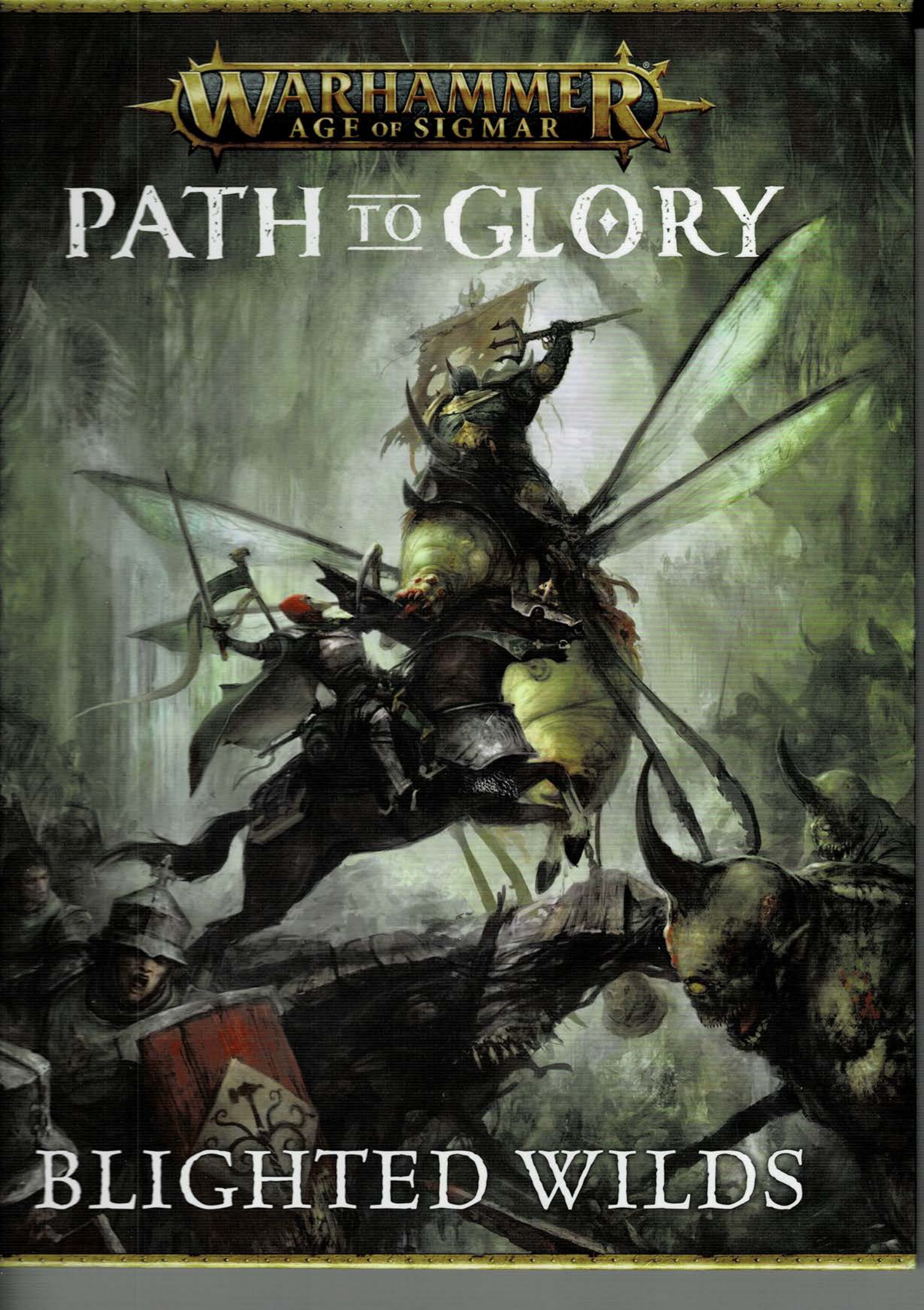
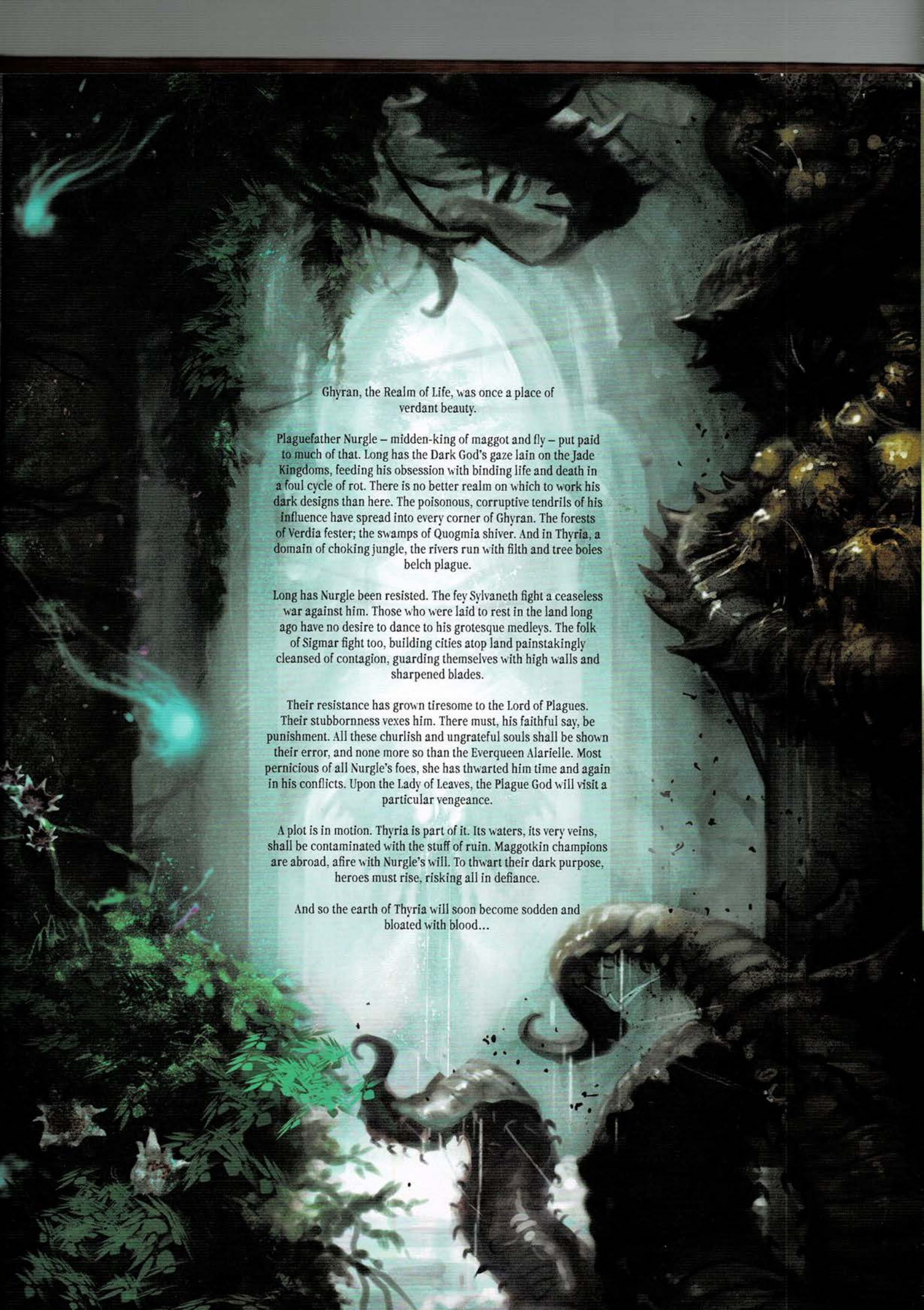




PATH TO GLORY



BLIGHTED WILDS



Ghyran, the Realm of Life, was once a place of verdant beauty.

Plaguefather Nurgle – midden-king of maggot and fly – put paid to much of that. Long has the Dark God's gaze lain on the Jade Kingdoms, feeding his obsession with binding life and death in a foul cycle of rot. There is no better realm on which to work his dark designs than here. The poisonous, corruptive tendrils of his influence have spread into every corner of Ghyran. The forests of Verdia fester; the swamps of Quogmia shiver. And in Thyria, a domain of choking jungle, the rivers run with filth and tree boles belch plague.

Long has Nurgle been resisted. The fey Sylvaneth fight a ceaseless war against him. Those who were laid to rest in the land long ago have no desire to dance to his grotesque medleys. The folk of Sigmar fight too, building cities atop land painstakingly cleansed of contagion, guarding themselves with high walls and sharpened blades.

Their resistance has grown tiresome to the Lord of Plagues. Their stubbornness vexes him. There must, his faithful say, be punishment. All these churlish and ungrateful souls shall be shown their error, and none more so than the Everqueen Alariele. Most pernicious of all Nurgle's foes, she has thwarted him time and again in his conflicts. Upon the Lady of Leaves, the Plague God will visit a particular vengeance.

A plot is in motion. Thyria is part of it. Its waters, its very veins, shall be contaminated with the stuff of ruin. Maggotkin champions are abroad, afire with Nurgle's will. To thwart their dark purpose, heroes must rise, risking all in defiance.

And so the earth of Thyria will soon become sodden and bloated with blood...

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INTO THE BLEAK WILDS

Ghyran is under attack. The armies of the Plague God Nurgle have launched a new and sinister offensive against the Realm of Life. Thyria, an arboreal kingdom in the west of Ghyran's Everspring Swathe, now risks being transformed into a hotbed of disease. Heroes rise up either to stymie the Maggotkin's efforts or to aid them in their foetid quest.

Path to Glory: Blighted Wilds is your guide to narrative gaming in the Mortal Realms. If you're looking to turn your games of Warhammer Age of Sigmar into an epic campaign, where the ramifications of each victory and heroic deed loom large, then this is the book for you.

Included in *Blighted Wilds* is a wealth of information on the Ghyranite region of Thyria as well as an account of the Maggotkin of Nurgle's dire plans for the Realm of Life and the souls standing against them. Following this is a new narrative battlepack that enables you to fight your own campaign through the dense innards of Thyria. In this campaign, you and your army will have to negotiate this deadly environment as your route is influenced by warring forces of purification and corruption. You are also encouraged to build bespoke scenery pieces for your stronghold; you and your fellow players can battle over places of power that have their own customisable rules. There's even a custom Regiment of Renown builder, allowing you to assemble your own hard-bitten band of mercenaries.

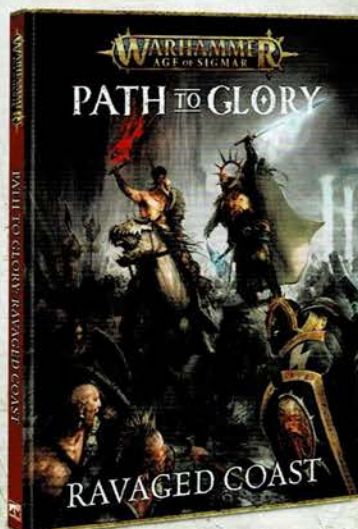
The rancid depths of Thyria await, commander. Are you up to the task?



CORE BOOK

The *Warhammer Age of Sigmar Core Book* is your invaluable guide to a world of fantastical tabletop wargaming. The Core Book contains all the information necessary to fight exciting battles with your collection of Citadel Miniatures.

For those interested in narrative play, the Core Book has plenty to offer in the form of *Ascension* – an introductory Path to Glory battlepack that allows you to wage exciting campaigns with like-minded players.

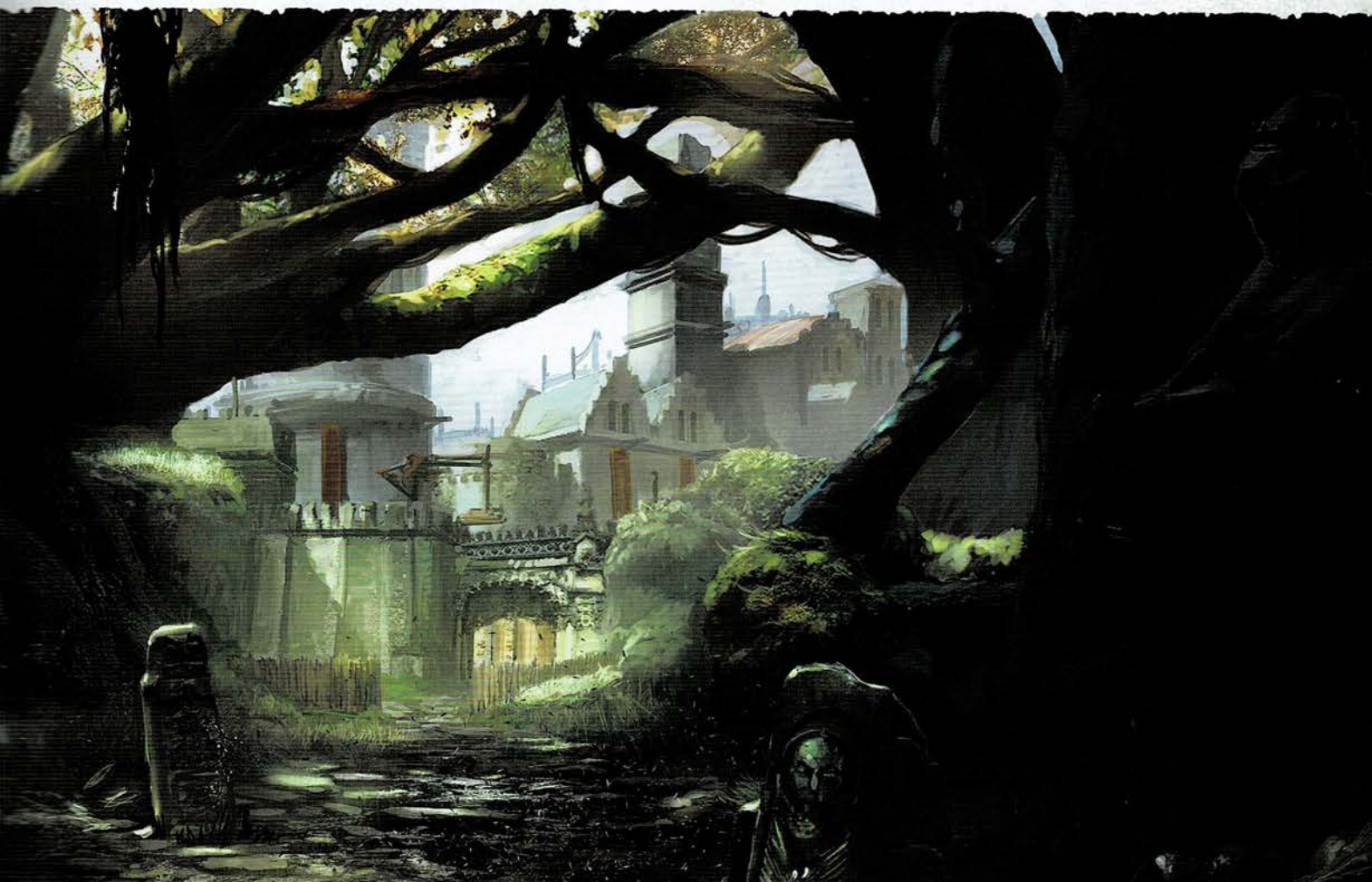
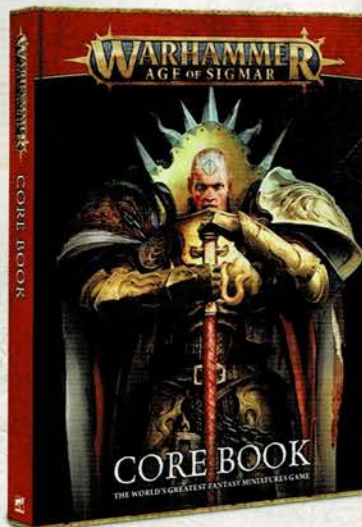


PATH TO GLORY: RAVAGED COAST

Path to Glory: Ravaged Coast is a narrative battlepack in which you explore the Eastern part of Aqshy, an area devastated by the appearance of the Gnaw during the Vermindoom.

Warbands from every faction are in a deadly race to recover unstable emberstone from the torn and broken landscape, braving new dangers at every turn and, ultimately, trying to be the first to claim the trove of realmstone buried amidst the ruins of Hel's Claw.

While *Ravaged Coast* is a separate battlepack to this one, feel free to use the content from it in your *Blighted Wilds* campaign. In fact, we recommend using the Paths from *Ravaged Coast*; if you do so, treat the Paths as if they were part of this battlepack.

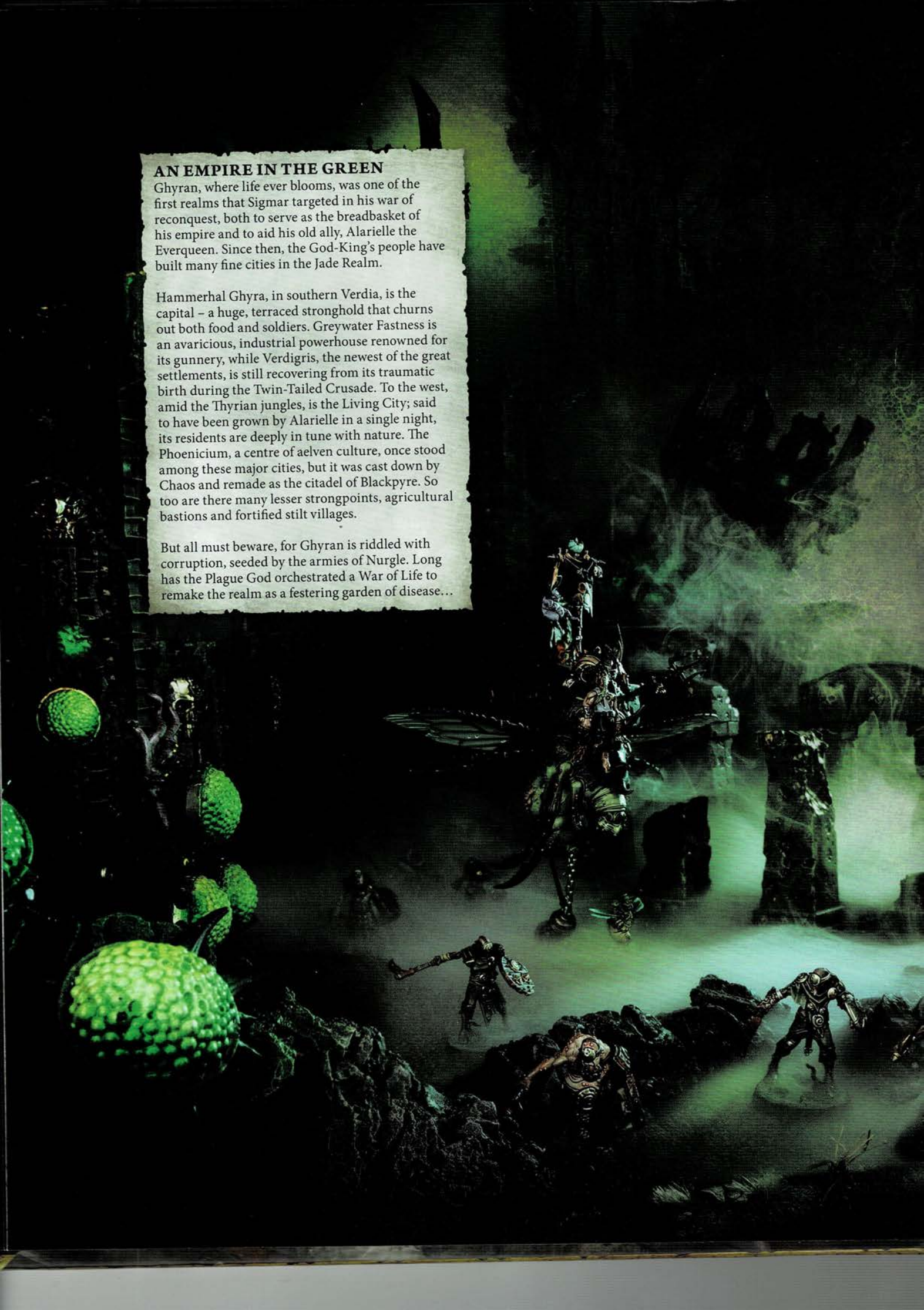


AN EMPIRE IN THE GREEN

Ghyran, where life ever blooms, was one of the first realms that Sigmar targeted in his war of reconquest, both to serve as the breadbasket of his empire and to aid his old ally, Alarielle the Everqueen. Since then, the God-King's people have built many fine cities in the Jade Realm.

Hammerhal Ghyra, in southern Verdria, is the capital – a huge, terraced stronghold that churns out both food and soldiers. Greywater Fastness is an avaricious, industrial powerhouse renowned for its gunnery, while Verdigris, the newest of the great settlements, is still recovering from its traumatic birth during the Twin-Tailed Crusade. To the west, amid the Thyrian jungles, is the Living City; said to have been grown by Alarielle in a single night, its residents are deeply in tune with nature. The Phoenicium, a centre of aelven culture, once stood among these major cities, but it was cast down by Chaos and remade as the citadel of Blackpyre. So too are there many lesser strongpoints, agricultural bastions and fortified stilt villages.

But all must beware, for Ghyran is riddled with corruption, seeded by the armies of Nurgle. Long has the Plague God orchestrated a War of Life to remake the realm as a festering garden of disease...



A PESTILENT THREAT

[The following transcript, taken from the Hammerhalian archives, documents part of a meeting between Nadian Greenspur, Matriarch Ghyranis of Hammerhal Ghyra, and Senior Marshal Vinneus.]

MARSHAL VINNEUS: We should discuss the mounting Thyrian crisis, ma'am.

NADIAN GREENSPUR: Thyria, Marshal? Given our trials here in Verdia, I thought we might discuss crises closer to home.

MV: The ghoul and gargant threat to the north is ever present, as are the hosts massing at what was the Phoenicium, God-King rest it. But our agents bring news. The rotten ones are on the march. Armies are being hurled out of the fortress of Plaguespire and against the Living City almost every turn of the moons.

NG: Could our gamble in Aquia have provoked this?

MV: The Jade Abbey situation is... unclear. Some commotion. Inara has not yet been in contact. But who knows how the enemy thinks? This could be ritual, feint or something else.

NG: I see. No chance of us forming a coalition with the Fastness?

MV: Unlikely, my lady. And Verdigris is too distant and nascent to provide any troops. Nor have we had any word from Marshal Thorian following her disappearance.

NG: Stag's blood, where has Iscilla got to?

MV: Might I suggest it's time we deploy the—

NG: Negotiations with the Ironweld are ongoing, Marshal. And the Aqshians will want to play with their new toys first. Politics.

MV: I'm starting to despise that word, ma'am. We cannot deploy forces directly from the city over such a range. But there may be another option.

NG: Oh?

MV: Garran Grunhorne.

NG: The marshal-commander of Slicston? I thought he retired from his commission?

MV: He did. Returned to being a surgeon — that was his first vocation. He proved crucial in stemming the Shudderblight outbreak in the city, before the Everqueen brought her rains.

NG: Particularly reverent towards Saint Gardus, wasn't he?

MV: He always preferred healing to fighting. Just happened to be good at both.

NG: And you believe he would return to active duty?

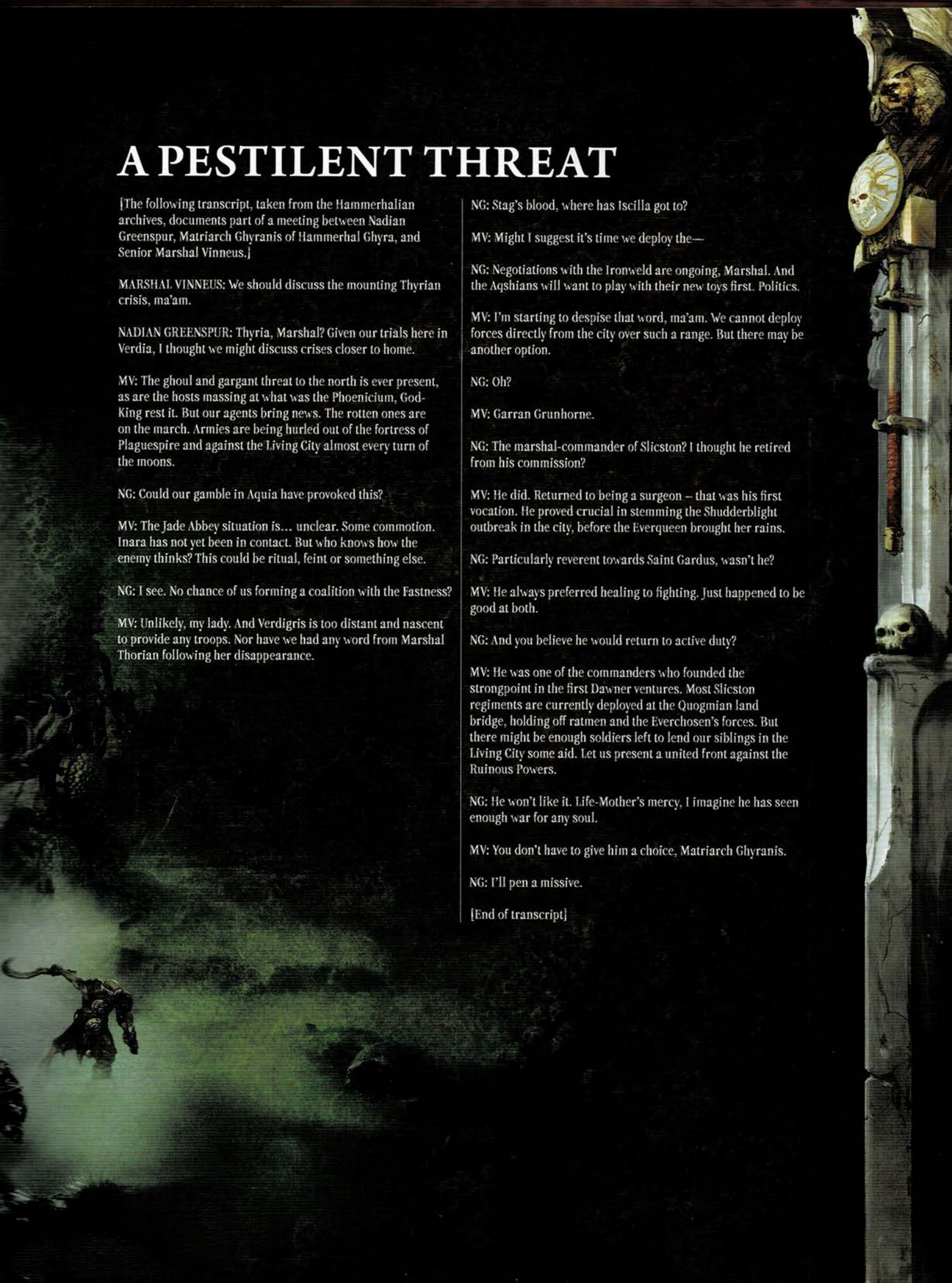
MV: He was one of the commanders who founded the strongpoint in the first Dawner ventures. Most Slicston regiments are currently deployed at the Quogmian land bridge, holding off ratmen and the Everchosen's forces. But there might be enough soldiers left to lend our siblings in the Living City some aid. Let us present a united front against the Ruinous Powers.

NG: He won't like it. Life-Mother's mercy, I imagine he has seen enough war for any soul.

MV: You don't have to give him a choice, Matriarch Ghyranis.

NG: I'll pen a missive.

[End of transcript]



THE WILL OF THE PLAGUEFATHER

Dark tides rise in the land of Thyria. Through the sweltering jungles and steaming rainforests wind polluted rivers thick with slime and evil. Ancient alders and firs bloat and bulge as drooling mouths split their bark wide. Always the air buzzes to the drone of insect wings. They sing a liturgy, those flies: a dirge-song of praise not to Alarielle nor to any other god of season or harvest but to an older, infinitely fouler power.

The Maggotkin are on the move. They are the children of Grandfather Nurgle – those clutched closest to his rotting breast, seized entirely by his cruel and rancid ‘love’. They crave Thyria, as they do all the lands of Ghyran, for they wish to turn it into a breeding ground for their diseases and their beloved miseries. A dolorous chorus echoes from the City of Seven Bells, spreading a pall of despair across the land. Daemons lurk and burst from every hollow, and the three rusting gates of the great fortress of Plaguespire never seem to close, so many are the armies that shamle through it.

Nurgle’s legions have waged their war against the Realm of Life for over six hundred years. They have grown to know the weaknesses of their enemies, the wounds and contagions that will harm them most dearly. Chief amongst their foes is the Everqueen herself; powerful she might be, but she is not invulnerable. There are ways and means to kill even an ascended goddess: one must simply ladle the appropriate poxes from one’s cauldron.

Alarielle is the land, and the land is bound to her. That is the bargain her divinity demanded, the mantle she wilfully assumed in becoming ruler of Ghyran. Therein lies her weakness. All reality is a cycle, and to influence one thing is to affect another – none know this better than the Grandfather’s chosen. The Maggotkin need not attack Alarielle herself. They need only poison and taint the Jade Kingdoms she so cherishes; in due time, the Everqueen will waste away to nothing. In this Age of Chaos resurgent, the champions of decay believe that this tipping point draws nigh.

