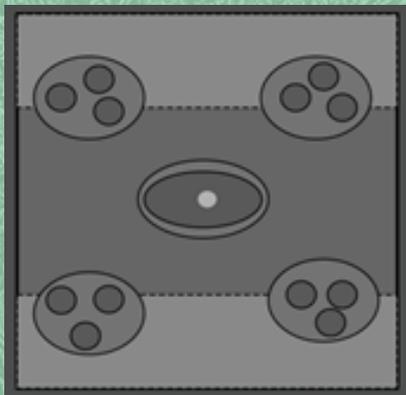


Scenario: 1 Grandfather's Garden

THE AIR IS THICK WITH THE SMELL OF ROT AS YOUR WARBAND TRAVELS THROUGH THE SEEMINGLY ENDLESS SWAMPS. NURGLE'S PRIEST PROMISES SAFE PASSAGE THROUGH THE MUCK AND MIRE IN EXCHANGE FOR PROTECTION FROM ENEMIES, CACKLING AS YOUR WARRIORS TRUDGE THROUGH THE SLIME.

DEPLOYMENT ZONES: 6" FROM THE OPPOSING TABLE EDGES

TURNS: THE GAME ENDS WHEN THE PLAGUE PRIEST IS OFF THE TABLE OR SLAIN. OTHERWISE THE GAME LASTS 4 TURNS.



DEPLOYMENT:

PLAYERS ROLL OFF AT THE START OF THE GAME. THE PLAYER WITH THE HIGHEST ROLL CHOOSES A TABLE SIDE AND WHETHER THEY OR THEIR OPPONENT DEPLOYS FIRST. PLAYERS THEN TAKE TURNS DEPLOYING UNITS UNTIL ALL UNITS ARE DEPLOYED. THE PLAYER WHO FINISHES DEPLOYING FIRST TAKES THE FIRST TURN. THE PLAYER WHO FINISHES DEPLOYING LAST MAY ALSO PLACE THEIR MONOLITH ANYWHERE ON THE BOARD.

SPECIAL CONDITIONS:

THE GARDEN - IT'S HARD TO TELL WHAT IS WORSE, THE FOETID STINK OF THE SWAMP OR THE CLINGING MUD AND GOOP.

ROLL FOR EACH UNIT AT THE START OF THE MOVEMENT PHASE, ON A 4+ THAT UNIT IS -1 M FOR THAT TURN. FOLLOWERS OF NURGLE AND THE PRIEST'S ESCORT ARE IMMUNE TO THIS CONDITION.

SICKLY SERVANT - ROTTEN AND CACKLING, THE PRIEST OF NURGLE PROMISES YOUR WARBAND A SAFE WAY OUT OF THE GARDEN AS LONG AS YOU PROTECT HIM FROM HIS ENEMIES.

A PLAGUE PRIEST IS DEPLOYED IN THE CENTRE OF THE TABLE. A MODEL MOVING INTO BASE CONTACT WITH THE PRIEST BECOMES THEIR ESCORT. THE ESCORT AND THE PRIEST MOVE DIRECTLY TOWARDS THE NEAREST TABLE EDGE, USING THE ESCORT UNIT'S M VALUE AS NORMAL. IF THE ESCORT IS SLAIN, THE MODEL THAT KILLED THEM BECOMES THE NEW ESCORT. PLAYERS MAY CHOOSE TO ATTACK THE PRIEST, USING THE PROFILE BELOW. LEAVING THE TABLE EDGE WITH THE PRIEST OR SLAYING THE PRIEST ENDS THE GAME.

	M	WS	BS	S	T	W	I	A	LD	SAVE
PLAGUE PRIEST	4	3	3	4	4	1	3	1	7	4+
CLOUD OF FLIES:	-1 TO HIT									

VICTORY POINTS

TIES WILL BE RESOLVED BY THE GMS.

THE WINNING PLAYER ROLLS A REWARD FOR THEIR CHAMPION (RE-ROLL MUTATIONS)

THE LOSING PLAYER ROLLS A MUTATION FOR THEIR CHAMPION

ESCORTING THE PLAGUE PRIEST OFF THE BOARD VICTORY

CHAMPION SURVIVES THE GAME	50
ENEMY CHAMPION IS SLAIN	50
EACH ENEMY FOLLOWER UNIT SLAIN	50
CHAMPION SLAYS AN ENEMY CHAMPION	100

