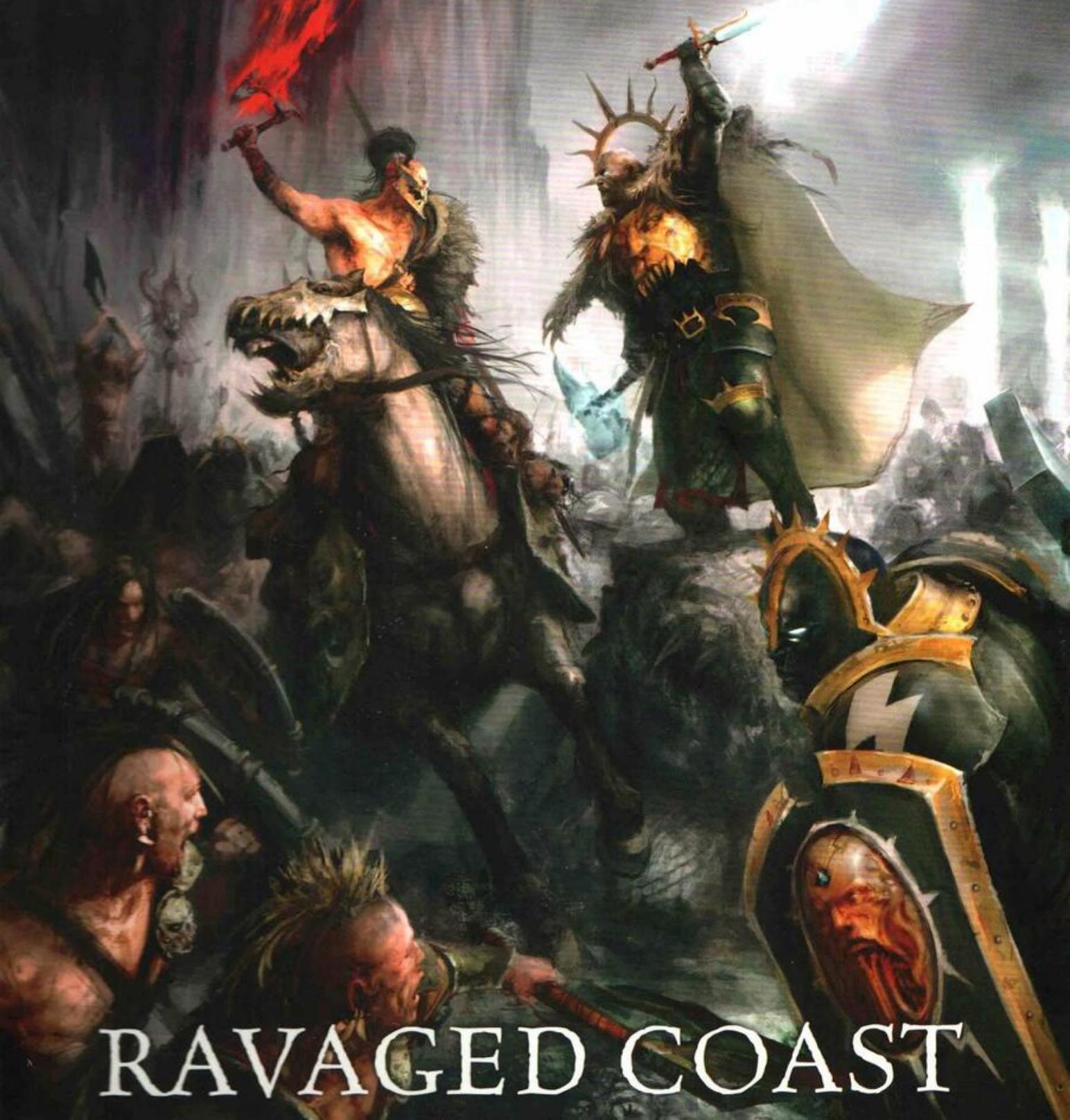




# PATH TO GLORY



## RAVAGED COAST

Truth be told, victory always was a far-flung notion.

After all, Aqshy burns by nature. So it was before the Heldenhammer sought to coax civilisation from its fertile ash, before the great berserker Grimmir perished amongst the flames, before the hordes of the Red God drowned it in gore and rage. Fire consumes all in time, be it flesh, steel or hope. There is valour in trying to master the Bright Realm, but always has it been the valour of one who willingly mounts the pyre.

And now true ruination descends.

The schemes of the Skaven have birthed the Gnaw, a hellscape that has twisted the eastern reaches of the Great Parch beyond recognition. The land recoils, poison chokes the air, warpstone protrudes from the wailing earth and cliffs crumble as if harangued by a million claws.

Those who once lived there are now food for vermin. Those on the Gnaw's grasping extremities die instead by degrees, dreams of empire and dominion crushed as they eke out one more desperate moment. Fleeing is futile but appropriate. Attempting to enter that accursed place is the height of madness.

Some try, of course. Glory is best wrested from the yawning jaws of doom. These are not battles of conquest or settlement, for even the outermost tendrils of the Gnaw make mockery of such hopes. No, these wars are fought for power – to claim one more relic, recover one more warrior, stymie the ratmen for one more day. The swiftest, most subtle flick of charcoal can still write a legend of heroism.

But remember, victory always was a far-flung notion. The grander the edifice of aspiration you build, the more eagerly the vermin will bite through it all...

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# A JOURNEY INTO NIGHTMARE

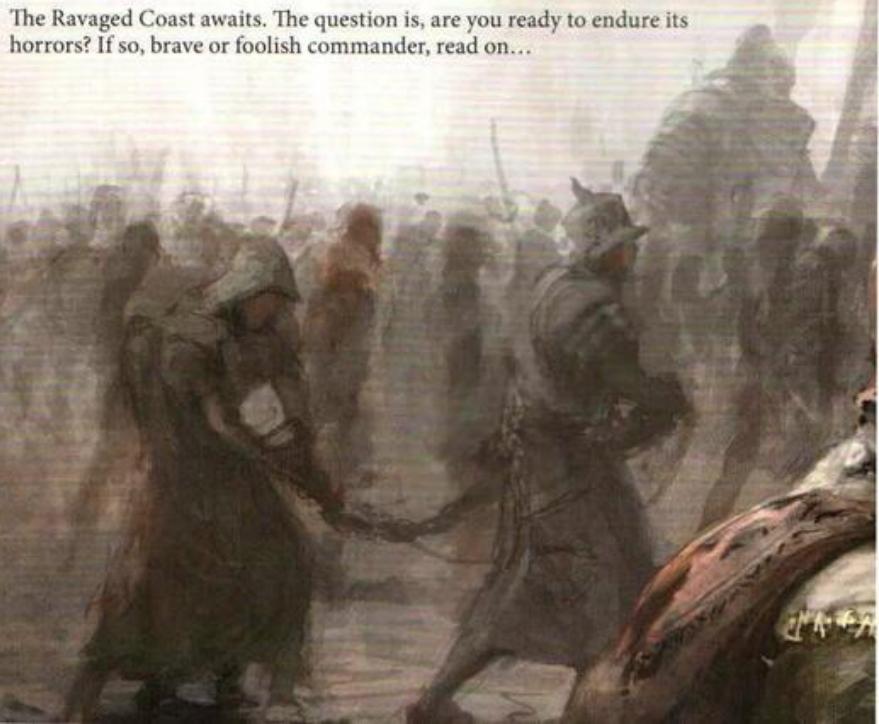
Aqshy trembles in the aftermath of the Vermindoom. This cataclysm has shaken the Realm of Fire to its core and left a scar known as the Gnaw upon its face. The Ravaged Coast – a stretch of crumbling, tainted land – divides this hellscape from the rest of the hotly contested Great Parch and draws in more armies by the day.

*Path to Glory: Ravaged Coast* is a supplement for narrative play in Warhammer Age of Sigmar. If the idea of hard-fought campaigns, where each victory or defeat has an effect on the next battle and heroes rise and fall over time, appeals to you, then you have come to the right place. Alas, there are few who would consider the Ravaged Coast ‘right’ in any sense of the word. This place is a graveyard of warhosts, a cracked and decimated stretch of land still ripe with the arcane energies unleashed in the Vermindoom. Death comes quickly here, whether from lingering corruption, treacherous earth or the blades of rampant enemies. But there are treasures to be claimed – for those willing and worthy enough.

The first half of this book details the region of Aqshy you would make your battleground. Hel’s Claw is a key strategic location, as is the nearby island of Hel Crown, but they are not the only landmarks; there are many places where blood is now being shed. Following this is an introduction to four heroes and their followers: Varkar Dreadaxe of the Gortar tribe, Lord-Celestant Ormala Ashcrown, the delusional Gorewarden Mortfang and the kunnin’ Swampcalla Shaman known as Kazzik. They are, in their way, typical of the many champions now fighting along the Ravaged Coast, each with their own history and agenda. As you shall discover, fate weaves a tangled web...

After reading their tales, you will no doubt be looking to fight some battles of your own on the Ravaged Coast. The *Ravaged Coast* battlepack is your guide to doing so. Within are all the rules you need to play a campaign centred around fighting your way to Hel’s Claw and claiming the bounty that lies there. All your games will have a distinctly Aqshian flavour as you make use of fiery spells, craft weapons containing chunks of volatile emberstone and suffer battle scars that will mark you out as a veteran of war in the Bright Realm.

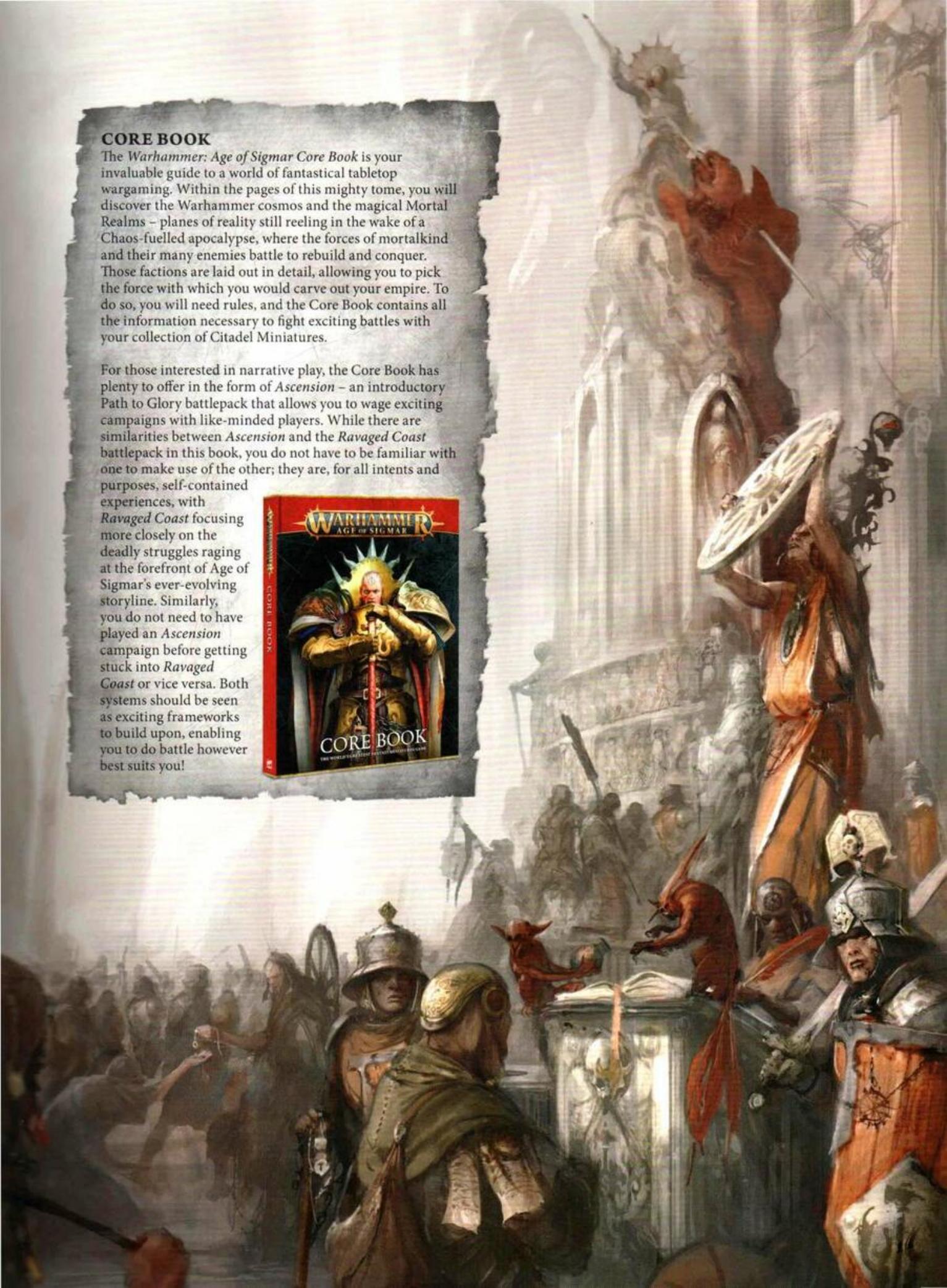
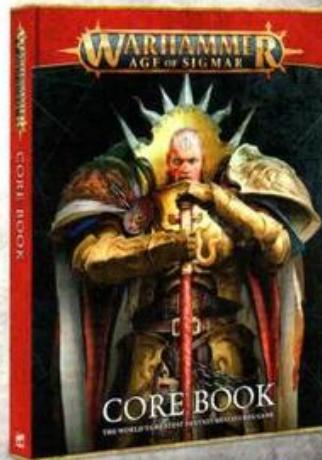
The Ravaged Coast awaits. The question is, are you ready to endure its horrors? If so, brave or foolish commander, read on...



## CORE BOOK

The *Warhammer: Age of Sigmar Core Book* is your invaluable guide to a world of fantastical tabletop wargaming. Within the pages of this mighty tome, you will discover the Warhammer cosmos and the magical Mortal Realms – planes of reality still reeling in the wake of a Chaos-fuelled apocalypse, where the forces of mortalkind and their many enemies battle to rebuild and conquer. Those factions are laid out in detail, allowing you to pick the force with which you would carve out your empire. To do so, you will need rules, and 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. While there are similarities between *Ascension* and the *Ravaged Coast* battlepack in this book, you do not have to be familiar with one to make use of the other; they are, for all intents and purposes, self-contained experiences, with *Ravaged Coast* focusing more closely on the deadly struggles raging at the forefront of Age of Sigmar's ever-evolving storyline. Similarly, you do not need to have played an *Ascension* campaign before getting stuck into *Ravaged Coast* or vice versa. Both systems should be seen as exciting frameworks to build upon, enabling you to do battle however best suits you!



# THE RAVAGED COAST

Between the mountains of the Adamantine Chain and the seething innards of the Gnaw stands the Ravaged Coast. Not yet lost entirely to corruption – though it is a close-run thing – here lie treasures still to be won by the daring and the mad.

Death comes to the Great Parch, and it comes in the form of the rat. The hordes of the Skaven skitter and screech across the land, intent on transforming the Aqshian heartlands into a reflection of their own vile souls.