Thyria and Aquia are the lands that Nurgle’s armies will strike first. The former, especially, is critical, for here stand Sigmarite bastions that might try to aid Alarielle, such as the Living City and Slicston. Yet if those regions’ waterways can be filled with contagion and turned to the will of the Plaguefather, all apostates might be washed away in a cataclysmic and infectious flood. For this to be achieved, the sites of nature’s power must be defiled.

A contentious equilibrium that has existed for many years threatens to come undone. Befouled waters will lead to a grand blooming, and the arboreal grotesqueries of Nurgle’s Garden shall cover the lands of mortals. In decaying villages and neglected hamlets, trudging around maypoles covered in buboes and slime, corrupt souls shall sing their mad and desolate praises to the King of All Flies.



MALODOROUS MACHINATIONS

How many of Nurgle's warlords numbered amongst the legions of Plaguespire? Seven times seven times seven and far more, assuredly. In the depths of that fortress, they coagulated and festered like boils, nursing their bitterness and their ambitions.

Among them was the atrocious soul known as Rangletch. He was one of Nurgle's Lord of Afflictions, an obsessive, far-ranging bringer of pestilence and contagion. He was the bane of Futilia Wood, the Eater of Laments; his name was etched over and over on the grudge-slates of the Dhoshgar lodge.

When Rangletch took wing once more upon his Rot Fly mount, he did not go to assail the Living City as so many of his rivals did. He was charged with a higher duty that led him into the heart of the Thyrian jungle, where brackish rivers run and ley lines pump life magic across the Jade Realm. Here, he sought to do grand, grisly work for his Father in Rot...

Rangletch was a vile, infamous champion. But his was not the only hand upon the bleak tiller. In pursuit of greater power and renown, the Lord of Afflictions had pledged his allegiance to an even mightier figure: Gelgus Pust, the daemoniac Prince of Sores.

Pust had long been a blight on the nearby land of Aquia. He was the nemesis of the Jade Abbey, the ancient stronghold where the mystical Everspring bubbles,

and only narrowly did a band of heroes thwart a recent attempt of his to breach its inner sanctum.

Yet the Daemon Prince had received something of a revelation. He was being miserly with Nurgle's gifts. Why should he consign himself to this one war front when lands further afield might enjoy his abominable attentions? Besides, if both Thyria and Aquia could be flooded, surely the wards around the Abbey would finally crumble, leaving its arcane font vulnerable.

Pust's command to his champions was simple. On the shores of magically resonant watercourses, they were to build monuments to corruption. Rangletch was ordered to raise a rot-timbered mill in Thyria – not for grinding corn but for pulverising the bodies of mortal plague-slain. He would then pump the resulting slurry into the waterways, allowing taint to sink deep. Do that, Gelgus said, and hated Alarielle would begin to suffer.

Even as Nurglite hosts launched diversionary attacks on the Living City, drawing its ranger-armies into battles of attrition, Rangletch's forces moved into southern Thyria. Beside a tributary of the long-flooded Aurum River, his followers raised the infernal mill to Pust's specifications. Meanwhile, the Lord of Afflictions led raiding parties to seize isolated tribes and travellers on whom to test the mill's dread mechanisms. But Rangletch needed more, if he was to leave the land lovely in Nurgle's eyes...



THE VERDANT DEPTHS

The western isle of Ghyran's Everspring Swathe is formed of several clustered nations, of which Thyria is the most dominant. Neighbouring Aquia is a rival, but even that decaying, rain-lashed expanse of wetland and rot-lake cannot compare in terms of raw scale to the smothering green hell that is Thyria, where secrets, perils and riches are concealed behind vine and bole.

As with many of Ghyran's elder places, Thyria is the subject of many legends. One claims that all male life in the Jade Kingdoms was born here, in the reverse of nearby Verdia – though, as ever, it is impossible to tell where myth, magic and memory meet in the Mortal Realms. Certainly, this is no longer the case. Another tells that Alarielle once made war on the Thyrian shores against a sinister army of aelves born of the ocean depths. She is said to have claimed a god-forged white blade as a war spoil, a relic that remains locked away in her hidden bowers. Indeed, Thyria is a land shrouded in ancient mystique. What green-stained light penetrates the tree canopy falls long across forgotten ruins and broken temples.

Most of Thyria's inhabitants are not overly concerned with these archaic landmarks, for most are too corrupted by blight to conjure any sane thought. From Aquia flow foul rivers of corruption, poisoned by Nurgle's gifts and his mad children, and the rot has long spread into the Thyrian heartlands. Swathes of rainforest have been transfigured into diseased sludge, thick and grasping and sentient. Each gulping breath is wet with humidity and seething with ravenous sickness. The jungle tribes, composed of both jade-blooded natives and those who fled Sigmar's empire, trudge along overgrown trails and dredge the shallows for squirming fish-things, the power of their droning chants blackening the toppled, carved stone relics they pass.

Those Thyrians who have not succumbed to Nurgle's afflictions must strive to survive in other ways. Survival skills are drilled in from youth. Household shrines to Alarielle the Everqueen are as common – or perhaps more common, as some disgruntled priests of the Cults Unberogen say – as those dedicated to Azyr's God-King. Any who brave the wilderness wear blessed, woven cloaks that offer protection from the pox-squalls that blow in from Aquia and the slime that drips from festering leaves. In local settlements, both a votive icon to the Everqueen and a good hacking machete are prized family heirlooms, while sturdy ironoak canoes and catamarans are vital for hunting giant mantids and collosipedes. Insects are a key part of the Thyrian diet, not least because of how immense they grow in the sweltering environs. Massive reptiles and mammals also lurk here, but any who would hunt Thyrian bog-wyrms or twin-headed Gigantopithi apes long migrated from Ghur often meet messy ends.

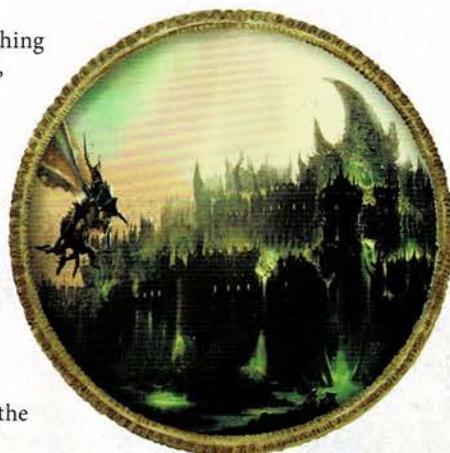
More than just Sigmarites and Maggotkin dwell in Thyria. Magical spites abound, including enormous Wardroths, vanishingly rare beetle-entities that have the honour of bearing Alarielle herself to war. Clans of Sylvaneth protect uncorrupted pools of sacred Aqua Ghyranis, while disease-worshipping Skaven of Clan Morbidus – first amongst the so-called 'Pestilent Brotherhood' – infest the western reaches. Futilia Wood plays host to hordes of grots who smear the tips of their weapons with all manner of bizarre poisons. In the bowels of druidic palaces and temples abandoned during the Everqueen's rise, the cruel spirits of tribal priests and their congregations linger alongside mouldering cannibals fallen to madness. It is even said that in the deepest wilds stand golden, glyph-covered ziggurats that are still occupied, though few who enter the steaming depths in search of them ever return.



PLAGUESPIRE

If Plaguespire ever was a mortal fortress, it has long since become something else. Some say it rose fully formed from the corrupted swamps of Thyria, shaped entirely by the Plague God's whim. It is a stain on the realms, a split pustule that weeps contagion in the form of Nurgle's armies. Its rusted iron walls are formidable barriers on their own, but the fortress is also surrounded by a moat of stinking effluent that melts both skin and spirit.

Plaguespire is neutral ground for Nurgle's ever-competing faithful; champions meet here to battle for the right to lead hosts and offer obscene sacrifices. The bastion has three major gates through which the Nurglite legions depart. The largest, crowned with Nurgle's death's head rune, stands at the end of the Droning Procession, a monumental avenue lined with tolling funeral bells whose 'flagstones' are made from the still-living, still-suffering flesh of those who spurned the Plague God's love.



AMALODUM, THE FLOODED KINGDOM

The saga of Amalodum, once a famed kingdom in southern Thyria, is one of ambition and retribution. It was during the Age of Chaos that King Crannoch invaded neighbouring lands long home to the Sylvaneth. Why he did so is still debated. Crannoch dreaded death above all things, and some say he truly believed the crimes he committed against the forest folk were a necessary evil to stave off Nurgle's plagues – that only by seizing their lands and sacred places could he establish suitable defences for his own people. Others claim he sought pure conquest. Either way, his plans would never be realised. As he burned and hacked through ancient glades, Sylvaneth mages diverted the mighty Aurum River, wiping out the king's armies and farmlands in an annihilating flood.

But Amalodum endures, in some deathless sense. From out of the eerie, mist-choked marshes rise sandstone edifices, sodden nemeta and tombs covered with hard-growing slickmoss. Invocations of morbid power whisper on the wind, and the bones of the fallen do not rest easy. Crannoch sleeps in the High King's Barrow, but his champion Cullain patrols tirelessly, keeping watch over both the swamps and the many tunnels and subterranean passages that run beneath Amalodum's flooded surface.

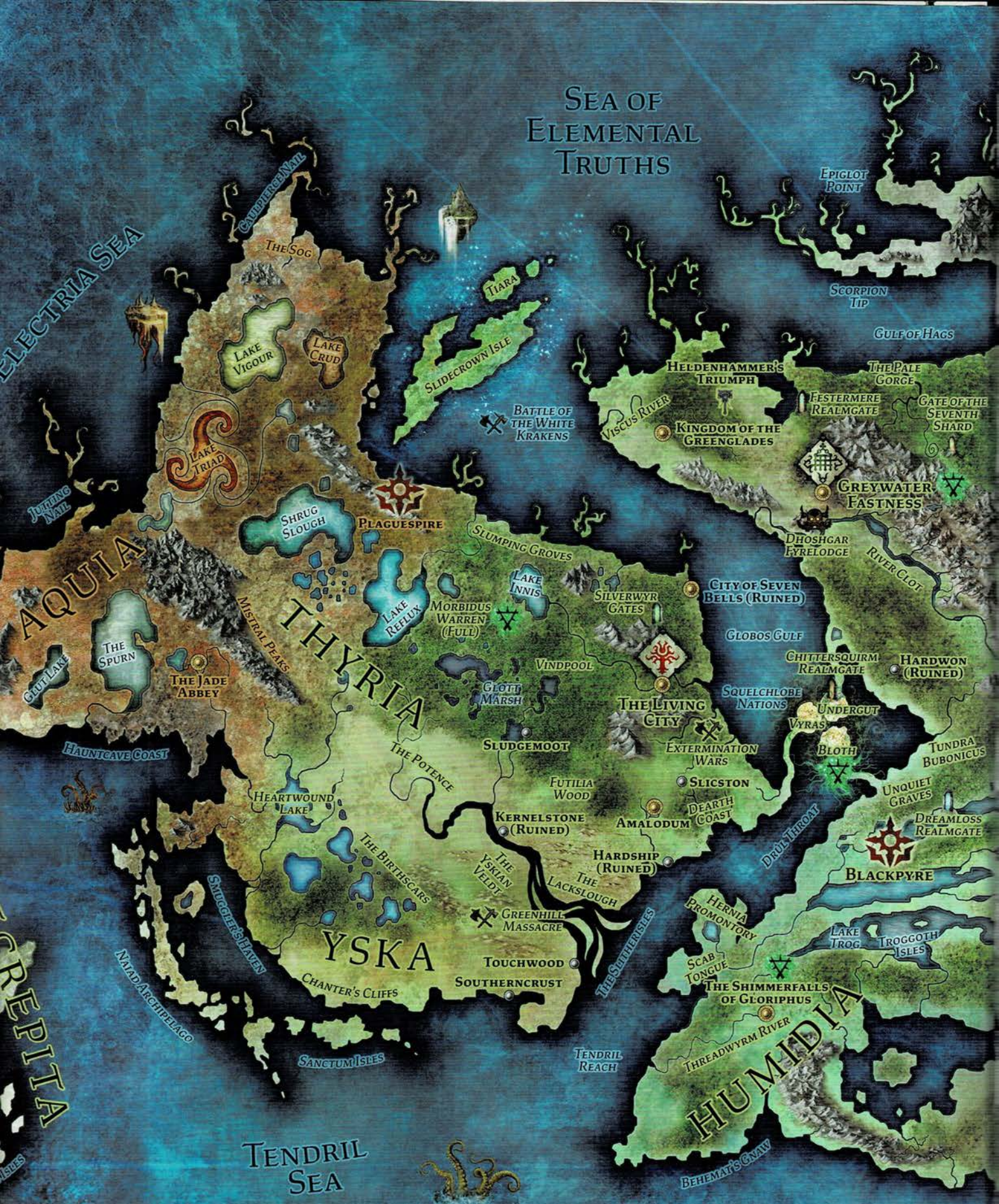


THE YSKIAN VELDT

Bordering Thyria, across the banks of the Potence, lies the Yskian Veldt, a region long ago roamed by horse-clans and nomadic caravans. While Yska's southern shores feature hidden ship berths once used by smugglers shifting caches of Aqua Ghyranis from Aquia and cliffs where the mystic Deepspring Chanters communed with the naiads of the Sanctum Isles, it is the fertile soils of its steppes for which Yska is best known. These yield not only a variety of grasses, from skin-splitting needlestems to gossamer sagefeathers, but also Yskian boulder squigs, fungal beasts that grow from spores to fierce maturity at an astounding rate.

Yska's most infamous denizens – the grots of a Squigalanche known as the Jaws of Mork – have (loosely) tamed the boulder squigs. Their leader is the Overboulder, a boss-grot famed for never removing his helmet and being obsessed with jumping over the Bad Moon, for reasons no one really understands. Now thousands strong, the Jaws spend their time gleefully threatening any who try to cross the prairies or else barrelling into the cave networks beneath the grasslands on some lunatic whim.





SEA OF ELEMENTAL TRUTHS

THE EVERSPRING SWATHE

'Plague tocsins toll across the Jade Kingdoms, and the rivers cackle a cruel, bilious cant. The Rotten Ones come, defiling and cursing. The cycle shudders, and the Everqueen may yet drown in disease.'



KEY

-  Sigmarite Metropolis
-  Site of Legend
-  Militarised City
-  Sigmarite Strongpoint
-  Battle of Legend
-  Realmgate
-  Skaven Warren-city
-  Varanguard Stronghold
-  Fyreslayer Magmahold

THE SOG

It is from the corrupted swamps and pus-springs of the Sog that filth flows in foulest abundance. The region's once-glorious pastures and sunny highlands have long deliquesced, transformed into leagues of noxious marshland by Nurgle's Deluge. Beneath skies constantly drizzling a foetid sort of rain, Nurglings, pox maggoths and other daemon-beasts splash through rancid pools, occasionally turning to stare at the poisoned metaliths that cast drifting shadows over the land. Liquid contagion seeps off these isles, their undersides hanging with slick, twitching tentacles.

The Sog is the fief of Rotigus Rainfather, a lord among Nurgle's Great Unclean Ones whose skill in summoning plague-squalls is unrivalled. It was he who perverted the faith of the land's inhabitants, turning them from their age-old rain gods and drawing them into Nurgle's embrace. The descendants of those apostates still live in the Sog's swamps, worshipping mud-and-filth icons of the Rainfather in waterlogged hovels – though it is not much of a life, given the dysenteric sicknesses and blood-thinning plagues they endure. When Rotigus or one of his champions, Gelgus Pust amongst them, calls for war, the Sog's denizens inevitably rise in fanatical, squelching processions.



THE LIVING CITY

The Living City is the Sigmarites' great bastion in the western Everspring Swathe. It, Greywater Fastness and the fallen Phoenicium comprise the Seeds of Hope – the first cities of a new age. Fittingly, perhaps, the Living City was grown as much as built. Legend has enshrined how Alarielle the Everqueen used godly rites to summon the ironoak bones of the city, to which successive generations of residents have added stone buttresses and root-woven aqueducts in order to channel precious Aqua Ghyranis.

Inhabitants of the Living City are known for their reverence of nature. Enclaves of allied Sylvaneth live amongst them, and all folk who honour Alarielle dream of making pilgrimage to the immense Everspring Temple. While ironoak is the city's main export, there is a roaring trade in potions and healing poultices, created by its apothecaries and the arcane druids of the Everspring Circle, who also advise much of the city's Conclave. Traditions of fieldcraft are central to the Living City's armies, skills that have seen them thus far fight off the waves of Nurglite hosts that swarm around them.



THE PLAGUE MILLS

Grandfather Nurgle's faithful often bear a strange fascination for the implements and mechanisms of agriculture: the mill, the grindstone, the irrigation channel and the compost heap. Many outright see themselves as farmers, though the life they coax into being is debased and foul to the core. Something in this perversion resonates through the aether and makes agrarian edifices particularly potent vectors in the Maggotkin's efforts to corrupt the cosmos. It is this effect that Gelgus Pust and those who share his vision have seized upon, seeking to raise plague mills and the like upon Thyria's vulnerable nexus points.

By rights, these structures should not be able to stand. Their timbers are rotten, their foundations putrefied. Through them, however, pulse otherworldly forces that defy nature's laws. The plague mills are often surrounded by dilapidated hamlets that once housed humble rural labourers. Those wretches who remain shamble and shuffle into the mills' yawning maws each day to do their grisly work, all while droning praises to Nurgle for the generosity he shows the Thyrian folk.



TRUTHS







A MISSIVE AT SLICSTON

Far from the corridors of power that wind through Hammerhal Ghyra, the frontiers of the Sigmarite nations eke out a harsh existence in realms wracked by war. In the strongpoint of Slicston, a message arrives for retired soldier Garran Grunhorne, former Marshal-Commander, Second Class – a message he hoped to never receive.

4th of Darkening, Year of the Verminous Woe

Alberit brought me the message as I was finishing stitching up Oltus's lad. Boy was caught by one of the man-pitchers flowering by the western wall. He will live.

The Whisperblade had the decency to look mildly apologetic as he handed me the letter, the rogue. And Lady Greenspur, as ever, has impeccable penmanship. It made reading her words no easier. She wants me back in the field against the diseased armies.

I know that, as Saint Gardus of the Steel Soul once did, I should eagerly seize this chance. It is holy, aye, and if the Conclave orders me, then I will not shirk from duty. And yet... I find myself vacillating.

Forgive me, Lord Sigmar. I served my time. There are brave folk leading our troops on the Quogmian front. I thought I had seen enough men and women melting into the mud, flesh slipping off their bones. At the least, I believed that, by returning to the healer's calling, I might be able to help them, instead of consigning more to that fate.

Slicston flourishes without me playing the general. We are fortunate, for the ley lines we stand upon bloom at this time of year. The guardian idols glow, and the nexus shines with purity. People here have made a life, however difficult. So have I, and it is one not defined by the brutality of combat. Saving lives, not spending them. I did so much of the latter. All the choices I made come back to me when I sleep.

I will decide in the coming days.

CAUTION, FOLK OF THE
THYRIAN FRONTIER!

Do not heedlessly enter the jungle that surrounds your cantonments. Strange beasts have been sighted there, aglow with starlight. Wildercorps scouts have found evidence of heavy, clawed footfalls and the savaged remains of the unholy – as well as of those Sigmar-fearing souls who forgot due caution.

We believe these creatures to be of the mystifying race of the Seraphon. Though they are touched by the power of the heavens, their purpose is not easily discerned by mortal minds. You are advised by the delegates of the Grand Conclave to keep fair distance from these creatures wherever they are sighted and leave them to their task.





5th of Darkening, Year of the Verminous Woe

Great Sigmar sees fit to test me. It was Skarrad's Wildercorps patrol that brought the news – creatures, moving through the jungle at pace. In hindsight, I confess surprise that they did not attempt some esoteric measure of concealment. Then again, maybe that was not their purpose.

Of all the officers stationed in Slicston at the time, I held rank. So I did my duty. I donned the old armour and led the Cavaliers of the 4th Slicston Lance to intercept them. Truth be told, plate mail would not have helped us. One look at a Seraphon's jaws well illustrates the damage they can do.

I had never met any of the star lizards before. I had only heard the scriptures: creatures of High Azyr and allies to our cause, but of a distant sort. I was not even certain they could speak. The largest of the beasts, crocodilians holding twin-handed mauls, made no attempt to do so. But their leader, the smaller beast atop a floating palanquin, was willing to talk. Getting him to stop was the difficulty.

The creature named himself Glic'to and came bearing warnings: cults in the jungle, rituals around ancient

menhirs and springs, waters and ley lines beginning to run black. From my understanding, Glic'to and his kin have been hunting the cults for some time. He spoke now of some kind of escalation, a 'threat to the cosmic weave' that he was incapable of facing down alone. In the absence of any other aid nearby, he came to us, given our shared enemies.

It is not that I think Glic'to is lying. Even Alberit said that he was not sure whether Seraphon can lie. And what Glic'to spoke of is consistent with the contents of Lady Greenspur's letter. Fate, perhaps, seeks to move me in spite of my own hesitation. My armour felt heavy about my shoulders as I put it on this morning. To fight a defensive battle for my home is one thing, but to plunge into the jungle purely on the basis of suspicion and conjecture?

I am making excuses for myself. When Saint Gardus of the Steel Soul was cast into the Infernal Garden, did he quail? No, he fought. He overcame. But he is immortal, and I am just a man. Being a surgeon is what I am good at. Being a warrior was simply a sign of the times.

For now, the Seraphon are encamped just beyond the city walls. Marshal Lotil and her forces are scheduled to return to the city two days hence. She is skilled and canny. Perhaps, if we just wait, this situation may resolve itself.

SO COMETH FOULNESS

Across Thyria, Maggotkin in service to Gelgus Pust were tasked with raising plague mills to pollute Ghyran's sacred waters. But they required flesh to befoul and grind up, and so the eyes of some turned upon unsuspecting Slicston...

The Ghyranite moons were mere rinds of celestial bodies when Rangleth's forces struck.

Late the previous day, the wardens of Slicston's arcane defences complained of strange fluctuations in the devices. They had not appreciated the extent of the Nurglite rituals taking place nearby. The first they knew of them was when the light in the guardian idols' eyes suddenly flickered and faded and a terrible droning echoed out.

They came out of the trees, hooting and chanting. Bloated, bovine Pestigors scaled the walls; drone-riding champions descended from the clouds. They killed defenders with rusty blades and hatchets, but their goal was not to sack the settlement. Instead, the Maggotkin seized those who fought back.

Slicston's mages and priests were swift in tending to the faltering idols. The structures pulsed with light before emanating waves of such purity that many Nurglites were set ablaze. But by the time the bulk of the garrison had rallied – Marshal-Commander Grunhorne with them – most of the Maggotkin had already slipped back into the trees with their captives.

Filled with fury, much of it at himself, Garran – still clad in his surgeon's beaked mask – assembled a force of his swiftest troops. He brought with him the skink Glic'to and his trio of Kroxigor. The Seraphon had spoken true; he had simply missed the symptoms.



As they pursued the Maggotkin along jungle paths under dismal lunar light, there was no time to stop. Only when the Sigmarites came to a stone bridge – a crossing over a tributary of the Aurum River – and saw the glade beyond did Garran pause.

On the shores of the river rose a rot-eaten mill that glowed with fell light. Nurglites were herding people into it, tattooed warriors and local tribesmen among them. His own folk were being forced into pens over which hung a miasma of palpable sickness; contagion was already visibly biting deep into the weakest of them. The mill's wheel creaked. A stream of effluent leaked out from the structure's sluices and straight into the brook.

As the Sigmarites took in the grisly sight, the Maggotkin struck. Out from under the bridge spilled lolloping daemon-beasts and cackling Nurglings, all of which immediately set upon their stunned enemies. And from above came Rangleth, chuckling disdainfully.

Accompanied by the buzz of his fly-mount's wings, the champion was a nightmarish figure, his trident dripping liquid evil. Still Garran drew his blade. He desperately parried one blow, another, as his steed reared and whinnied. A scream from nearby instinctively drew his gaze – just as Rangleth scored a scrape across his neck. Instantly, Garran felt his veins agonisingly pulsate and shudder as something unnatural wormed their way into them.

Stricken, Garran was dragged away by his Command Corps, Rangleth slaughtering any loyal Cavaliers who rode to his aid. As the forces of Order retreated, hooded sorcerers shuffled out from the mill's gates. They chanted in low, phlegmy voices, scabrous fingers raised. Around the bridge, thick, twisted trees grew with terrible speed. Any attempt to hack through them sent caustic black bile shooting out from the cut, overwhelming the would-be lumberjack.

The path to the mill – to the Sigmarites' captured kinsfolk – was blocked.





To enter the Flooded Kingdom of Amalodum is to contend with its deathless masters – the skeletal wights that still roam amongst the marshes and the crumbling mausoleums.

DEALS WITH THE DEAD

Battered and desolate, Garran's forces returned to Slicston amidst a heady miasma of defeat. Yet now the threat was known, and no true servant of Sigmar could let it stand. To strike back, Garran needed more allies.

The Squirming Clot is a truly diabolic illness in which the victim's veins are overrun by wriggling parasites. The grub-like creatures devour the afflicted from the inside out before finally bursting forth in maggots showers. Garran had been infected. It was fortunate, in a grim sense, that Slicston had faced outbreaks of it before. The strongpoint's stores still held enough ingredients for Garran and his fellow physicians to brew a philtre that could suppress the worms for a time; Aqua Ghyranis and powdered liferoot were mixed to Garran's specifications even as he writhed in agony. Yet this would only slow the Clot's progression, not cure the disease.

There was a moment when the marshal-commander wondered if he even cared about the inevitability now facing him. He had heard Glic'to's warnings – the fact that the skink and a few of his kin had survived was a small mercy – but still he had sought to evade responsibility until it was too late. Had he heeded them more diligently, the raid might have been halted. What manner of doctor faltered when souls needed aid? Saint Gardus, depicted in an ironoak effigy on Garran's desk, would not have hesitated.

A SLENDER HOPE

Yet it was in contemplating that idol that Garran found strength. Wracked with pain, he turned to the strongpoint's archives, searching for any way to bypass the Maggotkin's foetid barrier. It was in a historical treatise, the *Lay of Lost Amalodum*, that he found it: a map of winding tunnels beneath the earth and an account of the sleepless warriors of Crannoch who kept vigil over them. Scribbled warnings of migrations of 'fungal marauders' did not discourage him.

At dawn, Garran, his most loyal veterans and the Seraphon, who could not be dissuaded, left by the postern gate. It was several hours until they reached the floodplain that had been Amalodum, its half-submerged tombs and barrows standing lonely in the mire. Freezing mist touched the soul as Steelhelms muttered in increasing unease. Garran pressed on intently, and from his example, the Freeguilders drew courage. Wheezing into his surgeon's mask, face pallid and body trembling, Grunhorne gritted his teeth. Eventually, amidst the fog, he spied the eerie figures he had expected to find...



The skeletal dead watched him approach, their gaze cavernous and cold. They clutched heavy greatblades, around which amethyst magic faintly flickered.

'YOU TRESPASS IN THE DOMAIN OF AMALODUM, MORTAL. BEFORE YOU NOW STANDS CULLAIN, HOUND OF CRANNOCH, SLAYER OF BRES-BALAR, BANE OF THE FEY AND FEN-BREED. SPEAK

AND PERISH.'

The voice came from the Wight Lord. Atop his undead steed, the champion did not shift. Neither did his thegns, all clad in ancient, moss-eaten plate.

'I come to make a deal,' Garran knew how he must look, still battle-worn. His only immediate companion in this parley was Glic'to, hovering a few paces behind.

'WE DEAL NOT WITH YOUR KIND.'

'Our "kind" were allies, once,' said Garran.

'There is a sickness in Thyria's waters. Our brethren have been captured by its architects and taken to their stronghold.'

'THIS IS NO CONCERN OF AMALODUM'S.'

Creaking resounded as the wights grasped their weapons tight.

'I disagree,' Garran said, gesturing with his blade to a nearby tomb. The water here was not as polluted

as at the mill, but a thick scum was spreading; where it touched the structure, clinging moss withered like shrivelled flesh. Cullain stared at it as Garran spoke. 'If the Maggotkin are not stopped, we are all bound for disaster. Would you wake your master to present him with a kingdom of filth?'

As if sensing Garran's restless state, the Squirring Clot bit suddenly. His veins were afire, his muscles screaming. Garran slumped in his saddle, pungent saliva pooling in his mouth as the pain faded. He swallowed it, looking back at the wight.

'I know there are tunnels beneath your lands. If they are still accessible, they are the only way we can reach our enemies. So I ask not only that you grant us and our kin passage but also that you fight with us against this evil.' Garran grimaced. 'We must enter those tunnels.'

'FORCE THE MATTER AND YOU WILL FALL.'

'I will try nonetheless.'

For long moments, Cullain was silent. Garran heard each of his own breaths echoing loud.

'THERE IS A PRICE,' the wight said at last.

'Name it.' Garran's relief sounded desperate even to himself. He listened as Cullain told him the terms.

