for the purposes of determining whether the Champion devolves into a Chaos Spawn. The mutation is instead something that doesn't affect their combat prowess, like vestigial wings or brightly coloured skin!
8	Deafening Bellow - the warrior can cry the name of his God (or just scream terrifyingly if he's unaligned) at such volume that even the ground shakes. Enemy models in base to base contact suffer -1 to hit the warrior on the turn that he charges.
9	Massive Bulk - the warrior bulges out of his armour that splits under the strain of his enormous mass. He gains +1 T but suffers -1 M. If the model is mounted, his mount suffers -1 M.
10	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 armour saves allowed.
11	Bestial Visage - the warrior's face is twisted into a bestial or Daemonic visage. The model causes fear.
12	Distendable maw - the warrior can dislocate his mouth like that of a snake, stretching it impossibly wide and forming a roiling portal into the Realm of Chaos within his fanged maw. Instead of making his usual attacks, the warrior may choose to make a special attack against a single man-sized infantry model in base to base contact. If the attack hits, the target must pass an Initiative test or be swallowed whole, and removed from the table with no armour saves allowed!

### Mutated into a Spawn

If a model is transformed into a Chaos Spawn and you have no Favour Points to spend to alter the dice roll (or are unwilling to spend them) he loses all his equipment and abilities, and his profile becomes that of a Chaos Spawn. If the Champion had a Chaos Mark, the Spawn will have the upgrade of the relevant God (for example, a Champion with the Mark of Nurgle rolls a 2 on the Nurgle Advancement Table, and is unable to alter the result with Favour Points. He becomes a Spawn of Nurgle, and has the Poisoned Attacks Special Rule, although this doesn't completely make up for his fall from grace...). Obviously, as a mindless beast he may not remain the leader of your warband! In all cases he now IS a Chaos Spawn (eg - for calculating the Warband Favour Rating). If it is your Champion that is turned into a Spawn (which, unless I've read these rules wrong, it will be, as only your Champion will be rolling on the Advancement Tables and thus be at risk of being transformed into a Chaos Spawn), then any other Knight of Chaos, Chaos Chosen or Warrior of Chaos in the warband may become the new Champion, and is given one immediate roll on the Champion Advancement Table. If your warband doesn't contain any Knights of Chaos, Chaos Chosen or Warriors of Chaos, a Sorcerer can become the new leader of the warband; failing that, a Marauder or Marauder Horseman can take charge - their stats and equipment become that of a Warrior or Knight of Chaos (as applicable), as well as receiving the free immediate roll on the Champion Advancement Table.

### Models taken Out Of Action

After a game, roll a dice for each model that has been removed from the table as a casualty during the game. On a roll of 1, they are dead, and are removed permanently from the warband. On any other result, they recover from their injuries and may fight in the next battle as normal. However, you may spend 1 Favour Point to re-roll this dice, although the second roll stands, so if you roll another 1, you are stuck with it (Champions however roll in the Extended Injury Table provided later in the 'Advanced Rules' section).

### Warband Favour Rating

Finally, the Warband Favour Rating must be calculated. This is a measurement of how well known and feared it is. This is calculated by adding up the base cost of all the models in the warband from the relevant Followers of Chaos Table (so, a Warrior of Chaos would be worth 3 points, the Champion's steed if he has one 4 points etc). Count the Champion as being worth 6 points. Add +2 points every time an Advancement roll is earned (not including the first free one). Unused Favour Points do not count towards your total. After each game, after Favour Points have been allocated and new members of the warband have been recruited, recalculate your new Warband Favour Rating.

For example, a warband consisting of:

A Champion (6 points)  
With one advancement (2 points)  
6 Marauders (6 points)  
A Chosen (3 points)  
A troll (8 points)

Would have a Warband Favour Rating of 25

### Advanced Rules:

#### Injury Table

Entirely optional but highly recommended is this Extended Injury Table that you might like to use when your models are 'killed' in a game. To avoid drowning in minutiae, it's probably best to only use this for your Champion rather than every model in your warband, but if you fancy a campaign with a little more record-keeping then you might like to extend it's use to all models that act like Independent Characters, and maybe even models on a 40mm or larger base too!

To use the injury table, roll D66 - 2D6, where the first dice roll represents the 'tens' and the second roll the 'units' (so a roll of 1 and then 5 is a 15 etc). Favour Points can be used to alter the result of this table - it costs 2 FP to alter the 'tens' roll and 1 FP to alter the 'units'.