The sickle-shaped mountains of the Adamantine Chain form the last barrier against the ratmen's teeming masses and doomsday weapons. To the west lie the plains of Capilaria and Aridian – tainted but reclaimable, where mortalkind in forms foul and fair have sought to make something of a life. To the east is the Gnaw – a land near obliterated by a reality-shredding warpstone detonation, violated so completely that only the perfidious Skaven now make their lairs

there. Spine-like land bridges echo to clashing steel and grisly slaughter. The plunging valleys of the Chain are stained crimson with blood, the very rock set ablaze with warpflame. It is harrowing. It is an apocalypse.

Amidst the throes of insanity, there are nevertheless those alert for opportunity. Call it the Aqshian spirit, that compulsion to deny doom and wrench success from the bubbling cauldron of disaster. Like snuffling swine with their snouts to the earth, like fire-pickers raking through the rubble of a tower swallowed by flame, these seekers root amongst the sparking soot of empires and the ashes of so many ambitions.

What they seek is for them to know. Simple conquest, treasures unearthed by the mass despoiling, the salve that heedless massacre can provide: all offer appeal. All too can be found upon that terminal boundary, where the last dregs of sanity meet their nemesis in the outermost marches of the Gnaw.



*Ships once plied the waterways of the eastern Great Parch, beneath the stern watch of soaring coastlines. The emergence of the Skaven has thrown all this into disarray – and what now remains is but a twisted corpse of what was...*



## EDGE OF MADNESS, PRECIPICE OF DOOM

Few fighting on the so-called Ravaged Coast would refer to it by that name. Mostly, they grit their teeth and simply dub it a hellscape. The lands beyond the immense peaks of the Adamantine Chain are not entered lightly by those who intend to return, for they are anathema to rationality and sanctity.

When the cataclysmic energies of the Vermindoom wrenched the eastern half of the Great Parch into an appalling new form, the land cracked. Even at the western extremity of that blast wave, the earth stretched like it was set upon a torturer's rack. Chasms and fissures ripped open, green fires raging within. Malignant waters flooded to fill the space, forming the coast. Warp-winds carrying the tang of evil billowed around shattered fleets and dunes of toxic dust, through the yawning mouths of sea caverns and across the ruins of empire.

In defiance of all reason, throngs and warbands still clash here. Some must be forgiven; they had no choice. Trapped by the Vermindoom's calamitous striking, they fight for salvation, to punish those who have despoiled their homes, or – perversely – for dreams of claiming lordship over this nightmarish dominion.

Some trespassers are more pragmatic. The land's splintering does offer profit of a sort; relics of mythic eras, previously buried beneath time-hardened layers of igneous sediment, have surfaced. Many are sources of knowledge and paths to power that one would never

have dared take in saner days. But to deny any weapon in a time of crisis is the fool's play – so sayeth the eager searcher, even as their allies succumb to the Gnaw's withering influence.

Most valuable and coveted of all is realmstone. The solidified stuff of magic has always abounded in the vicinity of the Adamantine Chain. The emergence of the Ravaged Coast now reveals deposits of these glowing crystals, enough to make one a king. Emberstone is prized as a power source and for how it stokes a warrior's rage to an inferno; indeed, one who wields a weapon augmented with emberstone is a blazing tempest of destruction. With Skaven armies now swarming towards the Adamantine Chain and the Parch's heartlands each day, who would not wish for such a boon – no matter the dire peril to body and soul in its acquisition?

Then there is warpstone, realmstone's corrupt kindred. Its emerald-black shards can be found wherever the ratmen proliferate, and for all that it spreads a toxic malaise, the power that can be extracted from it beggars belief. For those of diabolical persuasion, or else pushed to the edge, that can be enough. Desperation can overmatch any sense of righteousness – as the Horned Rat, world-gnawing god of the Skaven, knows full well.

Many come to fight and plunder. Many come to die. In its agony, the Ravaged Coast cares little. Those who stay in its clutches burn in unhallowed fires. In doing so, they come to know a fraction of its own pain.

Master Sergeant Yarrus writhes where he fell. His strength has fled, and smoke and scalding air flood his throat with each laboured breath. Nearby, he can hear the boiling fizz of the sea.

The rats squirming within his rent-open stomach drive fangs into meat and quivering organs. He jolts with a wet sob. Blood splatters into his beard and across his Hammerhalian tunic in a spray of defiling scarlet.

The rest of the Sigmarites lie scattered throughout the cavern. Hunched things skitter through the wreckage of their flesh. The pale rags of the Skaven are smeared in blood. Yarrus thinks he saw some of them consuming their own kind amidst the carnage. Everything else has gone mad, so why not them also?

Though his arm is broken, Yarrus still tries to reach for his pistol. Fighting is pointless. All the God-King's folk have tried to fight, and look where it got them. He might, though, hasten his torturous end. He bites down the pain, teeth grinding in an effort not to scream. But it is too much. Nerves jangle together, and he groans.

A ratman raises its head. Its tail and right ear have been gnawed to scraps. Bloody saliva leaks from its jaws.

The end does not come quick.



Rakia is not a recusant. That would have necessitated belief, and the aelf is not sure she has ever possessed that. Khaine, that cruel patriarch, has always been a distant power – assuming any trace of him endures. Certainly, he is not incarnated in the lady Morathi, whatever she claims.

But Rakia knows how to fight, well enough to mask her apostasy. She had thought so, anyway. That the 'honour' of leading this coven into the Gnaw fell to her suggests otherwise. Her sisters fight with ferocity, and they die. Each day claws at her will.

Then they found the mountain. Not Brazenskull Volcano, that totem of evil, but one of its less tainted kin. Rakia can feel the mountain's rage. She has meditated on its flanks, seeking some echo of Khaine in its molten heart.

The plague daemons shamble their way up the slope. Rocks melt in their wake, and foul juices spray from their bodies as curved sciansá blades bite deep. Rakia braces her palm against the earth, hissing incantations that burn her lips. The volcano quivers. It vents raucous steam. Then the earth erupts in a burning tide that swamps the daemons. Their gurgles are drowned by Rakia's laughter.

Fury from the deep earth. This, she could worship. This, she could pledge herself to.



There is god-scent on the air, but not the delectable fragrance of the Dark Prince. This is a rancid and verminous odour. Repugnant. Painful to inhale. And becoming omnipresent.

Any amusement Lord Xison felt has long since faded. He, most superlative of bladesmen, had generously thought that this artless wasteland might prove a charming distraction. And so Slaanesh's most scintillating scion bade his war barques sail for the Ravaged Coast, there to carve out a domain to his liking...

...only for that fleet to have its belly opened by gnashing waters. Only for his witless warriors to falter under erratic pyroclastic blasts and squalls of sludge-like acid, leaving only Xison's most devoted sycophants. Only for his lungs to fill with filth, for his courtesans to grow unseemly as corruption spread, for the impudent foe - flame-bearded duardin today, who knew what tomorrow - to actually dare lay blade upon his immaculate flesh. They are all as beasts, brawling amongst the dirt.

And, egregiously, Xison still smells the god-scent. Manic bells howl a dirge that batters his bargained soul. They are laughing at him. The ratmen and their loathsome god - all are laughing at him. This hateful hellscape mocks him.

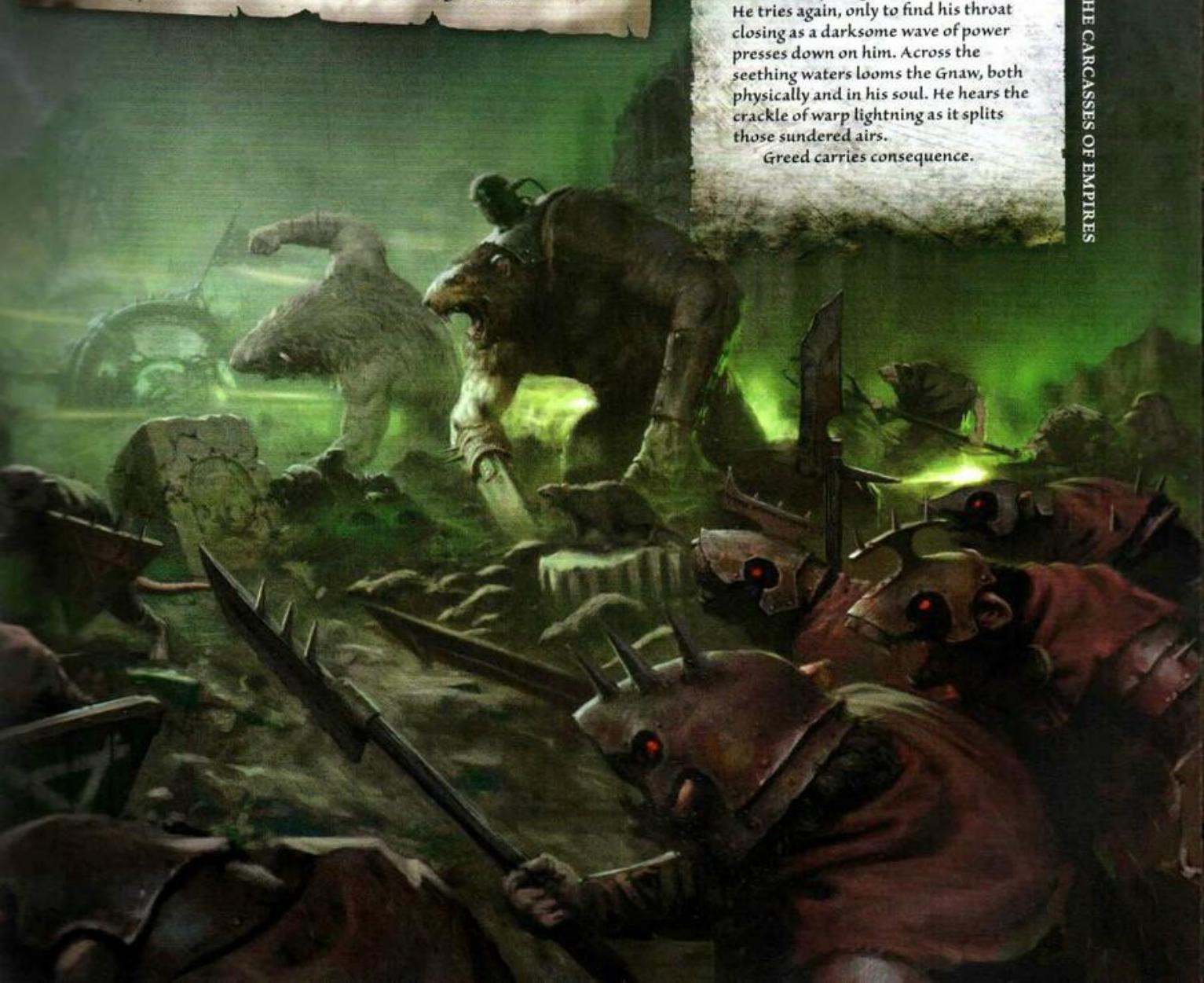
None mock Lord Xison. And when he reaches the vermin's nest, he will remind them of that - whatever he must sacrifice to get there.

Orren von Ker spits an incantation. The Necromancer's will is like a voltaic charge through his reanimated corpethralls. They claw at the wall of rock until their fingers splinter. Iron coffins and age-worn bodies protrude from the basalt stone. The cataclysm revealed these burial grounds as the mountains crumbled under tides of toxic force. It is arguably fortuitous. He must be quick to claim the cadavers within.

Except gheists are swarming around them, and they are enraged. Unnatural green light boils within the spectres, and ectoplasmic essence dribbles from them like molten death. They do not heed his necromancy. Blades and scythes flash as they descend, tearing at his minions and slashing at themselves in paroxysms of hate.

Von Ker hisses a counter-hex. The syllables congeal in the air, transforming into phantasmal rodents before dissipating, their magic earthed. He tries again, only to find his throat closing as a darksome wave of power presses down on him. Across the seething waters looms the Gnaw, both physically and in his soul. He hears the crackle of warp lightning as it splits those sundered airs.

Greed carries consequence.



## HEL'S CLAW

Once a stronghold of Khorne's worshippers, where they held gladiatorial games that shed so much blood that they tainted the earth, Hel's Claw was later consecrated by Sigmar's forces and rebuilt as a frontier outpost. Like ravaged Embergard to the south and Hel Crown in the archipelago on the Gnaw's perimeter, it might have one day expanded to be a true city, had the Vermindoom not shattered its walls and seen the Skaven overrun its ruins. The Ruination chambers of Sigmar might have struck down the evil Warpshatter Bell erected there, but they have not dislodged the ratmen.

The strategic value of Hel's Claw lies in its position and its resources. It stands beyond the Adamantine Chain as a fine beachhead from which to assault the Gnaw, while clusters of both emberstone and accursed warpstone glow with arcane vigour across its beaches. The Skaven are not blind to this vulnerability – nor to these prizes. Countless clawpacks are sent into the meat grinder. Bulbous warpstone mines drift in the surrounding waters, while Jezzails and Ratling Gunners keep watch from rickety perches. Still, armies of every stripe flock to fight here, seeing gore mat the ground in abundance once more.





ARIA





## BRAZENSKULL VOLCANO

Listen to many of the grotesque legends of the Great Parch, and you will hear of Brazenskull Volcano. To this cyclopean pillar of rock and flame were drawn Bloodbound by the score, kin in murderous kind to the furious mountain. With eight thousand gory sacrifices, they desecrated the volcano. In so doing, they deified it. Whatever magmic magic lay at its heart was transmuted to boiling liquid cartilage and molten brass. Its basalt flanks were transformed into a shell-like encrusting of bone, and for centuries, the worshippers of Khorne paid it tribute. They piled trophy weapons imbued with raging emberstone upon it and shed the blood of foe and ally in abundance. Even the legendary Korgos Khul is said to have battled in the volcano's wrathful shadow.

It is testament to the Skaven's malignancy that they managed to further pollute even an edifice as vile as Brazenskull Volcano. The forces that cascaded from the Gnaw's traumatic birth were too much even for its dire soul. Its fires burn green and uncanny, while its bone skin has turned brittle and brown. Skaven plague acolytes come seeking scraps of the volcano's dissolving hide to blend into their profane brews, but other prizes abound. The emberstone armouries assembled by the Bloodbound remain. Though these weapons have drunk their share of evil, it might be possible to prise out the realmstone within – or take them up outright, if one dares...

---

## FLOTILLA'S SCRAMBLE

Not all the inhabitants of the eastern Parch stood slack-jawed and waited for the end. When the Gnaw waxed strong, many mortals began a mad dash to what was presumed to be the safety of the coast. It availed them less than nothing. As the bells of the Skaven screamed out doom, sleek cutters and imposing galleons attempting to make good their escape either were dashed to ruin and sunk, smashed into each other or ran aground as the waters churned. Those who staggered free of the boiling waves fell on one another in a mindless and rabid frenzy as the unleashed magics warped them into rat-like mutants.

These vessels now form an oaken boneyard. Their carcasses float upon the toxic tides or are washed into the many caverns that yawn wide all along the Ravaged Coast. In truth, it makes for a grim, sorry sight – a monument to broken dreams and mortal panic, the sort of emotions the Skaven feast upon. Things prowl amongst the jutting spars and tattered sails. Some are ratmen, some the twisted approximations thereof created by the Gnaw's magic. Others are twist-spined cannibals or, more rarely, warbands hunting for treasure or traces of lost kin. When the acidic waters rise high, though, all are forced to scramble to safety – or meet a swift and messy demise.