Slowly, the marshal-commander turned in his saddle. His eyes shifted to his troops, huddled in the mist, clutching Sigmarite amulets. His gaze fell on Glic'to. The skink cocked his head but said nothing. Garran gave a long, wheezing sigh before nodding.

'Agreed.'



On the sodden earth of Amalodum, a pact is struck between the living and the dead. Together they will strike against the Maggotkin – but there is always a cost to be paid, in the end.

SUBTERRANEAN MENACE

Garran was gambling on two things: that at least some of Amalodum's deep tunnels would not have been flooded, and that they were free from threat. The former hope was proved true; the latter, though, less so...

Already, Gelgus Pust's fiendish plan was bearing foul fruit. Rangletch and his many other champions had been diligent in their aqueous defilements. The mills, filth-cisterns and other apparatus of corruption raised across Thyria were in operation, seeing the waters gush with contaminants. But Rangletch, bathing in the favour of both his master and his god, was eager to begin the next phase: the sacrifice of the Sigmarites, once they had been sufficiently tainted.

The polluting torrents created by Pust's acolytes had even reached as far as the Potence and northern Yska, that land of swaying, swift-growing prairies. And as the toxin-laden effluent seeped through the grassy earth and into the caves below, it roused a spiteful indignation from their inhabitants.

FUNGAL FURY

The Jaws of Mork – that horde of squig-riding grot hooligans whose numbers had swelled out of all proportion – were alerted to the Nurglites' machinations when gushing rivers of rot tore through the Yskian caverns where they laired. Immense fungal growths were either toppled or putrefied by the filthy deluge, while the 'dropz' – those areas the grots used as a latrine, from which many of their mounts bounded out – were wholly washed out.

The Jaws had little idea of the hows, whos and whys behind the disaster. They certainly had no notion of Garran's desperate quest or the danger the Sigmarites of the region now found themselves in. They only knew that many of the caves they periodically returned to after a good season's raiding were waterlogged and had 'gone bad'. Squigs that drank the liquid pooling there tended to puff up and burst in showers of gunk, which, while highly amusing to some grots, was infuriating to others. Amongst the infuriated was the Overbouncer, the clan's warlord, and it was his command that saw one of his underlings lead a war-skrap to the north to get answers.

With many tunnels awash with filth, thanks to the grinding work of the plague mills, the grots were forced to use paths they had shunned for centuries in order to travel north and investigate. Those passages had once been used to attack the mortal kingdom of Amalodum, itself riddled with caves and subterranean sprawls. When the Sylvaneth had laid watery waste to the land, many had become impassable. Those that could still be accessed were smothered in a pall of death that left them 'no fun', according to the grots' mutterings. But now the Jaws of Mork's bounding advance along those eerie tunnels brought them right into contact with others who had descended into the darkness...

'Prevent your doom! Go no further!

There is nothing in these caves worth dying for, no great treasure or buried secret. We say again, do not go past this point. In these fungal passages lurk squig-mounted grot bandits, who make devious sport with anyone they capture. Many attempts have been made to excise them from the caverns, and none have yet met with success.

You may be led to believe that the grots follow some discernible migratory pattern. By Sigmar's light, know that this is false. The green marauders come and go when they please, roaming wherever the spiteful urge takes them. If you insist on daring these tunnels, do not say you were not warned...'

– Parchment hung from a long-dead corpse-scarecrow at the entrance of the Thyrian caves



Water, thick and stagnant, dripped from every leering stalactite. In the dark and the cold of the tunnel, it set nerves on edge. Garran was grateful for his surgeon's beaked mask, and not for the first time. It hid his unease as readily as it did the grimaces that contorted his face as the Clot's parasites squirmed through his veins.

His soldiers wore their disquiet more openly. Cavaliers cantered beside him, his Command Corps keeping pace. Steelhelms and Fusiliers trailed behind. With them came the Seraphon, the Kroxigor shunting the single Ironweld Great Cannon that the company had mustered.

The tunnel was at least large enough to permit them. Privately, Garran had feared the passages might be long flooded. Yet the chants of Cullain's shadowy, skeletal druids had seen the marsh peel back, muscle flensed to reveal the bones of the earth. As they made their way along the tunnel, Garran spied whorling spiral patterns carved into the rock; it was then that he understood that the passages' survival was not wholly by chance.

'Those markings,' he said. 'I have seen them before, in a book on the Mosscairn barrows. Warding marks. But the Erosian tarns are leagues away.'

'AMALODUM IS OLD,' Cullain's voice whispered-boomed into his skull. The Wight Lord rode at his side, his housecarls following. They ignored the living, though the same could not be said for the Sigmarites, who cast wary looks askance. 'WE DID NOT ALWAYS WAR WITH THE OAKEN SPAWN OF THE LADY O' LEAVES. KNOWLEDGE OF THE ELDER SORCERIES WAS ONCE SHARED. GHYRAN KNEW HOW TO PRESERVE ITSELF.'

'If we do not stop our enemies, that will all have been for naught.' Forcing back a wheeze, Garran eyed the symbols. Something in how they shone, dark and wet and red, saw him shudder. 'Dare I ask how they work?'

'LIFE TAKEN MUST PAY FOR LIFE TO COME,' Cullain said, showing neither relish nor remorse. 'IF THE GODDESS WOULD CURE THE REALM, SHE MUST EMBRACE THIS.'

'Still, blood sacrifice—'

'SACRIFICE IS THE CYCLE. BLEEDING MAY KEEP A CORPUS HALE.'

Garran kept silent as they reached a crossroads. Glic'to, hovering upon his palanquin, clicked to himself in contemplation before indicating the leftward tunnel. As Garran marshalled his men on, Cullain's hollow eyes bored into him.

'YOU DO NOT UNDERSTAND. THIS IS A SACRED PLACE. YOUR PRESENCE POLLUTES IT, OUTSIDER.'

'Not for long, now.'

'NO. NOT FOR LONG.'

Garran was about to reply when the Clot struck. It had lurked for a time, almost slipping his mind. His veins burned fit to burst. He fell from his saddle, an echoing crash ringing out. His attendants rallied round, Alberit shifting Garran's mask aside to pour the last drops of philtre down his throat.

The agony subsided as the echo of his fall faded. His strength returned, though less than he would have liked. Cullain stared as Garran clapped Alberit on the shoulder and hauled himself back onto his mount. Suddenly, growls rang out in the distant dark.



'Squigs!' As men and women rushed to take their positions or protect the cannon, the globular beasts emerged from the gloom, leaping down the right-hand passageway towards them. Grot riders whooped, swinging shanks and cudgels. The fungal vanguard pounced on the foremost Steelhelms, ending their screams in a cacophony of crunches. Others bounded closer. Garran sliced his sword through one of the mottled creatures.

'We have to regroup!' The marshal-commander's strained voice carried over the din as he turned to his wight counterpart. 'Push— ...Cullain?'

While the mortals had sought to make a fighting advance, the dead had turned back to defend the path to their beloved Amalodum – uncaring, it seemed, of how their living allies were being assailed.

Garran's shouts reached Cullain. The Wight Lord carved open a grot with his glowing blade before turning, his eyes flickering as he stared at the mortal.

'Please,' Garran spoke in a whisper. He knew Cullain heard it all the same. 'Please, Cullain. Fight with us. Living and dead. Do not abandon Ghyran to this. Do not abandon us.'

Then the skeletal lord wheeled around and led his thegns into the darkness, leaving the Sigmarites to their fate.

The hollow pit in Garran's stomach was soon filled with primal fear. Immense shadows capered in the dark. Forwards leapt two of the most massive squig-breeds he had ever seen, bound by chains. They ploughed into a band of Cavaliers and swallowed them in one bite.

Dread saw the Clot's kiss flare inside Garran, agony

seizing his veins. He bit his tongue almost hard enough to sever it. What should have been a scream came out as a coarse but intelligible order to direct all their strength – including Glic'to's conjured star-bolts – at the beasts.

In a sense, it worked too well. For all their terror and fatigue, his troops stood their ground and poured such firepower into the leading squig that its face was all but ripped away. Blinded by blood, the creature slammed into the cavern wall. Shrieks were briefly muffled by the ominous cracking of stone.

With a crunch, the ceiling began to collapse. Dust and water were kicked up by falling rock. Unlucky grots and Freeguilders screamed as they were crushed. By the time Grunhorne had wiped grit from his mask's eyes, debris had filled the passage behind them. The tunnel roof groaned in tortured dismay.

'The cosmos turns towards dissolution.' Glic'to appeared at Garran's side as he stared at the blockage. The skink chirped insistently.

'Exit lies not far. We must go, now.'

'Is there still hope?' Garran asked. 'We counted on Cullain. I counted on Cullain. Without him—'

'Yet fight we must, warmblood. The bleak-tide rises.'

Growling, Garran barked to advance, spurring on those of his soldiers who remained. The Wight Lord's words drifted back to him.

'Sometimes bleeding is necessary...' he thought aloud. As he rode, faint light glimmering ahead, Garran pursed his lips. 'Well, then. Let us fight this infection.'





BLOOD AT THE MILL

Abandoned by the wights, only narrowly did the Sigmarites and their reptilian allies escape a crushing fate beneath Amalodum. Now they emerged from the tunnels – to be plunged immediately into battle.

After the darkness of the caves, Garran had half expected their re-emergence to be blinding. It was not so, and that in itself was ominous. The miserable desaturation of the light, not to mention the air's putrid reek, confirmed where they were. The tunnel had brought them closer than perhaps even he had expected: right on the outskirts of the crumbling village that clustered near the Nurglite mill.

The mill squatted before them like some foul idol, noxious and sourceless light shining from its window. Its great wheel was turned by the flow of filthy water; corpses were crushed and liquefied by its grindstones and the refuse pumped back out via sluices and bowls.

But Garran saw – though his vision was clouded by pain as the Clot gnawed at his internal organs – that all was not lost. Penned into stockades like bleating bramblehorns, many of Slicston's folk still awaited their fate. Some were clearly too bubo-ridden and weak to be saved, but others were resisting. His forces still had the cannon. They only needed one good shot, one telling impact, and the structure might yet be brought down.



HEALER'S HANDS

Conventional military wisdom dictated that to fight near a river was risky at best. But a healer had to be willing to risk exposure to infection. And so Garran acted with neither hesitation nor the aimless aggression of their first assault. Though his voice was strained and rasped, he ordered his troops to cut through the village like a scalpel and draw up so close on a nearby riverbank that the Great Cannon could hardly miss its target.

That surgical precision in itself was something the Maggotkin had not expected, never mind an emergence right in their midst. Delirious cultists and braying Pestigors shambled out from their dwellings and the shadows of rot-eaten trees; they were soon shredded by close-range fusil-fire or crushed by the Seraphon at the vanguard, for Glic'to and his kin were the tip of the knife. The Steelhelms formed the guard of the cannon as it was heaved forwards, inch by gruelling inch. Garran's Command Corps seemed to have sworn their lives to protect him, sensing his increasing weakness. That he could swear the whispered chants of his attendant Soul

Shepherd were growing louder was, he considered with a bleak amusement, perhaps not a good sign. He gripped his icon of Saint Gardus tight.

By now, the captured Sigmarites had stirred. They wept, chanted, prayed. Earnest as it was, it also roused the hive. From the mill lumbered more diseased mortals – no mere cultists but armoured elite, glowering with displeasure at their honest work being disturbed.

Garran responded with the care of a surgeon. He dispatched his Cavaliers, willing himself to see them as blades used to cut out necrotic tissue rather than souls he feared losing. His surviving Wildercorpsmen skirmished with Nurglite levies, and he let them, trusting them to act as a gauze preventing infection from entering a wound. Garran thought of all the ways that sickness might strike and how he would counter them.

It was not enough. With the undead having left them to their fate, the Sigmarites could not stop the Maggotkin steadily drawing closer. Riders fell, then Steelhelms, their shields hacked through or magically putrefied. The Seraphon were surrounded, Glic'to's cosmic sorceries illuminating his Kroxigor as they were dragged down. The defensive circle around the Great Cannon shrank, wavered. And then from the sky, there came a noisome buzzing.

Rangletch descended, and he promised only death.

'You ought not to be here, withered old thing,' the Nurglite fly-lord rumbled. 'You ought to be in your hovel, ruminating upon the grandeur of the gift given unto ye.'

'Time for all that when your evil is done,' Garran spat. With a wild swing, he deflected the warlord's trident. Orakh, his Arch-Knight, struck at the monster from the side. The daemonic fly's stinger punched through the warrior's gut, and Orakh dissolved into a puddle of slime.

'Ungrateful,' the Nurglite champion sneered, no hint of true humour in his tone. 'Utterly ungrateful.' He absorbed the thrust of Alberit's rapier before seizing the Whisperblade's skull and crushing it. His trident lashed out, crashing into Garran's guard once, twice, thrice. 'You've come so far, and for what? To become mulch. I will grind you to mulch.'

Strength flagging, arm weakening, Garran tried to snap back a curse.

He never did. He was silenced by the sound of winding horns – horns blown by neither Sigmarite nor rot-sworn.





THE LAST GASP

High above the battlefield, banks of pungent clouds dispersed as a fanfare of horns resounded. Faint shafts of light once more fell across the glade – though they illuminated a place of suffering and carnage...

They came without haste and without relent, and the echo of their approach saw the tumult of battle briefly slacken on both sides. All those who were fighting turned towards the sound of rumbling rock as a cluster of ancient stones ground open to reveal another hidden, tortuous tunnel – and unleashed the wights of Amalodum.

Squig gore still clung to the warriors of the Flooded Kingdom as they advanced. Bony limbs had been sheared free or snapped off; skulls had been bitten in half; age-old banners had been ravaged by squig-mites. But a pact had been struck, and a pact would be fulfilled. The skeletal host pressed on towards the mill, cursed blades flickering. Their presence, a strike from an unexpected vector, saw the Nurgle counter-attack stall as each plague champion and rot-cultist was forced to choose which enemy to focus on.

However slight their deliverance seemed, the Freeguilders seized it. In moments, the cannon would be overwhelmed, but now they had valuable seconds to set it, load it and range it against the mill that loomed over them all like some mildewed, pagan god-thing. As they worked, they chanted the same prayers that their imprisoned comrades and kinsmen voiced. Levelling the weapon's barrel at the mill, they fired.

The cannonball had been etched with star-sigils during the march and blessed with Glic'to's celestial magics. So precious was this ammunition that the Sigmarites had refrained from firing the Great Cannon even as it came under threat, determined to preserve its shot. Now that iron projectile punched through its target with hungry fervour.

An inhuman wail went up from the mill. The cancerous wood-growths sprouting from its flanks splintered like shrapnel, and from its windows, vile green light flared. There came a boom from the heavens as bright lightning split the skies and lashed fire across the structure. With a grind of tortured wood and souls, the mill began to collapse; the roof fell first, followed by the tower, its churning wheel crumbling as it came loose.

Atop his Rot Fly, Rangletch turned towards the disaster. Staggered by the dawning horror of his failure, the Lord of Afflictions took his eyes off Grunhorne – a fatal error. Though the Squirring Clot rampaged through the marshal-commander's veins in a frenzy and his muscles spasmed near constantly, Garran still had conviction enough to stab his blade out one final time and drive it into the chest of the Maggotkin champion.

Spewing pus and spitting bile, Rangletch lurched off his saddle. In the same moment, the polluted river writhed, as if freed by the plague mill's violent demise. A wave rose around the collapsing edifice before surging along the waterway. Some Sigmarites and skeletons were snatched by the torrent, but the Nurglites, who were closer to the river bank, seemed to be the true target of the river's wrath. They had nowhere to hide as the wages of their sin crashed down on them, sweeping them away to be pulverised into stinking pus and gruel by Ghyran's vengeful waters.

'You are done, maggot. Your plan ends here. No more grinding up lives for your mad masters. The Heldenhammer and his saints are with us – do you really believe that your god loves you half as well?'

– Marshal-Commander Garran Grunhorne



The sound of feet marching on moist earth stirred Garran from his fugue. He lay slumped, twitching, amongst the bodies of both sides, cast from his stricken steed by the waters. He'd lost his sword somewhere. He supposed it didn't matter now. He was, he vaguely realised, still clutching the icon of the Steel Soul strung about his neck. Through eyes only slightly ajar, he thought he detected a silvered light shining from the charm. It illuminated the figure standing over him. Garran mustered the strength to nod.

'Truth... be told,' he rasped, his voice thin, 'I was not sure the dead truly had honour. I am glad to be wrong.'

Cullain said nothing. The Wight Lord was coated in gore, half his breastplate ripped away. Silence stretched, broken by the marshal-commander's gasps.

'YOUR SOLDIERS ARE LIBERATING THE SURVIVORS,' Cullain said finally. Garran had to trust him; he could do nothing but squirm in pain as the Clot's parasites overran his body.

'Good, good...' Garran felt himself smile, though it almost cracked his face to do so. A spluttering, wheezing fit followed as he gripped the icon tighter. He spat out a wriggling grub. 'The... the Seraphon?'

'GONE. I CANNOT SAY.' Cullain paused and then



nodded. 'YOU SACRIFICED. FOR THE VICTORY.'

'I fought. And... I healed,' Garran chuckled. 'No complaints.'

'THEN THE TIME HAS COME FOR THE FULFILMENT OF OUR PACT.'

Garran's face fell. Faintly, he thought he heard his surviving soldiers freeing the last captives. None were aware of what was transpiring here. Too focused on their duty to save.

'You will let them leave, as you swore?'

Garran croaked. 'Return to Slicston?'

'WE SHALL.' Faint green flame flickered in Cullain's eyes. His blade, wrapped in the same wispy energy, rested upon Garran's writhing chest. 'AND WE SHALL TAKE YOUR CORPSE TO THE HIGH KING'S BARROW. YOU WILL BE A CAPTAIN TO MY LORD CRANNOCH. YOUR BONES AND SOUL WILL BE OURS EVERMORE.'

The Clot was shaking him apart, as if the daemonic blight knew it was about to be cheated of its prey. Garran could no longer speak. He thought weak thoughts of Hammerhal Ghyra and its shrines. Of Slicston and his humble surgery. Of all those he had ever led to war, and of his God-King's magnificent, fragile empire.

He nodded.

The Wight Lord's blade slid into his heart.

This was not Thyria. No behemoth trees rose above him; no vines draped to strangle and throttle. Rather, he saw mist rising around him and grey cloud hanging sullen in the sky.

This was Verdia, or close to it. Could the river truly have carried him this far? Anything was possible, with Nurgle's munificent love.

It mattered little, Rangletch supposed. He had proved unworthy of that love, and the weight of that guilt sat heavy on his chest. It stung worse than the wound the Sigmarite's blade had left, which, as he lay on his back in the water, was still weeping vital fluids. Let it. Such punishment was richly deserved.

'Ach, is that a wheeze of surrender? Now, now. No lying down on the job, lad. Work to do.'

The voice was warm and bucolic. Phlegm-choked. A clouded vial full of an effervescent green liquid slid into view before Rangletch's upward gaze, its vapours seeming to curdle the sky. The slick tentacle wrapped around it upturned the bottle, letting droplets of the stuff fall into Rangletch's mouth.

Froth spilled out from the champion as his flesh came alive; it felt as if he was being eaten by seven thousand eager flies. Rangletch howled, his blood seething, as his wound scabbed over with filth. But he was empowered, filled with a virulent energy. He sat up



and staggered to his feet, clutching his trident.

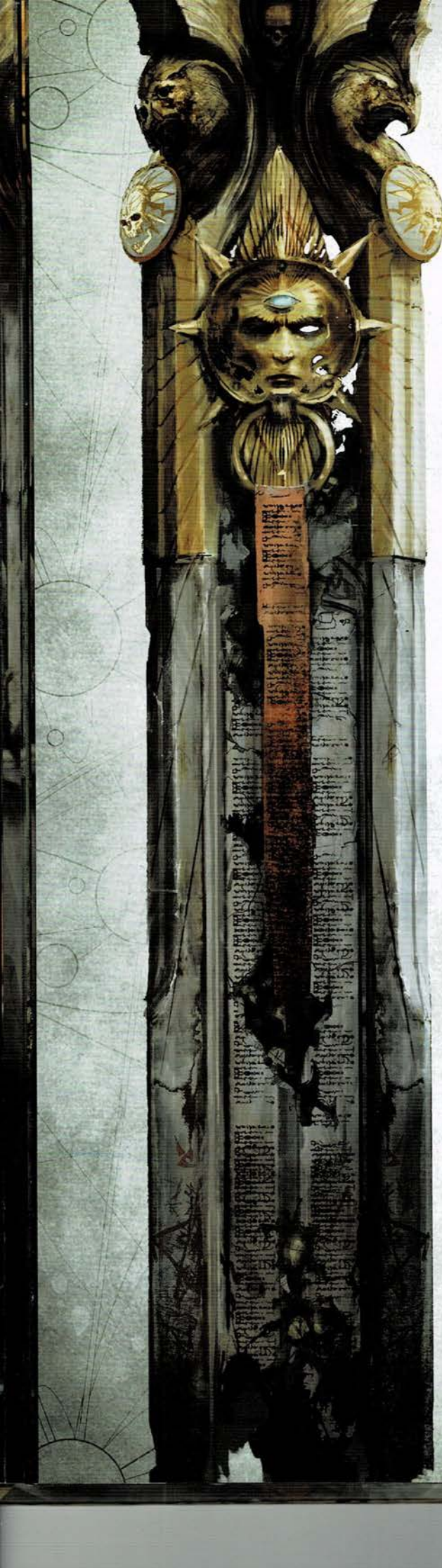
'See? No ailment my elixirs cannot cure, aye?'

His 'healer' chuckled as he spoke, toadlike jowls wobbling. He sat on a riverside stump, his rancid immensity spilling over the rotting wood. Behind him was an apothecary's travelling dispensary; its cauldron was rusted, and its mould-eaten shelves were brimming with all manner of bubbling philtres. Opened corpses lay strewn about. The bloated figure leant towards the nearest, as if to listen to it. His beady eyes flicked to Rangletch. A leech-like tongue slobbered free.

'Ah... ye be one of Pust's creatures. So, this lovely rotwater be his doing? I wouldn't have thought young Gelgus so bold.'

'For all the good it has done,' Rangletch spat, bitterness welling up inside him. 'The Sigmarites destroyed my labours. Without them, the Everqueen will endure.'

'Bah! In Ghur, I never heard such defeatist talk. Miseryguts, all of ye.' The apothecary grunted. 'You've known setback for too long. Pust's plan has merit. Mere unfortunate chance was your downfall. We just need to be thinking... grander.' He slapped a suppurating knee, heaved himself upright and gestured to his dispensary. 'Come, lad. Come chat with old Doctor Festus, yes?'



THE RULES

Over the following pages, you will find rules and content for the *Path to Glory: Blighted Wilds* battlepack.

PATH TO GLORY RULES

This section contains the full rules for fighting Path to Glory battles in Thyria in Ghyran. You will create a Path to Glory roster for your army and update it as they journey into the corrupted heart of the region. As the campaign progresses, you can earn special rewards for fulfilling certain victory conditions and gain glory points to add units to your army. With each battle they survive, your warriors will earn renown points, though they may also find themselves dealing with debilitating battle scars...

PATHS

Unique Ghyranite Paths are available for your units to progress along, allowing them to unlock new abilities. Your **HEROES** can follow the Path of the Thyrian Druid and the Path of the Sacrifice Master, while the Path of the Weald-born and the Path of the Foresters can be taken by your non-**HERO** units.

UNIVERSAL ENHANCEMENTS AND LORES

Those warriors battling through the blighted jungles of Thyria gain access to new heroic traits and artefacts of power as well as mighty Ghyranite spell and prayer lores.

LANDMARK AND REGIMENT OF GHYRAN

Thyria's dense forests hide many monuments of civilisations past, from shrines to long-forgotten deities and aeons-old monoliths to beautifully carved statues that sparkle with jade magic. Using the rules in this section, you can design your own bespoke Ghyranite faction terrain feature and bring the Realm of Life to the tabletop.

So too does the thick Thyrian foliage conceal other secrets, among them warbands in search of treasure, power and glory. You can use the Regiment of Renown builder in this section to create a custom regiment to accompany your army on their journey.

PATH TO GLORY BATTLEPACK BLIGHTED WILDS

Behind every hero of the Mortal Realms is the tale of their rise to power. In *Path to Glory*, you will forge the destiny of your hero and turn them into the stuff of legends.

Path to Glory battlepacks allow you to play through a **campaign**, a system of rules that links your battles together in an ongoing narrative. To begin with, your army will be small and untested in battle. As the campaign progresses, not only will your army grow in size but the warriors under your command will also unlock powerful new abilities that they can use in battle.

The *Path to Glory: Blighted Wilds* battlepack is set in Thyria, in western Ghyran. Corruption has spread through the waters and the earth, polluting the land in unnatural ways. This relentless scourge has put a local stronghold at risk; you must now venture into the depths of Thyria, seek out the source of the corruption and purge it.

BUT MY ARMY LIKES CORRUPTION!

Some factions, such as the Maggotkin of Nurgle and the Skaven of the Clans Pestilens, revel in disease and decay and are known throughout the realms for their wanton defilement of all things pure. Why, then, would they want to purge corruption?

For these armies, perhaps the corruption they encounter is the 'wrong type' – a lingering curse of undeath or nexus of Waaagh! energy, rather than good, honest rot – and their acts of 'purification' involve replacing the corruption with their preferred contaminants, such as virulent poxes or foul-smelling effluent. Or perhaps you have an idea that would fit your army's narrative even better!

PATH TO GLORY ROSTER

The bespoke Path to Glory roster used in this battlepack can be downloaded from warhammer-community.com. It records your army's progress and details your units, faction terrain features, enhancements and lots of other bits of information. As the campaign continues, you will need to keep your roster up to date, so it is recommended you record everything in pencil and keep an eraser to hand!

PATH TO GLORY BATTLES

Once you have prepared your Path to Glory roster, you are ready to challenge other players who have a Path to Glory army. Each *Path to Glory: Blighted Wilds* battleplan tells a different part of the story as your army searches for the hidden source of corruption that lies deep within the Thyrian jungle.

THE AFTERMATH SEQUENCE

The battles in your Path to Glory campaign are linked by the **aftermath sequence**. This is a series of steps both players must complete after every battle. In the aftermath sequence, you will gain **glory points**, which you can use to add units to your army, and your warriors will earn **renown points**.

The rules in this battlepack are independent of those found in other Path to Glory battlepacks, such as *Ravaged Coast* and *Ascension*. You can pick Paths from other Path to Glory battlepacks for your units to embark on, but none of the other rules in those battlepacks are used when playing through a *Path to Glory: Blighted Wilds* campaign.

All the rules in the Path to Glory section of your battletome can be used in a *Path to Glory: Blighted Wilds* campaign. For example, you can add a **HERO** created using the Anvil of Apotheosis to your roster, and you can pick Paths in your battletome for eligible units to embark on.



Loonboss on Giant Cave Squig

ADVANCED RULES

In addition to the Core Rules, *Path to Glory: Blighted Wilds* uses the following Advanced Rules:

- Commands
- Terrain
- Magic
- Command Models

While we recommend a limit of 1000 points for starting *Blighted Wilds* armies, if your Path to Glory group agrees to start at a different points limit, feel free to do so.

The latest points values can be found in the **battle profiles** at warhammer-community.com

SPEARHEAD QUICK START

As an alternative to starting your *Path to Glory: Blighted Wilds* campaign with a fixed points limit, each player in your Path to Glory group could start with a different Spearhead army.

If you choose to do this, add your general and each unit in your Spearhead army to the general's regiment section of your roster (if there are too many to fit, add the extras as auxiliary units) and then jump straight to picking a Path for your general (pg 32)!

PATH TO GLORY ROSTER

GETTING STARTED

In this battlepack, you will start with an army that will become more experienced as the campaign progresses – but beware, your units can suffer injuries that might see them completely destroyed. Before you can start fighting battles using this battlepack, you must first complete a Path to Glory roster using the following rules. You can download the roster from warhammer-community.com.

POINTS LIMIT

The suggested points limit for the units on your starting Path to Glory roster is **1000 points**.

BATTLE PROFILES

The information you'll need when building your Path to Glory roster is found in each unit's **battle profile**. Battle profiles for each unit are available at warhammer-community.com.

FACTION

The first thing you need to do when building your Path to Glory roster is to pick your faction (e.g. Stormcast Eternals or Skaven). Each faction has its own warscrolls, battle profiles and faction rules. These can be found in various publications such as a faction's **battletome** or **faction pack** and online at warhammer-community.com. This battlepack also allows you to expand your force with units that belong to the same **Grand Alliance** as your chosen faction (see 'Adding Units') – but be aware that only the units in your army from your faction will be able to access your faction's battle traits, enhancements and lores.

ARMIES OF RENOWN

You may pick an Army of Renown when picking your faction. If you do so, you must use its faction rules. You can still include a Landmark of Ghyran (pg 70) and a Regiment of Ghyran (pg 76) even if the roster options do not allow it, but you cannot include any other units that are not listed in the roster options. Units in the Regiment of Ghyran do not gain your Army of Renown's keyword.

BATTLE FORMATIONS

You can pick 1 battle formation from your faction.

