

# PATH TO GLORY

BEASTMEN WARBANDS BY ANTHONY HENNINGES

As the coming Chaos incursion grows nearer, more and more warriors have begun battling against each other in an attempt to gain the attention of their gods. This is not only taking place in the far northern wastes, but even in the midst of the lands of Men, Elves and Dwarfs. With the release of Beasts of Chaos, I was given the opportunity to expand on Path to Glory by creating a new warband list! Most excellent! Now you are free to have a warband consisting entirely of Beastmen and the other twisted creatures of Chaos that dwell within the dark forests of the Old World...

To create the Beasts of Chaos warband list, I've come up with two new tables to recruit followers for Beastmen Champions. These reflect the differences between them and the other followers of Chaos, obviously with more of a focus on the Beastmen themselves. In the same way, the chance of rolling Minotaurs on the Beast Followers Table 2 is much greater than on the normal Followers of Chaos Table 2, for they are more frequently seen amongst Beastmen than other Chaos warbands.

I've also started thinking about Chaos warbands fighting deep in the realms of Chaos – where the landscape itself shifts and changes, where legions of Daemons march freely and the rules of the world are

altered. When I get a chance, I'd like to put pen to paper to get some of these ideas down. Daemonic champions and their daemonic minions vying against each other – hmmm. But anyway, I'm getting away from things. Here are the rules for Beastmen warbands. If you haven't already started a Chaos warband of your own, this might be a good chance to join the fun. And for existing players, here is a chance to fight some new, rather different up and coming Champions, or even perhaps time to start an entirely new warband. You never know, as your warband expands, your Champion could end up leading an army in the coming war...

## WARBAND RULES

Beast Champions follow the normal rules for gaining Favour Points, for Champion Advancement, etc.

Ungors and Gors may join together in the same unit (against missile fire, the Ungors will always be hit first.)

The mutation 'Cloven Hooves' must be re-rolled (They've already got them!).

Follow the normal rules for starting a warband (Choosing a Chaos power, etc.)

## BEASTMEN CHAMPION

|                   | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---|----|----|---|---|---|---|---|----|
| Beastmen Champion | 5 | 5  | 3  | 4 | 4 | 2 | 5 | 2 | 7  |

**Equipment:** Heavy armour, hand weapon plus choice of any two items from Equipment Table 1.



The Beastlord gazes upon his territory.



An unruly herd of Beastmen.

| BEAST FOLLOWERS OF CHAOS - TABLE 1  |  |        |               |   |
|---|--|--------|---------------|---|
| Pay 1 Favour Point to roll on this table  |  |        |               |   |
| <i>(The special rules and characteristics of all the following models can be found in the Beasts of Chaos Armies book).</i> |  |        |               |   |
| 2d6   | Follower   | Number | Favour Points | Equipment   |
| 2-3   | Centigor   | D3     | 3             | Spear, light Armour (Roll a dice. On a 1 or a 2, they have a shield).                                       |
| 4-5   | Chaos Hounds   | D6     | 1             | None.   |
| 6-7   | Ungors   | D6     | 1             | Hand weapon, spear (Roll a dice. On a 1 or a 2, they also have a shield).                                   |
| 8-9   | Gors   | D6     | 1             | Hand weapon. (Roll a dice. On a 1-3 they also have a shield, on a 4-6 they have an additional hand weapon). |
| 10-11   | Bestigor   | D3     | 2             | Heavy armour, great weapon.   |
| 12  | Roll immediately on Table 2 below. You may recruit what you roll at the Favour Points indicated. |        |               |   |

| BEAST FOLLOWERS OF CHAOS - TABLE 2  |   |        |               |  |
|---|---|--------|---------------|--|
| Pay 2 Favour Points to roll on this table   |   |        |               |  |
| <i>(The special rules and characteristics of all the following models can be found in the Beasts of Chaos Armies book).</i> |   |        |               |  |
| 2d6   | Follower  | Number | Favour Points | Equipment  |
| 2-3   | Bray-Shaman   | 1      | 7             | Bray-staff (level 1 Sorcerer).   |
| 4   | Chaos Daemon  | 1      | 4             | Nothing (light armour for Bloodletters).   |
| <i>Bloodletter, Plaguebearer, Daemonette, Horror or Fury dependant on aligned Chaos Power.</i>                              |   |        |               |  |
| 5   | Chaos Troll   | 1      | 9             | Hand weapon.   |
| 6-7   | Minotaur  | 1      | 8             | Hand weapon + roll on Equipment Table 2.   |
| 8-9   | Chaos Ogre  | 1      | 6             | Light armour, hand weapon + roll on Equipment Table 2. (Roll a D6. On a 1 or a 2, their light armour is replaced with heavy armour).   |
| 10  | Roll immediately on Followers of Chaos – Table 1 (ie, Not the Beast Followers of Chaos –Table 1). You may recruit what you roll at the Favour Points indicated. |        |               |  |
| 11  | Chaos Spawn   | 1      | 11            | Nothing<br><i>Chaos Spawn have the special rules for specific powers if the warband is aligned to one of the Chaos Powers – see page 27 of Hordes of Chaos, or page 28 of Beasts of Chaos.</i> |
| 12  | Dragon-Ogre   | 1      | 12            | Hand weapon + roll on Equipment Table 2.   |





Beastmen gather at the Oak of Skulls.