---

## BURNINGBRIDGE

There is nary a Sigmar-fearing soul who does not know the name Burningbridge. A swollen isthmus that trails into whipping tails of land, it keeps the Magmar Fjords of the north from the polluted inland seas that boil along the Ravaged Coast. In places, it collapses into lava-spewing geysers or fields of candescent tar that readily ignite and give the bridge its name. Yet Burningbridge is primarily famed as the place from which the Skaven attack the north in their multitudes and the place where Sigmar's forces – under no less a commander than Bastian Carthalos, lord and master of the First-Forged Host – have bitterly repulsed them twice.



Though the Stormcasts led these twin victories, they did not do so alone. Freeguilders stood lockshield beside them, while the Fyreslayers of the Hermdar lodge marshalled without expectation of reward. In the eyes of Sigmar's faithful, they are martyrs all. Flagellants and pilgrims brave fraught journeys to kneel before makeshift shrines at Burningbridge and pledge themselves to the defence. Their road is bedevilled by the ironclad hosts of the Scavenge Kings, sword-sworn of Chaos and plunderers of ancient technologies. The Skaven, meanwhile, watch carefully. A third battle beckons, and any potential weakness is to be exploited.

## BROKEN EARTH AND HATEFUL SEA

In these early days of the Hour of Ruin, the grandest fighting rages around the most obvious chokepoints. Land bridges, spearing peninsulas, fat-bodied islands: these are where the balance of momentum and triumph will be decided in the conflict's first shudders. Yet for most roaming along the coast, these battlegrounds are places to be avoided. Instead, they take to the fragmenting strip of land that has given the Ravaged Coast its name. Many do so in search of emberstone riches and unearthed weapons that might tip the scales in their favour. They certainly do not do so to extend their own lifespans.

The Ravaged Coast breaks and reforms daily. Spikes of warpstone, driven into arcane nexuses by the Skaven, loom over ancient rite-places and wellsprings of befouled power. The seas have turned to unnatural acid, and while Aqshian waters have always been temperamental, now they are truly irate, ripping away chunks of land and smashing it to silt. Travellers seek refuge in the many fang-mouthed sea caverns, turning them into defensible redoubts. But the taint of the Gnaw is insidious, and hunkering down grants it opportunity to fester. These caves are liable to collapse, burst open into a lava channel or be suddenly flooded by the vile tides. A sounder strategy is to shelter for a short while before moving on, outpacing the foulness on the air, but rival warbands are unlikely to simply share caverns they have claimed as their own.



## CHAKRIK'S FOLLY

Named for the ambitious Grey Seer who decided to raise a warren-city at a hotspot of violent tremors, Chakrik's Folly was long a blight on Aqshy, albeit one wracked by internal strife. Few had any inkling that within its deep-delved laboratories, the Skaven laboured to bring about the doom of all, fashioning warpstone crystals and huge brass machines to unravel the lattice of worlds. Only the Darkoath clans of the neighbouring Snow Peaks realised the threat; led by the famed warlord Gunnar Brand, they sacked the city, but they were too late to halt the Vermindoom.

Perhaps ironically, Chakrik's Folly is now a militarised shadow of its former self. No doubt its population still teems in their tens of thousands, but the Gnaw's emergence has seen many clans move to those more warped expanses. The Skaven that remain are on the defensive against Sigmarite incursions and vengeful Darkoath tribesmen. This is just as well for the denizens of the Great Parch, as Chakrik's Folly would be a fine place from which to assault the Adamantine Chain from the south. The Ravaged Coast lies nearby, and if the masters of the warren-city hear tell of some advantage to claim there, they will surely send lickspittles to claim it.



## HEL CROWN

The Glavian Atoll was long given a wide berth. For centuries, it was sought only by warbands of the Blood God's worshippers, who considered it holy ground upon which their lord's daemons trod and who proved their faith by erecting towering skull-festooned spikes there. In doing so, they imbued the earth with evil and gave the isle its enduring name of Hel Crown. Yet Sigmar had marked the site for reconquest. Through geomancy and electrokinesis, the God-King's servants compelled the volcano at the island's heart to erupt, wiping out the Bloodbound there and destroying the corrupt realmgate through which the Khornate daemons had emerged. Mortal settlers then raised a city upon hastily reconsecrated ground. For three years, it stood as a testament to righteous hope.

Though not within the Gnaw, Hel Crown was at the edge of its cataclysmic blast. Much of its soil has turned to mutagenic slime and channels of liquid warpstone now run through the surrounding seas, but the city is still defended by hold-out hosts of Stormcasts and Freeguilders, for it may yet be a key stronghold against the Skaven invasion. Other great powers are not blind to this; they sail to the atoll, seeking to influence the struggle one way or another.





## THE GREAT PARCH

'Aqshy isn't all flame, though you'd struggle to find a corner of the realm that isn't sweltering. Along with charred and blood-soaked earth, there's forests and ice floes – and, now, the filth of the ratmen.'







# THE SAGA OF VARKAR

Many champions of ruin sought to make their name on the battlegrounds of the Ravaged Coast. One was the chieftain Varkar Dreadaxe, whose ambition and vision was immortalised in the tales of his warriors...

*Hear now, heinous mortals,  
The deeds of Varkar'Dreadaxe.  
Spawn of Tarag, spawn of Sef,  
Great chief of the Gortar.*

*He made war in the sickle mountains  
Where the Gnaw's warp-touch pulsed.  
Yet Varkar spat scorn upon this scourge.  
To the gods, he would raise a monolith of glory.*

*Some tribes still scoured and scraped  
Across doom's bleeding boundary.  
Many vowed themselves to Varkar.  
Only the omen-eating Yorg resisted.*

*Neath snow-scarred peaks, Gortar and Yorg slew,  
Where lava lakes spat and churned.  
Queen of the Yorg was Virax  
Who inked prophecy on her skin.*

*Varkar and Virax traded axe-blows  
But both saw signs of dread favour.  
Godspeakers croaked of comradeship  
And this was sealed through revel and sword.*

*Virax hailed from the hill of Grifyle  
Where stood a spear of hell-rock.  
None could Varkar carve his monolith  
Or be damned with devolution.*

*Through red vales rode the Darkoath.  
At Gurn'Rock, they fought flame-maned duardin.  
Varkar beheaded their bellowing lord  
And gutted his great-droth steed.*

*Opal-hard scales now blessed Varkar's flesh.  
His repute spread like shoals of scorn-fins.  
Many came, then, to the war-camp  
And brought also the eye of their gods.*

*Slaughter-screamers in scarlet plate.  
Wyrd-feathered warflocks with clucking beaks.  
Mother Glot and her many maggot-sons.  
Orphaned handmaidens of the Circle Aridious.*

*Yet Varkar's vow languished unfilled.  
The powers' gaze might yet slip.  
That night, he brooded and whetted his blade  
And a vermin-seer stole into his tent.*

*Virax called for wrath to be wrought  
For the Skaven now made foes of all.  
But Varkar commanded the creature to speak  
For this grey-fur's genuflections fed his pride.*

*Ifexeneste heralded Varkar's glory.  
Snouts twitched at the scent of his triumph.  
From the Everchosen whom all surely served  
Now came designs for Varkar's deliverance.*

*At Gritpyle did stand a sacred stone.  
Its acid brightness was bane to flesh.  
Rat-lords alone could shape it as Varkar sought  
But vermin of unkind aspect coveted it.*

*And Varkar hungered for it  
More than vittles or gilded marks.  
So marched the Gortar masses  
Through poison winds that shimmered sour.*

*They ran down the swarm of rival Skaven.  
Five score did Varkar ride into ruin.  
Five score more fell from arc of axe-smile.  
Seas ran crimson and cruel-thick.*

*At last, Gritpyle leered obscenely,  
Where the warp-monolith pulsed fell song.  
Yet Virax spied ebon fiends on the far wind,  
Marked by death's bleak shroud...*

# FATE'S BLACK ANVIL

To combat Chaos, many Stormcast Eternals found their path leading into its maw. One was Ormala Ashcrown, Lord-Celestant of the Anvils of the Heldenhammer – a grim but purposeful warrior with her own ties to Aqshy...

## 17<sup>th</sup> of Wyndscal, Year of the Verminous Woe

*My fate was met upon these parched sands.*

*Many centuries ago, I was chief of my clan. That was until a black blade cut me down beside the waters of Lake Pyr. A wicked thing; a warning of the hells awaiting us. I raged at the evils it would inflict upon the realm as my soul travelled to Shyish to rest with my ancestors.*

*Such was the way until the God-King clad my soul in blackened plate. And so it was that Orma, chieftain of the Yorl, became Ormala Ashcrown, Lord-Celestant of the Anvils of the Heldenhammer.*

*On the shores of Lake Lethis, I led my chamber against the fiends of Bacchanalia. We walked the corpse-dust of Neferatim and contested the ranks of the dead. But I am no Cryptborn, no Ghalmorian, no Steel Soul. I am no legend, yet I choose now to pen this account. As the world crumbles, I think a measure of vice can be allowed.*

*My path returns to Aqshy. Inevitably, perhaps, for fate oft proves cyclical. We strike into the Gnaw, making to reinforce the battles upon Jhel's Claw. Yet my chamber, my Sentinels of the Pyre, were wounded in war against the gheists of Mel Heights. I endured my fourth Reforging and returned before the multitude. My retinues stand proud, but they are weary.*

*We do not battle alone. Our brethren of the Ruination chamber have emerged from their citadel – a keep hidden within the Caustic Peaks, onyx against the igneous rock. Their Lord-Vigilant, Mortmarn, is wise and humble in his grim charge. But I feel the gaze of his corvid steed, and it unsettles me.*

## 2<sup>nd</sup> of Darkening

*The Ravaged Coast is merciless. Each day, beneath toxic skies, we trudge across crumbling land bridges and take refuge from cyclones of warp magic. We strike at the warpstone spears that rise from the earth, for these are the most evident targets to present themselves on the road to Jhel's Claw. Their very existence wears at us, dulling our lustre and dampening our souls, and makes our journey towards the embattled isle all the harsher.*

*Our brethren of Ruination endure it best. The energies of virulation slough off their scroll-wrapped plate, and they are the rock against which foes break. I have come to rely upon them, though my warriors acquit themselves with valour. Yet even the soul-shriven are tested here. Only the fires in Lord-Veritant Miral's brazier seem to truly burn back the darkness, and they are a lonely beacon by which to navigate.*

## 25<sup>th</sup> of Wyndscal

*We breached the Ravaged Coast by crossing the lower valleys of the Chain, where burning snow lay thick and vermin nests abounded. Progress was swift – an advantage of our small consistency. Those Skaven encampments we encountered were soon toppled, but these were the dregs of the ratman horde. Still, they were vile. Our relief at liberating those whom they held prisoner was tainted when the inherited corruption of the poor souls became evident. Now only the peace of the defiant grave remains in our power to grant.*





### 9<sup>th</sup> of Darkening

Liranda's Vigilors have vanished. I ordered them to investigate the Stormvault of Wickhallow, for ancient maps indicate that a trace of it lies nearby and secrets may sleep within it that could aid us in our quest. Yet attempts to follow or even to track their path have been thwarted, for the coast breaks apart each day with geysers of green flame. Miral assures me that no taint coloured my judgement, but I wonder if old fears did not whisper in my mind. The waters of guilt tarnish the iron of my soul. A malaise born of Reforging, perhaps.

Yet never shall the God-King's anvils shatter. In our passage, we recover relics of purity. At Varyon's Tumulus, we slew lurking beastkin and reclaimed the thigh bone of that venerated soul. I bear a staff of the Hammerhalian 73<sup>rd</sup>, topped with the skulls of martyrs. Grim it is, yet it grants me strength and purpose as we cast ourselves in the role of destroyer. Before our souls are spent, we shall inflict some meaningful wound upon our foe. I myself feel a calling to march on towards the coast, though not to cross it. I choose to believe this impulse stems from my Lord Sigmar. I fear, though, that even his light cannot reach this place.

### 13<sup>th</sup> of Darkening

Before us lies the cliffside hillock of Gritpyle, rising high above the inland waters that divide the Ravaged Coast. Here, it seems, stands a warpstone monolith of dreadful malignancy, one that pulses out a dark summons across the land. To fell it would be a worthy endeavour, though we are few, and we have discovered that a ruinous horde amasses nearby. Perhaps that is more reason to strike. While that army camps in our vicinity, we have little chance of crafting or recovering the vessels needed to reach Hel's Claw.

This is what I have told my warriors. Yet this is not the full truth.

I feel a presence at Gritpyle, old and unwelcome. It has nagged me for many days. The black blade that slew me endures – I know it. We are bound in some manner, for it sleeps beneath the monolith, waiting to be taken up. Should the horde's master claim it, woe shall follow, as it did before.

That I shall not allow. Not a second time. I shall find the blade and end its curse. Perhaps then my grief shall finally abate, and I can strike for Hel's Claw with soul unmarred.

– From the private writings of Ormala Ashcrowne



# A QUEST MOST GRISLY

High in the Adamantine Chain, noble knights quested to banish Chaos. At least, so said the rumours – but any who sought these champions would find only the delusional vampire Mortfang and his ghoul hosts.

*Thus in the days of verminous perfidy did Duke Morfar embark on his quest. For his fort of Hematoll Gard stood amidst the Adamantine Chain, there warding the marches of Gorralcourt, where ruled goodly Meretrix. Dear cousins were Meretrix and Morfar, who swore oaths in blood, and lo! Pinions of purest alabaster did bless him as proof of his beatitude.*

*And Morfar led the defence against those villains of the westerlands who were in thrall to the tempestuous Shining God. But then the hour of Ruin did toll, and the skies became as churning poison, and those lands to the east were plagued by tectonic malady. And from the depths spilled devils wearing the rodent's face. Though...*

...Gorewarden Mortfang and his Crypt Flayers fought with savagery, their talons shredding lumbering war-mutants, it was not enough. The magical masters of Skavenkind turned their gaze to the ghouls' domain, and gradually, Gorralcourt was overwhelmed by arcane vermintides, storms of warp lightning and eldritch bells that shattered castles.

Mortfang was insane, not suicidal. As the last lord of Gorralcourt, the abhorrent had no desire to squander his subjects by sending them into the Gnaw. Habitation on the cusp of the Ravaged Coast was becoming untenable as darksome energies saw mountains crumble like old, flaking bone. In a furious frenzy, Mortfang seized a stock of ratmen captured for the victory feast and hurled them into the nightshrieker pens, divining the future from their mangled entrails. Only after...

*...eight nights of fasting before the altar of the ur-bat did the duke emerge. And Morfar said thusly, 'In my deliberations, I have received a vision from so saintly a countenance as the incandescent Summerking. And he spake to resolve ambiguity and, verily, to condemn! For the quiddity of our woe stems from neglect of the archaic metaphysics that so enrich'd our forebears. Is not magickery unchecked by the learned conjurer the blight by which fair Aqshy is beset? Trace of that art is granted to my bloodline, and wise counsel has been given that it might be honed expeditiously. Ye shall aid my seeking of lost lore in this blasted land, unless ye wish to end as verminbroth.'*

*And so did the folk of Gorralcourt relinquish their role of castellans. Corruption waxed strong, and many were stricken, yet none turned back. On occasion, the questers discovered barbarian holdouts, with whom they let scarlet wine flow. Yet always the duke recalled his vow to revive ancient practices of sorcery. In contest against a horde of iridescent daemonspawn, he did conjure one of the vaunted Ushorite Miracles, the aether-apparition of the Mares of Summersward, and with their trampling of the infernal host, his knowledge was deepened. Yet...*

...a hunger for necromantic mastery had seized Mortfang. It was, of course, twinned with bloodthirst. Sacrifice was his favoured means of deepening his sorcerous potential. Enemies not eaten alive had their flesh peeled away, bones broken and intestines unspooled; these entrails were then hung from totems and arranged into esoteric patterns that Mortfang believed heightened his connection to the aether. Grotesquely, the gore-filled chalices and zombified stampedes he manifested did grow more potent, even if they were no saintly miracles.