KHORNE

CHAMPION SLAYS A FOLLOWER OF SLAANESH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF SLAANESH	100

SLAANESH

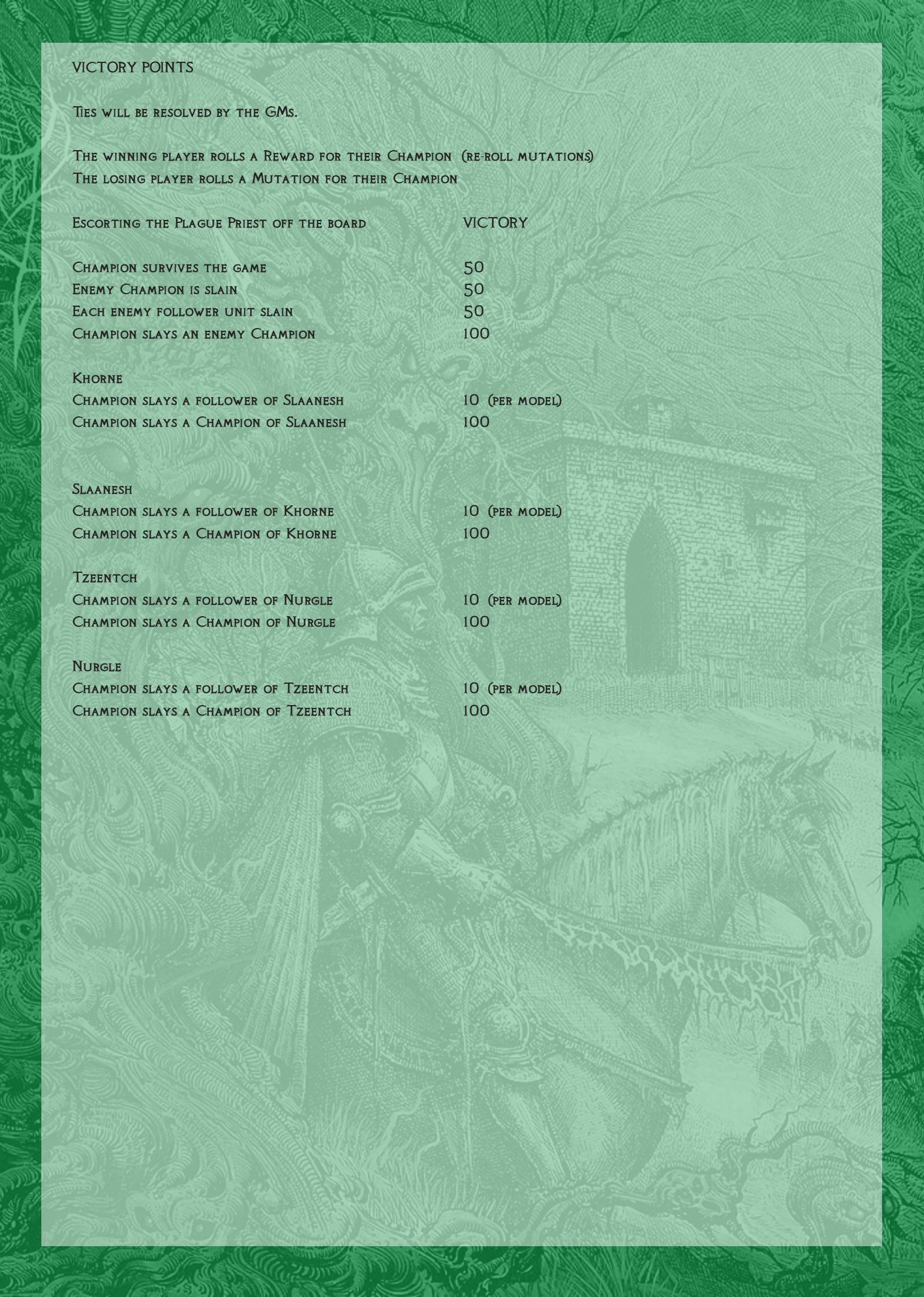
CHAMPION SLAYS A FOLLOWER OF KHORNE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF KHORNE	100

TZEENTCH

CHAMPION SLAYS A FOLLOWER OF NURGLE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF NURGLE	100

NURGLE

CHAMPION SLAYS A FOLLOWER OF TZEENTCH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF TZEENTCH	100

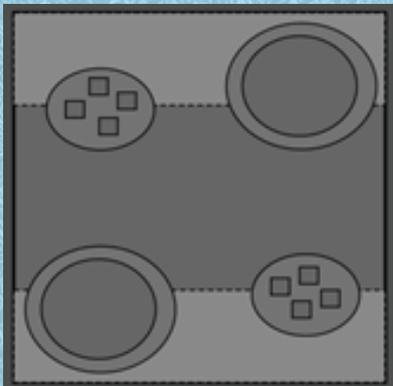


Scenario: The Plain of Sorcery

MAGICAL ENERGIES SURGE AROUND YOUR WARBAND AS THE LAND ITSELF MOVES TO TZEENTCH'S DESIGNS.

DEPLOYMENT ZONES: 6" FROM THE OPPOSING TABLE EDGES

TURNS: THE GAME LASTS 4 TURNS



DEPLOYMENT:

PLAYERS ROLL OFF AT THE START OF THE GAME. THE PLAYER WITH THE HIGHEST ROLL CHOOSES A TABLE SIDE AND WHETHER THEY OR THEIR OPPONENT DEPLOYS FIRST. PLAYERS THEN TAKE TURNS DEPLOYING UNITS UNTIL ALL UNITS ARE DEPLOYED. THE PLAYER WHO FINISHES DEPLOYING FIRST TAKES THE FIRST TURN. THE PLAYER WHO FINISHES DEPLOYING LAST MAY ALSO PLACE THEIR MONOLITH ANYWHERE ON THE BOARD.