ADDING UNITS

GENERAL

You must pick 1 **HERO** from your faction to be your **general**. Your general must be a single model, and they must lead their own regiment. Add them to the general's regiment section of your roster.

REGIMENTS

You can pick up to 4 non-**HERO** units with the same faction keyword as your general to join your **general's regiment**.

You can also include up to 4 additional **regiments**. To add a regiment to your roster, pick 1 **HERO** that has the same Grand Alliance keyword (**ORDER**, **CHAOS**, **DEATH** or **DESTRUCTION**) as your general to lead that regiment, then pick up to 3 non-**HERO** units with the same faction keyword as that **HERO** to join their regiment. A **HERO's** battle profile may say that they can be added to the regiment of another **HERO**. In such cases, you can include them in that **HERO's** regiment in place of a non-**HERO** unit.

Once a unit is added to a regiment, it remains in that regiment unless specific rules allow it to move to another regiment or to become an auxiliary unit.

REGIMENTS OF RENOWN

Regiments of Renown are pre-built regiments, each with their own special abilities. Only **Regiments of Ghyran** (pg 76) can be included in a *Path to Glory: Blighted Wilds* campaign.

- A unit in a Regiment of Ghyran cannot be your general.
- You cannot include more than 1 Regiment of Ghyran in your army.
- Units in a Regiment of Ghyran cannot use (but can be picked as the target of, if otherwise eligible) any faction rules from the faction they are allied into, including enhancements and lore.
- If an ability allows you to set up a replacement unit (Core Rules, 24.2) for a unit in a Regiment of Ghyran, that unit also counts as being part of that Regiment of Renown.
- Units in a Regiment of Ghyran can earn renown points and can embark on a Path.

AUXILIARY UNITS

Auxiliary units allow you to take units from your faction without the constraints of regiments, at the cost of potentially giving your opponent an advantage. You can add any number of units to the auxiliary units section of your roster. However, the player with the fewest auxiliary units on their roster gains 1 extra command point at the start of each battle round (if the players have the same number of auxiliary units, neither player receives an extra command point). **HEROES** that have compulsory regiment options or are part of a Regiment of Ghyran cannot be taken as auxiliary units.

REINFORCED UNITS

When you add a unit to your starting roster, you can add it as a **reinforced unit**. A reinforced unit has twice as many models as its minimum unit size and costs twice as many points. A unit cannot be reinforced if it has a minimum unit size of 1 or if a restriction in the notes column of its battle profile prevents it from being reinforced.

During the campaign, non-reinforced units can be reinforced as part of the aftermath sequence.

UNIQUE UNITS

UNIQUE units are heroes whose stories have already been written and who have already walked upon long and dangerous paths to ascend to greatness. A Path to Glory campaign is designed to tell the tales of unknown warriors rising through the ranks and overcoming numerous obstacles to become renowned heroes in their own right. We therefore recommend that you do not include **UNIQUE** units in your campaign. However, if your Path to Glory group agrees that **UNIQUE** units can be included, the following restrictions apply:

- **UNIQUE** units cannot be given enhancements.
- **UNIQUE** units cannot embark on a Path.

FACTION TERRAIN FEATURES

You can add 1 faction terrain feature (or set of faction terrain features) and 1 **Landmark of Ghyran** (pg 70) to your roster.

- ◆ Pick your faction.
- ◆ Pick your battle formation (if any).
- ◆ Pick a general.
- ◆ Form regiments. Each regiment has 1 **HERO** and 0-3 non-**HERO** units (0-4 if your general's regiment).
- ◆ Add a Regiment of Renown (if any).
- ◆ Add auxiliary units (if any).
- ◆ Add a faction terrain feature or Landmark of Ghyran (if any).
- ◆ Pick your general's Path.
- ◆ Pick enhancements, spells and prayers.

Remember, many abilities can only affect units with a certain keyword (such as **WARRIOR CHAMBER** or **BLOODBOND**), so while units from different factions in the same Grand Alliance may fight alongside each other, they may not be able to benefit from each other's abilities.



Skink Starseer

UNIT PATHS

As they journey across Thyria, your non-**HERO** units will also earn renown points that can be spent in the aftermath sequence to allow them to gain ranks and follow Paths (pg 44).

ENHANCEMENT TABLES

When picking enhancements, you can pick a heroic trait and an artefact of power from any combination of the tables in your faction's battletome or faction pack and the tables in this battlepack (The Pride of Thyria and Thyrian Wonders respectively).

GAINING ENHANCEMENTS

Over the course of your *Path to Glory: Blighted Wilds* campaign, you will be able to gain additional enhancements to give to your units (pg 40). Each time you gain an enhancement, give it to an eligible unit on your Path to Glory roster. The same unit can never have more than 1 enhancement of the same type, and your roster cannot include the same enhancement more than once.

When fighting Path to Glory battles, all the units in your army can use any enhancements they have. This means that, as your campaign progresses, you will be able to field an army resplendent with an array of different enhancements!

PATHS

YOUR GENERAL'S PATH

Your general starts the campaign with 5 renown points and the **Aspiring** rank. Note this on your roster. This means that you can pick a **Path** for them straight away (and 1 of the 2 **Aspiring** abilities for that Path).

There are 2 Paths for **HEROES** and 2 Paths for non-**HERO** units in this battlepack (pg 62-65). Other faction-specific Paths can be found in your army's battletome and can be picked by eligible units instead of a Path from this battlepack. You can also pick Paths from other Path to Glory battlepacks such as *Ravaged Coast*. For your general to embark on a Path, they must have the requisite keywords for that Path.

ENHANCEMENTS AND LORES

ENHANCEMENTS

Each set of faction rules includes a number of **enhancements** that can be given to units, e.g. heroic traits and artefacts of power. This battlepack also includes themed enhancements that every army taking part in the campaign can use.

You can pick **1 heroic trait** and **1 artefact of power** available to your army and give them to eligible units on your roster. If there are any unique enhancements available to your faction (e.g. Ensorcelled Banners in the Slaves to Darkness battletome), you can pick 1 enhancement from each of those enhancement tables and give it to an eligible unit on your roster.



The Wight Lord Cullain guards the Flooded Kingdom of Amalodum, turning his cursed blade on any mortal being who dares trespass.

LORES

The Arcane Tome section of your roster is your own custom spell, prayer and manifestation lore. As your campaign progresses, you may find new spells or prayers to add to your Arcane Tome.

Your Arcane Tome can hold a maximum of 6 non-SUMMON spells and/or prayers and 3 SUMMON spells and/or prayers at any given time.

SUMMON spells and prayers can only be added to the summon slots.

Non-SUMMON spells and prayers cannot be added to the summon slots.

All WIZARDS in your army know all of the spells in your Arcane Tome and all PRIESTS in your army know all of the prayers in your Arcane Tome.

ADDING YOUR STARTING SPELLS

You can pick **up to 3 spells** from **1 spell lore** available to your faction and add them to your Arcane Tome.

ADDING YOUR STARTING PRAYERS

You can pick **up to 3 prayers** from **1 prayer lore** available to your faction and add them to your Arcane Tome.

ADDING YOUR STARTING MANIFESTATIONS

You can pick **up to 3 SUMMON spells and/or prayers** from **1 manifestation lore** available to your faction and add them to the summon slots in your Arcane Tome.

ARCANE TOME LIMITS

Your Arcane Tome can hold no more than 9 spells and/or prayers. Once it has 9 spells and/or prayers, if you have the chance to add another, you must remove 1 of the existing spells or prayers before you can do so.

EXISTING PATH TO GLORY ARMIES

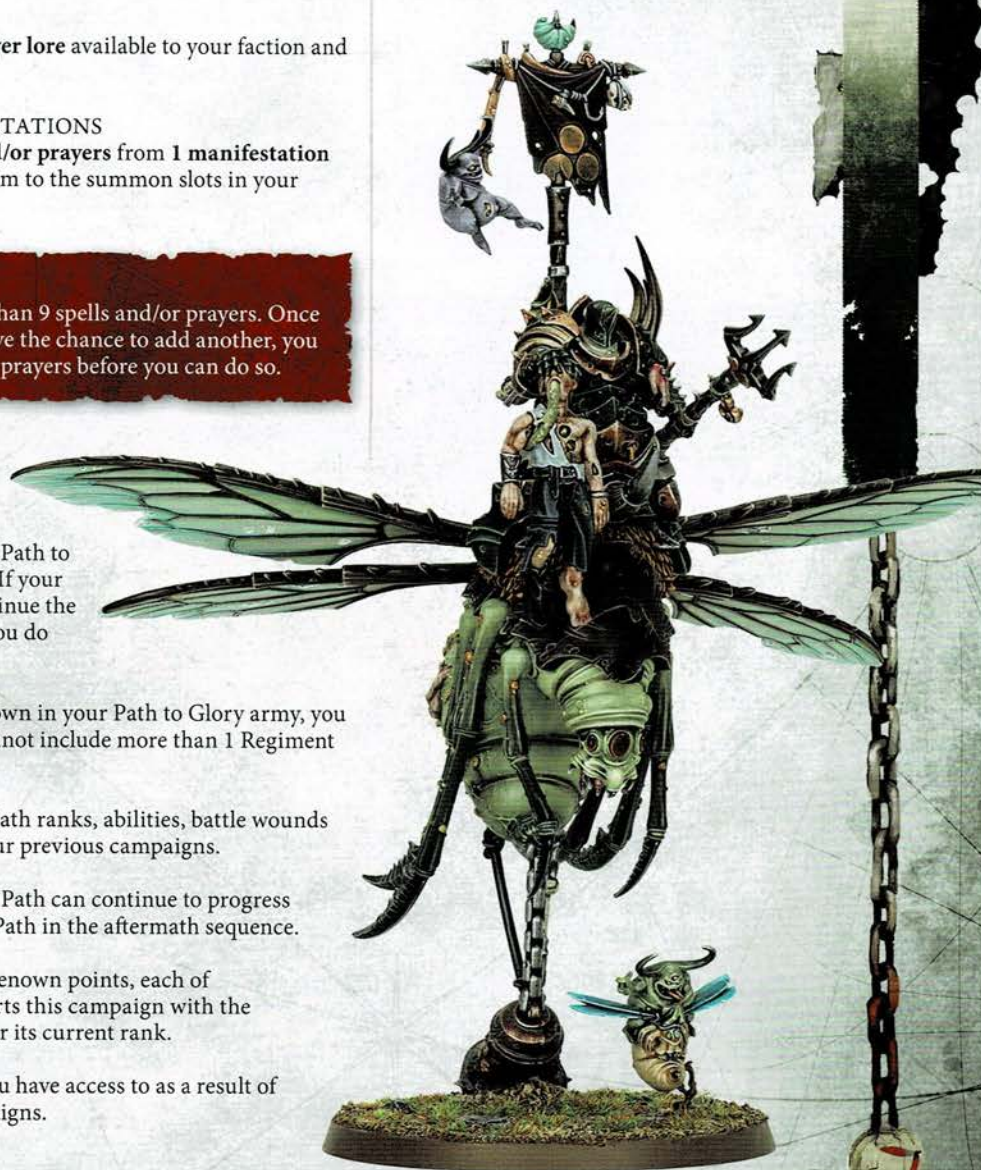
You may already have a Path to Glory army if you have been playing a different Path to Glory battlepack such as *Ravaged Coast*. If your Path to Glory group agrees, you can continue the story of your army in this campaign. If you do so, the following rules apply:

- If you already have a Regiment of Renown in your Path to Glory army, you can keep it, but remember that you cannot include more than 1 Regiment of Renown in your army.
- Your units retain any enhancements, Path ranks, abilities, battle wounds and battle scars they gained during your previous campaigns.
- Units that have already embarked on a Path can continue to progress along that Path. You can change their Path in the aftermath sequence.
- If the previous battlepack did not use renown points, each of your units that is already on a Path starts this campaign with the minimum number of renown points for its current rank.
- Your units can use any abilities that you have access to as a result of winning previous Path to Glory campaigns.

UNIVERSAL MANIFESTATIONS

When picking SUMMON spells and/or prayers, you can pick from the universal manifestation lores found at warhammer-community.com

PATH TO GLORY



Lord of Afflictions



EQUAL RANKS

If a rule says that the player whose general has the lowest rank must pick something but both players' generals have the same rank, the players roll off and the winner picks.

PATH TO GLORY BATTLES

Once you have completed your Path to Glory roster, you are ready to fight Path to Glory battles. The steps to fight a *Path to Glory: Blighted Wilds* battle are as follows:

1. GATHER YOUR ARMIES

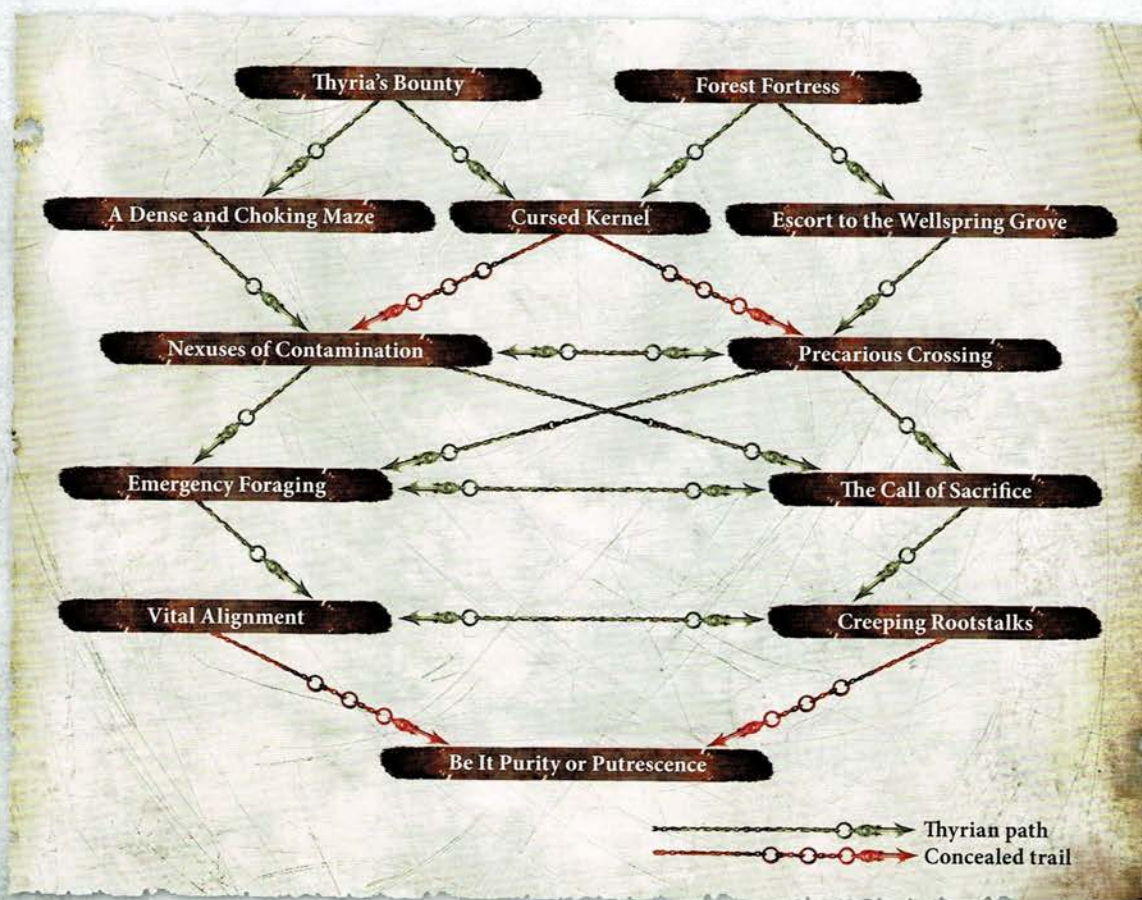
Each player's army consists of all of the units on their Path to Glory roster.

2. DETERMINE THE BATTLEPLAN

In a *Path to Glory: Blighted Wilds* campaign, battleplans are unlocked by fighting battles and meeting certain victory conditions to discover routes through the dense, contaminated forests of western Ghyran.

To begin your search for the source of corruption, the player whose general has the lowest rank (see 'Paths', pg 32) picks either the **Thyria's Bounty** battleplan or the **Forest Fortress** battleplan. These are the only battleplans that are unlocked at the start of the campaign.

In subsequent battles after the first, the player whose general has the lowest rank picks **any** battleplan that you have both unlocked (see 'Discovering Routes').



DISCOVERING ROUTES

Battleplans are connected by **routes** through the Thyrian jungle that your warriors must discover. There are 2 types of route that can lead out from a battleplan, as shown on the battleplan map opposite:

- **Thyrian paths** are discovered immediately after you have fought a battle using that battleplan.
- **Concealed trails** are only discovered after both players have won a victory using that battleplan.

Once your warriors have discovered a route, the battleplan it leads to is **unlocked** to you. If there are multiple routes leading to a battleplan, your warriors only need to have discovered 1 of them to unlock that battleplan.

3. SET UP THE BATTLEFIELD

The battlefield can be any size, but the recommended minimum battlefield size is 44" x 60" and the recommended minimum number of terrain features is 8.

We recommend that the players work together to set up the battlefield to best reflect the terrain of Thyria and the battleplan being fought. If the battleplan uses objectives, unless otherwise instructed, set up all objectives in the locations shown on the battlefield map before setting up any terrain features. In order to ensure enough space for units to move around freely, each terrain feature should be more than 3" from the battlefield edge, more than 3" from all objectives and more than 6" from all other terrain features.

CONTAMINATION AND REMEDIATION

After determining territories and starting with the player whose general has the lowest rank, the players take turns to pick a terrain feature that is outside their territory to be **contaminated**.

Then, one player rolls a dice for each terrain feature on the battlefield that is not contaminated. On a 4+, that terrain feature is **contaminated**.

During a battle, contaminated terrain features can damage and debuff units from both armies. However, a canny commander can instruct their units to **remediate** contaminated terrain features (pg 38) so that they are safe – or even a source of great power – for their own warriors.

It should be noted that **only the player whose units have remediated a terrain feature will consider that terrain feature to be remediated**; the terrain feature will still be contaminated to the other player until their units have also remediated it. After all, a Plaguepack's idea of 'remediated' may not be very palatable to a cove of Dryads...

RESTING UNITS

Starting with the player whose general has the lowest rank, each player can pick 1 unit in their army to be **resting**. That unit is not used in this battle and does not count towards that player's total points value for their army for this battle.

WHY REST NOW?

Sometimes you may decide that it is better to rest an injured unit rather than risk them gaining further battle wounds. Or it could be part of your narrative: perhaps your general has recently been usurped and they need to spend some time recovering their damaged pride.

There is a version of this battleplan map on page 88 that includes checkboxes, so you can easily keep track of which battleplans you have unlocked.

Faction terrain features and Landmarks of Ghyran cannot be **contaminated**.

IT'S PURE TO ME!

To keep track of which player considers which terrain features to be contaminated and which to be remediated, we recommend that each player places a coin or a token with 2 different faces on each contaminated terrain feature. When a player's units remediate the terrain feature, they can flip their coin/token.



Barrow Knight

DEPLOYMENT

Use the rules for the deployment phase in the Core Rules with the following modifications. If a battleplan has Deployment instructions, these also modify the Core Rules as described in the Deployment instructions.

UNEVEN ARMIES

Before the battle begins, both players must compare the total points values of all the units on their rosters. If the total points value of one player's army is at least 100 points more than their opponent's, that player has an overwhelming force.

Deployment Phase

STALLED REINFORCEMENTS: *It is a truism of war that large hosts can take time to fully deploy.*

Declare: Pick a number of friendly units with a combined points value equal to or greater than the surplus value to be the targets.

Effect: Set up those units in reserve as **stalled reinforcements**. They have now been deployed. If any **stalled reinforcements** are part of a regiment, the other units in that regiment can still be deployed using the 'Deploy Regiment' ability.

KEYWORDS DEPLOY

If a player has an overwhelming force, they must take the difference between the total points values of the two armies and subtract 100 points to calculate the **surplus value**. For example, if the total points value of player A's army is 1450 points and the total points value of player B's army is 1100 points, the surplus value would be 250 points (350-100). Player A must then use the 'Stalled Reinforcements' ability below in the deployment phase before any other **DEPLOY** abilities.

Stalled reinforcements can be set up on the battlefield using the 'Timely Arrival' ability below.

Once Per Turn (Army), Your Movement Phase

TIMELY ARRIVAL: *Reserve units arrive to swing the pendulum of battle in their general's favour.*

Declare: You can use this ability from the second battle round onwards. Pick a friendly **stalled reinforcement** to be the target.

Effect: Roll a dice. Subtract 1 from the roll if the target is a **HERO** or a reinforced unit and subtract 1 from the roll if the target is a **MONSTER**. On a 4+, set up the target in friendly territory, wholly within 6" of a battlefield edge and more than 9" from all enemy units. If it is not possible to set up the target, it remains in reserve as a **stalled reinforcement**.



DETERMINE THE UNDERDOG

Whichever player has the fewest victory points is the **underdog** for the battle round. If the players are tied (e.g. in the first battle round), then there is no underdog.

SEIZING THE INITIATIVE

In a *Blighted Wilds* campaign, if the player who went second in the previous battle round wins the priority roll and chooses to go first, this is called 'seizing the initiative'.

The first time in a *Blighted Wilds* battle that a player seizes the initiative, the rules for determining the underdog change: for the rest of the battle, the underdog is always the opponent of the player who most recently seized the initiative. In addition, players have access to the following ability each battle:

◆ Once Per Turn (Army), Start of Enemy Turn

STRATEGIC MASTERY: *In times of dire need, the greatest tacticians step forward.*

Effect: If your opponent seized the initiative this battle round and you have not seized the initiative this battle, roll a dice for each command point your opponent has. For each 5+, your opponent loses 1 command point and you gain 1 command point.



Wight Lord on Skeletal Steed





BLIGHTED WILDS ABILITIES

When fighting battles in a *Path to Glory: Blighted Wilds* campaign, armies have access to abilities that represent the heavily vegetated Thyrian environment and the pockets of corruption being created by an unknown source.

The active player **must** use the following ability each turn:

☠ Once Per Turn (Army), Start of Your Turn

BLIGHTED WATERS: *Dark maladies have cursed the waters of Thyria, spreading sickness and rot throughout the land.*

Declare: Randomly pick a **contaminated** terrain feature. If that terrain feature has been **remediated** by your opponent's army, pick each friendly unit within 3" of that terrain feature to be the targets. Otherwise, pick each unit within 3" of that terrain feature to be the targets.

Effect: Make a contamination roll of D3 for each target. On a 1, inflict 1 mortal damage on the target. On a 2+, the target has **STRIKE-LAST** for the rest of the turn.

In addition, each player can use the following abilities:

⚔ Once Per Turn (Army), End of Any Turn

PURIFY THE LAND: *Whether through divine intervention, arcane talent or the skilled application of cleansing serums, these warriors have purified this pocket of contamination.*

Declare: Pick a friendly unit within 3" of a **contaminated** terrain feature to use this ability, then pick that **contaminated** terrain feature to be the target.

Effect: Make a remediation roll of D6. On a 3+:

- The target is **remediated** by your army for the rest of the battle and you no longer consider it to be contaminated.
- The unit using this ability gains 2 renown points.

⚔ Once Per Turn (Army), Any Movement Phase

BOON OF VITALITY: *Life magic blossoms in those areas that have been cleansed of corruption, filling those nearby with vim and vigour.*

Declare: Pick a friendly unit that is not in combat and that is within 3" of a terrain feature that has been **remediated** by your army to be the target.

Effect: Roll a dice and apply the corresponding effect below.

- 1-2 No effect.
- 3 Add 1 to run rolls and charge rolls for the target until the start of your next turn.
- 4 Subtract 1 from wound rolls for attacks that target that friendly unit until the start of your next turn.
- 5 The target has **WARD (5+)** until the start of your next turn.
- 6 The target can immediately use the 'Rally' command as if it were your hero phase without any command points being spent. If it does so, you can make 3 additional rally rolls of D6.



Kroxigor

BATTLE LENGTH

At the end of the fourth battle round, roll a dice. On a 1-2, the battle ends. On a 3+, the battle continues for another battle round. If it continues, at the end of the fifth battle round, roll a dice. On a 1-4, the battle ends. On a 5+, the battle continues for another battle round. The battle automatically ends after the sixth battle round.

WITHDRAWING FROM BATTLE

During the battle, you have the option to **withdraw** if the cost of fighting on seems too steep. At the start of your turn, you can withdraw if at least half of the units from your starting army have been destroyed. If you do so, all of the units in your army that are still on the battlefield are immediately removed from play but they do not count as having been destroyed. If you withdraw, your opponent wins a **major victory** regardless of the victory conditions of the battleplan.

If there is anything your opponent still needs to achieve in the battle, the remaining battle rounds are played through to their conclusion. If not, the battle immediately ends.

REPLACEMENT UNITS AND SUMMONED UNITS

From a narrative perspective, **replacement units** in a Path to Glory campaign are entirely different units to the ones they are replacing. Therefore, they do not have any of the upgrades the original unit had. After the battle ends, replacement units and summoned units are not added to your roster.

GLORIOUS VICTORY

Some battleplans describe the victory conditions required to win the battle, while others refer to victory points. For the latter battleplans, with the exception of *Be It Purity* or *Putrescence*, when the battle ends, if one player has more victory points than their opponent, they win a **major victory**. If the players are tied on victory points, the player whose army **remediated** the most terrain features wins a **minor victory**. Any other result is a **draw**.

In addition, at the end of each battle, if a player has fulfilled a specific victory condition, certain rewards can be earned (pg 40).

THE AFTERMATH SEQUENCE

Once the battle is over, both players should resolve the **aftermath sequence** as detailed on pages 44-49.

CAMPAIGN VICTORY

The campaign ends after one player has won a **major victory** using the *Be It Purity* or *Putrescence* battleplan. That player earns the Blighted Wilds trophy, which can be recorded on their roster, and they gain the following ability to be used in future Path to Glory campaigns.

Once Per Battle (Army), Your Hero Phase

PURIFIERS OF THE BLIGHTED WILDS: *Vials of revitalising liquids are carried by your victorious warriors.*

Effect: Heal (3) each friendly unit.

With the source of corruption destroyed and the saviours of Thyria cleansed in body and soul, they make ready to travel to the nearest realmgate and their next adventure. Their Path to Glory is not yet over...



Converted Freeguild Cavalier-Marshal

BLIGHTED WILDS REWARDS

At the end of each *Blighted Wilds* battle, if the relevant victory condition below was fulfilled, you and/or your opponent may receive a reward. If a reward allows you to pick an enhancement, spell or prayer, you can pick from either the tables in your battletome or faction pack or the *Blighted Wilds* tables in this battlepack.

THYRIA'S BOUNTY

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

❖ Passive

SANITISED: *Your warriors use the ritual ingredients they have recovered to great effect.*

Effect: Add 1 to remediation rolls for friendly units.

Miscellaneous Reward:

Choose either of the following:

- Pick 1 enhancement and give it to an eligible unit on your roster.
- Pick 1 spell or prayer and add it to your Arcane Tome.

FOREST FORTRESS

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

🏰 Once Per Battle (Army), Any Combat Phase

EXPERT GARRISON: *These warriors are highly skilled at fighting from defensive positions.*

Declare: Pick a friendly unit wholly within 3" of a terrain feature or objective to be the target.

Effect: For the rest of the turn, add 1 to save rolls for the target while it is wholly within 3" of a terrain feature or objective.

Miscellaneous Reward:

Choose either of the following:

- Pick 1 enhancement and give it to an eligible unit on your roster.
- Pick 1 spell or prayer and add it to your Arcane Tome.

A DENSE AND CHOKING MAZE

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

If a player wins a **minor victory** using this battleplan, they roll a dice. On a 1-4, they can claim either the Ability Reward or the Miscellaneous Reward. On a 5-6, their opponent can claim either reward instead.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

🏹 Once Per Battle (Army), Enemy Hero Phase

TACTICAL REPOSITIONING: *These sure-footed warriors can shift their position at speed.*

Declare: Pick a friendly unit that is not in combat to be the target.

Effect: The target can move 2D6". It cannot move into combat during any part of that move.

Miscellaneous Reward:

Pick 1 spell or prayer and add it to your Arcane Tome.

KEYWORDS MOVE, RUN

CURSED KERNEL

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

♣ **Once Per Battle (Army), Any Shooting Phase**

WYRDRON SEED: *When thrown at a foe, these unassuming seeds burst open to release fast-growing and sharp-thorned vines that can entangle limbs or shred skin.*

Declare: Pick a visible enemy unit within 9" of a friendly **HERO** to be the target.

Effect: Roll a dice. On a 1-2, for the rest of the turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

Miscellaneous Reward:

Pick a second unit that took part in the battle to be your favoured warriors in step 2 of the aftermath sequence.

ESCORT TO THE WELLSPRING GROVE

The player who wins a **major victory** using this battleplan can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

♣ **Once Per Battle (Army), Any Hero Phase**

DEFIANT IN THE FACE OF DANGER: *The determination of these warriors sees them brush aside the enemy's deadliest weapons.*

Declare: Pick an enemy unit to be the target.