All the while, the Gorewarden's loyal scouts sought magical hotspots to be ransacked. It was they who discovered the vulnerable Stormvault of Wickhallow. Perhaps thankfully, most of the vault's contents either had been lost to the depths or were in the process of being salvaged by a coalition of Stormcasts brought here by fate or by circumstance. As Vigilors in funereal black skirmished with cannibals amidst the pillared darkness, the commanding Knight-Arcanum attempted to slay Mortfang through a crackling Celestian Vortex. But...

*...deeply had Morfar immersed himself in the arcane arts. In strident tones, he decried this blasphemous conjuration, and through his radiance, it did wither and its conjurer was set upon. And then Morfar uncovered that which lay within the vault: one of the elder Sages of the Aglor, whose empire was struck from the skies in days anon. And Morfar did devour his knowledge and take it unto himself.*

*Now Morfar was afame with the mysterious forces, and the verminous vortices of the Gnaw grew fallow before him. Dispossessed serfs and hedge knights, shorn of their rightful lieges, came to pledge service. From these, Morfar heard tell of Brazenskull, mountain of molten sin. There abounded crystals of Aqshian power, a spark with potential. With these, Morfar might burn out any baneful manifestation that assailed his people. So...*

*...with a soul-freezing shriek, Mortfang and his flocks took to the skies, swarms of ghouls scrambling in their wake. Brazenskull Volcano loomed in the distance. With the blazing power it offered, the abhorrent believed his arcane mastery would rival any in the Parch...*



# PLANZ WIVVIN PLANZ

Orruk history is defined by the rise of bosses and trails of carnage and battle. So it was with the ascension of the shaman Kazzik on the Ravaged Coast – but some of his boyz had plans of their own.

'Gettin' real sick of rat fer dinner.'

Mog's statement, which succinctly captured the mood, was undermined by how he poked at the rodent roasting on the knobbly spit anyway. Sat across the firepit, Lobble frowned. Pragmatism was part of every Kruleboy's existence, but there was something to be said for sticking to convictions.

'Nothin' to eat but rats.' To Lobble's left, Brog spoke through a mouthful of tumorous vermin-flesh. 'Unless ya fancy fishin' in dem bad waterz.'

No one did, which is why the Sump Dogz, as the war party dubbed itself, sat at the back of the cave, away from the acidic seas that churned along the coast. Mobs crouched around campfires, trading surly glares. Every so often, there was an irritating twang as Deffspikerz fiddled with their gear. It was damp, but the wrong kind of damp. Rabid vermin nibbled and gnashed at the orruks' flesh. The stench was as appalling as everything else in this Mork-forsaken place.

'If ya ask me,' Mog said, though nobody had, 'followin' a spell-flinga's bad news. Kazzik's lost 'is know-wotz.'

'Yeah?' said a new voice.

The conversation died away at Skoggok's approach. Rents and gouges across his red-iron plate did not diminish the Killaboss's swagger. His shadow, the armoured grot Sliv, echoed his walk, scowling from beneath the blood-splattered pot helm he had swiped from a Sigmarite.

'Err, no, boss,' Mog stammered. 'No one wuz—'

'Zip it, Mog,' Skoggok said. 'And budge up.' He squatted by the fire, snatching the rat-skewer and taking a bite.

'Da coast is murder,' Skoggok nodded. 'If you ain't careful, ya start sproutin' tails or meltin' off ya bonez. We learnt dat back in da sulphur marshes, jumpin' da humie convoys.'

A few old-timer Kruleboyz chortled. Skoggok lifted his gaze. Atop a small rise of rock near the cave's mouth, a squat figure brooded, tendrils of mist swirling around him like scheming collaborators.

'We'd all 'ave got done over if da shaman hadn't kicked us back into da fight.' Skoggok tapped his temple.

'Dat's why yous lads joined us when ya clans scarpered.'

'Nah,' Lobble said, 'they joined when Kazzik got Gork's foot to crush that humie steam-wagon.'

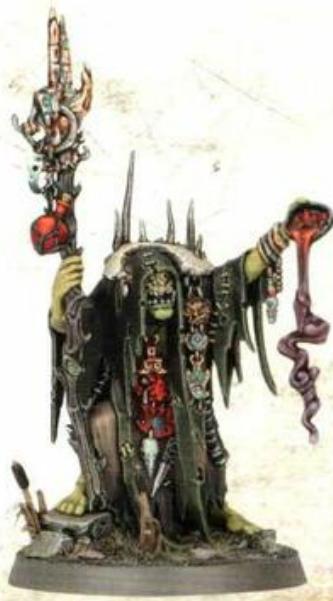
Raucous laughter rang out. Skoggok's face twitched, then he joined in.

'Yeah,' Mog said, a little sullen. 'But den we lost a lotta boyz in da magmaquakes and when them flame-spittin' wriggles came crawlin' out after.'

'Details,' Skoggok dismissed. 'We turned 'em on dem spiky humies that was trackin' us.' Lobble grinned, recalling how he had throttled a crimson-armoured warrior as they thrashed about with their legs bitten off. 'Besides, them critters' lairs were filled wiv doo-dadz, just as Kazzik said. Dat's where we found Zib, too.'



Killaboss



Swampcalla Shaman

'Not sure dat's da killer argument ya fink, boss,' Brog said. He promptly collapsed into thick wheezes; not even the robust Kruleboy physiology could prevent their lungs slowly dissolving so close to the Gnaw. Lobble knew what he meant, though. Atop Kazzik's rocky rise, over the other flickering firepits and the spars of wooden ship-carcasses washed up by the boiling waters, a smaller figure capered with manic glee. Occasionally, the grot – for only a grot would be so annoying in its motions and high-pitched shrieks – would scoff some fungal cluster, the Deffcap sprouting from his brainpan quivering as he barfed flames.

No one was sure where Zib had come from. The self-proclaimed wise-grot had wandered into the camp one day, demanding to see Kazzik on account of some great new scheme he had cooked up, and that was that.

'Yeah, grots is grots.' Skoggok nodded. Sliv mimicked it, missing the irony. Skoggok clipped him across the back of the skull before continuing. 'But give da git his due. Zib's got a knack fer meddlin' wiv all this brightstone lyin' around da place. Properly spruced up my choppa.'

Skoggok's blade hissed as he dragged it from its scabbard. Eye-aching orange light emanated from the coal-like crystals of realmstone hammered into the steel. Orruks grunted, fingers flexing as if with the sudden urge to rip and squeeze. Blades and shivs jangled. A rat shrieked as Lobble shifted his weight on top of it, driving its fangs into his flesh. The Gutrippa muttered, grabbing the beast by its neck and shaking until it snapped.

'I dunno, boss,' Lobble whined. 'Grabbing loot's a good lark, but muckin' about with realmstone seems like a bad idea. Where's da rest of Zib's clan? And he's always snarlin' and tryna pick fights, like some Gork-brained Ironjaw. If it weren't for da shaman, he'd be flattened by now. He's gone wonky, and Kazzik keeps listenin' to him.'

'Well,' Skoggok said, 'we're rollin' in these killiy weapons. Just need a boss who'll use 'em wivvout losin' their head. Anyway, we'z headed to Brazenskull Volcano.' Skoggok gave a few stabbing gestures out of the cave, towards a shadowed cone of rock in the far distance. 'Kazzik and Zib say it's da motherlode. Weapons piled up over da years, all studded with brightstone. With them, Kazzik could get some proper Morky mischief goin'!'

Skoggok chortled. He wrapped a lanky arm around Lobble's shoulder. The fire underlit the Killaboss's features, drawing them long and beastly.

'And, you know. Fings happen. And if someone else were to get da gear, then I know you'd all support da winnin' side...'



# BLOOD AT THE MONOLITH

Once more, the enmity between Azyr and the Ruinous Powers played out as Lord-Celestant Ashcrown's warriors battled an alliance of malice. Beneath the conflict's flesh, though, writhed an array of agendas...

Bellows split the toxic air, and the wall of black sigmarite shifted. On again came the hordes of Chaos. Slavering Khornate blood-fiends slammed blades into splintering shields; Tzaangors loosed volleys of prismatic arrows; Darkoath warriors hurled themselves on. A warrior queen amongst the tribes led this latter force, carving open a hammer-wielding immortal with a war-shout on her lips.

The Anvils of the Heldenhammer dug in their heels. Reclusian and Redeemer stood shoulder to shoulder, bolstered by the flames in Lord-Veritant's Miral's sacred brazier. Lord-Warden Mortmarn's own steady commands lent further steel as his greataxe opened the belly of some bloated plague-wretch.

Yet Mortmarn harboured doubts. The horde bellowed praise to a warrior by the name of Varkar Dreadaxe, and these devotions did not seem aimed at the warrior queen. More sinisterly, Skaven had been spied skittering amongst the ranks, but no chieftain of their own had been sighted. The absence of two champions spoke to some hidden and no doubt sinister endeavour.

Then there was the battle itself. To the Stormcasts' back loomed Gritpyle and its warpstone monolith, waves crashing just beyond it. Having stolen a march on their foes, the tireless Anvils had drawn up in an inverted hemisphere at the hill's base. Battlelines interspersed with buttresses of cancerous rock, they funnelled the dark host and mitigated its numerical advantage. Lord-Celestant Ashcrown had composed the battle well.

Except Ashcrown, along with her elite, were now moving up the hill. She still carried the sacred relic stave, so perhaps she intended to form a rallying point. Perhaps she sought to topple the monolith herself. But Mortmarn had read disquiet in the warrior's aura for many days and suspected something more.

## ORDAINED

Standing beside the warpstone monolith was like staring into Old Bones's gheist-fires. Even amongst the Stormcasts, skin blistered and saliva became slime. Ormala Ashcrown ignored it; deeds beckoned. Deeds – and a balm for shame.



*Even as her warriors fight back the ruinous fanatics that set upon them, Lord-Celestant Ashcrown has her own goals for the warpstone monolith – and what lies beneath it...*

As her Annihilators hammered at the monolith, the Lord-Celestant and her Praetors hacked at the ground, seeking the hateful prize she could sense buried there. Minutes later, a Stormcast dragged an iron casket out from the earth. Ashcrown forced it open. The obsidian blade stared at her, shimmering with malice.

So focused was the Lord-Celestant that she almost missed the crackling sound filling the air. Emerald lightning scoured the night before flashing bright. From that mighty skitterleap's wake emerged whooping Darkoath riders – Varkar Dreadaxe at their fore. In their wake skittered hunched Grey Seer and his Stormvermin. Shaking off the aetheric tendrils of his teleportation spell, the sorcerer's nose twitched, his minions slinking closer to the warpstone.

The Darkoath were not immune to the pillar's foul presence. Many screamed as they were bathed in heinous energies, transformed into hideous vermin-hybrids. Momentum carried them into the Stormcasts. As iron both cursed and meteoric clashed, Ashcrown saw Varkar approach, bellowing in glory-lust.

Ashcrown deflected the first strike, parrying the clawed forelimbs of Varkar's mount before swinging an arcing cut. The dread axe for which the Chieftain was named caught her blow and she was knocked sprawling, her sword skidding off the hillock's lip as Varkar's steed moved to stamp down on her skull. One of her Praetor guard interposed himself, driving his halberd's spike into the beast's throat before being swarmed by ratmen. As the daemon-blooded creature gurgled and fell, Varkar leapt from the saddle, axe clutched two-handed.

Warrior instincts saw Ashcrown grip the nearest weapon and swing.

Smoke billowed as Varkar's bisected body toppled, surprise twisting his features. The Lord-Celestant could only stare, numbed, at the cursed obsidian sword – the same she had sworn to destroy – in her hand. Her arm throbbed in a mocking drumbeat.

Furious battlecries broke the spell. Enraged at the sight of Varkar's fall, the horde abandoned restraint, crashing against the Stormcast at the hillock's base. Miral was overcome by a mob of blood-fiends, the flash of her disorporation seeing the line waver. The Skaven, meanwhile, were emboldened as their ally fell; they swarmed around the monolith, cutting down both Stormcast and stunned Fellriders and hacking off chunks of the prize with what could only be a premeditated fury.

Suppressing her horror, the Lord-Celestant called the retreat. She snatched up her relic stave, using it to crack a ratman skull as she fought down the hill.

She still held the blade.



# ARCANE FURY

Once a stronghold of darkness, Brazenskull Volcano was corroded and ripe for ransacking. The Sump Dogz, led by the shaman Kazzik, had come to pilfer its emberstone, but they were not alone...

Crossing the Ravaged Coast's boiling waters had tested the Sump Dogz' crude rafts. Clambering Brazenskull Volcano had not been easy for the Kruleboyz, who were considerably more used to damp lowlands. Still, emberstone glowed in abundance here, and the sight of it had lifted Kazzik's surly mood as the shaman directed his ladz to begin gathering it up. The fights that broke out thanks to tempers suddenly inflamed by the realmstone were an entertaining bonus.

What sounded like faint, seraphic voices halted the ransacking. The orruks paused briefly from throttling each other long enough to trade confused looks or pluck wax from their ears. Kazzik searched for the culprit, his gaze sharp and accusatory. After all, some of the lads had been acting strange in the last few days. Skoggok, usually the most talkative of his Killabosses, had fallen into muttering discussions with certain mobs. The shaman had decided that he'd need to make an example of him soon. And where was Zib? The grot was a crafty one, but the thought of that sneaky git let loose with all this loot—

Without warning, the singing collapsed into bloodthirsty shrieks. Kruleboyz hissed, staggering to cover their ears as the beat of leathery wings heralded

slaughter. Emerging from a polluted cloud descended a flock of misshapen ghoul-breeds.

At the head of the charge screeched a monstrous vampire, clutching a rusting blade and surrounded by palpable death magic. In their wake, ghouls surged up the volcano's flanks, howling with glee as their master summoned stampedes of rotting horses to crash into stunned orruks and trample them flat.

Though caught off-guard by the initial onslaught, Kazzik was pleased to see his Kruleboyz fighting back. Boltboyz took up position and fired skywards. Their projectiles had been filled with crushed emberstone by the grot-loon Zib, and when they struck, skyborne ghouls were set ablaze, falling as charred wrecks against the mountainside.

As Gutrippaz raced to form schiltrons of poison-dripping stikkas, the ghouls struck as a screaming throng. They swarmed round clusters of jeering orruks, trying to bite into waxy green flesh without being impaled. Emberstone crystals soaked up the mounting violence, appearing to move Brazenskull to a shadow of its old violence. In places, the volcano's flanks split, disgorging waves of lethal molten brass.



A simple raid on Brazenskull Volcano suddenly becomes much more complex for the Kruleboyz; ghouls spill down the corrupt mountainside, the winged form of Mortfang presiding over them.