PATH TO GLORY ERRATA

UNIT ADVANCEMENT TABLE

|  |    |
|--|----|
| <b>Change:</b><br>Playing a battle against a warband<br>(Favour Rating 10 or higher than your own) | +3 |
| <b>To:</b><br>Playing a battle against a warband<br>(Favour Rating 10 or higher than your own)     | +5 |
| <b>Change:</b><br>Winning a battle against a warband<br>(Favour Rating 10 or higher than your own) | +4 |
| <b>To:</b><br>Winning a battle against a warband<br>(Favour Rating 10 or higher than your own)     | +5 |
| <b>Change:</b><br>Wiping out an enemy warband<br>(taking every model out of action)                | +2 |
| <b>To:</b><br>Wiping out an enemy warband<br>(No enemy models on the table at the end of the game) | +2 |

**Replace entire box with:**  
Before each game, organise your followers into small units. Units must have a Unit Strength of at least 3 if possible, and can only form into units with other models of the same type (so Chaos Warriors can never join with Chosen Warriors to form a single unit). Eg. If you have 6 Marauders, then you could form them into two units of 3, or one unit of 6. If you had 4 Marauders, they must form into one unit. If you had only 2 Marauders, then they form into a unit of 2.

Models on foot always skirmish, while cavalry or on 40mm bases or larger, form into regular units.

Champions of Chaos and Sorcerers act as independent characters, so may join any unit freely.

Play games with your warband using all the normal rules for Warhammer-combat resolution, Panic tests, fleeing and pursuit etc. We found that tables about 4' by 4' were a perfect size, with quite a lot of scenery scattered around.

CHAMPION ADVANCEMENT TABLE

|   |  |           |           |                |                |                |          |          |           |
|---|--|-----------|-----------|----------------|----------------|----------------|----------|----------|-----------|
| <b>Characteristic Limitations</b><br>A Champion of Chaos may never exceed the characteristics shown below – any further advancement rolls are wasted. | <b>M</b>                               | <b>WS</b> | <b>BS</b> | <b>S</b>       | <b>T</b>       | <b>W</b>       | <b>I</b> | <b>A</b> | <b>Ld</b> |
| Champion of Chaos Undivided   | 6 <sup>1</sup>                         | 8         | 0         | 5 <sup>2</sup> | 5 <sup>3</sup> | 4 <sup>4</sup> | 8        | 5        | 9         |
| <sup>1</sup> 7 for Champions of Slaanesh  | <sup>2</sup> 6 for Champions of Khorne |           |           |                |                |                |          |          |           |
| <sup>3</sup> 6 for Champions of Nurgle  | <sup>4</sup> 5 for Champions of Nurgle |           |           |                |                |                |          |          |           |

FOLLOWERS OF CHAOS - TABLE 1

|                                     |                                  |                     |  |   |
|-------------------------------------|----------------------------------|---------------------|--|---|
| <b>Change from:</b><br>2D6<br>10-11 | <b>Follower</b><br>Beastmen      | <b>Number</b><br>D6 | <b>Favour Points</b><br>1<br>Equipment Table 1 | <b>Equipment</b><br>Hand weapon + roll on   |
| <b>To:</b><br>2D6<br>10-11          | <b>Follower</b><br>Beastmen Gors | <b>Number</b><br>D6 | <b>Favour Points</b><br>1                      | <b>Equipment</b><br>Hand weapon (roll a dice. On a 1-3 they also have a shield, on a 4-6 they have an additional hand weapon) |

FOLLOWERS OF CHAOS - TABLE 1

|                                   |  |                    |  |  |
|-----------------------------------|--|--------------------|--|--|
| <b>Change from:</b><br>2D6<br>2-3 | <b>Follower</b><br>Chaos Sorcerer<br>(re-roll for Khorne + Tzeentch) | <b>Number</b><br>1 | <b>Favour Points</b><br>7                  | <b>Equipment</b><br>Chaos armour, hand weapon (Level 1 Wizard)   |
| <b>To:</b><br>2D6<br>2-3          | <b>Follower</b><br>Chaos Sorcerer<br>(re-roll for Khorne)            | <b>Number</b><br>1 | <b>Favour Points</b><br>7 (8 for Tzeentch) | <b>Equipment</b><br>Chaos armour, hand weapon (Level 1 Wizard). If Tzeentch, have +1A, and roll twice on Equipment Table 1 and choose which item you want. |
| <b>Change from:</b><br>2D6<br>5   | <b>Follower</b><br>Chaos Daemon                                      | <b>Number</b><br>1 | <b>Favour Points</b><br>4                  | <b>Equipment</b><br>Nothing  |
| <b>To:</b><br>2D6<br>5            | <b>Follower</b><br>Chaos Daemon                                      | <b>Number</b><br>1 | <b>Favour Points</b><br>4                  | <b>Equipment</b><br>Nothing (light armour for Bloodletters)  |

\*Add 'Chaos armour' to the equipment of Chosen of Chaos

WHEN TO STOP

It's up to you how far you want to take your warband. If the warband is getting so big as to make games unwieldy, it might be time to start a new warband – you might even like to take a follower from your current warband and have him go off by himself and start a warband of his own. Some people have expressed concern over Champions becoming so powerful that they can demolish warbands on their own – good! Obviously their quest for glory goes well! If you are finding that such characters are too overpowering, however, it is a good indicator that it might be time to retire the warband (though of course it might appear from time to time to face a particularly powerful rising warband). At the end of the day, what I would like to stress most of all is that this is meant to be fun – it's not a serious, completely balanced tournament rules set – it was made so you could have fun with a group of like-minded players. If you want to make up extra rules, restrictions and scenarios, then do it! Enjoy your games, make up narratives to go along with them, and make up quirky rules or more mutations if you like. May the powers of Chaos smile upon you...