SPECIAL CONDITIONS:

CHANGER OF WAYS - THE TIDE OF BATTLE SWINGS AS WARBANDS FIND THEMSELVES CAST ABOUT AT TZEENTCH'S WHIMS

AT THE START OF EACH ROUND, PLAYERS ROLL A D6 FOR EACH UNIT IN THEIR WARBAND (INCLUDING CHAMPIONS). ON A ROLL OF 1 OR 2, THE UNIT IS TRANSPORTED TO THE NEAREST FLOATING HILL. IF A UNIT CANNOT BE PHYSICALLY PLACED, IGNORE THIS RESULT.

IF A UNIT IS ALREADY ON ONE OF THE HILLS AND ROLLS THIS RESULT, IT IS PLACED BACK ON THE GROUND 2D6" AWAY IN A RANDOM DIRECTION.

THIS MOVEMENT CAN MOVE UNITS INTO BASE CONTACT WITH ENEMY UNITS. IF THIS HAPPENS, THE UNIT THAT MOVES COUNTS AS CHARGING.

MAGICAL ENERGY - THE LORD OF SORCERY BLESSES ALL WITH INCREASED POWER, AS THEIR MINDS AND BODIES ARE INFUSED WITH ROILING ENERGY. BUT THESE INCREASED ABILITIES COME AT A COST.

ALL SPELL CASTING IS AT +2 FOR THE ENTIRE GAME. IF A CHAMPION MISCASTS, DO NOT ROLL ON THE MISCAST TABLE. INSTEAD ROLL A NEW MUTATION IMMEDIATELY, USING THE APPROPRIATE TABLE.

VICTORY POINTS

TIES WILL BE RESOLVED BY THE GMS.

THE WINNING PLAYER ROLLS A REWARD FOR THEIR CHAMPION (RE-ROLL MUTATIONS)

THE LOSING PLAYER ROLLS A MUTATION FOR THEIR CHAMPION

CHAMPION SURVIVES THE GAME	50
ENEMY CHAMPION IS SLAIN	50
EACH ENEMY FOLLOWER UNIT SLAIN	50
CHAMPION SLAYS AN ENEMY CHAMPION	100

KHORNE

CHAMPION SLAYS A FOLLOWER OF SLAANESH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF SLAANESH	100

SLAANESH

CHAMPION SLAYS A FOLLOWER OF KHORNE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF KHORNE	100

TZEENTCH

CHAMPION SLAYS A FOLLOWER OF NURGLE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF NURGLE	100

NURGLE

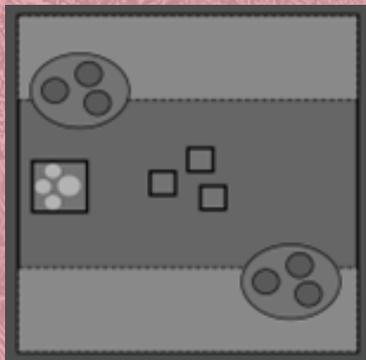
CHAMPION SLAYS A FOLLOWER OF TZEENTCH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF TZEENTCH	100

Scenario: In Eternal Battle

YOUR WARBAND FINDS ITSELF IN A ROLLING GREEN FIELD, PUNCTUATED WITH SPARSE WOODS, A SMALL VILLAGE AND A SINGLE WATCHTOWER. THIS HAS BEEN THE SITE OF COUNTLESS BATTLES OVER THE LAST 40 YEARS (AND PERHAPS CENTURIES!). KHORNE DEMANDS YOUR WARBAND FIGHT, SLAY THEIR ENEMIES AND DIE AGAIN AND AGAIN FOR HIS AMUSEMENT.

DEPLOYMENT ZONES: 6" FROM THE OPPOSING TABLE EDGES

TURNS: THE GAME LASTS 4 TURNS



DEPLOYMENT:

PLAYERS ROLL OFF AT THE START OF THE GAME. THE PLAYER WITH THE HIGHEST ROLL CHOOSES A TABLE SIDE AND WHETHER THEY OR THEIR OPPONENT DEPLOYS FIRST. PLAYERS THEN TAKE TURNS DEPLOYING UNITS UNTIL ALL UNITS ARE DEPLOYED. THE PLAYER WHO FINISHES DEPLOYING FIRST TAKES THE FIRST TURN. THE PLAYER WHO FINISHES DEPLOYING LAST MAY ALSO PLACE THEIR MONOLITH ANYWHERE ON THE BOARD.

SPECIAL CONDITIONS:

DESPERATE FOR CONQUEST - THE BLOOD GOD DEMANDS YOUR WARRIORS GIVE THEIR LIVES AGAIN AND AGAIN.

ALL MODELS SLAIN IN THIS SCENARIO ARE BROUGHT BACK ON TO THE TABLE AT THE START OF THE PLAYER'S NEXT TURN. VICTORY POINTS ARE STILL AWARDED FOR EVERY UNIT SLAIN - KEEP A RECORD OF THESE POINTS THROUGHOUT THE GAME.

INDISCRIMINANT BOMBARD - THE FORGES OF KHORNE CHURN OUT A CONSTANT SUPPLY OF STRANGE AND DAEMONIC ARMAMENTS, NONE MORE HORRIFIC THAN THE DAEMON CANNON. THE ARMOURERS OFTEN TURN THESE WEAPONS ON FRIENDS AND FOE ALIKE.