## SPELL AGAINST SPELL

Despite the carnage, what really incensed Kazzik was that this vampire thought he could out-spell him. Bloodshed was one thing. Insults were another. With loud, wet barks, the shaman demanded the emberstone be brought before him. He was going to unleash magickin' that would be seen from distant Hel's Claw.

As the Kruleboyz held back the ghouls, orruk runners from each mob dumped their pilfered clusters of emberstone at Kazzik's feet. Power swirled around the shaman as it rose from the piled realmstone, seeing his veins glowing with volcanic vigour.

The vampire descended, blade extended, whipcords of scarlet power lashing out in bursts of deadly sorcery. The ossified earth became sludge as Kazzik marshalled every counterspell and manifestation he could muster. His realmstone-implanted staff blazed as he burned through the emberstone crystals piled at his feet. With each roar, Kazzik conjured burning visages of Mork, colossal jaws wreathed in flame and swarms of swamp-bugs with ignited mandibles. Crypt Flayers combusted at their touch as Brazenskull Volcano spewed out indignant smoke.

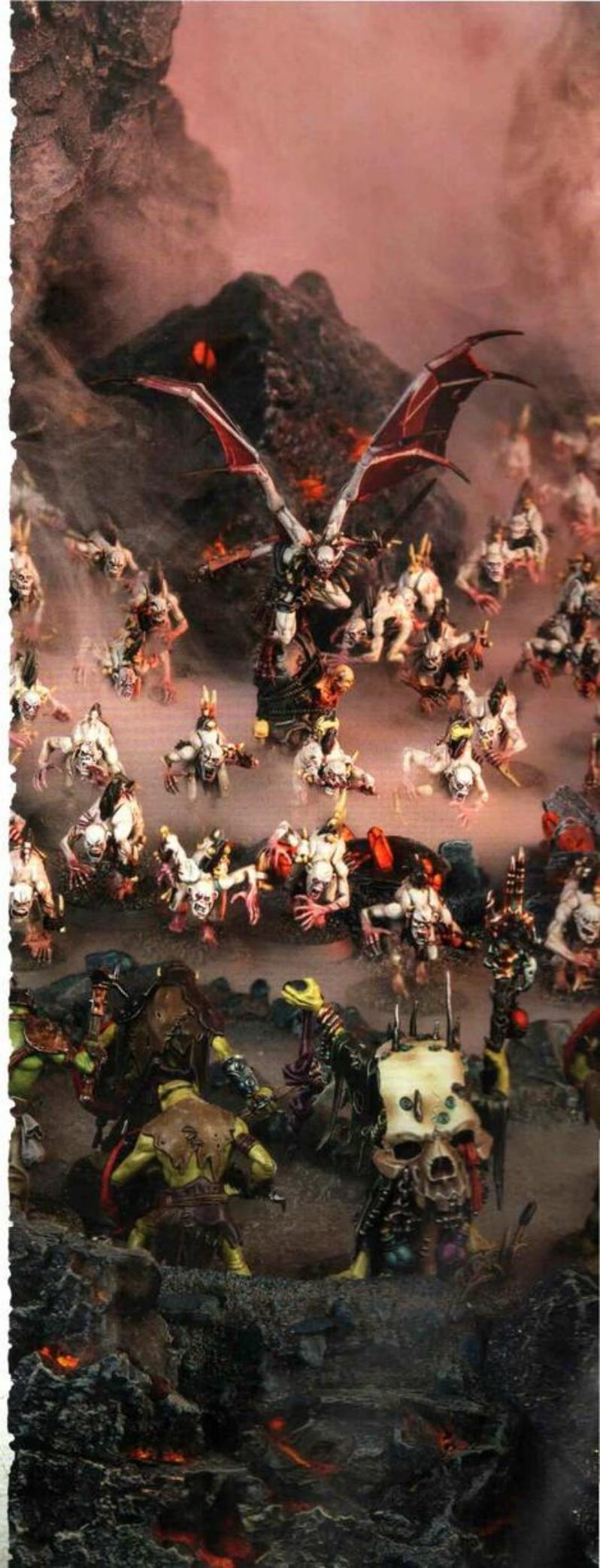
Clattering boots made Kazzik glance back. Several mobs – Skoggok's mobs, the bellowing boss at their head – had turned from the fight. Between them, the orruks hauled the protesting form of Zib and several sacks of glowing emberstone.

Fury stole Kazzik's focus, and then the vampire was upon him. Blood-encrusted claws and a rusting blade sank into the shaman's shoulders. Kazzik's hand seized his foe's throat, his red-hot touch burning undead flesh black. Spittle flew as they roared at one another.

At Kazzik's feet, emberstone rattled as the orruk guzzled its power without restraint. The scent of boiling pond-scum marked the orruk's flesh steaming. Eyes burning, Kazzik spat into the raving creature's jaws. Then, he released all the magic compacted inside him.

The explosion rocked the mountainside. It rippled outwards in rings of flame, consuming orruk and ghoul alike. In response, Brazenskull's conical maw blasted streams of wrath and unclean fire into the night, stoked into one more spasm of outrage by the arcane forces – a lone scream to join all those that wailed in torment across the Ravaged Coast.

And yet, for all the fire and fury let loose upon the mountain, it was but one more link in a chain of ambition and vengeance that crossed the Ravaged Coast from end to end.





# THE RULES

Over the following pages, you will find all the rules and content for the *Path to Glory: Ravaged Coast* battlepack.

## PATH TO GLORY RULES

This section contains the full rules for fighting Path to Glory battles on the Ravaged Coast of Aqshy. You will create a Path to Glory roster for your army and update it as they travel towards the warped isle of Hel's Claw. As the campaign progresses, your army will collect emberstone shards to spend on upgrades and recruiting warriors, though they may also find themselves dealing with debilitating battle scars...



## PATHS

Unique Paths are available for your units to progress along, allowing them to unlock new abilities. These Paths are tailored to different unit types; for instance, **INFANTRY HEROES** can follow the Path of the Warmonger or the Path of the Duellist, while the Path of the Artillerist can only be taken by your **WAR MACHINES**.



## UNIVERSAL ENHANCEMENTS AND LORES

Those warriors who fight on the Ravaged Coast gain access to new heroic traits and artefacts of power as well as Aqshian-themed spell and prayer lores.



## THE EMBERSTONE FORGE

Here, your brave smiths can attempt to create powerful weapons to enhance the combat effectiveness of your army at the expense of some of your hard-won emberstone. Beware, though: emberstone is unstable and there is no guarantee that an emberstone-enhanced weapon will be safe. Even should the smith be successful in their task, those who wield weapons studded with this volatile realmstone are playing with fire...



## RAVAGED COAST REGIMENTS OF RENOWN

This section includes 4 new Regiments of Renown that can be included in your *Path to Glory: Ravaged Coast* army. These denizens of the Ravaged Coast have an in-depth knowledge of the local environs and can provide your Path to Glory army with abilities that will help your general to realise their ambitions.

# PATH TO GLORY BATTLEPACK RAVAGED COAST

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: Ravaged Coast* battlepack is set on Aqshy's Ravaged Coast. This region east of Capilaria is beset by war; as vast hordes of Skaven push westward from the Gnaw, the combined forces of Order have set up huge defence lines along the mountains of the Adamantine Chain to curtail the ratmen's advance.

As a result of the Skaven's deviant schemes and destructive war contraptions, clusters of emberstone – the volatile realmstone of Aqshy – have been exposed throughout the region. Further emberstone deposits are suspected to lie below ground, and it is also rumoured that there is a veritable trove of the realmstone to be claimed at Hel's Claw. Mustering small warbands, ambitious warriors from across the Bright Realm have ventured to the Ravaged Coast, intending to recover these valuable yet hazardous shards and beat their rivals to the treasure.

## PATH TO GLORY ROSTER

The bespoke Path to Glory roster used in this battlepack (pg 88) records your army's progress and details your units, enhancements, emberstone stores 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: Ravaged Coast* battleplan tells a different part of the story. You might find yourself fighting in the mountains of the Adamantine Chain, on the shoreline of the Ravaged Coast or in the inhospitable Hateful Shores.

## 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 **emberstone shards**, which you can spend to attract new recruits to bolster your army's ranks, forge mighty weapons and upgrade your units.

The rules in this battlepack are independent of those found in the *Path to Glory: Ascension* battlepack in the Core Book. Therefore, none of the rules in the *Ascension* battlepack are used when playing through a *Path to Glory: Ravaged Coast* campaign.

All the rules in the Path to Glory section of your battletome can be used in a *Path to Glory: Ravaged Coast* 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.



Converted Lord-Celestant

**ADVANCED RULES**

In addition to the Core Rules, *Path to Glory: Ravaged Coast* uses the following Advanced Rules:

- Commands
- Terrain
- Magic
- Command Models

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

The latest points values can be found in the **battle profiles** at [warhammer-community.com](http://warhammer-community.com)



Converted Weird-crafta

**PATH TO GLORY ROSTER****GETTING STARTED**

In this battlepack, you will start with a small army that will grow in size and become more experienced as the campaign progresses. Before you can start fighting battles using this battlepack, you must first complete a Path to Glory roster (pg 88) using the following rules.

**POINTS LIMIT**

The points limit for the units on your starting Path to Glory roster is **1000 points**. No more than 350 points can be spent on a single unit in your starting army (with the exception of **HEROES** in Sons of Behemat armies).

**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](http://warhammer-community.com).

**FACTION**

The first thing you need to do when building your Path to Glory roster is to pick your army's 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** and online at [warhammer-community.com](http://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').

**BATTLE FORMATIONS**

You can pick 1 battle formation from your army's faction.

**ADDING UNITS****GENERAL**

You must pick 1 **HERO** from your army's 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, 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. Your Path to Glory army does not start with a Regiment of Renown. Only **Ravaged Coast Regiments of Renown** (pg 81-85) can be included in a *Path to Glory: Ravaged Coast* campaign, and the rules for each Ravaged Coast Regiment of Renown will specify which factions can include it.

- A unit in a Ravaged Coast Regiment of Renown cannot be your general.
- You cannot include more than 1 Ravaged Coast Regiment of Renown in your army.
- Units in a Ravaged Coast Regiment of Renown 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 lores.
- If an ability allows you to set up a replacement unit (Core Rules, 24.2) for a unit in a Ravaged Coast Regiment of Renown, that unit also counts as being part of that Regiment of Renown.

### 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 Ravaged Coast Regiment of Renown cannot be taken as auxiliary units.

### REINFORCED UNITS

When you add a unit to your 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.

### 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

Your Path to Glory army does not start with a faction terrain feature.

- ♦ 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 auxiliary units (if any).
- ♦ Pick your general's Path.
- ♦ Pick up to 2 spells if you have any **WIZARDS**.
- ♦ Pick up to 2 prayers if you have any **PRIESTS**.

Remember, many abilities can only affect units with a certain keyword (such as **WARRIOR CHAMBER** or **BLOODBOUND**), 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.



## PATHS

### YOUR GENERAL'S PATH

Your general starts the campaign with 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 10 Paths for **HEROES** and 6 Paths for non-**HERO** units in this battlepack (pg 60-75). 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. For your general to embark on a Path, they must have the requisite keywords for that Path.

### UNIT PATHS

During your campaign, you will find emberstone shards that can be spent in the aftermath sequence to allow your units to gain ranks and follow Paths (pg 42).

## 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. Your Path to Glory army does not start with any enhancements.

### GAINING ENHANCEMENTS

Over the course of your *Path to Glory: Ravaged Coast* campaign, you will be able to gain enhancements – heroic traits and artefacts of power – to give to your units (pg 42). 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!



An enterprising grot if ever there was one, Zib – and his Kruleboyz 'mates' – are always on the lookout for troves of precious emberstone. Just because the realm is breaking doesn't mean there isn't loot to grab!

## LORES

The Arcane Tome section of your roster is your own custom spell, prayer and manifestation lore that you will populate with spells and prayers from other lores as your campaign progresses.

### ADDING YOUR STARTING SPELLS

You can pick 1 **UNLIMITED spell** from a **spell lore** available to your army's faction and add that spell to the Arcane Tome section of your roster.

In addition, the first time a **WIZARD** is added to your roster, you can pick 1 **spell** from a **spell lore** available to their faction and add that spell to the Arcane Tome section of your roster.

### ADDING YOUR STARTING PRAYERS

You can pick 1 **UNLIMITED prayer** from a **prayer lore** available to your army's faction and add that prayer to the Arcane Tome section of your roster.

In addition, the first time a **PRIEST** is added to your roster, you can pick 1 **prayer** from a **prayer lore** available to their faction and add that prayer to the Arcane Tome section of your roster.

## ARCANE TOME

As your campaign progresses, you will get the chance to add more spells and prayers to your Arcane Tome. However, your Arcane Tome can hold no more than 6 spells and/or prayers. Once it has 6 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.

### WIZARD OR PRIEST?

If a unit is both a **WIZARD** and a **PRIEST**, it cannot use **SPELL** abilities and **PRAAYER** abilities in the same phase.



## 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: Ravaged Coast* 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: Ravaged Coast* campaign, certain battleplans are only unlocked once the players have collected enough emberstone shards or won battles. At the start of the campaign, battles are fought on the flanks of the Adamantine Chain. As the campaign progresses, the players can venture towards the shoreline of the Ravaged Coast and, eventually, to the damned isle of Hel's Claw itself.

The player whose general has the lowest rank (see 'Paths', pg 28) rolls on the **Scorched Outskirts** battleplan table to determine the battleplan. If both generals have the same rank, the players roll off and the winner rolls on the **Scorched Outskirts** battleplan table. Alternatively, the players can agree to pick the battleplan from the **Scorched Outskirts** battleplan table.

If at least 1 of the players has gained a total of 20 or more emberstone shards during the campaign, the players can agree to roll on the **Gnaw's Edge** battleplan table instead of the **Scorched Outskirts** battleplan table.

If at least 1 of the players has won a battle using a battleplan from the **Gnaw's Edge** battleplan table, the players can agree to roll on the **Hateful Shores** battleplan table instead of the **Scorched Outskirts** battleplan table.

If both of the players have won a battle using a battleplan from the **Hateful Shores** battleplan table, the players can agree to use the **Hel's Claw** battleplan.

#### D6 SCORCHED OUTSKIRTS BATTLE

- 1 Rift in the Peaks (pg 48)
- 2 Rise Through the Ashes (pg 49)
- 3 Standing on Skulls (pg 50)
- 4 Ransack the Encampment (pg 51)
- 5 Blood in the Valleys (pg 52)
- 6 Light the Fires (pg 53)

#### D6 GNAW'S EDGE BATTLEPLANS

- 1-3 Twisted by Rage (pg 54)
- 4-6 Storm the Land Bridge (pg 55)

#### D6 HATEFUL SHORES BATTLEPLANS

- 1-2 Beneath the Shadow of BrazenSkull (pg 56)
- 3-4 Assault on the Sea Cave (pg 57)
- 5-6 Along the Crumbling Coast (pg 58)

#### HEL'S CLAW BATTLEPLAN

- Raid on Hel's Claw (pg 59)

Converted Abhorrant  
Gorewarden

### 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 the Ravaged Coast and the battleplan being fought. 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.

#### EMBERSTONE CLUSTERS

After the battlefield has been set up but before determining territories, one player rolls a D3 and adds 1 to the roll to determine how many **emberstone clusters** will be set up on the battlefield. If the battle is taking place in the Hateful Shores, roll a D6 instead of a D3.