Effect: For the rest of the turn, other than the **Companion** weapon ability, weapon abilities for the target's attacks have no effect.

Miscellaneous Reward:

Pick 1 spell or prayer and add it to your Arcane Tome.

NEXUSES OF CONTAMINATION

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

♣ **Once Per Battle (Army), Start of Any Turn**

PROVEN SURVIVORS: *These warriors have overcome some of the foulest perils that the Thyrian jungle can throw at them.*

Declare: Pick a friendly unit to be the target.

Effect: The target has **WARD (5+)** for the rest of the turn.

Miscellaneous Reward:

Pick a unit in your army that took part in this battle and remove D3+3 battle wounds from it.

PRECARIOUS CROSSING

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

🗡️ **Once Per Battle (Army), Deployment Phase**

DAUNTLESS: *Brimming with self-confidence, these warriors make the first decisive move.*

Declare: Pick up to D3 friendly units to be the targets.

Effect: Each target can use the 'Normal Move' ability as if it were your movement phase.

Miscellaneous Reward:
You earn 10D6 glory points.

EMERGENCY FORAGING

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

🛡️ **Once Per Battle (Army), Any Combat Phase**

SPITEFUL ATTITUDE: *The contempt that these warriors have for their enemies is another layer of defence.*

Declare: Pick a friendly unit to be the target.

Effect: For the rest of the phase, subtract 1 from wound rolls for combat attacks that target that unit.

Miscellaneous Reward:
Choose either of the following:

- Pick 1 enhancement and give it to an eligible unit on your roster.
- Pick 1 spell or prayer and add it to your Arcane Tome.

THE CALL OF SACRIFICE

The player who wins a **major victory** using this battleplan can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

⚔️ **Once Per Battle (Army), Enemy Hero Phase**

ONE WITH THYRIA: *Attuned as they are to the call of Thyria, your general entreats the land's spirits to aid them as they provide worthy tribute.*

Declare: Pick an enemy **HERO** within 18" of your general and visible to them to be the target.

Effect: For the rest of the turn, subtract 1 from save rolls and ward rolls for the target.

Miscellaneous Reward:
Choose either of the following:

- Pick 1 enhancement and give it to an eligible unit on your roster.
- Pick 1 spell or prayer and add it to your Arcane Tome.



VITAL ALIGNMENT

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

Once Per Battle (Army), Deployment Phase

EMPOWERED BY GHYRAN: *Having stood close to a ley line surging with power, this hero has been flooded with Ghyranite energy.*

Declare: Pick a friendly non-BLADES OF KHORNE HERO to be the target.

Effect: If the target is a WIZARD or PRIEST, add 1 to the target's power level for the rest of the battle. If the target is not a WIZARD or PRIEST, pick either the WIZARD (1) or PRIEST (1) keyword. The target has that keyword for the rest of the battle.

Miscellaneous Reward:
Pick a unit on your roster and remove 1 of that unit's battle scars.

CREEPING ROOTSTALKS

If a player wins a **major victory** using this battleplan, they can claim either the Ability Reward or the Miscellaneous Reward. Their opponent receives the reward they do not claim.

Ability Reward: You can use the following ability in your next *Blighted Wilds* battle:

Once Per Battle (Army), Any Combat Phase

BRIARSEED BLESSINGS: *Eating one of these knobbly, emerald-green buds can grant a temporary rush of strength.*

Declare: Pick a friendly unit that charged this turn to be the target.

Effect: Roll a D3 and apply the corresponding effect for the rest of the turn:

- 1 Add 1 to the Attacks characteristic of the target's melee weapons.
- 2 Add 1 to the Rend characteristic of the target's melee weapons.
- 3 Add 1 to the Damage characteristic of the target's melee weapons.

Miscellaneous Reward:
Choose either of the following:

- Pick 1 additional Regiment of Ghyran idiosyncrasy (pg 85-87) and add it to your Regiment of Ghyran's warscroll. That idiosyncrasy does not cost any DP and can be taken even if your Regiment of Ghyran already has 2 idiosyncrasies.
- Pick 1 additional Curator Upgrade or other upgrade (pg 74-75) and add it to your Landmark of Ghyran's warscroll. That upgrade does not cost any DP.

BE IT PURITY OR PUTRESCENCE

The player who wins a **major victory** using this battleplan follows the instructions below.

You have destroyed the source of corruption and this part of Thyria is safe... for the moment. You revel in the adulation of your remaining troops, enjoying this rare moment of peace. Soon it will be time to move on, but first, your warriors have the chance to bathe in the newly purified waters and heal their wounds.

Remove D6 battle wounds from each friendly unit. Then, pick a friendly unit and remove 1 of that unit's battle scars.

Finally, turn to 'Campaign Victory' on page 39 to see the rewards you earn for winning the campaign.

The aftermath sequence should be resolved immediately after the battle, if possible, so that your opponent can see your rolls. Completing these steps will take around 5 minutes.

The glory points you earn after each battle represent your spoils of war. They also represent the growing influence of your army and the additional resources they find at their disposal.

Instead of picking one of your units to be your favoured warriors yourself, you could ask your opponent which unit performed most admirably in battle and, in their opinion, should be recognised as the favoured warriors.



Lord of Blights

THE AFTERMATH SEQUENCE

In Path to Glory, the battles you fight become the chapters of an ongoing narrative in which your army grows more powerful over time. To determine its progress, after each battle, there is a series of steps called the aftermath sequence.

The aftermath sequence is divided into the following steps:

1. Earn Glory Points
2. Gain Renown Points
3. Manage Your Path to Glory Roster
4. Tend to Battle Wounds and Battle Scars

1. EARN GLORY POINTS

After each Path to Glory battle, you will receive a number of **glory points (GP)** based on how your army fared and the size of the battle, as shown on the table below (the different **achievements** are cumulative). There is space on your roster to keep track of your current glory points total.

Achievement	Points Value of Opponent's Army				
	<1000	1000-1250	1251-1500	1501-2000	>2000
Fought a Path to Glory battle	60 GP	110 GP	150 GP	180 GP	200 GP
Won a major victory	30 GP	40 GP	50 GP	55 GP	60 GP
Won a minor victory	20 GP	30 GP	40 GP	45 GP	50 GP
Your general was not slain	10 GP	15 GP	20 GP	25 GP	30 GP

2. GAIN RENOWN POINTS

Units in a Path to Glory army will gain 1 or more **renown points** as your campaign progresses. Renown points represent the growing experience of your warriors as they survive from battle to battle. You can record each unit's renown points on your Path to Glory roster.

FIGHTING A BATTLE

Each unit that took part in the battle and **was not destroyed** gains **D3 renown points**. Each unit that took part in the battle and **was destroyed** gains **1 renown point**.

FAVOURED WARRIORS

Pick 1 unit that took part in the battle to be your **favoured warriors**. That unit gains **D6 renown points**. You cannot pick your general.

BONUS RENOWN POINTS

Units can gain **bonus renown points** by using the 'Purify the Land' ability (pg 38) during a battle.

PATHS

Non-**UNIQUE** units can embark on **Paths** that will shape their abilities on the battlefield. Each Path has four ranks – Aspiring, Elite, Mighty and Legendary – that are unlocked as the unit gains renown points.

Once a unit has gained 5 renown points, it earns its first **rank** (Aspiring) and you can choose its Path. Each time one of your units gains a rank, it gets a choice of 1 of 2 different abilities from the appropriate step on its Path. Ranks must be earned sequentially, and once a unit has earned the Legendary rank, it does not earn any further ranks.

RENOWN POINTS	UNIT'S RANK
5-14	Aspiring
15-29	Elite
30-44	Mighty
45+	Legendary

3. MANAGE YOUR PATH TO GLORY ROSTER

In this step, you can make any of the following adjustments to your roster:

1. Promote a **HERO**
2. Expand your army
3. Retire units or a faction terrain feature
4. Manage enhancements
5. Change your general
6. Change a unit's Path

PROMOTE A HERO

You can promote 1 **HERO** that is an auxiliary unit or is in another **HERO**'s regiment to lead their own regiment. Move that **HERO** to the hero slot of a new regiment on your roster. You can then add any eligible auxiliary units on your roster to their regiment.

EXPAND YOUR ARMY

In this step, you can add 1 Landmark of Ghyran to your Path to Glory roster and either add 1 new unit to your roster or reinforce 1 of your existing units.

ADD A LANDMARK OF GHYRAN

If you do not already have a Landmark of Ghyran, you can add 1 to your roster. To do so, you must spend a number of glory points equal to its points value (pg 71).

ADD A NEW UNIT

To add a new unit, you must spend a number of glory points equal to the unit's points value. If you do so, the unit is added at its minimum unit size. You can only add 1 new unit per aftermath sequence.

If you add a new **HERO** to your roster and you have fewer than 5 regiments, add that **HERO** to the hero slot of a new regiment. If you have 5 or more regiments, that **HERO** must be added as an auxiliary unit instead (if it cannot be taken as an auxiliary unit, you cannot add it to your roster).

REINFORCE A UNIT

To reinforce a unit, you must spend a number of glory points equal to the unit's points value. You can only reinforce 1 unit per aftermath sequence.

RETIRE UNITS OR A FACTION TERRAIN FEATURE

You can remove any units or a faction terrain feature from your roster in this step. If you do so, you receive a number of glory points equal to half the points value of each retired unit. Any enhancements gained by that unit are lost. If you retire a Landmark of Ghyran, you also receive a number of glory points equal to half its points value.

If you retire a **HERO** leading a regiment, all other units in their regiment become auxiliary units.

Remember, you can have a maximum of 5 regiments on your roster.

You cannot add a new unit to your roster and reinforce an existing unit in the same aftermath sequence.



Barrow Knight

USURPED

If you do change your general, the **HERO** that was previously your general retains all the enhancements that they were given. Whilst they may have been usurped from their position of power, their contingency plans mean that they did manage to retain some relics from their glory days.

If you retire your general, you must pick another eligible **HERO** on your roster to become your new general. If there are no other **HEROES** on your roster (and you did not have enough glory points to recruit a new one earlier in this step), your warriors follow your general into retirement and your story ends. If you wish to continue in this campaign, you must start a new *Path to Glory: Blighted Wilds* army.

MANAGE ENHANCEMENTS

In this step, you can transfer artefacts of power from one eligible **HERO** to another. You can also remove any enhancements on your roster.

CHANGE YOUR GENERAL

You can pick any eligible **HERO** on your roster to replace your general. Your general first suffers D3 battle wounds (see opposite), then move them to the hero slot of a new regiment on your roster. Up to 3 of the units in their previous regiment can join them in their new regiment; the others must become auxiliary units. Then, move the **HERO** you picked to the general slot on your roster. You can then add any eligible auxiliary units on your roster to your new general's regiment.

CHANGE A UNIT'S PATH

You can pick any number of units in your army that are already on a Path and pick a new Path for them to embark on.

To change a unit's Path, remove any rank abilities gained by that unit from that Path, reduce that unit's rank by 1 and reduce its renown points to the minimum required for its new rank. Then, pick a new Path that the unit is eligible to embark on. Finally, pick 1 of the 2 abilities for each rank on the new Path up to your unit's new rank.

For example, if your **HERO** was on the Path of the Sacrifice Master and had gained the Mighty rank, if you changed their Path to the Path of the Thyrian Druid, that **HERO** would embark on that Path at the Elite rank and their renown points would be reduced to 15. You would then pick 1 Aspiring ability and 1 Elite ability from the Path of the Thyrian Druid for that **HERO**.



4. TEND TO BATTLE WOUNDS AND BATTLE SCARS

During your campaign, your units may suffer **battle wounds**. If left untreated, these develop into **battle scars** that permanently impact a unit's effectiveness in battle.

In this step, you must perform the following actions:

1. Heal resting units
2. Determine battle wounds
3. Determine battle scars
4. Heal battle wounds

HEAL RESTING UNITS

Each unit that was **resting** heals D6 battle wounds.

DETERMINE BATTLE WOUNDS

- Each unit that was destroyed during the battle suffers D3 battle wounds.
- Each unit that was within 3" of a **contaminated** terrain feature at the end of the battle suffers 1 battle wound.

DETERMINE BATTLE SCARS

Once a unit has suffered multiple battle wounds, it receives a **battle scar**. The severity of the battle scar is determined by the number of battle wounds a unit has, as shown below.

BATTLE WOUNDS	BATTLE SCAR TYPE
5-8	Serious
9-12	Severe
13-17	Critical
18+	Unit succumbs to its injuries

The first time a unit receives a **serious**, **severe** or **critical battle scar**, you must roll on the appropriate battle scar table (pg 48-49). A unit can only ever have 1 of each type of battle scar, even if battle wounds are healed and subsequently regained. Battle scars cannot be healed or removed unless specified in a reward (pg 40-43).

Once a unit has 18 or more battle wounds, it **succumbs to its injuries**. Remove that unit from your Path to Glory roster. Any enhancements gained by that unit are lost.

If your general succumbs to their injuries, you must pick another **HERO** on your roster to become your new general. If that **HERO** is not already on a Path and has not yet gained any renown points, they gain 5 renown points and you can pick a Path for them to embark on at the Aspiring rank.

If there are no other **HEROES** on your roster, there is no one left in command. Your warriors swiftly slip away from your encampment and your story ends. If you wish to continue in this campaign, you must start a new *Path to Glory: Blighted Wilds* army.

HEAL BATTLE WOUNDS

You can pick up to 2 **HEROES** on your Path to Glory roster to attempt a healing ritual in each aftermath sequence. After picking a **HERO** to attempt a healing ritual, roll a dice.

On a 1, the ritual fails and that unit becomes **drained** until the end of your next battle. **Drained** units cannot use the 'Purify the Land' ability and cannot be picked to be the target of the 'Boon of Vitality' ability (pg 38). On a 2+, pick a unit on your Path to Glory roster and remove a number of battle wounds from that unit equal to the roll.

UNTIMELY ARRIVAL

Units that were set up in reserve as **stalled reinforcements**, were not set up on the battlefield during the battle using the 'Timely Arrival' ability and, as a result, were destroyed at the start of the fourth battle round do not suffer any battle wounds. Since they missed all the fighting, they are effectively unscathed.

In the last battle, Jimbo's Treelord Ancient suffered 5 battle wounds. It receives a serious battle scar and Jimbo rolls on the serious battle scar table to determine the effect. Jimbo then heals 2 of its battle wounds. Although the unit now only has 3 battle wounds, the effect of the serious battle scar still remains. In the next battle, Jimbo's Treelord Ancient suffers a further 3 battle wounds, bringing the total up to 6. However, since the unit already has a serious battle scar, it does not receive a second one.

LEADERLESS

When a **HERO** succumbs to injury, if they were leading a regiment, all other units in that regiment become auxiliary units.

THYRIAN BATTLE SCAR TABLES

D6

SERIOUS BATTLE SCARS

☠ Passive

1-2

CYCLICAL MELANCHOLY: *The pressures of battle have left these warriors cantankerous and maudlin – though, on occasion, they can still prove surprisingly inspiring.*

Effect: Subtract 10 from this unit's control score. Add 3 to the control scores of friendly units while they are wholly within this unit's combat range.

☠ Passive

3-4

SPLINTERSKIN: *A bizarre oakflesh curse has seen these warriors' bodies grow tougher but brittle.*

Effect: Add 1 to wound rolls for shooting attacks that target this unit if the attacking unit is within 12" of this unit. Subtract 1 from wound rolls for shooting attacks that target this unit if the attacking unit is more than 12" from this unit.

☠ Passive

5-6

GRASPSPIKE MUŠK: *These warriors' wounds exude an odour that is irresistible to the Thyrian graspspite. In an attempt to get close to them, the imps grab at their feet – and the feet of anyone nearby.*

Effect: Roll a D3 instead of a D6 when making run rolls for this unit and when this unit uses the 'Redeploy' command. Each time an enemy unit in combat with this unit uses a **RETREAT** ability, roll a D6 instead of a D3 when determining the amount of mortal damage inflicted on that enemy unit by that ability.

D6

SEVERE BATTLE SCARS

☠ Passive

1-2

AETHER-ROT: *The infection deep in these warriors' wounds has strange anti-magical properties.*

Effect: Subtract 1 from casting rolls and chanting rolls for units (friendly and enemy) while they are within 6" of this unit.

☠ Passive

3-4

ABJECT APATHY: *A variant of the Shudderblight Plague has left these warriors indifferent to battle.*

Effect: This unit cannot be picked to use a **FIGHT** ability while there is a friendly unit within its combat range that does not have this ability and has not used a **FIGHT** ability in the same phase.

☠ Passive

5-6

MONOMANIACAL DEFENDERS: *When blood begins to flow, these warriors become fixated on defending their surroundings – as if Thyria itself has wormed into their souls.*

Effect: While this unit is damaged, it cannot make pile-in moves or use commands. Add 1 to save rolls for this unit while it is damaged.

D6

CRITICAL BATTLE SCARS

Passive

THIN BLOOD, STOUT HEARTS: *Some anticoagulating disease from nearby Aquia has damned these warriors, but those who survive are determined to fight on.*

1-2

Effect: Add 1 to the Rend characteristic of melee weapons used for attacks that target this unit. Each time this unit uses the 'Rally' command, you can make 1 additional rally roll of D6.

Passive

DEEPWOOD MANIA: *Too long fighting in the corrupted jungles has broken these warriors; their shots are hasty and their hacking blows furious but undisciplined.*

3-4

Effect: If the unmodified hit roll for an attack made by this unit is 1-4, the attack fails and the attack sequence ends. This unit's combat attacks score critical hits on unmodified hit rolls of 5+.

Passive

PARASITIC CLUSTERS: *Hungry, fast-spreading fungal growths cover these warriors from head to toe, seeing them shunned by their peers.*

5-6

Effect: Each time this unit is set up on the battlefield, including during deployment, it must be set up within 1" of a battlefield edge and more than 9" from all other units.



BATTLEPLAN THYRIA'S BOUNTY

Even the most skilled of life-mages could not hope to heal the infected reaches of Thyria on their own. One must call upon the power of the land itself; various mystical roots, fungi and tubers can be used in cleansing rituals. Several clusters of such resources have been located nearby – but so too has a marauding enemy army with the same covetous intent...



THE ARMIES

The player whose general has the lowest rank picks which player uses the Northern Territory and which player uses the Southern Territory.

INGREDIENT CLUSTERS

Ingredient clusters are represented by 40mm round markers. After setting up terrain but before picking terrain features to be contaminated, starting with the player who assigned territories, each player sets up 3 **ingredient clusters** within friendly territory, more than 6" from all battlefield edges and more than 12" from all other **ingredient clusters**. They cannot be set up on any part of a terrain feature that is more than 1" tall. **Ingredient clusters** are friendly to the player who set them up and enemy to their opponent.

DEPLOYMENT

The player who assigned territories begins deployment.

TWIST

Both players can use the following ability:

♣ **Once Per Turn (Army), End of Any Turn**

MEDICINAL FORAGING:

Certain plants can be harvested for their use in curative rituals.

Declare: Pick a friendly unit within 1" of an enemy **ingredient cluster** to be the target.

Effect: Remove that **ingredient cluster** from the battlefield and give the target a **wildcrafting harvest** token.

The following passive ability applies this battle:

♣ **Passive**

WILDCRAFTER'S CACHE:

The contents of a forager's pockets are treasures indeed.

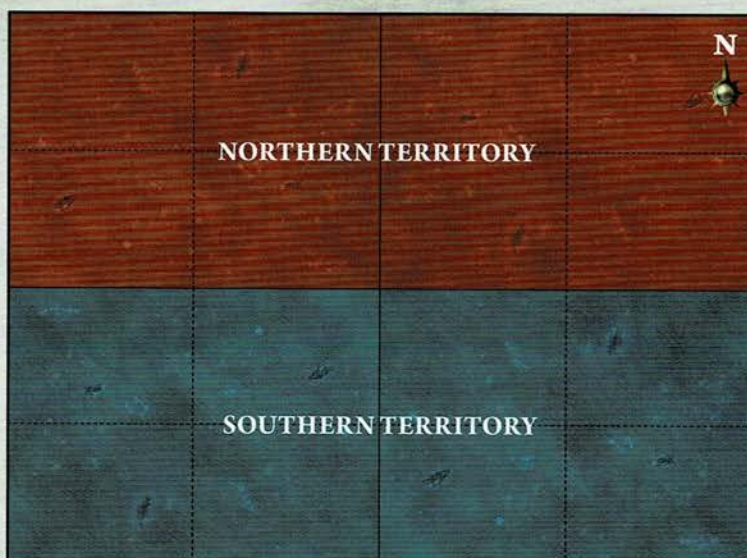
Effect: If a friendly unit with a **wildcrafting harvest** token is destroyed, before removing the last model in that unit from play, remove its **wildcrafting harvest** token and set up an enemy **ingredient cluster** within 1" of that model.

GLORIOUS VICTORY

From the third battle round onwards, at the end of the battle round, if one player's unit has a **wildcrafting harvest** token and is within 1" of a friendly **ingredient cluster**, and there are no enemy units with **wildcrafting harvest** tokens within 1" of any enemy **ingredient clusters**, that player wins a **major victory**.

Otherwise, at the end of the battle:

- If one player has more units with **wildcrafting harvest** tokens, that player wins a **minor victory**.
- If both players have the same number of units with **wildcrafting harvest** tokens, the battle is a **draw**.



BATTLEPLAN FOREST FORTRESS

An army has managed to erect an imposing, if nascent, stronghold amidst the Thyrian wilds. If they continue to fortify it, they will be able to extend their influence far across the region. Their enemies are determined to ensure that this will not come to pass.



THE ARMIES

The player whose general has the lowest rank picks which player is the **attacker** and which player is the **defender**.

THE STRONGHOLD

The **defender** sets up either 1 small or medium terrain feature or 1 faction terrain feature or Landmark of Ghyran on their roster within friendly territory. That terrain feature is the **stronghold**.

If the **stronghold** is not a faction terrain feature or Landmark of Ghyran, it has a Health characteristic of 12 and a Save characteristic of 4+, and it is treated as a faction terrain feature in the **defender's** army (Terrain, 1.5).

The stronghold has **WARD** (4+) against damage inflicted by **SHOOT** abilities.

DEPLOYMENT

The player who assigned roles begins deployment.



TWIST

The **defender** can use the following ability:

Once Per Turn (Army),
Your Hero Phase

BOLSTER THE STRONGHOLD!

Sometimes shoring up one's defences takes precedence over all else.

Declare: Pick a friendly unit within 3" of the **stronghold** to be the target.

Effect: Heal (D3+3) the **stronghold**. Then, for the rest of the turn, the target has the **FIELD REPAIRING** keyword.

The **defender** must use the following reaction:

Reaction: You declared an ability, excluding reactions, for a friendly **FIELD REPAIRING** unit

NOT NOW, WE'RE BUSY!

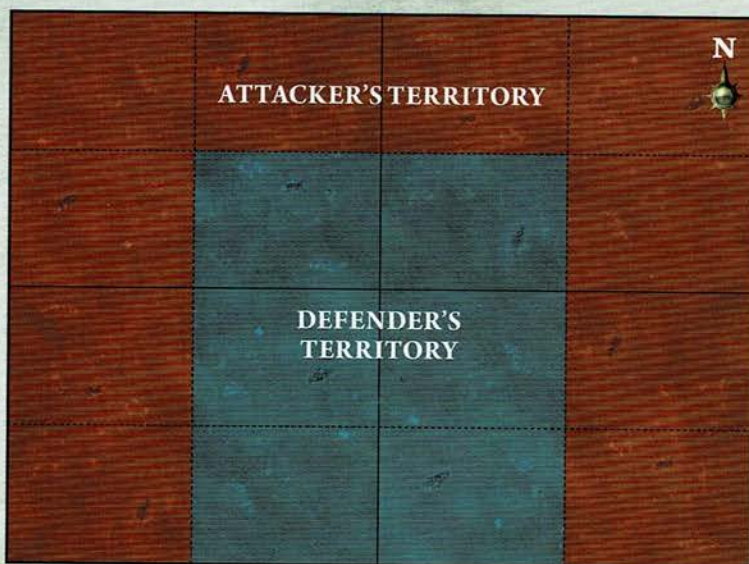
These warriors are still hard at work.

Effect: Roll a dice.

- On a 1-4, that ability has no effect.
- On a 5+, resolve the effect of that ability. That unit no longer has the **FIELD REPAIRING** keyword.

GLORIOUS VICTORY

At the end of the battle, if the **stronghold** has been destroyed, the **attacker** wins a **major victory**. Otherwise, the **defender** wins a **major victory**.



BATTLEPLAN

A DENSE AND CHOKING MAZE

Thyria is one of the most wild and untamed regions of the Everspring Swathe. Few truly pitched battles can be fought here; instead, armies are likely to become scattered among the shifting trees and cloying undergrowth, forced to arrive piecemeal and needing to regroup.



THE ARMIES

The player whose general has the lowest rank picks which player uses the Northern Territory and which player uses the Southern Territory.

OBJECTIVES

After setting up terrain but before picking terrain features to be contaminated, starting with the player who assigned territories, the players take turns to pick a terrain feature to be a **navigation landmark** until there are 3 **navigation landmarks**. Players cannot pick terrain features that are within 9" of a battlefield edge.

DEPLOYMENT

The player who assigned territories **begins deployment** as described next.

TWIST

Players cannot use **DEPLOY** abilities other than the 'Stalled Reinforcements' ability and the 'Innumerable Paths' ability below:

Deployment Phase

INNUMERABLE PATHS: *The forests of Thyria are dense and nigh impenetrable, and those who roam amidst them are likely to become thoroughly disoriented.*

Declare: Pick a unit from your roster that has not been deployed to be the target.

Effect: Roll a dice. On a 1-2, set up the target unit wholly within 12" of the eastern edge and more than 9" from enemy territory. On a 3-4, set up the target unit wholly within 12" of the entry point in friendly territory and more than 9" from enemy territory. On a 5-6, set up the target unit wholly within 12" of the western edge and more than 9" from enemy territory.

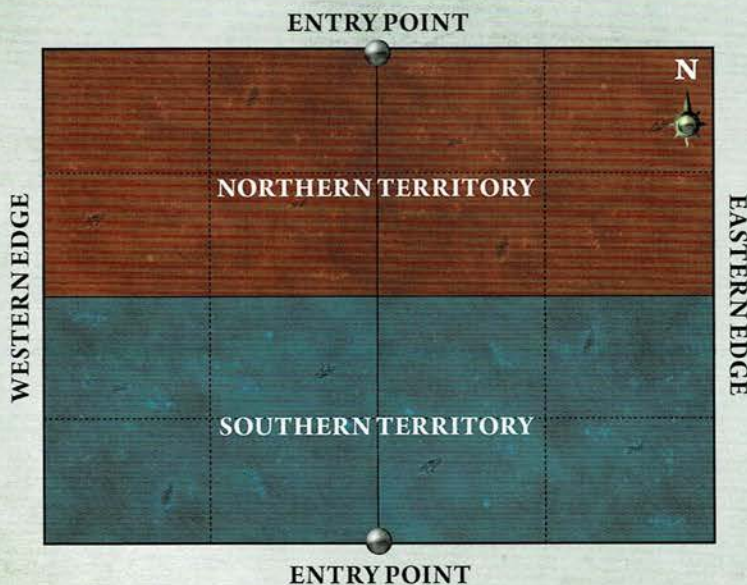
After you have done so, the target unit has been deployed.

KEYWORDS **DEPLOY**

GLORIOUS VICTORY

Victory points are scored as follows:

- **Take and Hold:** Each player scores 3 victory points at the end of their turn for each **navigation landmark** they control.
- **Fortified Position:** Each player scores 2 victory points at the end of their turn for each **navigation landmark** they control that is not contested by any enemy units.





BATTLEPLAN CURSED KERNEL

Many are the seeds that lie in the tangled undergrowth of Thyria, hoping to germinate – some potent and beneficial, some disgusting and dangerous. While seeking some of the former, an army has discovered one of the latter. Pungent slime leaks from this trembling kernel, withering whatever it touches. Perhaps if the seed were transported to enemy territory, it could be of use...



THE ARMIES

The player whose general has the lowest rank picks which player uses the Western Territory and which player uses the Eastern Territory.

THE ROT-SEED

The **rot-seed** is represented by a 40mm round marker. Set up the **rot-seed** as shown on the map.

DEPLOYMENT

The player who assigned territories begins deployment.

TWIST

Both players can use the following ability:

❖ **Once Per Turn (Army), End of Any Turn**

'GET IT OUT OF HERE!': Sometimes, the simplest solution is the correct one.