A SINGLE DAEMON CANNON IS DEPLOYED ON THE WATCH TOWER AT THE START OF THE GAME. IT HAS THE FOLLOWING PROFILE, AND IS CREWED BY 3 CHAOS DWARFS. IF TARGETED BY A SPELL OR ATTACK, THE CANNON WILL MOVE TOWARDS THE NEAREST MODEL / UNIT AND CHARGE IF POSSIBLE.

IN THE SHOOTING PHASE THE CANNON WILL TARGET THE NEAREST MODEL, ROLL OFF IF TWO OR MORE TARGETS ARE AT THE SAME RANGE.

	M	WS	BS	S	T	W	I	A	LD	SAVE
DAEMON CANNON	6	4	4	5	4	3	3	3	10	4+

SHOOTING ATTACK: RANGE 36", S6 / -2 SAVE / D4 WOUNDS PER HIT

VICTORY POINTS

TIES WILL BE RESOLVED BY THE GMS.

THE WINNING PLAYER ROLLS A REWARD FOR THEIR CHAMPION (RE-ROLL MUTATIONS)

THE LOSING PLAYER ROLLS A MUTATION FOR THEIR CHAMPION

SLAYING THE CANNON 100

CHAMPION SURVIVES THE GAME 50

ENEMY CHAMPION IS SLAIN 50

EACH ENEMY FOLLOWER UNIT SLAIN 50

CHAMPION SLAYS AN ENEMY CHAMPION 100

KHORNE

CHAMPION SLAYS A FOLLOWER OF SLAANESH 10 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF SLAANESH 100

SLAANESH

CHAMPION SLAYS A FOLLOWER OF KHORNE 10 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF KHORNE 100

TZEENTCH

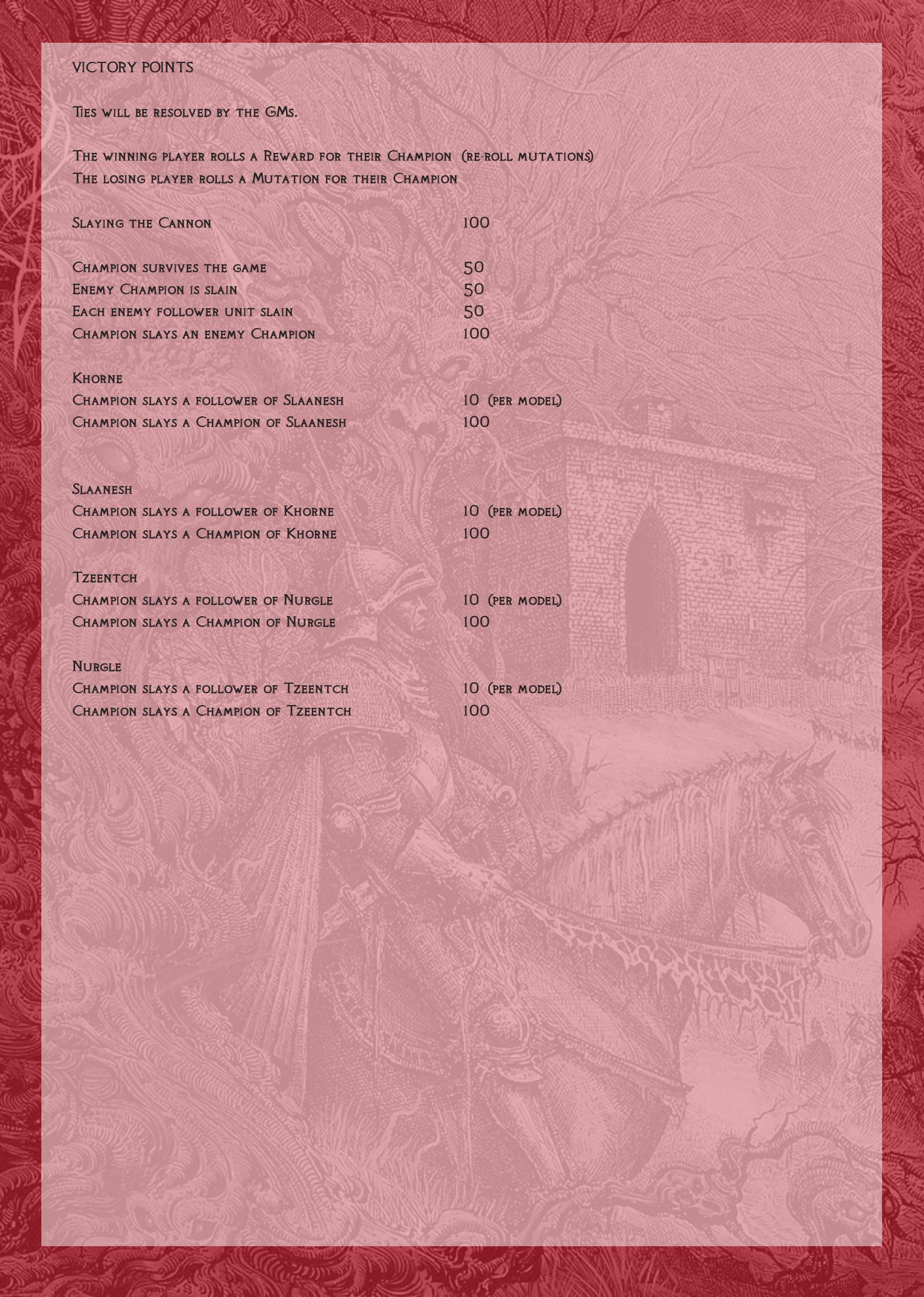
CHAMPION SLAYS A FOLLOWER OF NURGLE 10 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF NURGLE 100