Emberstone clusters are represented by 40mm round markers. The players take turns to set up emberstone clusters on the battlefield, starting with the player whose general has the lowest rank. If both generals have the same rank, the players roll off and the winner sets up the first emberstone cluster.

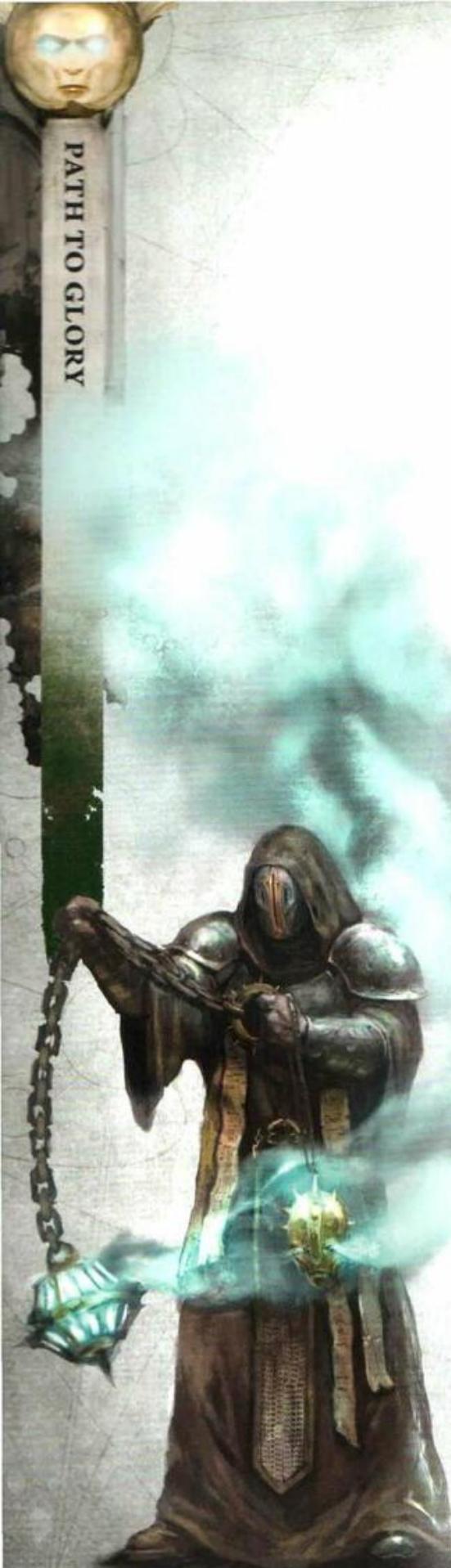
Emberstone clusters must be set up more than 6" from all battlefield edges, objectives and other emberstone clusters. If the battleplan you are using has neutral territory, the first 2 emberstone clusters must be set up in neutral territory more than 3" from either player's territory and more than 6" from all battlefield edges, objectives and other emberstone clusters. Emberstone clusters can be set up on area terrain or accessible portions of unstable terrain that are less than 1" tall (Terrain, 1.4). If it is not possible to set up an emberstone cluster, it is not used in the battle.



Emberstone

For a more dramatic battlefield, feel free to make your own emberstone clusters and attach them to 40mm round bases. You could convert terrain, paint up rocks or even use your modelling skills to create them from scratch!





## 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 200 points more than their opponent's, that player has an **overwhelming force**.

If a player has an overwhelming force, they must take the difference between the total points values of the two armies and subtract 200 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 150 points ( $350 - 200$ ). They must then use the following ability in the deployment phase before any other **DEPLOY** abilities:

#### 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

Stalled reinforcements can be set up on the battlefield using the following ability:

#### Once Per Turn (Army), Your Movement Phase

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

**Declare:** Pick a friendly **stalled reinforcement** to be the target.

**Effect:** Roll a dice. 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**.

## TWISTS

One player determines which **twist table** will be used this battle by rolling on the table below.

### D6 TWIST TABLE

- |   |   |
|---|---|
| 1 | No twist table is used this battle.   |
| 2 | Volcanic Incandescence  |
| 3 | Mounting Corruption   |
| 4 | Ash Storm   |
| 5 | Raging Winds  |
| 6 | The player whose general has the lowest rank picks which twist table to use. If both generals have the same rank, roll again on this table. |

## 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), follow these rules to determine which player is the underdog for that battle round:

1. If one player went second in the previous battle round and chose to go first in the current battle round, their opponent is the underdog.
2. If the above does not apply but one player has gained more emberstone shards during the campaign, their opponent is the underdog.
3. If neither of the above apply, there is no underdog for this battle round. Instead, the players roll off and the winner rolls on the twist table and applies the effect as though they were the underdog.



*Clanrat Champion*

## VOLCANIC INCANDESCENCE

### D6 TWIST

- Steam Vent:** The underdog can pick a terrain feature within neutral territory. If there are no terrain features within 1-2 neutral territory, the underdog can pick any terrain feature on the battlefield instead. Inflict D3 mortal damage on each unit within 1" of that terrain feature.
- Magmic Blast:** The underdog can pick an objective. Roll a D3 for each unit contesting that objective. On a 2+, inflict an amount of mortal damage on that unit equal to the roll. If there are no objectives on the battlefield, this twist has no effect.
- Pyroclastic Flow:** The underdog can pick a friendly unit. Add 1 to charge rolls for that unit for the rest of the battle round.
- Emberstone Uncovered:** The underdog can set up an additional emberstone cluster on the battlefield. It must be set up 6" from all units, other emberstone clusters, objectives and battlefield edges. If this is not possible, this twist has no effect.

## MOUNTING CORRUPTION

### D6 TWIST

- Verminous Infestation:** The underdog can pick an enemy unit that is contesting an objective that the underdog controls. That unit has **STRIKE-LAST** for the rest of the battle round.
- Unnatural Empowerment:** The underdog can pick a friendly unit. Add 5 to that unit's control score for the rest of the battle round.
- Rabid Plunderers:** For the rest of the battle round, when using the 'Collect Emberstone' ability, the underdog can re-roll the dice.
- Emberstone Uncovered:** The underdog can set up an additional emberstone cluster on the battlefield. It must be set up more than 6" from all units, other emberstone clusters, objectives and battlefield edges. If this is not possible, this twist has no effect.

## ASH STORM

### D6 TWIST

- Cinder Squall:** The underdog can pick a friendly unit. For the rest of the battle round, that unit cannot be picked as the target of shooting attacks made by units more than 12" from it.
- Claggy Sands:** The underdog can pick an enemy unit. Subtract 2 from run rolls for that unit for the rest of the battle round.
- Soot Rain:** For the rest of the battle round, no mortal damage is inflicted on units in the underdog's army by the 'Retreat' ability.
- Emberstone Uncovered:** The underdog can set up an additional emberstone cluster on the battlefield. It must be set up more than 6" from all units, other emberstone clusters, objectives and battlefield edges. If this is not possible, this twist has no effect.

## RAGING WINDS

### D6 TWIST

- Blistering Wrath:** The underdog can pick a friendly unit. Add 1 to wound rolls for that unit's combat attacks for the rest of the battle round.
- Untempered Indignation:** The underdog can pick an objective. Add 1 to hit rolls for combat attacks made by friendly and enemy units that target units contesting that objective for the rest of the battle round.
- Furious Storm:** The underdog can pick a friendly unit. For the rest of the battle round, add 1 to the Attacks characteristic of that unit's melee weapons while it is in combat with an enemy unit that charged in the same turn.
- Emberstone Uncovered:** The underdog can set up an additional emberstone cluster on the battlefield. It must be set up more than 6" from all units, other emberstone clusters, objectives and battlefield edges. If this is not possible, this twist has no effect.



Darkoath Chieftain on Warsteed

## RAVAGED COAST ABILITIES

When fighting battles in a *Path to Glory: Ravaged Coast* campaign, armies have access to abilities that represent the scorching, twisted environment of Aqshy's Ravaged Coast.

If you are using any *Path to Glory: Ravaged Coast* battleplan, the following passive ability applies to all units:

### ✖ Passive

**AQSHIAN ANGER:** *Aqshy is a land of fire, and a red-hot temperament burns within all those who fight here.*

**Effect:** If a unit uses the 'All-out Attack' command, add 1 to hit rolls for attacks that target that unit for the rest of the phase.

If you are using a Gnaw's Edge, Hateful Shores or Hel's Claw battleplan, the active player must use the following ability each turn:

### ✖ End of Your Turn

**POISONED DOMAIN:** *The Ravaged Coast is a tainted horrorscape, its air toxic and its land warping in a manner deadly to any that dare to trespass.*

**Declare:** Pick all units (friendly and enemy) within 1" of any terrain features to be the targets.

**Effect:** Roll a dice for each target. On a 1, inflict D6 mortal damage on the target.

## EMBERSTONE

### EMBERSTONE CLUSTERS

An **emberstone cluster** is a particularly large outcrop of emberstone that can be contested in the same manner as an objective and can be picked up and carried by a unit using the 'Collect Emberstone' ability below. Models can move over and end a move on an emberstone cluster. If an emberstone cluster is on the border between territories, it is within all those territories but wholly within none of them. Emberstone clusters do not block visibility.

### ❖ Once Per Turn (Army), End of Your Turn

**COLLECT EMBERSTONE:** *Your warriors use this moment of respite to gather a large cluster of emberstone crystals.*

**Declare:** Pick an emberstone cluster on the battlefield and determine control of it as if it were an objective (Core Rules, 32.2). If you control that emberstone cluster, pick a friendly unit within 3" of it that is not in combat and does not have an **emberstone token** to be the target.

**Effect:** Roll a dice. On a 1, inflict D3 mortal damage on each unit within 3" of that emberstone cluster, then remove that emberstone cluster from the battlefield. On a 2-6, remove that emberstone cluster from the battlefield and give the target an **emberstone token**.

Units that have an emberstone token are affected by the 'Filled with Fury' ability below.

#### Passive

**FILLED WITH FURY:** Simply holding emberstone can see warriors abandon their training and fall into volcanic anger.

**Effect:** While a unit has an **emberstone token**:

- Subtract 1 from save rolls for that unit.
- Add 1 to wound rolls for attacks made by that unit.

When a unit that has an emberstone token is destroyed, before removing the last model in that unit from play, remove its emberstone token and set up an **emberstone cluster** within 1" of that model. The emberstone cluster cannot be set up on an objective or on another emberstone cluster. If it is not possible to set up the emberstone cluster on the battlefield, it is lost.

If a unit that has an emberstone token is destroyed by a **FIGHT** ability and the unit that used that **FIGHT** ability does not already have an emberstone token, instead of setting up an emberstone cluster on the battlefield, the player whose unit used that **FIGHT** ability can give that unit that emberstone token.

#### EMBERSTONE DIG SITES

In *Path to Glory: Ravaged Coast* battleplans, objectives represent locations where there are suspected emberstone deposits. At the end of the battle, both players can use the following ability once for each objective they control (if any), starting with the player who took the first turn in the final battle round.

#### End of Final Battle Round

**DIG FOR EMBERSTONE:** You believe that you have found a rich seam of emberstone, but these magical fragments may have burned out – or burn too bright...

**Declare:** Pick an objective that you control to be a **dig site**. You cannot pick the same objective more than once per battle. Then, pick a friendly unit that is not in combat and is contesting that **dig site** to be the target.

**Effect:** Roll a dice. On a 1, inflict 1 **battle wound** (pg 44) on the target. On a 4+, give the target an **emberstone token**.



**RENOWN POINTS**

While some Path to Glory battlepacks use renown points to represent the experience earned by your units, this battlepack uses emberstone shards instead.

If any of your units have abilities through which they gain renown points, you should track how many renown points they gain during the battle and then convert those renown points into emberstone shards in step 1 of the aftermath sequence (pg 38).

**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 hero phase, 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, even though the miniatures are the same. 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, 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 battle is a **draw**.

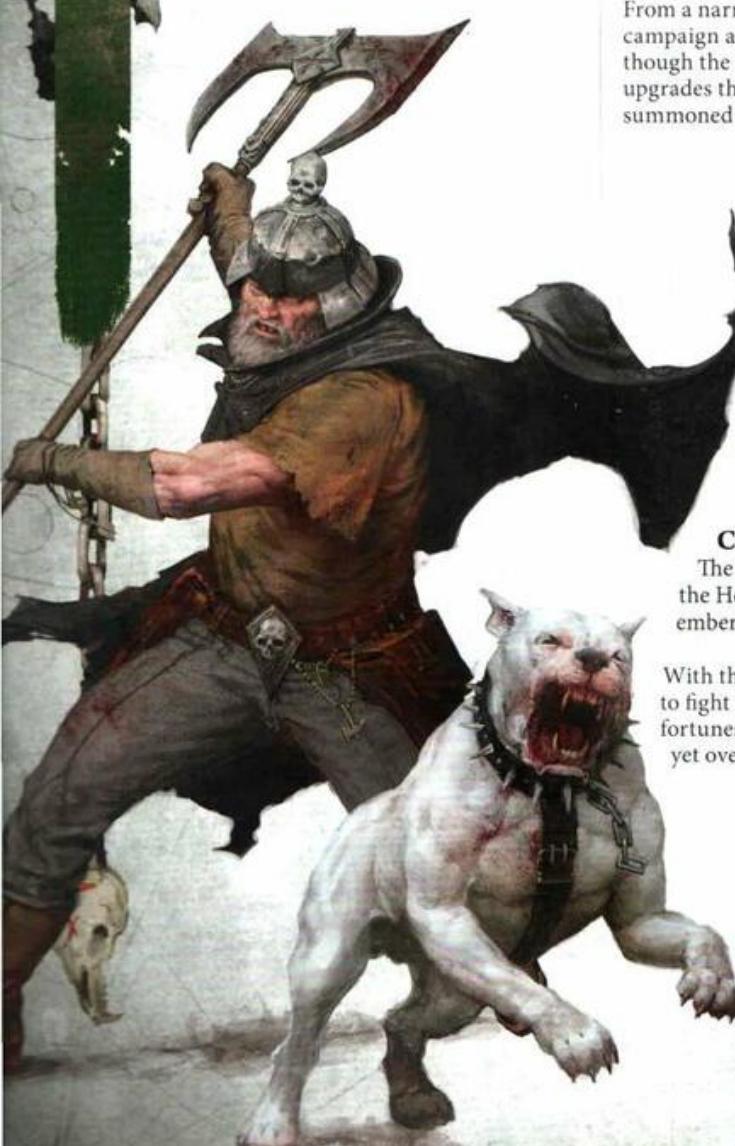
**THE AFTERMATH SEQUENCE**

Once the battle is over, both players should resolve the **aftermath sequence** as detailed on pages 38-47.

**CAMPAIGN VICTORY**

The campaign ends after one player has won a **major victory** using the Hel's Claw battleplan. That player earns the Ravaged Coast emberstone trophy, which can be recorded on their roster.

With the emberstone trove recovered, there is little left for the armies to fight over, and most quickly leave the Ravaged Coast to find their fortunes elsewhere in the Mortal Realms. Their Path to Glory is not yet over...