#### Injury Table

D66	Result
11-13	Dead
14-15	Captured - the warrior is captured by the enemy warband and sacrificed to their God. The enemy warband gains +1 Favour Point
16-21	Multiple Injuries - roll a further D6 times on this table, re-rolling any 'Dead', 'Captured' and further 'Multiple Injuries' results
22	Leg Wound - -1 M. If the model is mounted, roll a further D6: 1-3 - steed loses -1 M 4-6 - rider loses -1 M
23	Arm Wound - roll D6 : 1 - severe arm wound - the arm must be amputated. The warrior can only use a single one handed weapon from now on.

	2-6 - light wound (miss next game)
<b>24</b>	Madness - roll D6: 1-3 - the warrior suffers from Stupidity 4-6 - the warrior suffers from Frenzy
<b>24</b>	Smashed Leg - roll D6: 1 - the warrior may no longer make march moves, but may still charge. If the model is mounted, roll a further D6: 1-3 - steed suffers the penalty 4-6 - rider suffers the penalty 2-6 - light wound (miss next game)
<b>26</b>	Chest Wound - -1 T
<b>31</b>	Blind in one eye (randomly determine which) - -1 BS. If the warrior loses the use of both/all of his eyes, he must retire from the warband
<b>32</b>	Old Battle Wound - roll D6 at the beginning of each game - on a 1, the warrior must miss the battle
<b>33</b>	Nervous Condition - -1 I
<b>34</b>	Hand Injury - -1 WS
<b>35</b>	Deep Wound - must miss the next D3 games
<b>36-61</b>	Full Recovery
<b>62-63</b>	Bitter Enemy - from now on, the warrior Hates the following (roll D6): 1-2 - the Champion of the enemy warband 3-4 - the entire enemy warband 5-6 - all warbands devoted to the Chaos Power that the enemy warband is aligned to (re-roll if they worship the same power)
<b>64</b>	Hardened - immune to Fear
<b>65</b>	Horrible Scars - causes Fear
<b>66</b>	Survives against the odds - gains +1 Favour Point

### When to Stop

It's up to you! If your warband gets too big and complicated that it makes your games unwieldy, then it might be time to start a new warband, maybe even taking a follower from your existing warband to be the Champion of the next one, as he goes off to find fame and glory on his own! However, I'm not here to tell you how to play games with your little men - if everyone's happy with warbands with Champions that can demolish entire warbands single-handedly, then that's fine (and entirely thematic, as the Champion has obviously attracted a goodly amount of attention and rewards from the Gods!). However, remember that the objective of this sort of campaign is to have fun with a group of like-minded players, not to compete in a balanced tournament-like environment - don't powergame, don't worry, have fun! If a player can't live by these rules, then there's more of a problem with the player than with the rules...

### Optional further rules:

If you decide that you'd like more than your Champion to advance as the campaign goes on, then you might like to use the Follower Experience rules - for every game that the follower (or group of followers recruited from the same roll on the Follower Table) survives, they receive 1 Experience Point. They may roll on the Follower Advancement Table once when they reach 2XP, and again when they reach a total of 5, 9 & 14 (after which they may not advance any further). Followers may never add more than +1 point to any of their initial characteristics. If the dice roll indicates an increase in a characteristic which has already been increased, roll again

Follower Advancement Table

2D6	Result
2-4	+1 Initiative
5	+1 Strength
6-8	Choose either: +1 Weapon Skill or +1 Ballistic Skill
9	+1 Attack
10	+1 Toughness
11	+1 Leadership
12	Choose Any!

Other other optional rules:

You may decide that you want any model that acts like an Independent Character (Chosen, Knights of Chaos etc) to roll on the Champion Advancement Table whenever they earn an advance, but anything else (Chaos Warriors, Marauders etc) roll on the Follower Advancement Table, except replace result '12' with "Favoured of the Gods - one model in the group has attracted the attention of the Gods, and from now on will act as an Independent Character. The model may make one immediate roll on the Champion Advancement Table, which should be used for any further rolls he might earn".

Expanded Experience Rules and the Warband Favour Rating:

Warband Favour Rating is calculated as normal, except any advances earned from the Champion Advancement Table are worth 2WFR, and any earned from the Follower Advancement Table are worth 1WFR.