NURGLE

CHAMPION SLAYS A FOLLOWER OF TZEENTCH 10 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF TZEENTCH 100

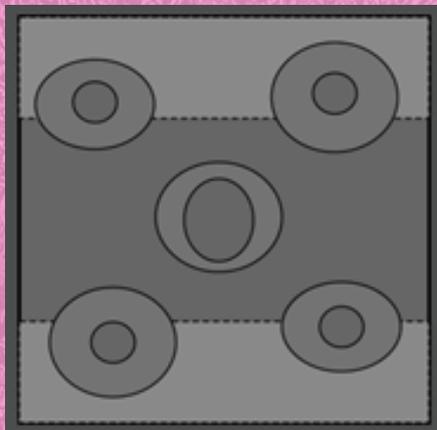


Scenario: IV III Emptation

VISIONS OF GLORIOUS TREASURES TEMPT YOUR WARBAND TO APPROACH SLAANESH'S TEMPLE. THE PRINCE OF CHAOS IS FICKLE WITH THEIR BOONS, BUT THE REWARDS ARE OFTEN WORTH THE RISK.

DEPLOYMENT ZONES: 6" FROM THE OPPOSING TABLE EDGES

TURNS: THE GAME LASTS 4 TURNS



DEPLOYMENT:

PLAYERS ROLL OFF AT THE START OF THE GAME. THE PLAYER WITH THE HIGHEST ROLL CHOOSES A TABLE SIDE AND WHETHER THEY OR THEIR OPPONENT DEPLOYS FIRST. PLAYERS THEN TAKE TURNS DEPLOYING UNITS UNTIL ALL UNITS ARE DEPLOYED. THE PLAYER WHO FINISHES DEPLOYING FIRST TAKES THE FIRST TURN. THE PLAYER WHO FINISHES DEPLOYING LAST MAY ALSO PLACE THEIR MONOLITH ANYWHERE ON THE BOARD.

SPECIAL CONDITIONS:

TANTALISING REWARDS: THE VERY AIR ITSELF WHISPERS PROMISES OF GLORY AND RICHES. THE REWARDS OF THE MORTAL PLANE ARE FLEETING, AS IS THE ATTENTION OF SLAANESH.

ALL CHARACTER MODELS MUST TEST LD OR MOVE DIRECTLY TOWARDS THE TREASURE TROVE IN THE CENTRE OF THE BOARD. IF THIS MOVEMENT BRINGS THEM INTO CONTACT WITH ENEMY MODELS THEY COUNT AS CHARGING AND WILL FIGHT IN THE COMBAT PHASE.

ONCE IN CONTACT WITH THE TREASURE TROVE, THE PLAYER MAY ROLL ON THE RANDOM MAGIC ITEM TABLE. THEY MAY CHOOSE TO RESIST THE URGE TO CLAIM A REWARD FROM THE TROVE BY MAKING A SUCCESSFUL LD TEST. ONCE A CHARACTER HAS AN ITEM, THEY ARE NO LONGER COMPELLED TO APPROACH THE TREASURE.

FICKLE INDIFFERENCE: REWARDS ARE NOT ALWAYS AS BENEFICIAL AS THEY SEEM, AND THE GOD OF PLEASURE IS QUICK TO TORMENT EVEN HIS MOST FAVOURED FOLLOWERS FOR HIS OWN AMUSEMENT.

SEE THE GMS AT THE CONCLUSION OF THE GAME TO DETERMINE FURTHER BOONS FROM SLAANESH.

VICTORY POINTS

TIES WILL BE RESOLVED BY THE GMS.

THE WINNING PLAYER ROLLS A REWARD FOR THEIR CHAMPION (RE-ROLL MUTATIONS)

THE LOSING PLAYER ROLLS A MUTATION FOR THEIR CHAMPION

CHAMPION SURVIVES THE GAME	50
ENEMY CHAMPION IS SLAIN	50
EACH ENEMY FOLLOWER UNIT SLAIN	50
CHAMPION SLAYS AN ENEMY CHAMPION	100