*Mortfang's ghouls spill over the flanks of the Brazenskull Volcano, clawing wildly at the Kruleboy raiders. The Abhorrent himself, meanwhile, prepares to face the shaman Kazzik in an arcane duel...*



*In the tumult of battle, a mob of Kruleboyz succeeds in spiriting the realmstone-bothering Zib away from danger. Or, at least, from the ghouls, for they have their own plans for the grot.*

## 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 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.

### CONVERTING RENOWN POINTS

If any of your units gained renown points during the battle, you can convert them into emberstone shards at a rate of 5 renown points for 1 emberstone shard. Any renown points left over are lost.

The aftermath sequence is divided into the following steps:

1. Gain Emberstone Shards
2. Manage Your Path to Glory Roster
3. Spend Emberstone Shards
4. Tend to Battle Wounds and Battle Scars

### 1. GAIN EMBERSTONE SHARDS

After each *Path to Glory: Ravaged Coast* battle, tally up the **emberstone shards** that your warriors recovered from the battlefield as follows:

- If you won the battle, you gain 3 emberstone shards. If you lost the battle, you gain D3 emberstone shards. If the battle was a draw, you gain D3 emberstone shards and can re-roll the dice once.
- If you fought a battle using a Hateful Shores battleplan, you gain D3 additional emberstone shards.
- For each **emberstone token** your army had at the end of the battle, you gain 1 emberstone shard.

Add all of these emberstone shards to your **emberstone vault**. There is also space on your roster to keep track of the total number of emberstone shards your army has gained throughout the campaign.

### 2. MANAGE YOUR PATH TO GLORY ROSTER

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

1. Promote a **HERO**
2. Retire units
3. Manage enhancements
4. Change your general
5. 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.



Weirdbrute Wrekka

**RETIRE UNITS**

If you wish to remove any units from your Path to Glory roster, you can remove them in this step. If you do so, you receive a number of **refunded emberstone shards** for each retired unit, as shown in the table below. Add those emberstone shards to your emberstone vault. Any enhancements gained by that unit are lost.

RETIRED UNIT	REFUNDED EMBERSTONE SHARDS
Points value of 0-100	1
Points value of 101-200	1
Points value of 201-300	2
Points value of 301-400	3
Points value of 401-500	4
Points value of 501-600	5
Points value of 601+	5

**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 Path to Glory roster, should you wish.

**CHANGE YOUR GENERAL**

You can pick any eligible **HERO** on your roster to replace your general. Your general first suffers D3 battle wounds (pg 44), 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.

**USURPED**

The **HERO** that was previously your general retains all the enhancements that they have gained. While they may have been usurped from their position of power, their contingency plans enabled them to retain some relics from their glory days.

**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 and reduce that unit's rank by 1. 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 Ruler and had gained the Mighty rank, if you changed their Path to the Path of the Brawler, that **HERO** would embark on that Path at the Elite rank. You would then pick 1 Aspiring ability and 1 Elite ability from the Path of the Brawler for that **HERO**.



Kroxigor

### 3. SPEND EMBERSTONE SHARDS

You can either keep your emberstone shards in your vault or spend some or all of them to perform the following actions:

- ◆ **Progress along a Path:** Choose a unit in your army to embark on a Path or improve the rank of a unit in your army.
- ◆ **Gain an enhancement, spell or prayer:** Give an enhancement, spell or prayer to an eligible unit in your army.
- ◆ **Recruit warriors:** Add a unit to your roster or reinforce an existing unit in your army.
- ◆ **Acquire a faction terrain feature:** Construct an outpost on the Ravaged Coast.
- ◆ **Create an emberstone-enhanced weapon:** Get your weaponsmiths to craft a unique and powerful weapon.
- ◆ **Hire a Ravaged Coast Regiment of Renown**

Each action can only be performed once per aftermath sequence. Detailed rules for each action are found on pages 42-43.

To perform an action, you must spend the number of emberstone shards shown in the Emberstone Upgrades table opposite and then remove that number of shards from your emberstone vault. You cannot spend more emberstone shards than you have in your vault.



*So great are the perils of the Ravaged Coast – and the evil presence of the Gnaw that lies to its east – that even such noble warriors as the Stormcast Eternals will seek any advantage they can muster.*

## EMBERSTONE UPGRADES

## ACTION

## EMBERSTONE SHARDS

## Progress along a Path

Unit embarks on a Path and earns the Aspiring rank	1
Unit earns the Elite rank	2
Unit earns the Mighty rank	4
Unit earns the Legendary rank	6

## Gain an enhancement, spell or prayer

Heroic trait	3
Artifact of power	3
Spell or prayer	2

## Recruit warriors

Points value of 0-100	2
Points value of 101-200	3
Points value of 201-300	4
Points value of 301-400	6
Points value of 401-500	8
Points value of 501-600	10
Points value of 601+	15

## Acquire a faction terrain feature

## Create an emberstone-enhanced weapon

## Hire a Ravaged Coast Regiment of Renown

## SPENDING EMBERSTONE SHARDS EXAMPLE

Jimbo and Sam have finished a Path to Glory battle and are about to go through the aftermath sequence. Including the emberstone shards gained during this battle, Jimbo has 8 emberstone shards in his vault.

In this battle, his Tree-Revenants performed better than expected, and so he spends 1 emberstone shard to reward them with a Path. He picks the Path of the Antagonists, as Tree-Revenants are a non-**HERO INFANTRY** unit, and decides that the 'Aggressive Attackers' ability is perfect for them. He writes this Aspiring ability on his roster.

Jimbo then spends 3 emberstone shards to gain an enhancement for his Treelord Ancient general, Rustleleaf Groveroot. He picks the 'Brash and Angry' heroic trait as this fits the Sylvaneth warrior's temperament. He writes this in the box next to his general on his roster.

With only 4 emberstone shards left in his vault, Jimbo spends 3 emberstone shards on his army's faction terrain feature, an Awakened Wyldwood, so they can use their 'Walk the Hidden Paths' ability more easily. Jimbo writes this in the faction terrain feature box on his roster.

Jimbo does not have enough emberstone shards to recruit any new units, create an emberstone-enhanced weapon or hire a Ravaged Coast Regiment of Renown. He has 1 emberstone shard left in his vault.



### UNIVERSAL LORES AND ENHANCEMENTS

This battlepack includes heroic traits, artefacts of power, a spell lore and a prayer lore that can be used by any faction (pg 76-79). Alternatively, your army's battletome will include faction-specific enhancements and lores that you can pick from instead.



### PROGRESS ALONG A PATH

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 by spending emberstone shards.

If a unit has not embarked on a Path, you can choose a Path for it, then remove 1 emberstone shard from your vault. A unit embarking on a Path starts at the Aspiring rank.

If a unit is already on a Path, you can choose for it to earn the next rank, then remove the number of emberstone shards shown on the Emberstone Upgrades table from your vault. Ranks must be earned sequentially; a unit cannot 'skip' ranks and go from Aspiring to Mighty, for instance.

### GAIN AN ENHANCEMENT, SPELL OR PRAYER

Emberstone shards can be spent to gain 1 heroic trait, 1 artefact of power, 1 spell or 1 prayer for your army.

To gain an enhancement, pick 1 enhancement from a universal enhancement table or from an enhancement table in your army's faction rules. Give it to an eligible non-**UNIQUE** unit in your army, then remove the requisite number of emberstone shards from your vault. Remember that 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.

To gain a spell or prayer, pick 1 spell or 1 prayer either from a universal lore table or from a spell lore, prayer lore or manifestation lore available to your army's faction or to the faction of a **WIZARD** or **PRIEST** on your roster. Add it to your Arcane Tome, then remove the requisite number of emberstone shards from your vault.

### RECRUIT WARRIORS

You can either add 1 new unit to your Path to Glory roster or reinforce 1 of your existing units.

### ADDING A NEW UNIT

Pick 1 eligible unit. Add that unit to your roster at its minimum unit size, then remove the requisite number of emberstone shards from your vault based on the points value of that unit.

### REINFORCING A UNIT

Pick 1 eligible unit on your roster. Reinforce that unit (pg 27), then remove the requisite number of emberstone shards from your vault based on the unreinforced points value of that unit.

### ACQUIRE A FACTION TERRAIN FEATURE

If you do not already have a faction terrain feature, you can add 1 faction terrain feature to your roster. Then, remove the requisite number of emberstone shards from your vault.

### CREATE AN EMBERSTONE-ENHANCED WEAPON

The weaponsmiths in your camp can forge experimental weapons that are augmented with emberstone. These **artefacts of power** are called **emberstone-enhanced weapons**. Each of these weapons is unique, and so each one counts as a different artefact of power. However, they are unpredictable and unstable, presenting as much danger to those who use them as to those who are targeted by them.

### FORGING AN EMBERSTONE-ENHANCED WEAPON

You can forge 1 emberstone-enhanced weapon by removing 2 emberstone shards from your vault and following the instructions in the Emberstone Forge (pg 80). Then, give the emberstone-enhanced weapon to

an eligible **HERO** on your Path to Glory roster that does not already have an artefact of power.

If the emberstone-enhanced weapon is a ranged weapon and that **HERO** already has a non-**Companion** ranged weapon on their warscroll, you must pick 1 of that **HERO**'s non-**Companion** ranged weapons and replace it with the emberstone-enhanced weapon.

If the emberstone-enhanced weapon is a melee weapon, you must pick 1 non-**Companion** melee weapon on that **HERO**'s warscroll and replace it with the emberstone-enhanced weapon.

If an emberstone-enhanced weapon that replaced a weapon on a **HERO**'s warscroll is destroyed, immediately remove that emberstone-enhanced weapon from that **HERO**'s warscroll and replace it with the original weapon.

#### UNSTABLE EMBERSTONE-ENHANCED WEAPONS

Roll a dice for each emberstone-enhanced weapon in your army that was not forged in this aftermath sequence. On a 1, that emberstone-enhanced weapon is destroyed (see above), and the **HERO** who had it suffers 1 battle wound (pg 44).

#### HIRE A RAVAGED COAST REGIMENT OF RENOWN

During your travels in Aqshy, you meet other famous warriors that you can hire to join your forces. Pick 1 Ravaged Coast Regiment of Renown. Add it to your roster as a new regiment, then remove the requisite number of emberstone shards from your vault.



*With a shriek, Mortfang spurs his ghoulish throngs into the fray. By claiming the red-hot realmstone of Aqshy, his quest to master the arcane will move one step closer to realisation...*





Squig Hopper

#### 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. Determine battle wounds
2. Determine battle scars
3. Heal battle wounds

##### DETERMINE BATTLE WOUNDS

- Each unit that was destroyed during the battle suffers D3 battle wounds.
- Any units carrying emberstone may have suffered ill effects through prolonged exposure. Roll a dice for each unit that had an emberstone token at the end of the battle. On a 1-4, that unit suffers 1 battle wound. On a 5+, that unit is unaffected.

##### 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.



### 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 46-47). 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.

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, you can pick a Path for them to embark on at the Aspiring rank without spending any emberstone shards.

If there are no other **HEROES** on your roster (and you did not have enough emberstone shards to recruit a new one in step 3 of the aftermath sequence), there is no one left to command your warriors and they swiftly slip away from your encampment. Your story has ended and your army's exploits fade into obscurity. If you wish to continue in this campaign, you must start a new *Path to Glory: Ravaged Coast* 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. Subtract 1 from casting rolls, chanting rolls and hit rolls for **drained** units. 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.



Liberator



Reclusian



Prosecutor

### DETERMINING BATTLE SCARS EXAMPLE

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.

## BATTLE SCAR TABLES

D6

## SERIOUS BATTLE SCARS

- Passive**
- SMOULDERING SCARS:** *Traces of flame lick within these lacerations, seeing the bearer contort with pain.*

**Effect:** At the end of the battle, roll a dice. On a 5+, this unit suffers D3 battle wounds.

- Passive**
- UNYIELDING BLISTERS:** *Attempts to tend these warriors' wounds sees them break out in agonising red-raw blisters.*

**Effect:** Damage points allocated to this unit cannot be healed.

- Passive**
- SCORCHED LIMBS:** *Caught by a gout of steam or lava-plume, these warriors' limbs are charred and weakened.*

**Effect:** Subtract 1 from run rolls and charge rolls for this unit.

D6

## SEVERE BATTLE SCARS

- Passive**
- BLOOD-DEEP CORRUPTION:** *Too much inhaled warp-dust sees these warriors' veins pulse green as their endurance is sapped.*

**Effect:** This unit cannot use **RUN** or **RETREAT** abilities.

- Passive**
- WARP-RUST:** *Proximity to the Gnaw has seen the weapons of these warriors grow dull.*

**Effect:** Each time you declare a **FIGHT** ability for this unit, as a reaction, roll a dice. On a 4+, for the rest of the turn, this unit's non-**Companion** melee weapons cannot be affected by weapon abilities.

- Passive**
- ENDLESS CHITTERING:** *The shrieking of vermin periodically overwhelms these warriors' senses, driving all wit from them.*

**Effect:** Each time you declare a command for this unit, as a reaction, roll a dice. On a 4+, that command has no effect, it still counts as having been used and the command points spent to use it are still lost.

D6

## CRITICAL BATTLE SCARS



## Passive

- HISSING WHEEZES:** *The corruption emanating from the Gnaw has poisoned these warriors, blighting them with fatigue – and their sputterings now carry a rat-like edge...*

Effect: This unit has STRIKE-LAST.

## Passive

- ASH-BLIGHTEDE:** *Having waded through too many scalding ash-storms, these warriors are covered in pumice-grey cysts and find their motions slowed.*

Effect: Subtract 1 from the Attacks characteristic of this unit's weapons.

## Passive

- RAGING AGONIES:** *Like a volcano suddenly erupting or a temper snapping, the pain of these warriors' injuries flares up without warning.*

Effect: Each time you declare a non-CORE ability for this unit, as a reaction, roll a dice. On a 5+, that ability has no effect.

Few of the Anvils of the Heldenhammer had escaped Gritpyle. None had done so without damage. Scored black armour, tarnished gold, broken spears and cracked hammers: all formed a litany of ills as the Stormcasts hunkered down inside the darkened sea cave and listened to the waters froth.

But not all wounds were so blatant.

'A foul thing,' Mortmarn's voice carried no judgement as he sat down opposite the Lord-Celestant. No judgement, and no warmth. Ashcrown made no acknowledgement at first. Her gaze remained fixed upon the light-drinking blade in her grasp, as it had been ever since they reached the cavern.

'I will not apologise for my conviction.' Ashcrown's voice was nary a whisper. 'Had the Lord-Veritant and her sacred flames endured, we might have destroyed it. That would have been a victory.'

'At such cost?' Mortmarn's eyes seemed almost to glow, braziers deep within a mausoleum. And still, he spoke with that damnable soft understanding. 'You feel you bear the responsibility for it. I say to you, cast it into the sea. Rid yourself of it.'

Slowly, the Lord-Celestant's fingers curled around the weapon's hilt. Upon her shoulders, there pressed a monstrous sense of weight. She wondered if perhaps it was the Gnaw's toxic presence, but in her heart, the warrior knew otherwise.

'And chance its survival, so it might bedevil others?' She shook her head, glancing to her side. Propped against the cave wall, the reliquary stave stood sombre and silent. 'This is my burden. We go on.'

Mortmarn said nothing. Behind him, his Morrgryphe steed raised its head. In those opal-black eyes lay the judgement of a yawning grave. Ashcrown's face hardened. She mustered what she hoped was conviction and feared was something less wholesome.