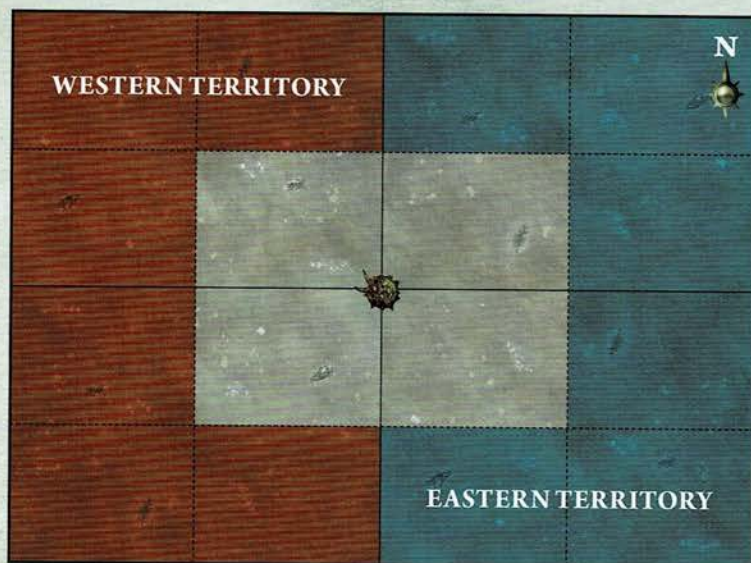
Declare: Pick a friendly model within 1" of the **rot-seed** to be the target.

Effect: Roll 2D6. If the target's unit is not in combat, roll 3D6 instead. If the target's unit is a **MONSTER**, change the lowest D6 to match the highest D6.

Remove the **rot-seed** from the battlefield and set it up again within a number of inches of the target equal to the roll. The **rot-seed** cannot be set up on a terrain feature that has the 'Unstable' or 'Impassable' terrain ability or on any part of a terrain feature that is more than 1" tall.

GLORIOUS VICTORY

At the end of the battle, if the **rot-seed** is wholly within a player's territory, their opponent wins a **major victory**. Otherwise, the battle is a **draw**.



BATTLEPLAN

ESCORT TO THE WELLSRING GROVE

Following a vicious skirmish, a party of warriors has been gravely injured. Fortunately, their fellows have heard of a glade nearby that is blessed with a spring of Aqua Ghyranis and clusters of precious healing herbs. Now they must simply reach the goal without incident...



THE ARMIES

The player whose general has the lowest rank picks which player is the **ambusher** and which player is the **escort**.

DEPLOYMENT

The player who assigned roles **begins deployment** as described next.



TWIST

The **escort** cannot use **DEPLOY** abilities other than the 'Stalled Reinforcements' ability and the 'Blissfully Unaware' ability below:

Deployment Phase

BLISSFULLY UNAWARE:

The escorting army have no idea that they are walking into a trap.

Declare: Pick a unit from your roster that has not been deployed to be the target.

Effect: Set up the target unit wholly within friendly territory and more than 3" from enemy territory. After you have done so, it has been deployed.

KEYWORDS **DEPLOY**

The **escort** must use the following ability in the deployment phase:

Deployment Phase

INJURED WARRIORS:

These ailing, flagging souls are in no position to fight their best.

Declare: Pick a friendly unit to be the target.

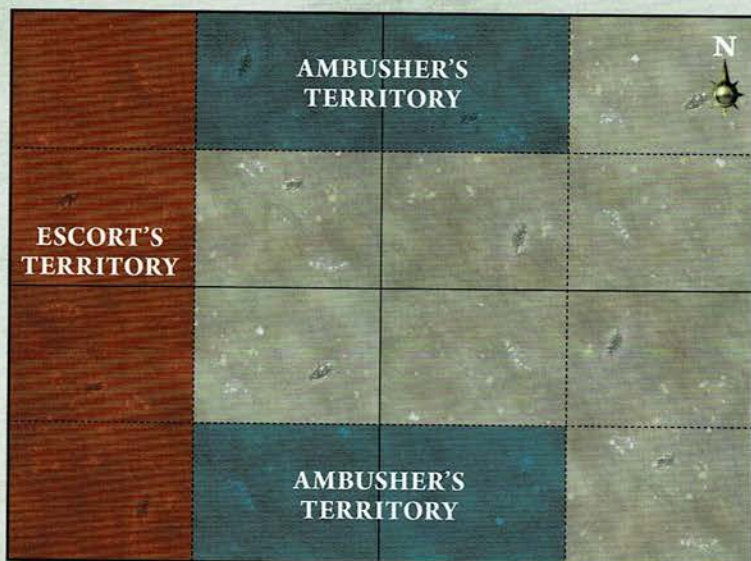
Effect: For the rest of the battle:

- The target is the **casualty**.
- The target has **STRIKE-LAST**.
- The effects of the 'Fly' ability do not apply to the target.
- The target cannot use or be picked to be the target of any abilities that would remove it from and set it up again on the battlefield.

GLORIOUS VICTORY

At the end of a battle round, if the **casualty** is within 6" of the 'Escape Route' table edge and is not in combat, the **escort** wins a **major victory**.

Otherwise, at the end of the battle, the **ambusher** wins a **major victory**.





BATTLEPLAN

NEXUSES OF CONTAMINATION

Like so much of Ghyran, Thyria is a land utterly inundated with corruption. Dark energies of all kinds have seeped into an ancient, sacred grove, and now the trees here are twisted and the air thick with doom. Rival armies both wish to use this place of power for their own purposes, but first they must brave the noxious environs.



THE ARMIES

The player whose general has the lowest rank picks which player uses the Northern Territory and which player uses the Southern Territory.

DEPLOYMENT

The player who assigned territories begins deployment.

RIFE WITH CONTAMINATION

Each eligible terrain feature on the battlefield is **contaminated**.

TWIST

The active player **must** use the following abilities each battle round:

✦ Once Per Battle Round (Army), End of Battle Round

RAPID CORRUPTION: *In this part of Thyria, unpurifiable contamination spreads quickly.*

Effect: If there are any numbered sections of the battlefield, as shown on the map, that are not **malignant**, roll a dice. The numbered sections corresponding to the roll are **malignant** for the rest of the battle. If those sections are already **malignant**, roll again.

If a terrain feature (including faction terrain features and Landmarks of Ghyran) is wholly or partially within a **malignant** section, that terrain feature is **malignant**. **Malignant** terrain features cannot be **remediated**.

☠ Once Per Battle Round (Army), Start of Battle Round

DEATH SENTENCE: *None survive this intensely toxic environment.*

Declare: Pick each unit (friendly and enemy) within a **malignant** section of the battlefield or on a **malignant** terrain feature to be the targets.

Effect: The targets are automatically destroyed.

1	3	2	5	N
6	NORTHERN TERRITORY			4
2	SOUTHERN TERRITORY			3
6	5	1	4	

GLORIOUS VICTORY

At the end of the battle, the player whose army **remediated** the most terrain features wins a **major victory**. If both players' armies **remediated** the same number of terrain features, the battle is a **draw**.



BATTLEPLAN PRECARIOUS CROSSING

Fed by corrupted, treacherous waters that have flowed from cursed Aquia, one of Thyria's rivers has almost burst its banks and is impossible to traverse. With no ready access to boats, two armies are forced to use an old bridge to cross – but the structure is broken and dangerously close to collapse. Now they must endeavour to repair it even while holding off their rivals.



THE ARMIES

The player whose general has the lowest rank picks which player uses the Western Territory and which player uses the Eastern Territory.

OBJECTIVES

Set up a terrain feature with the 'Impassable' terrain ability as shown on the map. That terrain feature is the **crumbling bridge**.

DEPLOYMENT

The player who assigned territories begins deployment.

Twist

Both players can use the following ability:

♣ Once Per Turn (Army),
End of Any Turn

DESPERATE REPAIRS:

Both sides understand the importance of fixing this failing bridge as swiftly as possible.

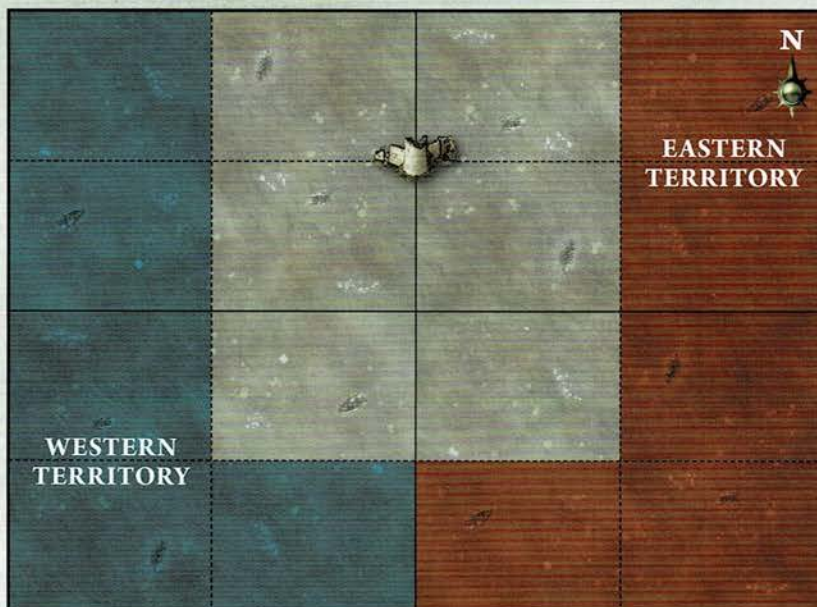
Effect: Make a repair roll by rolling a dice for each friendly unit within 6" of the **crumbling bridge** that is not in combat and adding the values together. Roll 2 dice instead of 1 if the friendly unit is a **MONSTER**. Add the repair roll to the **bridge stabilisation total**.

Designer's Note: *The bridge stabilisation total is the combined value of both players' repair rolls.*

GLORIOUS VICTORY

At the end of a battle round, if the **bridge stabilisation total** is 120 or higher and one player controls the **crumbling bridge**, that player wins a **major victory**.

Otherwise, at the end of the battle, the battle is a **draw**.



BATTLEPLAN EMERGENCY FORAGING

Despite its general verdancy, food is not easily found in Thyria. Poisonous plants abound, and the mega-insects that scuttle and slink between the trees and along the waterways are as liable to make a meal of hunters as the other way round. A force has been sent out to forage whatever they can from a promising-looking glade. Unfortunately, their enemies have had the same idea...



THE ARMIES

The player whose general has the lowest rank picks which player uses the Northern Territory and which player uses the Southern Territory.

OBJECTIVES

After setting up terrain but before picking terrain features to be contaminated, starting with the player who assigned territories, players take turns to pick a terrain feature to be a **forage spot** until there are 5 **forage spots**. A player can pick no more than 1 terrain feature within friendly territory to be a **forage spot**.

DEPLOYMENT

The player who assigned territories begins deployment.

TWIST

Both players can use the following ability:

➤ **Once Per Turn (Army),
Enemy Movement Phase**

LIGHT-FOOTED: *Your warriors must be ready to move the moment they have secured the resources.*

Declare: Pick a friendly unit that is contesting a **forage spot** that you control and is not in combat to be the target.

Effect: The target can move D6". It cannot move into combat during any part of that move.

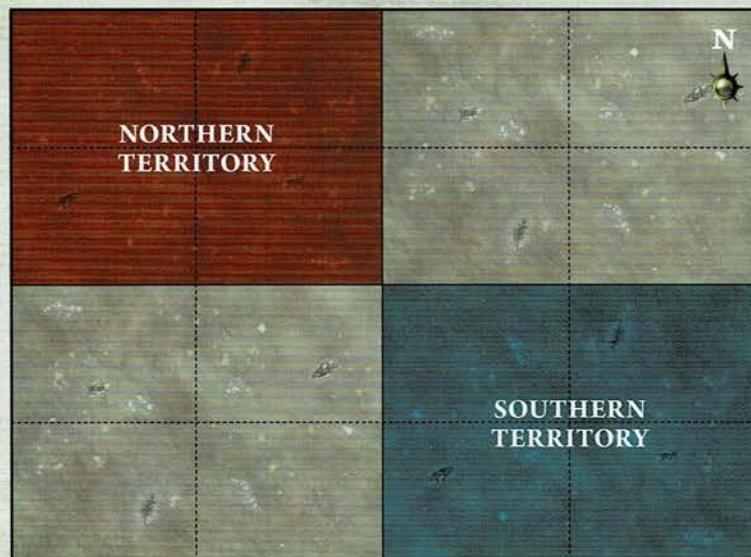
GLORIOUS VICTORY

From the third battle round onwards, at the end of a battle round:

- If one player has controlled all 5 **forage spots** during the battle, that player wins a **major victory**.
- If both players have controlled all 5 **forage spots** during the battle, the battle is a **draw**.

Otherwise, at the end of the battle:

- If one player has controlled more **forage spots** than their opponent, that player wins a **minor victory**.
- If both players have controlled the same number of **forage spots**, the battle is a **draw**.



BATTLEPLAN THE CALL OF SACRIFICE

Even as two armies come together for battle, there are strange whispers on the wind. The nexus of jade power here demands that life be given in tribute – and worthy life at that. The precise nature of the sacrifice, however, will not be obvious until the moment arrives...



THE ARMIES

The player whose general has the lowest rank picks which player uses the Northern Territory and which player uses the Southern Territory.

OBJECTIVES

After setting up terrain but before picking terrain features to be contaminated, starting with the player who assigned territories, players take turns to pick a terrain feature to be an objective until there are 6 objectives. A player can pick no more than 1 terrain feature within friendly territory to be an objective.

DEPLOYMENT

The player who assigned territories begins deployment.

TWIST

Both players **must** use the following ability in the deployment phase:

◆ Once Per Battle (Army), Deployment Phase

THYRIA THIRSTS: *The natural spirits of Thyria spy those whose blood would best cleanse the earth.*

Declare: Randomly determine a friendly **HERO** to be the target, ensuring that neither you nor your opponent know which **HERO** it is. The target can be a **HERO** in reserve.

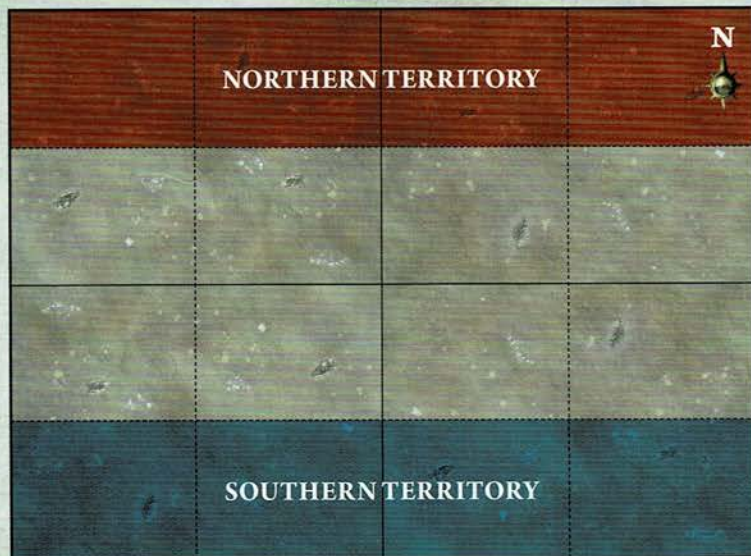
Effect: The target is your **worthy hero**.

Designer's Note: *You could allocate each friendly **HERO** a number, roll a dice and keep the dice hidden under a cup until the end of the battle.*

GLORIOUS VICTORY

Victory points are scored as follows:

- **Take and Hold:** Each player scores 2 victory points at the end of their turn for each objective they control.
- **Tribute Offered:** At the end of the battle, the **worthy heroes** are revealed. If a player's **worthy hero** was destroyed this battle, their opponent scores 20 victory points.



BATTLEPLAN VITAL ALIGNMENT

Ghyran's power is cyclical, and this understanding has long informed the magics of its people. In a timeworn druidic temple, the armies have found a series of carved platforms set upon a ley line. Each has a spiral design that can be turned clockwise or anti-clockwise to channel the power of life in differing forms. Naturally, neither side agrees on the correct course of action.



THE ARMIES

The player whose general has the lowest rank picks which player uses the Northern Territory and which player uses the Southern Territory.

OBJECTIVES

Set up 4 terrain features as shown on the map. These terrain features are **ley line nodes** and count towards the minimum number of terrain features to be set up on the battlefield.

DEPLOYMENT

The player who assigned territories begins deployment.

TWIST

Both players **must** use the following ability in each of their turns:

Once Per Turn (Army), Your Hero Phase

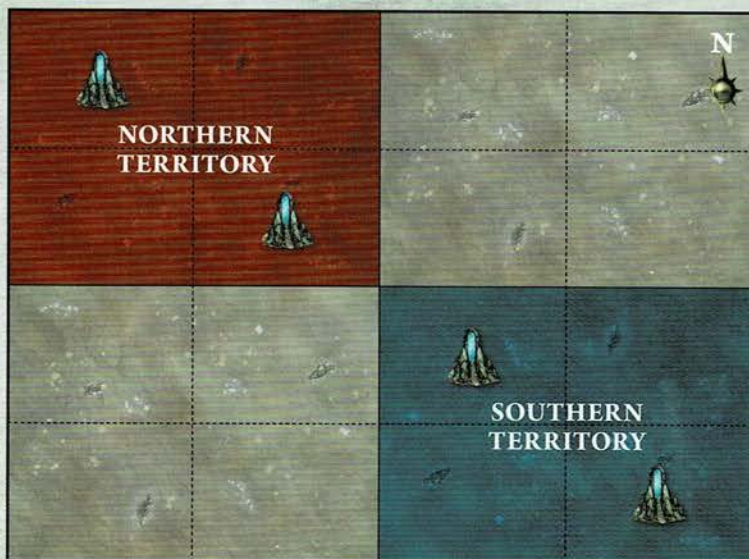
THE TURNING CYCLE: *As the magical daises are twisted one way or another, the energies of the ley line are manipulated and magnified.*

Declare: If a friendly **HERO** is contesting a **ley line node**, pick either each **ley line node** you control or each **ley line node** you do not control to be the targets.

Effect: Pick 1 of the following effects:

Align the Flow: Roll a dice for each target. On a 4+, for the rest of the turn, while each model in a unit is contesting the target, that unit's melee weapons have **Anti-charge (+1 Rend)**.

Disrupt the Flow: Roll a dice for each target. On a 4+, for the rest of the turn, subtract 1 from hit rolls for attacks made by units while they are contesting the target.



GLORIOUS VICTORY

At the end of a turn, if a player controls all 4 **ley line nodes**, that player wins a **major victory**.

Otherwise, at the end of the battle:

- If one player controls more **ley line nodes** than their opponent, that player wins a **minor victory**.
- If both players control the same number of **ley line nodes**, the battle is a **draw**.

BATTLEPLAN

CREEPING ROOTSTALKS

Even millennia after civilisation was brought to the realms, much of Thyria remains largely unexplored, and the Age of Chaos has rendered it all the wilder. In this overgrown region, slinking roots spread from landmark to landmark, binding all together. An army must seize the mother trees from which these roots originate or else join their twitching embrace.



THE ARMIES

The player whose general has the lowest rank picks which player uses the Western Territory and which player uses the Eastern Territory.

OBJECTIVES

Set up 2 terrain features as shown on the map. Each player can set up a faction terrain feature or Landmark of Ghyran on their roster instead of the terrain feature in friendly territory. These are **mother trees** and count towards the minimum number of terrain features to be set up on the battlefield.

DEPLOYMENT

The player who assigned territories begins deployment.

TWIST

Both players **must** use the following ability in each of their turns:

● Once Per Turn (Army), End of Your Turn

NATURE'S REACH: *The grasping roots of Thyria assert their wild dominion.*

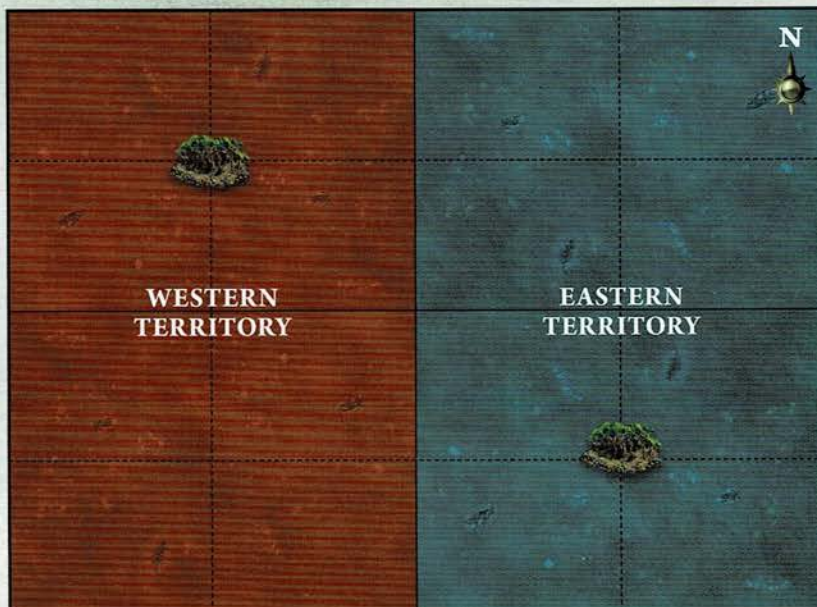
Declare: Pick the **mother tree** in friendly territory or a terrain feature connected to it, then determine the 3 closest terrain features to it that are not connected to a **mother tree**. Randomly pick 1 of those terrain features to be the target.

Effect: For the rest of the battle, the target is connected to the **mother tree** in friendly territory. Units contesting terrain features that are connected to a **mother tree** are also contesting that **mother tree**.

GLORIOUS VICTORY

Victory points are scored as follows:

- **Arboreal Guardian:** Each player scores 5 victory points at the end of their turn for each **mother tree** they control.



BATTLEPLAN

BE IT PURITY OR PUTRESCENCE

After a gruelling odyssey through the blighted wilds of Thyria, the fount of corruption has been located: an enemy stronghold. It is from here that the foe undertakes their dire deeds to twist the lands of Ghyran to their liking. Now is the moment to rally round and put a stop to their plans – whether through the arts of purification or by the sword!



THE ARMIES

The player whose general has the lowest rank picks which player uses the Central Territory and which player uses the Outer Territory.

DEPLOYMENT

The player who assigned territories begins deployment.

RIFE WITH CONTAMINATION

Each eligible terrain feature on the battlefield is **contaminated**.

TWIST

Both players can use the following reaction:

⚔ Reaction: You declared the 'Purify the Land' ability

SEEK OUT THE SOURCE:

Somewhere lies a nexus of power whose emanations have been twisted to corrupt the earth. No matter the cost, it must be found.

Effect: Roll 2D6. Subtract 1 from the roll for each terrain feature your army has **remediated** this battle. If the roll is lower than the total number of terrain features that have been **remediated** this battle (by your army and your opponent's army), the target terrain feature is the **source of corruption**.

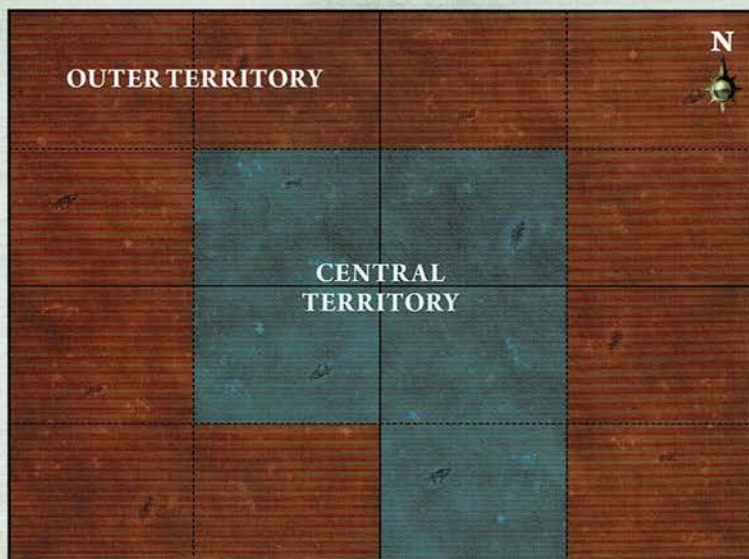
Once the **source of corruption** has been identified, this reaction cannot be used by either player for the rest of the battle.

GLORIOUS VICTORY

Victory points are scored as follows:

- **Purifiers:** Each player scores 5 victory points at the end of each turn for each terrain feature their army has **remediated** this battle.
- **Lay Them Low:** Each time a player's unit destroys an enemy unit that **remediated** a terrain feature this battle, that player scores 5 victory points.
- **Ultimate Purifiers:** When a player's unit **remediates** the **source of corruption**, that player scores 10 victory points.
- **Dispatched:** When a player's unit destroys an enemy unit that **remediated** the **source of corruption** this battle, that player scores 10 victory points.
- **Poison Control:** At the end of the battle, the player who controls the **source of corruption** scores 10 victory points.

At the end of the battle, the player with the most victory points wins a **major victory**. Any other result is a **draw**.



PATH OF THE THYRIAN DRUID

(HERO only)



ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Any Hero Phase

BOUND TO THYRIA: *While the land endures, so too does this hero.*

Effect: Heal (1) this unit.

Passive

FOREST STRIDER: *The densest forests are no impediment to this soul.*

Effect: This unit can pass across terrain features as if it had **FLY**.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Hero Phase

SKILLED HEALER: *This hero has learnt the arts of the physician, the apothecary and the restorer.*

Declare: Pick either another visible friendly unit wholly within 12" of this unit or a visible friendly faction terrain feature wholly within 12" of this unit to be the target.

Effect: Heal (D3) the target.

Passive

DEEPWOOD SHADOWS: *This champion teaches their followers to move with great stealth.*

Effect: Friendly units are not visible to enemy units that are more than 12" from them while those friendly units are wholly within this unit's combat range.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Movement Phase

A GHOST IN THE TREES: *Many tales tell of this hero emerging without warning from dense foliage and plunging straight into the fray.*

Effect: If this unit is wholly within 3" of a terrain feature, remove it from the battlefield and set it up again wholly within friendly territory and more than 9" from all enemy units.

Any Combat Phase

SHIELD OF THORNS: *When danger strikes, prickly bushes burst from the ground around this hero to impede their foes.*

Declare: Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

Effect: Subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Battle, Any Movement Phase

BOUND TO THE CYCLE: *Death becomes new life – a cycle to which this hero is inextricably linked.*

Declare: This unit can only use this ability if it has been destroyed.

Effect: Roll a dice. If the roll is equal to or less than the current battle round number, set up a replacement unit wholly within 3" of a terrain feature and more than 9" from all enemy units.

Once Per Battle, End of Any Turn

NEXUS OF REGENERATION: *Those who fight at this hero's side are invigorated by their vital aura.*

Declare: Pick each friendly unit wholly within 12" of this unit to be the targets.

Effect: Pick 1 of the following effects for each target:

- Return 1 slain model to the target unit.
- If the target is not a **MONSTER**, Heal (D6) the target.
- If the target is a **MONSTER**, Heal (2D6) the target.

PATH OF THE SACRIFICE MASTER

(HERO only)



PATH TO GLORY

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

✕ Passive

WILLING SACRIFICE: *This hero knows that the land will take any blood – even their own.*

Effect: Add 1 to wound rolls for this unit's combat attacks while there are no other friendly units within its combat range.

✕ Passive

SEIZE NEW OFFERINGS: *Isolated enemies make for fine gifts to the deepwood spirits.*

Effect: Add 1 to hit rolls for this unit's attacks that target an enemy unit that has no other enemy units within its combat range.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

✕ Passive

PREPARE THE GIFT: *An unharmed enemy is simply one who has not yet been readied for the rite.*

Effect: Add 1 to the Rend characteristic of this unit's melee weapons used for attacks that target an enemy unit that is not damaged.

➤ Any Combat Phase

THE WILDERNESS DEMANDS: *One cannot rest; always, the wilds wish for greater tribute.*

Effect: If this unit did not charge this turn, it can move 3". It can move into combat.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

🏰 End of Any Turn

AN OFFERING IN KIND: *As this hero offers up foes to the hungry soil, they are justly rewarded.*

Effect: If an enemy unit was destroyed this turn by this unit's combat attacks, **Heal (5)** this unit. If that enemy unit was a **HERO**, **Heal (X)** this unit instead, where X is the number of damage points allocated to this unit.

✕ Once Per Battle, Any Combat Phase

MARKED FOR THE ALTAR: *A formidable enemy is merely an excuse to fight all the harder.*

Declare: Pick an enemy unit in combat with this unit to be the target. Then pick 1 of this unit's melee weapons to be the **Sacrificial Weapon**.

Effect: For the rest of the turn, add the target's Control characteristic, to a maximum of 5, to the Attacks characteristic of the **Sacrificial Weapon**, but all of its combat attacks must target that enemy unit.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

✕ Reaction: Your opponent declared a command for a unit within 6" of this unit

WE ALL MUST MAKE SACRIFICES....: *As enemies struggle for military order, a resonant word from this hero sees them offer themselves to Ghyran.*

Effect: Roll a dice. If the roll equals or exceeds the number of command points your opponent has, after the command has been resolved, inflict an amount of mortal damage equal to the roll on the unit using that command. This unit can use this ability more than once per phase but only once per command.

✧ Passive

LORD OF BLOOD AND BRIAR: *Radiating the terror of countless sacrificed souls, this hero's aura deeply disturbs their adversaries.*

Effect: While an enemy unit is in combat with this unit:

- That enemy unit has a maximum control score of 1.
- Subtract 1 from that enemy unit's power level, to a minimum of 0.
- That enemy unit's attacks cannot score critical hits (treat them as regular hits instead).