KHORNE

CHAMPION SLAYS A FOLLOWER OF SLAANESH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF SLAANESH	100

SLAANESH

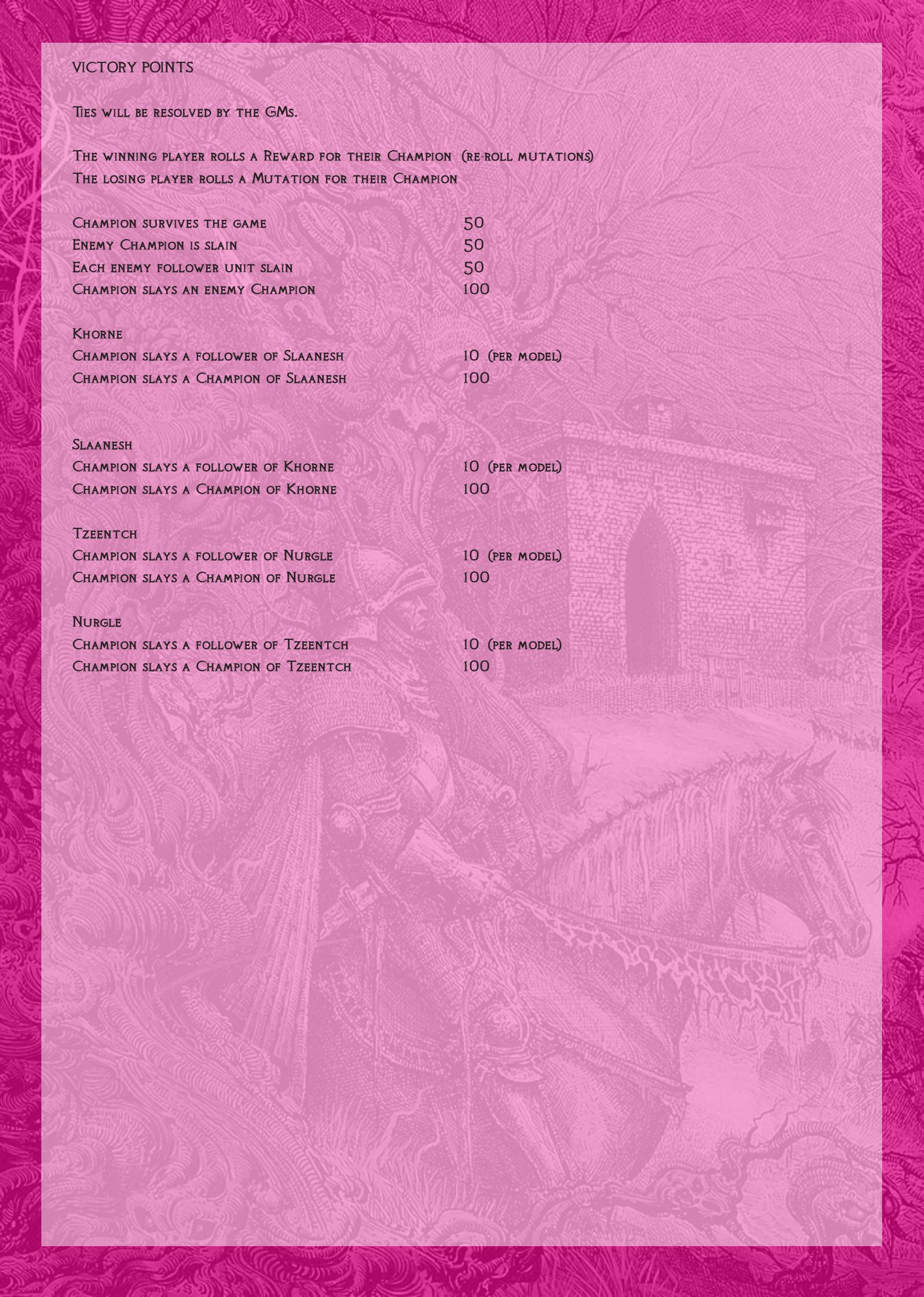
CHAMPION SLAYS A FOLLOWER OF KHORNE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF KHORNE	100

TZEENTCH

CHAMPION SLAYS A FOLLOWER OF NURGLE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF NURGLE	100

NURGLE

CHAMPION SLAYS A FOLLOWER OF TZEENTCH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF TZEENTCH	100

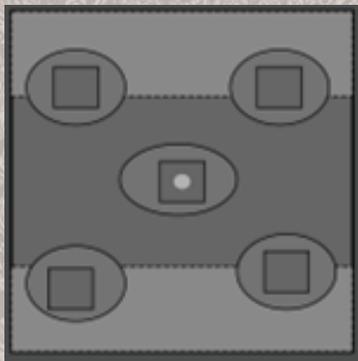


Scenario: V Bring it Down

THE GODS REQUIRE A WORTHY TROPHY FROM YOUR WARBAND. SLAY THE BEAST FOR THE GLORY OF YOUR PATRON!

DEPLOYMENT ZONES: 6" FROM THE OPPOSING TABLE EDGES

TURNS: THE GAME ENDS WHEN THE GIANT IS SLAIN. OTHERWISE THE GAME LASTS 4 TURNS



DEPLOYMENT:

PLAYERS ROLL OFF AT THE START OF THE GAME. THE PLAYER WITH THE HIGHEST ROLL CHOOSES A TABLE SIDE AND WHETHER THEY OR THEIR OPPONENT DEPLOYS FIRST. PLAYERS THEN TAKE TURNS DEPLOYING UNITS UNTIL ALL UNITS ARE DEPLOYED. THE PLAYER WHO FINISHES DEPLOYING FIRST TAKES THE FIRST TURN. THE PLAYER WHO FINISHES DEPLOYING LAST MAY ALSO PLACE THEIR MONOLITH ANYWHERE ON THE BOARD.

SPECIAL CONDITIONS:

THE BEAST: THE RUINS OF A ONCE MIGHTY FORTRESS ARE NOW HOME TO A BRUTAL AND SAVAGE CHAOS GIANT. THIS MUTATED CREATURE THRIVES ON BATTLE AND WILL DEFEND ITS LAIR VICIOUSLY.

M	WS	BS	S	T	W	I	A	LD	SAVE
7	3	3	8	7	7	4	-	8	5+

THE GIANT WILL MOVE DIRECTLY TOWARDS THE NEAREST MODEL AT THE START OF EACH PLAYER'S TURN. IF IT IS IN RANGE, IT WILL CHARGE. INSTEAD OF THE NORMAL RANDOM GIANT ATTACKS, IT MAKES THE FOLLOWING ATTACK

PICK UP AND THROW: ROLL TO HIT AS NORMAL. ANY MODELS HIT ARE THROWN 2D6" IN A RANDOMLY DETERMINED DIRECTION. IF THIS WOULD TAKE THEM THROUGH ANY MODELS OR TERRAIN, THEY STOP IN CONTACT WITH THE TERRAIN OR UNIT AND TAKE 2D6 S8 HITS, WITH NO ARMOUR SAVES. MODELS HIT BY A THROWN MODEL ALSO TAKE D6 S8 HITS, BUT MAY TAKE ARMOUR SAVES AS NORMAL.

ENDURING HORROR: ENRAGED BY THIS ATTACK, THE BEAST HEARS THE CALL OF THE GODS

SEE THE GMS AT THE CONCLUSION OF THE GAME

VICTORY POINTS

TIES WILL BE RESOLVED BY THE GMS.

THE WINNING PLAYER ROLLS A REWARD FOR THEIR CHAMPION (RE-ROLL MUTATIONS)

THE LOSING PLAYER ROLLS A MUTATION FOR THEIR CHAMPION

SLAYING THE BEAST

VICTORY

CHAMPION SURVIVES THE GAME	50
ENEMY CHAMPION IS SLAIN	50
EACH ENEMY FOLLOWER UNIT SLAIN	50
CHAMPION SLAYS AN ENEMY CHAMPION	100

KHORNE

CHAMPION SLAYS A FOLLOWER OF SLAANESH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF SLAANESH	100

SLAANESH

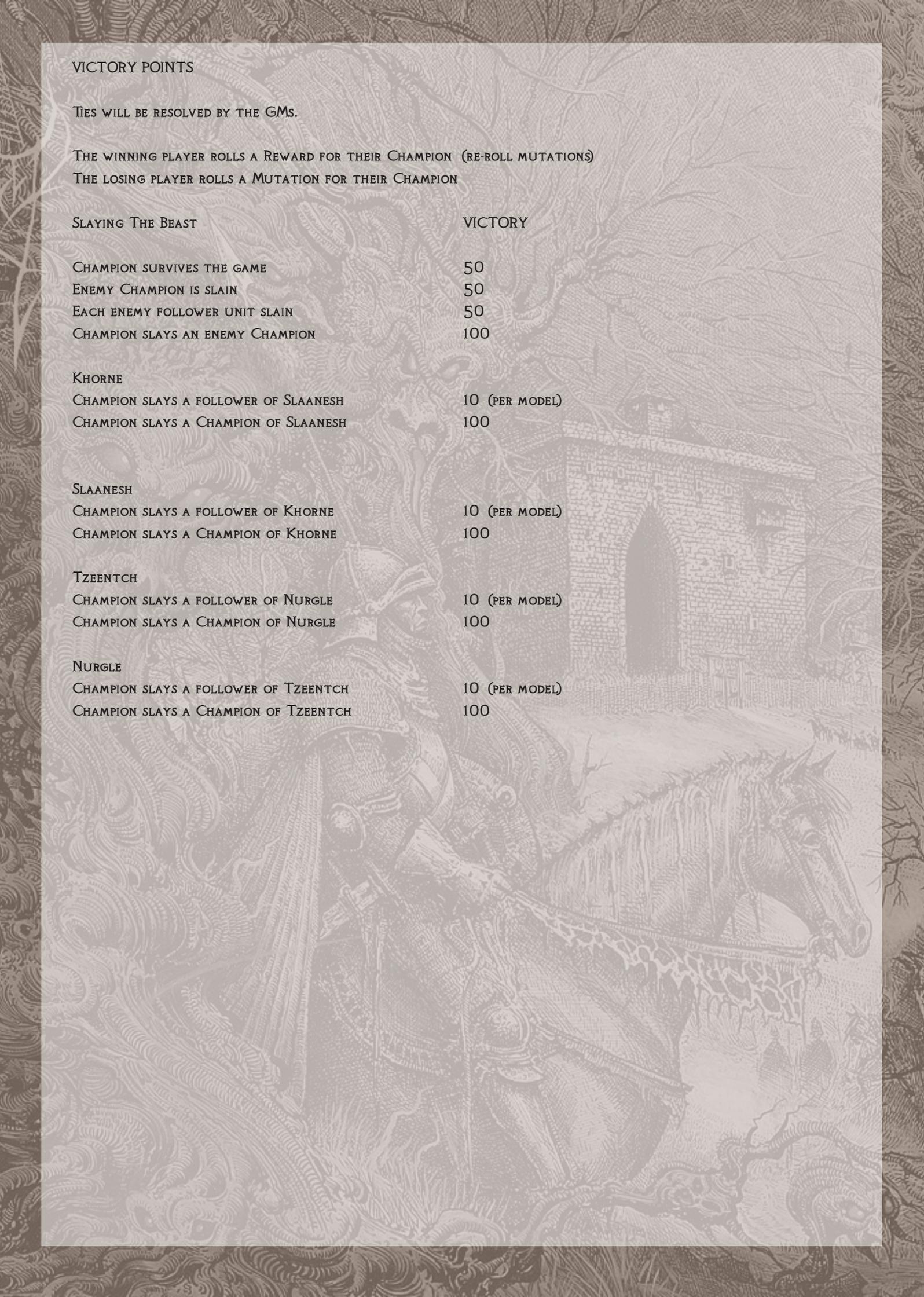
CHAMPION SLAYS A FOLLOWER OF KHORNE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF KHORNE	100