PATH OF THE WEALD-BORN

(non-HERO unit only)



ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

✦ Passive

BURSTING WITH VIGOUR: *In the spring of their existence, these warriors seem to possess boundless energy.*

Effect: Add 2 to run rolls for this unit while it is not damaged.

✕ Passive

SACRIFICIAL FRENZY: *Seeing their own blood spatter the earth inspires a battle-mania in this unit.*

Effect: If no slain models have been returned to this unit this battle, add 1 to hit rolls for this unit's combat attacks while it is damaged or any models in this unit have been slain.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

🛡 Passive

GREENWOOD SPIRALS: *These warriors have spiralling, viridian tattoos that banish evil magics.*

Effect: This unit has **WARD (5+)** against damage points inflicted by **SPELL** abilities and abilities used by **MANIFESTATIONS**.

● Passive

GROWING WILDNESS: *The more these warriors immerse themselves in battle, the more untameable the land around them becomes.*

Effect: Add the current battle round number to this unit's control score.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

✕ Passive

SURGE OF GHYRAN: *Upon their deaths, these warriors release an unexpected blast wave of life energy that brings their enemies to their knees.*

Effect: If this unit is destroyed, before removing it from play, inflict D6 mortal damage on each enemy unit in combat with it.

✦ Once Per Turn (Army), Reaction: Opponent declared a CHARGE ability for a unit within 12" of this unit

THE EARTH REBELS: *Growling and ululating, these warriors perform a war dance that causes the land itself to writhe, staggering nearby foes.*

Effect: Roll a dice. You can replace 1 of the dice in that charge roll with your dice roll.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

⚙ Any Hero Phase

WATCHERS IN THE GREEN: *Where these warriors roam, strange faces stare out from the shadows, instilling paranoia in their foes.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target.

Effect: For the rest of the turn, each time your opponent declares a command for the target, roll a dice as a reaction. On a 5+, unless your opponent spends 1 additional command point to use that command, the command has no effect, it still counts as having been used and the command points spent to use the command are still lost.

✕ Enemy Combat Phase

DANDEGRYPH BLOWBALLS: *Grasping bunches of dandegryphs, with a puff of breath, the warriors release the flowers' downy seeds in a disorienting cloud that envelops the foe.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, for the rest of the turn, for each unmodified hit roll of 1 for a combat attack made by the target, inflict 1 mortal damage on the target after the **FIGHT** ability has been resolved.

PATH OF THE FORESTERS

(non-HERO unit only)



PATH TO GLORY

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

ARBOREAL CONCEALMENT: *These warriors are experts at camouflaging themselves amongst the trees.*

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.

Any Combat Phase

DEFENSIVE THICKET: *These warriors keep the foe engaged but unable to leverage their full strength.*

Effect: If this unit did not charge this turn, roll a dice. On a 3+, for the rest of the turn, subtract 1 from wound rolls for combat attacks that target this unit.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Enemy Movement Phase

FLEET-FOOTED FIGHTERS: *These warriors can rapidly evade peril and disappear from sight.*

Effect: Roll a D3. If there are no enemy units within 9" of this unit, roll a dice instead. On a 2+, this unit can move a number of inches equal to the roll. It can move through the combat ranges of enemy units but cannot end that move in combat.

KEYWORDS MOVE, RUN

Any Charge Phase

BRAMBLEBARB BURSTPODS: *Natural incendiary devices, the seeds of the bramblebarb can be primed to burst apart in a shower of needle-sharp spines.*

Declare: If this unit did not charge this turn, pick an enemy unit in combat with it to be the target.

Effect: Inflict D3 mortal damage on the target.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Battle, Your Movement Phase

VITAL SOULS: *These warriors have spent so much time in the mystical wilds of Thyria that they have become strangely inundated with life magic.*

Effect: If this unit is not in combat, return up to D3 slain models to it with a combined Health characteristic of up to 12.

Passive

HUNTER'S CALL: *With a trilling chirp, a member of this unit signals for the others to move swiftly and deftly in for the kill.*

Effect: Each time this unit makes a pile-in move, it moves as if it had FLY and can move 6" instead of 3".

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Any Combat Phase

TRAP MASTERY: *This unit is expert at employing cunning ruses and feints in order to hinder their opponents in a melee.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.

Passive

ROOTED IN THE UNDERGROWTH: *Specialising in all manner of survival techniques, these warriors are difficult to shift once they clear a position.*

Effect: Ignore all modifiers to save rolls for this unit (positive and negative).

BLIGHTED WILDS UNIVERSAL ENHANCEMENTS AND LORES

HEROIC TRAITS

THE PRIDE OF THYRIA (HERO only)

⚔ Once Per Battle, Reaction: You declared a **SPELL** ability from the Lore of the Overgrown Wilds for a unit wholly within 6" of this unit

BLESSED BY THE OLD MAGICS: *Thyria's ancient aetheric energies cling to this warrior – and sometimes they manifest in force.*

Effect: Change the casting roll for that spell to a value of 9 that cannot be modified. If that spell is unbound, inflict D6 mortal damage on the unit that used that **UNBIND** ability.

🛡 Passive

GRIZZLED SURVIVALIST: *A lifetime of traversing – and enduring – the Thyrian wilds has made this hero a challenging target.*

Effect: Ignore positive modifiers to hit rolls and wound rolls for shooting attacks that target this unit.

🛡 Passive

RESOLUTE BUILDER: *A skilled and determined artisan, this hero takes great pride in the masterworks they have raised amidst the hostile Thyrian environment.*

Effect: While this unit is within 3" of a friendly faction terrain feature or a terrain feature wholly within friendly territory, this unit has **WARD** (5+).

⚔ Any Movement Phase

ARCANE DISRUPTOR: *Something in this warrior's soul seems to disrupt the channels of magical force that run through Thyria.*

Declare: Pick a **MANIFESTATION** within 6" of this unit to be the target.

Effect: Roll a dice. On a 5+, the target is banished.

● Passive

AS STRONG AS AN IRONOAK: *The more damage this hero takes, the more determined they are to hold their ground.*

Effect: Add 2 to this unit's control score for each damage point it has.

● Once Per Battle, Any Hero Phase

NATURAL TERROR: *One look from this hero can inspire dread in even the bravest of warriors.*

Declare: Pick a visible enemy unit to be the target.

Effect: Until the start of your next turn, while this unit is on the battlefield, the target has a maximum control score of 1.

ARTEFACTS OF POWER

THYRIAN WONDERS (HERO only)

✂ Passive

JADECURSE STAVE: *Grown in a dark glade by cruel druid-folk, this gnarled weapon can banish many forms of supernatural protection.*

Effect: Ward rolls cannot be made for damage points inflicted by this unit's combat attacks.

🛡 Passive

BARKFLESH SHIELD: *It is rumoured that this shield was carved from the hide of a fallen Treelord.*

Effect: Ignore the first damage point that would be allocated to this unit in each phase.

✂ End of Any Turn

THORN-STUDDER GAUNTLETS: *At the wearer's whim, needle-like thorns extend outwards from these ironoak gauntlets, piercing armour and spearing exposed flesh.*

Effect: Inflict 1 mortal damage on each visible enemy unit within 6" of this unit.

🛡 Once Per Battle, Your Hero Phase

REVIVIFYING PHILTRE: *The thick green liquid sloshing in this resinous container is bitter and unpleasant, but its curative properties are undeniable.*

Effect: Heal (D3+3) this unit. For the rest of the turn, this unit has **WARD** (5+).

🏹 Any Shooting Phase

PRINCEING'S BOW: *Arrows fired by this glistening green bow unerringly strike their target, just as they did for the aelven highborn of old.*

Declare: If this unit is not in combat, pick a visible enemy unit within 18" of it to be the target.

Effect: Roll 3 dice. For each 4+, inflict 1 mortal damage on the target.

⚙ Once Per Battle, Your Movement Phase

ARCANE SEEDPOD: *When tossed onto a site of power, this pod releases a cloud of magical gases that choke and disrupt those who breathe too deeply of them.*

Declare: Pick a visible terrain feature within 9" of this unit, then pick each enemy unit within 3" of it to be the targets.

Effect: The following effects apply until the start of your next turn:

- Subtract 1 from casting rolls and chanting rolls for each target.
- Halve each target's Move characteristic.
- The effects of the 'Fly' ability do not apply to the targets.



SPELL LORE

LORE OF THE OVERGROWN WILDS

Your Hero Phase

6

THICKET SHIELD: *At the wizard's command, dense vegetation grows up around their allies to hide them from view.*

Declare: Pick a friendly **WIZARD** to cast this spell, pick a visible friendly unit wholly within 12" of them and not in combat to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, while the target is wholly within 3" of a terrain feature, it is not visible to enemy units more than 9" away.

KEYWORDS SPELL, UNLIMITED

Your Hero Phase

7

AWAKEN THE CARNIVORES: *Pitcher plants, flytraps, fanged corpse-flowers and more: all come alive at the mage's urging, lashing out at nearby foes.*

Declare: Pick a friendly **WIZARD** to cast this spell, pick a visible terrain feature within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from save rolls for units (friendly and enemy) while they are within 3" of the target.

KEYWORDS SPELL

Your Hero Phase

5

DISRUPT THE HUMOURS: *The wizard subtly affects the internal workings of the enemies' bodies, rendering them prone to disease.*

Declare: Pick a friendly **WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from contamination rolls and remediation rolls for the target.

KEYWORDS SPELL

Your Hero Phase

6

SHIFTING LANDS: *The mage compels natural landmarks to change their positions amid the tortuous jungle sprawl, further confusing enemy reinforcements.*

Declare: Pick a friendly **WIZARD** to cast this spell, pick a visible terrain feature within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, enemy units cannot be set up within 12" of the target.

KEYWORDS SPELL

Your Hero Phase

7

HEALING SPIRAL: *Life and sacrifice are inherent to Ghyran, and one skilled in jade magic can have the latter pay for the former.*

Declare: Pick a friendly **WIZARD** to cast this spell, pick a visible friendly unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, each time the target uses a **FIGHT** ability, after that ability has been resolved, **Heal (X)** the target, where X is the number of enemy models slain by combat attacks made as part of that **FIGHT** ability.

KEYWORDS SPELL

Your Hero Phase

6

FOREST WALK: *The Thyrian wilds briefly part before the wizard, easing their passage.*

Declare: Pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Double the caster's Move characteristic until the start of your next turn.

KEYWORDS SPELL



PRAYER LORE

PRAYERS OF THE JADE SOUL

Your Hero Phase

3

SPRING IN THEIR STEP: *The priest causes wildflowers to spring up across the land; as they burst into bloom, the congregation is filled with vernal vigour.*

Declare: Pick a friendly **PRIEST** to chant this prayer, pick a visible terrain feature within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, add 1 to charge rolls for friendly units while they are within 3" of the target. If the chanting roll was 6+, add 2 to charge rolls for those units instead of 1.

KEYWORDS PRAYER, UNLIMITED

Your Hero Phase

4

ROOTED DELUSION: *Foes who hear the priest's lays suddenly struggle to move, believing, beyond all sane measure, that their limbs have become tree trunks and they are rooted to the spot.*

Declare: Pick a friendly **PRIEST** to chant this prayer, pick a visible enemy unit within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, the target has **STRIKE-LAST**. In addition, if the chanting roll was 8+, subtract 1 from wound rolls for the target's attacks until the start of your next turn.

KEYWORDS PRAYER

Your Hero Phase

4

JADE REVIVAL: *As the priest intones their litanies, warriors on the cusp of doom find themselves once more filled with vitality.*

Declare: Pick a friendly **PRIEST** to chant this prayer, pick a visible friendly unit that is not in combat and is wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Return a number of slain models to the target unit with a combined Health characteristic of up to 4. If the chanting roll was 8+, return a number of slain models to the target unit with a combined Health characteristic of up to 8 instead.

KEYWORDS PRAYER

Your Hero Phase

4

REGENERATING BLOSSOM: *As the priest chants, colourful flowers cascade from a nearby landmark, healing the wounds of all those touched by their bright petals.*

Declare: Pick a friendly **PRIEST** to chant this prayer, pick a visible terrain feature within 12" of them to be the target, then make a chanting roll of D6.

Effect: **Heal (D3)** each unit (friendly and enemy) within 3" of the target. If the chanting roll was 8+, **Heal (3)** each unit (friendly and enemy) within 3" of the target instead.

KEYWORDS PRAYER

Your Hero Phase

5

THE ANGRY WILDS: *The priest's passionate invective is accompanied by hissing waters and creaking bark – unsettling, vengeful sounds that sap enemy warriors' discipline.*

Declare: Pick a friendly **PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, each time your opponent declares a command for the target, unless they spend 1 additional command point to use that command, the command has no effect, it still counts as having been used and the command points spent to use the command are still lost. If the chanting roll was 10+, the target cannot use commands until the start of your next turn.

KEYWORDS PRAYER

Your Hero Phase

4

SOPORIFIC SOOTHING: *The priest's rhythmic chanting sees their enemies surrender to the cycle of life, leaving them vulnerable when blades clash.*

Declare: Pick a friendly **PRIEST** to chant this prayer, pick a visible enemy unit within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, the target's attacks cannot score critical hits (treat them as regular hits instead). In addition, if the chanting roll was 9+, combat attacks that target that enemy unit score critical hits on unmodified hit rolls of 5+.

KEYWORDS PRAYER

To represent your Landmark of Ghyran on the battlefield, you can attach any appropriate Citadel terrain feature to one of the base sizes specified or, alternatively, feel free to convert your own Landmark of Ghyran and mount it on one of the listed base sizes.

The Warhammer Studio army painters constructed this foul Nurglite shrine using parts of the Nexus Chaotica and Feculent Gnarlmau. They also included aquarium wood and jewellers' chain, while the monstrous tri-lobe is made of plastic baubles held together with paper clips! The 'goo' was added using a hot glue gun.

LANDMARK OF GHYRAN

Using the rules in this section, you can create a custom warscroll for a Landmark of Ghyran, a one-of-a-kind faction terrain feature that you can use in your Path to Glory campaign.

In addition to a faction terrain feature, you can have 1 **Landmark of Ghyran** on your roster. There is a blank warscroll and roster addition page on page 89 where you can record information relating to your Landmark of Ghyran. A Landmark of Ghyran costs points to add to your roster, as shown opposite.

There are 7 steps to follow to create your Landmark of Ghyran:

1. Set a destiny point limit.
2. Fill out the starting warscroll.
3. Pick a form.
4. Pick your Landmark of Ghyran's origin and/or flaw.
5. Choose a Curator.
6. Pick any Curator Upgrades.
7. Pick any other upgrades.



STEP 1 – SET A DESTINY POINT LIMIT

As with the Anvil of Apotheosis (the hero creator in your faction's battletome), you will use a currency called **destiny points** to create your Landmark of Ghyran. First, you need to set a destiny point limit. This will determine how many destiny points you have to spend on your Landmark of Ghyran, what type of faction terrain feature it will be and what its battle profile points cost will be. Pick 1 of the following:

LANDMARK SIZE	DESTINY POINT LIMIT	BATTLE PROFILE POINTS COST
Imposing Monument (100mm base or 105 × 70mm base)	15	20
Spectacular Edifice (130mm base, 120 × 92mm base or 150 × 95mm base)	20	70
Breathtaking Monolith (160mm base or 170 × 105mm base)	30	120

Over the next few steps, you will pick options for your Landmark of Ghyran. Each option has a destiny point cost, abbreviated as DP. Keep a record of the number of destiny points you have spent. You cannot exceed the limit you have set.

STEP 2 – FILL OUT THE STARTING WARSCROLL

To begin with, your Landmark of Ghyran has the following warscroll:



LANDMARK OF GHYRAN

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):
Cover, Impassable

KEYWORDS	FACTION TERRAIN
	[GRAND ALLIANCE], [FACTION]

Replace [GRAND ALLIANCE] with the keyword of the Grand Alliance your army belongs to (ORDER, CHAOS, DEATH or DESTRUCTION) and replace [FACTION] with your army's faction keyword.

STEP 3 – PICK A FORM

You must pick 1 of the following forms for your Landmark of Ghyran:

0 DP

NATURAL LANDFORM

-4 DP

ARTISAN-CRAFTED ALTAR

Make the following changes to your Landmark of Ghyran's warscroll:

- Change the Health characteristic to 12.

-6 DP

FORMIDABLE BASTION

Make the following changes to your Landmark of Ghyran's warscroll:

- Change the Health characteristic to 12.
- Change the Save characteristic to 4+.

-8 DP

REINFORCED METALITH

Your Landmark of Ghyran has the FLY keyword. In addition, make the following changes to your Landmark of Ghyran's warscroll:

- Change the Move characteristic to 4". This terrain feature can use non-command non-CHARGE MOVE abilities as if it were a unit.

STEP 4 – PICK YOUR LANDMARK OF GHYRAN'S ORIGIN AND/OR FLAW

You can pick up to 1 **origin** and up to 1 **flaw** for your Landmark of Ghyran. Each adds an ability to your Landmark of Ghyran's warscroll. However, instead of costing destiny points, flaws give you extra destiny points to spend elsewhere.

ORIGINS

● Passive

-2 DP

UPLIFTING AURA: *Your warriors take heart from the sight of this landmark.*

Effect: Add 3 to the control scores of friendly units while they are wholly within 12" of this terrain feature.

U Passive

-4 DP

DEFENSIVE BOLTHOLES: *This landmark is riddled with places to take cover.*

Effect: Subtract 1 from hit rolls for shooting attacks that target friendly units while they are wholly within 6" of this terrain feature.

U Passive

-4 DP

LEY LINE NODE: *The arcane ley lines that run through Thyria's earth converge at this landmark.*

Effect: Add 1 to ward rolls for friendly **MANIFESTATIONS** while they are wholly within 12" of this terrain feature.

U Passive

-4 DP

TOUGHENED EXTERIOR: *This landmark is formed of highly resilient materials.*

Effect: Subtract 1 from the Rend characteristic of weapons used for attacks that target this terrain feature.

FLAWS

Skull Passive

+2 DP

DREARY FORM: *Though functional, this structure does little to inspire those nearby.*

Effect: Each time a friendly unit wholly within 12" of this terrain feature uses the 'Rally' command, you must make 3 fewer rally rolls of D6.

Skull Passive

+2 DP

STARK PRESENCE: *Whether through terror or reverence, warriors hesitate to approach this landmark.*

Effect: Friendly units cannot be set up within 6" of this terrain feature.

Skull Once Per Turn (Army), End of Your Turn

+2 DP

DECREPIT AND CRUMBLING: *This landmark is unstable and slowly collapsing.*

Declare: You must use this ability.

Effect: Allocate 1 damage point to this terrain feature (ward rolls cannot be made for that damage point).

Skull Passive

+4 DP

ROOT OF ENMITY: *Enemy warriors are especially eager to vandalise this landmark.*

Effect: While an enemy unit is in combat with this terrain feature, that enemy unit has **STRIKE-FIRST**.

STEP 5 – CHOOSE A CURATOR

Some Landmarks of Ghyran are used by powerful **HEROES** to enhance their stature while they address their troops, cast powerful magic spells, pray to their god or simply observe the flow of battle.

You can choose whether or not your Landmark of Ghyran has a **Curator**.

Curator

-4 DP

Add the following abilities to your Landmark of Ghyran's warscroll:

➤ Your Hero Phase

TRUSTED CURATOR: *The hero takes up residence in this mighty landmark.*

Declare: If this terrain feature does not have a Curator, pick a friendly **INFANTRY HERO** within 3" of it and not in combat to be the target.

Effect: Place the target on this terrain feature. The target is now the Curator (see 'Ensnconced').

➤ Your Movement Phase

ABANDON POSITION: *Going down with the ship is not always the best idea...*

Effect: If this terrain feature has a Curator that was not placed on it this turn, set up the Curator on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer the Curator.

⚙ Passive

ENSCONCED: *Commanding from a fortified position has both its advantages and its perils.*

Effect: While this terrain feature has a Curator:

- The Curator cannot use **MOVE** abilities.
- Instead of measuring the range or visibility to the Curator, measure to this terrain feature instead.
- All attacks that would target the Curator target this terrain feature instead.
- If this terrain feature is destroyed, before removing it from the battlefield, inflict D3 mortal damage on the Curator. Then, set up the Curator on the battlefield within 3" of this terrain feature and not in combat. That unit is no longer the Curator. If it is not possible to set up the Curator, it is slain.

STEP 6 – PICK ANY CURATOR UPGRADES

If your Landmark of Ghyran has a Curator, you can pick any number of **Curator Upgrades** for it.

Upgrade	Effect
Conduit of Power  -1 DP	Add the following ability to your Landmark of Ghyran's warscroll:  Passive CONDUIT OF POWER: <i>This landmark hums with arcane and divine energy that the Curator can tap into.</i> Effect: Add 1 to casting rolls and chanting rolls for the Curator.
Life Tap  -4 DP	Add the following ability to your Landmark of Ghyran's warscroll:  Your Hero Phase LIFE TAP: <i>The Curator can direct this landmark to draw vitality from nearby locations.</i> Declare: If this terrain feature has a Curator, pick a visible terrain feature within 9" of it to be the target. Effect: Roll a dice. On a 3+, Heal (X) this terrain feature, where X is an amount equal to the roll. Then, the target is contaminated to both players' armies.
Chained Magic  -5 DP	Add the following ability to your Landmark of Ghyran's warscroll:  Passive CHAINED MAGIC: <i>Bound in the heart of this landmark is potent magic.</i> Effect: If this terrain feature has a Curator when it is destroyed, after setting up the Curator on the battlefield, set up a friendly MANIFESTATION that can be summoned using a SUMMON spell from your Arcane Tome on the battlefield within 3" of that unit and not in combat. That unit has summoned that MANIFESTATION. If there is already a friendly MANIFESTATION of the same type on the battlefield, it is immediately banished and then set up as described above.
Curator Tunnel  -8 DP	You can only pick this upgrade if your Landmark of Ghyran is not a Reinforced Metalith. Add the following ability to your Landmark of Ghyran's warscroll:  Once Per Battle, Enemy Movement Phase CURATOR TUNNEL: <i>An escape tunnel is a sensible option for any discerning Curator.</i> Effect: If this terrain feature has a Curator that was not placed on it this turn, set up the Curator on the battlefield, wholly within 3" of a terrain feature and not in combat. That unit is no longer the Curator.

STEP 7 – PICK ANY OTHER UPGRADES

You can pick any number of other upgrades for your Landmark of Ghyran. The same upgrade cannot be picked more than once.

Upgrade	Effect
Fortified Parts  -2 DP	Add 2 to your Landmark of Ghyran's Health characteristic.
Inspiring  -2 DP	Add the following ability to your Landmark of Ghyran's warscroll:  Passive INSPIRING: <i>This mighty edifice inspires your warriors.</i> Effect: Add 3 to the control scores of friendly units while they are wholly within 12" of this terrain feature.
Mysterious Terrain  -2 DP	Your Landmark of Ghyran has WARD (6+) .

Upgrade	Effect														
Heavy Buttreasing -3 DP	Your Landmark of Ghyran's Save characteristic is 4+. If your Landmark of Ghyran already has a Save characteristic of 4+, it has a Save characteristic of 3+ instead.														
Magical Bolts -3 DP	Add the following weapon profile to your Landmark of Ghyran's warscroll: <table><tr><th>RANGED WEAPONS</th><th>Rng</th><th>Atk</th><th>Hit</th><th>Wnd</th><th>Rnd</th><th>Dmg</th></tr><tr><td>Magical Bolts Crit (2 Hits), Companion</td><td>12"</td><td>3</td><td>4+</td><td>3+</td><td>1</td><td>D3</td></tr></table>	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Magical Bolts Crit (2 Hits), Companion	12"	3	4+	3+	1	D3
RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg									
Magical Bolts Crit (2 Hits), Companion	12"	3	4+	3+	1	D3									
Magical Defences -3 DP	Add the following weapon profile to your Landmark of Ghyran's warscroll: <table><tr><th>MELEE WEAPONS</th><th>Atk</th><th>Hit</th><th>Wnd</th><th>Rnd</th><th>Dmg</th></tr><tr><td>Magical Defences Crit (2 Hits), Companion</td><td>2D6</td><td>4+</td><td>3+</td><td>1</td><td>1</td></tr></table>	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Magical Defences Crit (2 Hits), Companion	2D6	4+	3+	1	1		
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg										
Magical Defences Crit (2 Hits), Companion	2D6	4+	3+	1	1										
Substantial Construct -4 DP	Add 4 to your Landmark of Ghyran's Health characteristic.														
Nebulous -4 DP	Add the following ability to your Landmark of Ghyran's warscroll: Passive NEBULOUS: <i>A mysterious haze surrounds this terrain feature.</i> Effect: Enemy models cannot be set up within 9" of this terrain feature.														
Node of Power -4 DP	Your Landmark of Ghyran has WARD (5+) .														
Deadly -5 DP	Add the following ability to your Landmark of Ghyran's warscroll: Any Combat Phase DEADLY: <i>A plethora of defensive armaments make this terrain dangerous to approach.</i> Declare: Pick an enemy unit that charged this turn and is in combat with this terrain feature to be the target. Effect: Roll a dice. On a 1, 1 model in the target unit is slain.														
Sinister -6 DP	Add the following ability to your Landmark of Ghyran's warscroll: Once Per Turn, Reaction: Opponent declared a command for a unit within 12" of this terrain feature SINISTER: <i>Your enemies know that something is not right about this structure, but they cannot put their finger on what.</i> Effect: Roll a dice. On a 5+, that command has no effect, it still counts as having been used and the command points spent to use the command are still lost.														
Hidden Within -8 DP	You can only pick this upgrade if your Landmark of Ghyran is not a Reinforced Metalith. Add the following ability to your Landmark of Ghyran's warscroll: Once Per Battle, End of Your Turn HIDDEN WITHIN: <i>More warriors pour forth from your Landmark of Ghyran.</i> Declare: Pick a friendly non- UNIQUE unit that has been destroyed to be the target. Effect: Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 7" of this terrain feature and more than 3" from all enemy units. If the target is a HERO , WAR MACHINE or MONSTER , you must spend an additional command point to use this ability. If you do so, set up a replacement unit with a number of damage points allocated to it equal to half its Health characteristic wholly within 7" of this terrain feature and more than 3" from all enemy units instead.														

We recommend that you use appropriate models to represent the different models that comprise your Regiment of Ghyran.

In addition, feel free to give your Regiment of Ghyran a name! You can also change the default name for each unit in your Regiment of Ghyran.

WARSCROLL KEYWORDS

When picking units and/or a Regiment Hero, when you see [GRAND ALLIANCE], replace it with the keyword of the Grand Alliance your army belongs to (ORDER, CHAOS, DEATH or DESTRUCTION) and when you see [FACTION], replace it with your army's faction keyword.

CHARACTERISTIC LIMITATIONS

Regardless of the combination of upgrades you pick for a unit, its Save, Hit and Wound characteristics can never be better than 2+.



Grave Guard

REGIMENT OF GHYRAN

Using the rules in this section, you can create a Regiment of Ghyran, a personalised, custom Regiment of Renown that you can use in your Path to Glory campaign.

Unless otherwise specified in the battlepack you are using, you can have 1 Regiment of Renown on your roster and this can be a **Regiment of Ghyran**. There is a roster addition page on page 90 where you can record information relating to your Regiment of Ghyran. A Regiment of Ghyran contains 2-5 units and can include a **HERO**. It costs points to add to your roster, as shown below.

There are 10 steps to follow to create this Regiment of Ghyran:

1. Set a destiny point limit.
2. Pick your Regiment of Ghyran's origin and/or flaw.
3. Choose a Regiment Hero.
4. Pick an Archetype for your Regiment Hero.
5. Pick a Battle Mount for your Regiment Hero.
6. Pick any upgrades for your Regiment Hero.
7. Pick units.
8. Pick Battle Mounts for your units.
9. Pick any upgrades for your units.
10. Pick any idiosyncrasies for your Regiment of Ghyran.

STEP 1 – SET A DESTINY POINT LIMIT

As with the Anvil of Apotheosis (the hero creator in your faction's battletome), you will use a currency called **destiny points** to create your Regiment of Ghyran. First, you need to set a destiny point limit. This will determine how many destiny points you have to spend on your Regiment of Ghyran, what unit types it will include and what its battle profile points cost will be. Pick 1 of the following:

REGIMENT OF GHYRAN SIZE	DESTINY POINT LIMIT	BATTLE PROFILE POINTS COST
Acclaimed Retinue	15	150
Pre-eminent Warband	30	300
Illustrious Battalion	50	500

Over the next few steps, you will pick options for your Regiment of Ghyran. Each option has a destiny point cost, abbreviated as DP. Keep a record of the number of destiny points you have spent. You cannot exceed the limit you have set.

STEP 2 – PICK YOUR REGIMENT OF GHYRAN’S ORIGIN AND/OR FLAW

You can pick up to 1 **origin** and up to 1 **flaw** for your Regiment of Ghyran. These are abilities that can be used by or that affect units in your Regiment of Ghyran. However, instead of costing destiny points, flaws give you extra destiny points to spend elsewhere.