TZEENTCH

CHAMPION SLAYS A FOLLOWER OF NURGLE	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF NURGLE	100

NURGLE

CHAMPION SLAYS A FOLLOWER OF TZEENTCH	10 (PER MODEL)
CHAMPION SLAYS A CHAMPION OF TZEENTCH	100

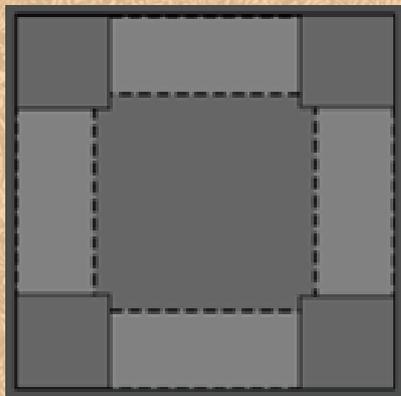


Scenario: VII The Ritual

THE GODS HAVE BROUGHT YOUR CHAMPIONS TOGETHER FOR THE FINAL BATTLE. ASCENSION AWAITS THE VICTOR.

DEPLOYMENT ZONES: EACH PLAYER DEPLOYS THEIR CHAMPION ON A ANY TABLE EDGE, AT LEAST 6" FROM ANY OTHER CHAMPION.

TURNS: TO THE DEATH



DEPLOYMENT:

PLAYERS ROLL OFF AT THE START OF THE GAME. PLAYERS DEPLOY THEIR CHAMPIONS STARTING WITH THE HIGHEST ROLL.

SPECIAL CONDITIONS:

ONLY THE WORTHY: GUIDED BY THEIR PATRONS AND VISIONS OF ASCENSION, YOUR CHAMPION LEAVES THEIR FOLLOWERS TO DO BATTLE DIRECTLY WITH OTHER CHAMPIONS

DEPLOY ONLY YOUR CHAMPION FOR THIS GAME.

BESEECH THE GODS: WITH PRIDE AND VICTORY ON THE LINE, THE CHAMPION MAY CALL UPON THEIR GOD DIRECTLY FOR INTERVENTION.

PLAYERS MAY MAKE ANY NUMBER OF REROLLS THROUGHOUT THIS GAME WITHOUT GM APPROVAL AS THEIR PATRON INTERVENES DIRECTLY ON BEHALF OF THEIR CHAMPIONS. IF THE REROLLED RESULT IS A FAILURE, THE CHAMPION IMMEDIATELY GAINS A CHAOS MUTATION. THIS MAY TRIGGER THEM TO BE TRANSFORMED INTO A SPAWN AS SOON AS THE CONDITIONS ARE MET.

IMMORTAL SERVANTS: THE GODS TASK THEIR SERVANTS TO PARTICIPATE IN THE BATTLE.

ASK THE GMS

THERE CAN BE ONLY ONE: ONLY ONE CHAMPION WILL LEAVE THE FIELD OF BATTLE AND CLAIM VICTORY.

FOR EACH CHAMPION THEY SLAY, YOUR CHAMPION GAINS A REWARD ROLL IMMEDIATELY. RE-ROLL ANY MUTATION RESULTS. CHAMPIONS ARE TRANSFORMED INTO DAEMON PRINCES AS SOON AS THEY HAVE 6 REWARDS. CHAMPIONS BECOME CHAOS SPAWN AS SOON AS THEY HAVE 6 MUTATIONS.

VICTORY POINTS

FIRST CHAMPION TO ASCEND TO DAEMONHOOD

VICTORY

LAST CHAMPION SURVIVING

VICTORY

EACH ENEMY FOLLOWER UNIT SLAIN

100

CHAMPION SLAYS AN ENEMY CHAMPION

100

KHORNE

CHAMPION SLAYS A FOLLOWER OF SLAANESH

100 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF SLAANESH

100

SLAANESH

CHAMPION SLAYS A FOLLOWER OF KHORNE

100 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF KHORNE

100

TZEENTCH

CHAMPION SLAYS A FOLLOWER OF NURGLE

100 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF NURGLE

100

NURGLE

CHAMPION SLAYS A FOLLOWER OF TZEENTCH

100 (PER MODEL)

CHAMPION SLAYS A CHAMPION OF TZEENTCH

100