ORIGINS

✦ Passive

-2 DP

HEADSTRONG AND EAGER: *A vital spirit fills these warlike souls.*

Effect: Each time a unit in this Regiment of Ghyran uses the ‘Charge’ ability, if the unmodified charge roll was 2 or 3, you can use a value of 4 instead.

✧ Passive

-2 DP

BANE OF THE ARCANES: *These soldiers wear armour threaded with nullstone that sees enemy magics dissipate around them.*

Effect: If the casting roll for an enemy **WIZARD** within 3" of a unit in this Regiment of Ghyran contains 2 or more results of 1 or 2, the spell is miscast.

● Passive

-3 DP

GHYRANITE RANGERS: *These warriors are well used to operating behind enemy lines.*

Effect: Add 5 to the control scores of units in this Regiment of Ghyran while they are wholly within enemy territory.

✕ Passive

-4 DP

DIRTY BRAWLERS: *Protracted and honourless fights are where these warriors excel.*

Effect: Add 1 to wound rolls for combat attacks made by units in this Regiment of Ghyran that did not charge in the same turn and are not in combat with any enemy units that charged in the same turn.

FLAWS

☠ Reaction: You declared a command for a unit in this Regiment of Ghyran

+2 DP

‘SORRY SIR, DIDN’T CATCH THAT’: *These warriors have a habit of ‘misinterpreting’ orders they don’t fancy heeding...*

Declare: You must use this ability.

Effect: Roll a dice. On a 6, that command has no effect, it still counts as having been used and the command points spent to use the command are still lost.

☠ Passive

+2 DP

TO THE LAST: *Is it honour? Fear of retribution? Plain idiocy, perhaps? Whatever the case, these warriors never flee from a fight.*

Effect: Units in this Regiment of Ghyran cannot use **RETREAT** abilities.

☠ End of Any Turn

+2 DP

LONG-STANDING ANIMOSITY: *There is a history of bad blood between these warriors. Sometimes, that blood must be spilt.*

Declare: You must use this ability.

Effect: Inflict 1 mortal damage on each unit in this Regiment of Ghyran that is within the combat range of another unit in this Regiment of Ghyran.

☠ Passive

+4 DP

ALL FINGERS AND THUMBS: *For all their skill in battle, these soldiers are either inept or unwilling when it comes to manual labour.*

Effect: Subtract 1 from remediation rolls for units in this Regiment of Ghyran.

STEP 3 – CHOOSE A REGIMENT HERO

You can choose whether or not your Regiment of Ghylan is led by a **Regiment Hero**.
If it is, they have the following warscroll:



REGIMENT HERO

✂ MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Weapon of Renown	3	4+	3+	1	D3
KEYWORDS					
HERO, INFANTRY					
[GRAND ALLIANCE], [FACTION]					

STEP 4 – PICK AN ARCHETYPE FOR YOUR REGIMENT HERO

If your Regiment of Ghylan has a Regiment Hero, you can pick 1 of the following Archetypes for them:

-4 DP

WIZARD HERO

Your Regiment Hero has the **WIZARD** (1) keyword.
In addition, replace your Regiment Hero's melee weapon with the following weapon:

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wizard's Staff	3	4+	4+	1	D3

-4 DP

PRIEST HERO

Your Regiment Hero has the **PRIEST** (1) keyword.
In addition, replace your Regiment Hero's melee weapon with the following weapon:

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Holy Sceptre	3	4+	4+	1	D3

-6 DP

GIGANTIC HERO

Change your Regiment Hero's Move characteristic to 6", their Health characteristic to 8 and their Control characteristic to 5.

In addition, replace your Regiment Hero's melee weapon with the following weapon:

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Great Weapon of Renown	5	4+	2+	1	3
Crit (Mortal)					

-8 DP

GARGANTUAN HERO

Replace your Regiment Hero's **INFANTRY** keyword with the **MONSTER** keyword.

Change your Regiment Hero's Move characteristic to 8", their Health characteristic to 12 and their Control characteristic to 10.

In addition, replace your Regiment Hero's melee weapon with the following weapons:

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Monstrous Weapon of Renown	4	4+	2+	1	2
Massive Punches or Kicks	2	4+	2+	2	3

STEP 5 – PICK A BATTLE MOUNT FOR YOUR REGIMENT HERO

If your Regiment Hero is **INFANTRY**, you can pick up to 1 **Battle Mount** for them.

REGIMENT HERO BATTLE MOUNTS

Ghyranite Steed

-3 DP

GHYRANITE STEED: In Ghyran, moss-maned stallions and ghyrochs graze the open swards, while giant bugs and molluscs emerge from the swamps. Spites possess fallen trees and twist them into new form – and then there are creatures of Chaos, mangled into being by Grandfather Nurgle...

Add the following weapon to your Regiment Hero's warscroll:

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghyranite Steed's Teeth, Hooves or Claws Companion	2	5+	3+	-	1

In addition, make the following changes to your Regiment Hero's warscroll:

- Change the Move characteristic to 12".
- Add 2 to the Health characteristic.
- Change the Save characteristic to 4+.
- Replace the **INFANTRY** keyword with the **CAVALRY** keyword.

Ghyranite Behemoth

-15 DP

GHYRANITE BEHEMOTH: Many of the Realm of Life's creatures are fearsome indeed. Enormous serpents slither in the depths of forgotten temples, mighty andronicus beetles shoulder aside boulders and bestial forest spirits prowl the darkness with wooden talons clacking.

Add the following weapon to your Regiment Hero's warscroll:

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghyranite Behemoth's Jaws Companion	5	4+	2+	2	3

In addition, make the following changes to your Regiment Hero's warscroll:

- Change the Move characteristic to 10".
- Add 6 to the Health characteristic.
- Add 3 to the Control characteristic.
- Change the Save characteristic to 4+.
- Replace the **INFANTRY** keyword with the **MONSTER** keyword.

Ghyranite Monstrosity

-20 DP

GHYRANITE MONSTROSITY: Life grows big in Ghyran. In its arboreal depths lurk the mightiest of potential mounts for a conquering warlord: emerald-scaled forest drakes, the three-headed and hundred-fanged scions of Nagendra and, of course, the most febrile of Chaos's vile spawn...

Add the following weapons and ability to your Regiment Hero's warscroll:

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghyranite Monstrosity's Maw Companion	3	4+	2+	2	D3+3
Ghyranite Monstrosity's Claws Companion	6	4+	2+	1	2

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Ghyranite Monstrosity's Claws is 4.

In addition, make the following changes to your Regiment Hero's warscroll:

- Change the Move characteristic to 12".
- Add 8 to the Health characteristic.
- Add 5 to the Control characteristic.
- Change the Save characteristic to 4+.
- Replace the **INFANTRY** keyword with the **MONSTER** keyword.

STEP 6 - PICK ANY UPGRADES FOR YOUR REGIMENT HERO

You can pick any number of the following upgrades for your Regiment Hero. The same upgrade can be picked more than once, but each time you pick an upgrade that your Regiment Hero already has, you must double its DP cost.

Upgrade	Effect																
Renowned Warrior  -1 DP	Add 1 to your Regiment Hero's Control characteristic.																
Realm Wanderer  -1 DP	Add 1" to your Regiment Hero's Move characteristic.																
Imposing Presence  -1 DP	Add 1 to your Regiment Hero's Health characteristic.																
Expert Fighter  -1 DP	Pick 1 of your Regiment Hero's weapons. Improve that weapon's Hit characteristic by 1 (for example, 4+ becomes 3+).																
Powerful Strikes  -1 DP	Pick 1 of your Regiment Hero's weapons. Improve that weapon's Wound characteristic by 1 (for example, 4+ becomes 3+).																
Muscular Physique  -1 DP	Pick 1 of your Regiment Hero's weapons. Add 1 to that weapon's Rend characteristic.																
Local Knowledge  -1 DP	Add the following ability to your Regiment Hero's warscroll:  Passive LOCAL KNOWLEDGE: <i>This hero is familiar with the area and knows what methods will be most effective when purifying the landscape.</i> Effect: Add 1 to remediation rolls for your Regiment Hero.																
Specialist Training  -2 DP	Pick 1 of your Regiment Hero's non- Companion weapons, then pick 1 of the following weapon abilities: Charge (+1 Damage) , Crit (2 Hits) , Crit (Auto-wound) , Shoot in Combat . That weapon has the weapon ability you picked.																
Razor-sharp Weapon  -3 DP	Pick 1 of your Regiment Hero's melee weapons. That weapon has Crit (Mortal) .																
Ironoak Armour  -3 DP	Improve your Regiment Hero's Save characteristic by 1 (for example, 5+ becomes 4+).																
Sky-born  -3 DP	Your Regiment Hero has FLY .																
Aura of Immunity  -3 DP	Your Regiment Hero has WARD (6+) .																
Back to Back  -3 DP	Add the following ability to your Regiment Hero's warscroll.  Reaction: <i>You declared a FIGHT ability for this unit</i> BACK TO BACK: <i>This hero's warriors are loyal and determined.</i> Effect: Pick a friendly non-HERO unit in this Regiment of Ghyran that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.																
Ghyranite Ranged Weapon  -3 DP	Add the following weapon to your Regiment Hero's warscroll. You cannot pick this upgrade if your Regiment Hero already has a ranged weapon. <table><tr><th></th><th>RANGED WEAPONS</th><th>Rng</th><th>Atk</th><th>Hit</th><th>Wnd</th><th>Rnd</th><th>Dmg</th></tr><tr><td></td><td>Ghyranite Ranged Weapon</td><td>12"</td><td>3</td><td>3+</td><td>3+</td><td>1</td><td>1</td></tr></table>		RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg		Ghyranite Ranged Weapon	12"	3	3+	3+	1	1
	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg										
	Ghyranite Ranged Weapon	12"	3	3+	3+	1	1										
Ghyranite Heavy Ranged Weapon  -4 DP	Add the following weapon to your Regiment Hero's warscroll. You cannot pick this upgrade if your Regiment Hero already has a ranged weapon. <table><tr><th></th><th>RANGED WEAPONS</th><th>Rng</th><th>Atk</th><th>Hit</th><th>Wnd</th><th>Rnd</th><th>Dmg</th></tr><tr><td></td><td>Ghyranite Heavy Ranged Weapon</td><td>24"</td><td>2</td><td>4+</td><td>2+</td><td>1</td><td>2</td></tr></table>		RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg		Ghyranite Heavy Ranged Weapon	24"	2	4+	2+	1	2
	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg										
	Ghyranite Heavy Ranged Weapon	24"	2	4+	2+	1	2										

STEP 7 - PICK UNITS

You must pick at least 1 and no more than 3 of the following units to join your Regiment of Ghyran. The same unit type can be picked more than once. The DP cost is per model in the unit.



GHYRANITE WARRIORS

-1 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Ghyranite Weapons	2	4+	4+	-	1

This unit must contain at least 3 and no more than 10 models.

KEYWORDS

INFANTRY

[GRAND ALLIANCE], [FACTION]



GHYRANITE GUARDIANS

-2 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Ghyranite Weapons	2	4+	4+	-	1

This unit must contain at least 3 and no more than 10 models.

KEYWORDS

INFANTRY

[GRAND ALLIANCE], [FACTION]



GHYRANITE ELITE WARRIORS

-4 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Brutal Ghyranite Weapons	4	4+	2+	1	2

This unit must contain at least 3 and no more than 10 models.

KEYWORDS

INFANTRY

[GRAND ALLIANCE], [FACTION]



GHYRANITE BEASTS

-1 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Savage Jaws and Claws Companion	3	4+	4+	-	1

● Passive

BEAST

Effect: This unit has a maximum control score of 1.

This unit must contain at least 3 and no more than 6 models.

KEYWORDS

BEAST

[GRAND ALLIANCE], [FACTION]



GHYRANITE MONSTER

-8 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Monstrous Jaws and Claws	5	4+	2+	1	2

This unit must contain at least 1 and no more than 3 models.

KEYWORDS	MONSTER
	[GRAND ALLIANCE], [FACTION]



GHYRANITE GARGANT

-10 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Monstrous Ghyranite Club	4	4+	2+	1	2
Massive Punch or Kick	2	4+	2+	2	3

This unit must contain at least 1 and no more than 3 models.

KEYWORDS	MONSTER
	[GRAND ALLIANCE], [FACTION]



GHYRANITE CHARIOT

-8 DP

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Charioteer's Ghyranite Weapons	4	4+	3+	1	1
Ghyranite Steeds' Teeth, Hooves or Claws Companion	4	5+	3+	-	1

This unit must contain at least 1 and no more than 3 models

KEYWORDS	WAR MACHINE
	[GRAND ALLIANCE], [FACTION]



GHYRANITE BOMBARD

-10 DP

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage
Ghyranite Projectile Weapons	24"	2	4+	2+	2	D6
 MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage
Crew's Ghyranite Weapons	2		4+	4+	-	1

This unit must contain at least 1 and no more than 3 models

KEYWORDS	WAR MACHINE
	[GRAND ALLIANCE], [FACTION]

STEP 8 – PICK BATTLE MOUNTS FOR YOUR UNITS

You can pick up to 1 **Battle Mount** type for each eligible unit in your Regiment of Ghyran.
The DP cost is per model in the unit for which the upgrade is being picked.

UNIT BATTLE MOUNTS

Ghyranite Mount

-2 DP

GHYRANITE MOUNT: *Ghyran's bountiful nature means there is rarely a lack of steeds for a wandering warband. In the Yskian Veldt, herds of squat but exceedingly strong horses cross the grasslands, while squigs and other troglodytic beasts fill the caverns below.*

Non-HERO INFANTRY only.

Add the following weapon to the unit's warscroll:

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghyranite Mount's Teeth, Hooves or Claws Companion	2	5+	3+	-	1

Then, make the following changes to the unit's warscroll:

- Change the Move characteristic to 12".
- Change the Health characteristic to 3 or add 1 to the Health characteristic.
- Change the Save characteristic to 4+.
- Replace the **INFANTRY** keyword with the **CAVALRY** keyword.

Ghyranite Fiend

-3 DP

GHYRANITE FIEND: *The more fearsome of the Jade Realm's native fauna make for fine mounts. Monstrous dragonflies and other huge arthropods cling to the bogs, while bounding plague toads are common in areas lost to Nurgle and feral water kelpies haunt the southern coasts.*

Non-HERO INFANTRY or Ghyranite Chariot only.

If the unit is **INFANTRY**, add the following weapon to its warscroll.
If the unit is a **Ghyranite Chariot**, replace its **Companion** weapon with the following weapon:

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghyranite Fiend's Jaws Companion	3	4+	3+	1	2

Then, make the following changes to the unit's warscroll:

- Change the Move characteristic to 10".
- Add 2 to the Health characteristic.
- Add 1 to the Control characteristic.
- Change the Save characteristic to 3+.
- If the unit is **INFANTRY**, replace the **INFANTRY** keyword with the **MONSTER** keyword.

Ghyranite Colossus

-10 DP

GHYRANITE COLOSSUS: *Tales are told of mercenary regiments who ride on truly immense creatures. The snail-knights of old Aquia still slink from slime-coated keeps, armour forged from the shells of their mounts, while the legions of Amalodum pull their ancient chariots with skeletal greatstags.*

Non-HERO non-BEAST unit only.

If the unit is **INFANTRY**, **MONSTER** or a **Ghyranite Bombard**, add the following weapons to its warscroll.
If the unit is a **Ghyranite Chariot**, replace its **Companion** weapon with the following weapons:

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghyranite Colossus's Maw Companion	3	4+	2+	2	3
Ghyranite Colossus's Claws Companion	4	4+	2+	1	2

Then, make the following changes to the unit's warscroll:

- Change the Move characteristic to 12".
- Add 5 to the Health characteristic.
- Change the Control characteristic to 5.
- Change the Save characteristic to 4+.
- If the unit is **INFANTRY**, replace the **INFANTRY** keyword with the **MONSTER** keyword.
- If the unit is a **WAR MACHINE**, it also has the **MONSTER** keyword.

STEP 9 – PICK ANY UPGRADES FOR YOUR UNITS

You can pick any number of the following upgrades for eligible non-HERO units in your Regiment of Ghyran. The same upgrade can be picked more than once, but each time you pick an upgrade for a unit that already has that upgrade, you must double its DP cost.

Upgrade		Effect																
Champion	-1 DP	This unit has a champion and the CHAMPION keyword.																
Standard Bearer	-1 DP	Non-BEAST only. This unit has a standard bearer and the STANDARD BEARER keyword.																
Musician	-1 DP	Non-BEAST only. This unit has a musician and the MUSICIAN keyword.																
Influential	-1 DP	Add 1 to this unit's Control characteristic.																
Crit (Auto-wound)	-1 DP per model	Pick 1 of this unit's melee weapons. That weapon has Crit (Auto-wound) .																
Crit (2 Hits)	-1 DP per model	Pick 1 of this unit's melee weapons. That weapon has Crit (2 Hits) .																
Skilled Warriors	-1 DP per model	Pick 1 of this unit's weapons. Improve that weapon's Hit characteristic by 1 (for example, 4+ becomes 3+).																
Brawny	-1 DP per model	Pick 1 of this unit's weapons. Improve that weapon's Wound characteristic by 1 (for example, 4+ becomes 3+).																
Ghyranite Close-range Weapon	-1 DP per model	Add the following weapon to a unit's warscroll. You cannot pick this upgrade for a unit that already has a ranged weapon. <table><tr><td></td><td>RANGED WEAPONS</td><td>Rng</td><td>Atk</td><td>Hit</td><td>Wnd</td><td>Rnd</td><td>Dmg</td></tr><tr><td></td><td>Ghyranite Close-range Weapon Shoot in Combat</td><td>12"</td><td>2</td><td>4+</td><td>3+</td><td>-</td><td>1</td></tr></table>		RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg		Ghyranite Close-range Weapon Shoot in Combat	12"	2	4+	3+	-	1
	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg											
	Ghyranite Close-range Weapon Shoot in Combat	12"	2	4+	3+	-	1											
Ghyranite Long-range Weapon	-1 DP per model	Add the following weapon to a unit's warscroll. You cannot pick this upgrade for a unit that already has a ranged weapon. <table><tr><td></td><td>RANGED WEAPONS</td><td>Rng</td><td>Atk</td><td>Hit</td><td>Wnd</td><td>Rnd</td><td>Dmg</td></tr><tr><td></td><td>Ghyranite Long-range Weapon</td><td>24"</td><td>2</td><td>4+</td><td>4+</td><td>-</td><td>1</td></tr></table>		RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg		Ghyranite Long-range Weapon	24"	2	4+	4+	-	1
	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg											
	Ghyranite Long-range Weapon	24"	2	4+	4+	-	1											
Fleet	-2 DP	Add 1" to this unit's Move characteristic.																
Fearsome Weapons	-2 DP per model	Pick 1 of this unit's weapons. Add 1 to that weapon's Rend characteristic.																
Swift Strikes	-2 DP per model	Pick 1 of this unit's weapons. Add 1 to that weapon's Attacks characteristic.																
Healthy Physique	-3 DP per model	Add 1 to this unit's Health characteristic.																
Armourers	-3 DP per model	Improve this unit's Save characteristic by 1 (for example, 5+ becomes 4+)																
Crit (Mortal)	-3 DP per model	Pick 1 of this unit's melee weapons. That weapon has Crit (Mortal) .																
Charge (+1 Damage)	-3 DP per model	Pick 1 of this unit's melee weapons. That weapon has Charge (+1 Damage) .																
Brutal Strikes	-3 DP per model	Pick 1 of this unit's weapons. Add 1 to that weapon's Damage characteristic.																

STEP 10 – PICK ANY IDIOSYNCRASIES FOR YOUR REGIMENT OF GHYRAN

You can pick up to 2 **idiosyncrasies** for your Regiment of Ghyran.
These are abilities that can be used by or that affect units in your Regiment of Ghyran.

IDIOSYNCRASIES

➤ Once Per Battle Round (Army),
Start of Battle Round

⟨-1 DP⟩

SWIFT SKIRMISHERS: *Fight and flight is the preferred strategy for these warriors.*

Declare: You gain 1 **swift point** for each unit in this Regiment of Ghyran that is on the battlefield. Divide those **swift points** among those units in any combination. Then, pick each friendly unit that has any **swift points** to be the targets.

Effect: Make a swift move roll for each target by rolling a number of D3 equal to the number of **swift points** it has. The target can move a number of inches equal to the swift move roll. It cannot move through or end that move within the combat ranges of enemy units.

After this ability has been resolved, your **swift points** are reset to 0 (any that have not been used are lost).

✕ Passive

⟨-2 DP⟩

POISON-SMEARED WEAPONS: *These warriors use deadly toxins they glean from their environment to increase their weapons' lethality.*

Effect: Add 1 to the Attacks characteristic of melee weapons used by units in this Regiment of Ghyran while they are wholly within 6" of a **contaminated** terrain feature.

● Passive

⟨-2 DP⟩

EMBOLDENED BY PURITY: *The resolve of these warriors is strengthened by the decontamination of Thyria.*

Effect: Add 10 to the control scores of units in this Regiment of Ghyran while they are within 6" of a terrain feature that has been **remediated** by your army.

➤ Passive

⟨-1 DP⟩

FOREST DWELLERS: *These warriors move through dense undergrowth with unnatural speed.*

Effect: Add 1 to charge rolls for units in this Regiment of Ghyran.

⚔ Passive

⟨-1 DP⟩

CYCLESTONE AMULETS: *These warriors are protected by realmstone-infused amulets gifted by a grateful patron.*

Effect: Ignore the first damage point that would be allocated to a unit in this Regiment of Ghyran in each phase.

⚔ Once Per Turn (Army),
Your Movement Phase

⟨-2 DP⟩

CONTAMINATORS: *These warriors seek to ensure that nature does not properly heal.*

Declare: Pick a terrain feature that has been **remediated** by your opponent's army and that is within 3" of a unit in this Regiment of Ghyran to be the target.

Effect: Roll a dice. On a 3+, the target is no longer **remediated** by your opponent's army and your opponent considers the target to be **contaminated**.

⚔ Once Per Turn (Army), Reaction: Opponent
declared a SHOOT ability

⟨-2 DP⟩

TAKE COVER: *These warriors use the landscape to protect themselves, making it difficult for their enemies to target them.*

Effect: Pick a unit in this Regiment of Ghyran to be the target. For the rest of the turn:

- If the unmodified hit roll for a shooting attack that targets that unit is 1-5, the attack fails and the attack sequence ends.
- The target cannot use **CHARGE** abilities.

IDIOSYNCRASIES (continued)

⚔ Once Per Battle (Army), Enemy Hero Phase -3 DP

WOODLAND TRAPPERS: *These warriors have turned many years of trapping game to feed themselves into a valuable skill in war.*

Declare: Pick a terrain feature within 6" of a unit in this Regiment of Ghyran, then pick each enemy unit within 6" of that terrain feature to be the targets.

Effect: Roll a dice for each target and apply the corresponding effect below until the start of your next turn.

- 1-2 The target cannot use commands.
- 3-4 Halve the target's Move characteristic.
- 5-6 Subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.

⚔ Once Per Turn (Army), Your Hero Phase -4 DP

SPELL-BREAKERS: *Years of fighting the arcane has made these warriors experts in severing the link between caster and summoned sorcery.*

Declare: Pick an enemy **MANIFESTATION** within 12" of a unit in this Regiment of Ghyran to be the target, then make a banishment roll of 2D6.

Effect: If the banishment roll equals or exceeds the banishment value listed on the **MANIFESTATION**'s warscroll, pick 1 of the following effects:

Banish: Inflict D3 mortal damage on the unit that summoned the target. Then, the target is banished and removed from play.

Take Control: For the rest of the turn, the target is treated as a friendly **MANIFESTATION** by your army and as an enemy **MANIFESTATION** by your opponent's army.

KEYWORDS BANISH

⚔ Passive -4 DP

SINISTER SABOTEURS: *These warriors are experts at thwarting purification rituals.*

Effect: Subtract 2 from remediation rolls for enemy units while they are within 9" of 2 or more units in this Regiment of Ghyran.

⚔ Reaction: Opponent declared the 'Rally' command for a unit within 12" of and visible to a unit in this Regiment of Ghyran -3 DP

FAMED COURAGE: *Whether they meet battle hungrily or phlegmatically, the sight of massing enemies fills these warriors with new resolve.*

Effect: After that ability has been resolved, that friendly unit can immediately use the 'Rally' command. No command points are spent to use that command.

⚔ Once Per Turn (Army), End of Any Turn -4 DP

JADEFLOWER SEEDBOMBS: *Packing handfuls of explosive seeds into organic casings, these warriors can send even the most formidable fortifications crashing down.*

Declare: Pick a faction terrain feature or Landmark of Ghyran that is within 3" of a unit in this Regiment of Ghyran to be the target.

Effect: Roll a dice. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

⚔ Once Per Battle (Army), Enemy Combat Phase -4 DP

SYNCHRONISED ATTACKS: *These warriors fight with uncanny unity, almost as if they were of one mind.*

Effect: For the rest of the turn, when players are alternating picking units to use a **FIGHT** ability, when it is your turn to pick a unit, you can pick each unit in this Regiment of Ghyran instead of 1. Resolve the **FIGHT** abilities one at a time immediately after each other.

⚔ Once Per Turn (Army), Your Movement Phase -5 DP

DRAWN TO CORRUPTION: *Whether to destroy it or revel in it, these warriors are always headed to sources of foulness.*

Declare: Pick a unit in this Regiment of Ghyran that is not in combat to be the target.

Effect: Remove the target from the battlefield and set it up again wholly within 6" of a **contaminated** terrain feature and more than 9" from all enemy units.

IDIOSYNCRASIES (continued)

Your Charge Phase

-5 DP

IN IT TOGETHER: *Motivated by fear, profit or genuine admiration, these warriors can be trusted to follow their leader into the fray.*

Declare: If a **HERO** in this Regiment of Ghyran is not in combat and has not used any **RUN** or **RETREAT** abilities this turn, pick that **HERO** and 1 unit in this Regiment of Ghyran within its combat range that is not in combat and has not used any **RUN** or **RETREAT** abilities this turn to be the targets. Then, make a charge roll of 2D6.

Effect: The targets can each move a distance up to the value of the charge roll. They can move through the combat ranges of enemy units and must end that move within $\frac{1}{2}$ " of a visible enemy unit. The **HERO** must move first, and the other target must end that move within that **HERO**'s combat range. If the **HERO** is unable to end that move within $\frac{1}{2}$ " of a visible enemy unit, neither target can move. If they move, the targets have charged.

KEYWORDS CORE, MOVE, CHARGE

Once Per Turn (Army),
Enemy Movement Phase

-5 DP

VIGOROUS SPIRITS: *Sitting still as their enemies advance is not in these warriors' nature.*

Declare: Pick a unit in this Regiment of Ghyran that is not in combat to be the target.

Effect: Roll XD3, where X is the number of enemy units within 12" of the target that used a **MOVE** ability this phase. The target can move a number of inches equal to the roll.

Once Per Turn (Army),
Enemy Combat Phase

-5 DP

SELF-PRESERVATION INSTINCTS: *Their employers might call it cowardice; these warriors prefer to think of it as picking their battles.*

Declare: Pick a unit in this Regiment of Ghyran that is in combat with an enemy unit that charged this turn to be the target.

Effect: Roll 2D6. On a 6+, the target can move a number of inches equal to the roll. It can move through the combat ranges of enemy units but cannot end that move in combat.

Once Per Battle (Army), Reaction: Opponent
declared an ATTACK ability

-5 DP

BLESSINGS OF BARK: *The gifts – or perhaps curses – of a court of spies see the flesh of these warriors harden and reknit into bark.*

Used By: A unit in this Regiment of Ghyran targeted by that **ATTACK** ability.

Effect: That unit has **WARD** (3+) for the rest of the phase. For each unmodified ward roll of 1 for that unit this phase, after the **ATTACK** ability has been resolved:

- If that unit has a Health characteristic of 1, 2 models in that unit are slain.
- If that unit has a Health characteristic of 2 or more, 1 model in that unit is slain.

Passive

-5 DP

MASTER CLEANSERS: *These warriors specialise in banishing corruption.*

Effect: You can re-roll remediation rolls for units in this Regiment of Ghyran.

Once Per Battle (Army), End of Your Turn

-10 DP

FAMILIAR WITH THE PATHS: *These warriors are used to navigating Ghyran's ever-twisting woods while enemies stumble about lost.*

Declare: Pick a unit in this Regiment of Ghyran to be the **oriented target**, then pick a point on the battlefield beneath the base of 1 of its models to be the **unknown location**. Next, pick a visible enemy unit within 18" of the oriented target to be the **bewildered target**, then pick a point on the battlefield beneath the base of 1 of its models to be the **intended destination**.

Effect: Remove the targets from the battlefield. Set up the **oriented target** wholly within 6" of the **intended destination**. It can only be set up in combat with units in your opponent's army that were within 3" of the bewildered target before it was removed from the battlefield.

Then your opponent must set up the **bewildered target** wholly within 6" of the **unknown location**. It can only be set up in combat with units in your army that were within 3" of the oriented target before it was removed from the battlefield.