'We go on. To whatever victory might remain to us.'



## BATTLEPLAN RIFT IN THE PEAKS

In a cleft within the Adamantine Chain, burning hot clusters of emberstone have been uncovered. Roaming armies must descend upon them quickly and establish positions to beat back those who would claim their prize.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Northern Territory and which player uses the Southern Territory. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 3 objectives as shown on the map.

### DEPLOYMENT

The player who assigned territories begins deployment.

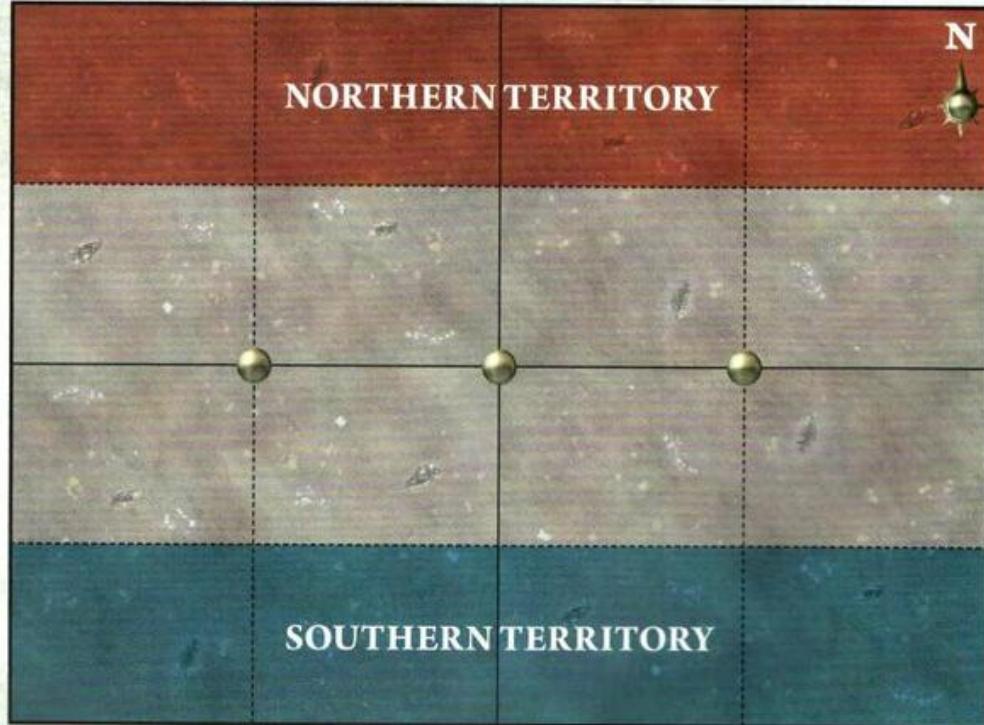
### GLORIOUS VICTORY

Victory points are scored as follows:

- **Fortified Position:** Each player scores 1 victory point at the end of their turn for each objective they control that is not contested by any enemy units.



Warlock Galvaneer



## BATTLEPLAN

# RISE THROUGH THE ASHES

Struggling their way through a vale of pyroclastic ashes, two armies find themselves in opposition at a key juncture. The winner will find it far easier to force a path towards the shoreline of the Ravaged Coast.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Northern Territory and which player uses the Southern Territory. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 3 objectives as shown on the map.

### DEPLOYMENT

The player who assigned territories begins deployment.

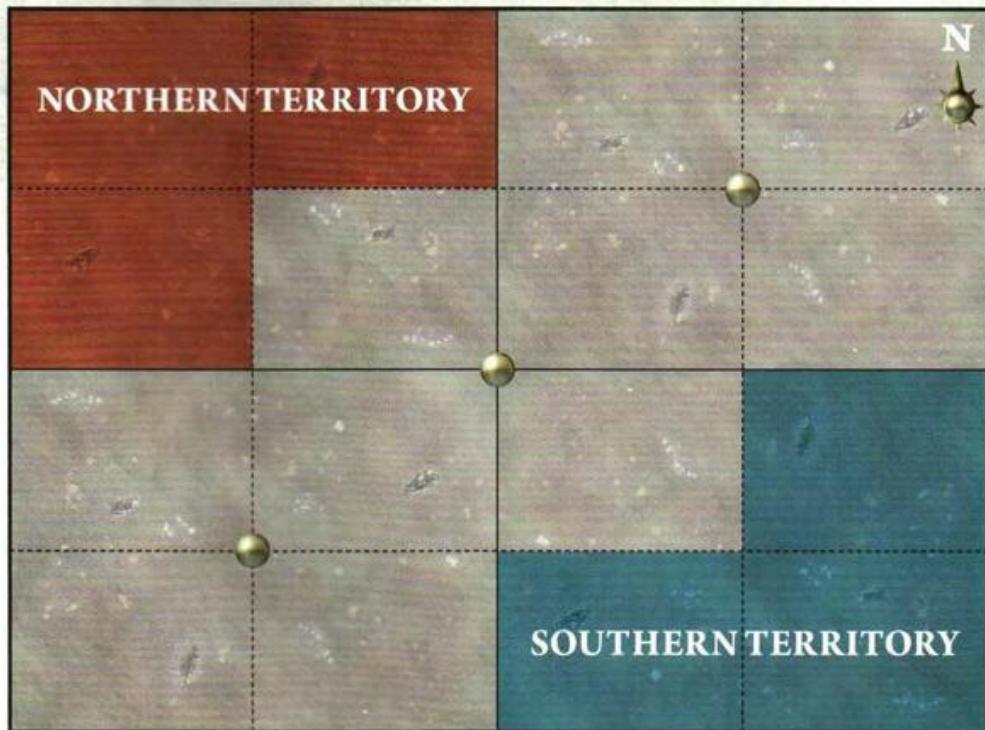
### GLORIOUS VICTORY

Victory points are scored as follows:

- Take and Hold:** Each player scores 1 victory point at the end of their turn for each objective they control.



*Grand Justice Gormayne*



## BATTLEPLAN

# STANDING ON SKULLS

Concentrated emberstone has left this overrun redoubt surrounded by corpses. Wrath clings to the rocks and stone, driving those who roam here into a frenzy...



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Western Territory and which player uses the Eastern Territory. If the players have the same total number of emberstone shards, roll off and the winner picks.

### DEPLOYMENT

The player who assigned territories begins deployment.

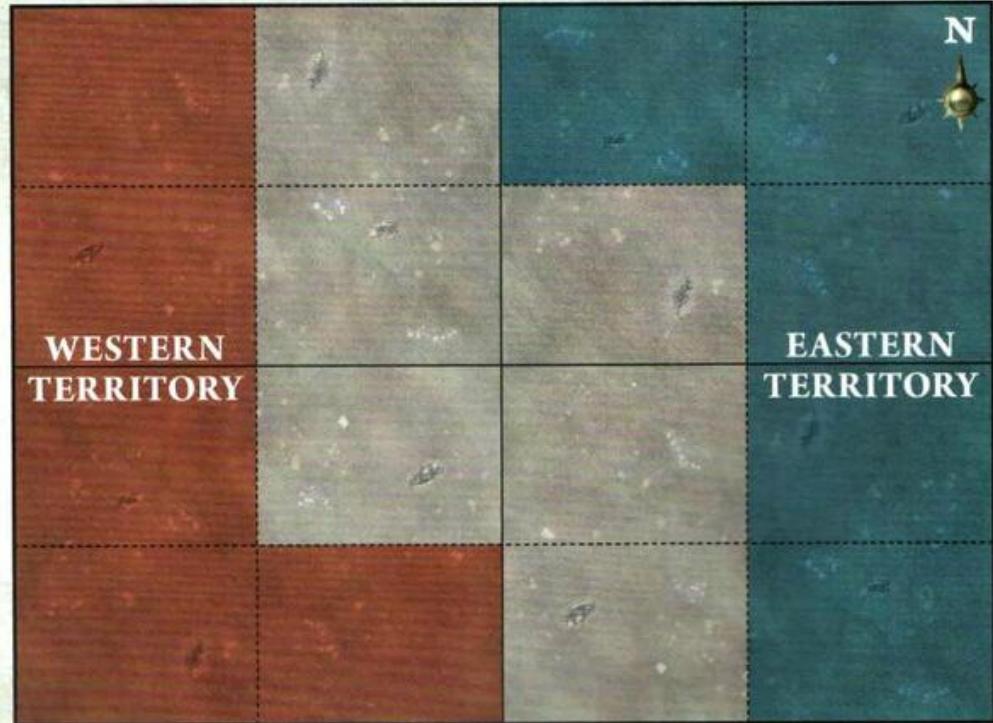
### GLORIOUS VICTORY

Victory points are scored as follows:

- **Monster Hunters:** Each player scores 2 victory points at the end of their turn for each enemy **MONSTER** they destroyed in that turn.
- **Destroy their Ranks:** Each player scores 1 victory point at the end of their turn for each enemy non-**MONSTER** unit they destroyed in that turn.



Zoggrok Anvilsmasha



## BATTLEPLAN

# RANSACK THE ENCAMPMENT

Unclaimed and defensible portions of the Adamantine Chain are a rarity. But even these are not unassailable; one army has crept through the night towards the camp of another and now seeks to burn them from the land.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player is the **defender** and which player is the **raider**. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 3 objectives as shown on the map.

### DEPLOYMENT

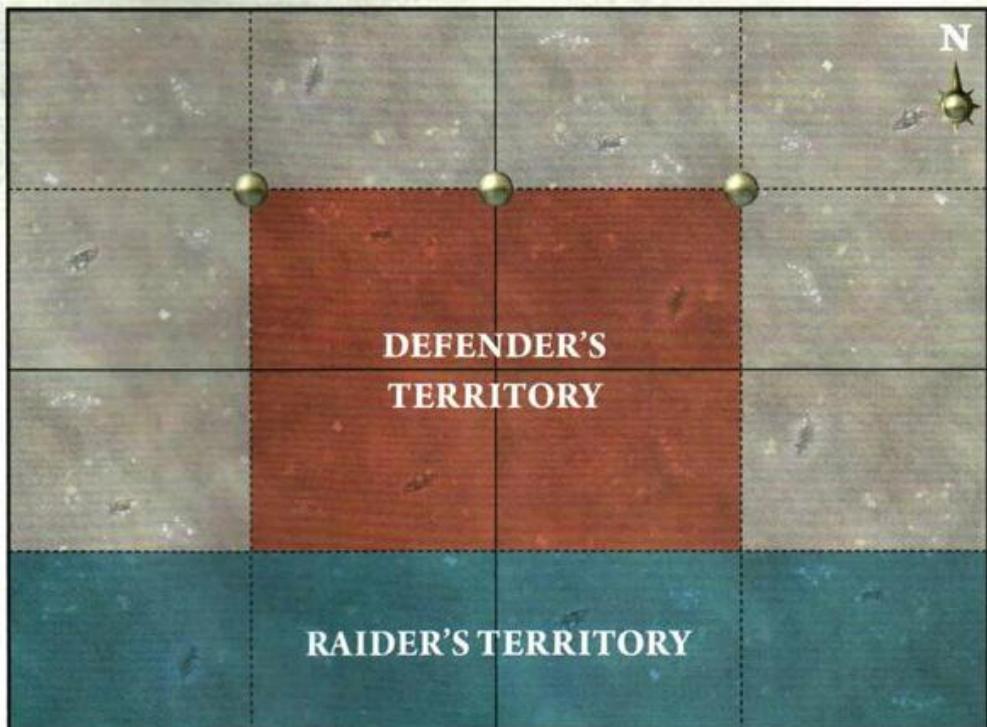
The player who assigned roles begins **deployment**. Units can be set up more than 6" from enemy territory instead of more than 9" from enemy territory.



### GLORIOUS VICTORY

Victory points are scored as follows:

- **Take and Hold:** Each player scores 1 victory point at the end of their turn for each objective they control.
- **Lay Them Low:** The **raider** scores 1 victory point at the end of each turn for each enemy unit they destroyed in that turn.





## BATTLEPLAN BLOOD IN THE VALLEYS

It is difficult to navigate the passes of the Adamantine Chain in force. Though to do so allows the mightier-looking army to concentrate its power, it also leaves it vulnerable to enemies better able to adapt to the terrain.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Combined Territory and which player uses the Split Territories. If the players have the same total number of emberstone shards, roll off and the winner picks.

### DEPLOYMENT

The player who assigned territories begins deployment.

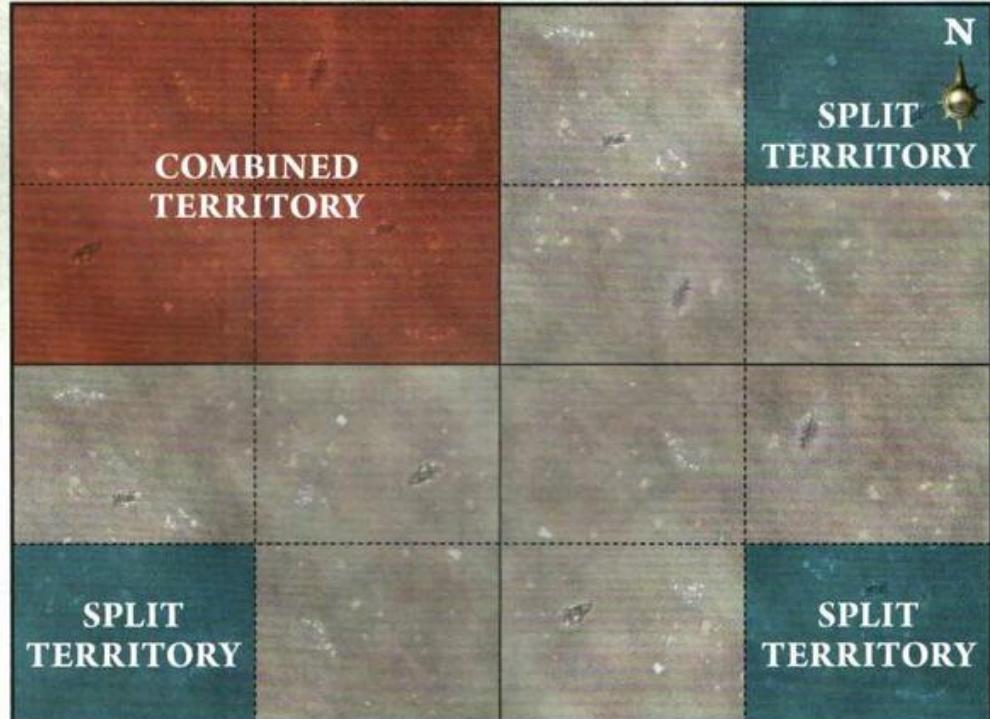
### GLORIOUS VICTORY

The player with the most friendly units wholly within neutral territory at the end of the battle wins a **major victory**.

If both players have the same number of friendly units in neutral territory at the end of the battle, the battle is a **draw**.



*Freeguild Marshal*



SERVE AT THE ALTAR OF THE RAT

## BATTLEPLAN LIGHT THE FIRES

A path towards the edge of the Gnaw has been found, but it is choked by corrupted, boiling smog. Ancient braziers stand here that, when lit, could cleanse the air for a time. Inevitably, these sites are bitterly fought over.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Western Territory and which player uses the Eastern Territory. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 2 objectives as shown on the map.

### DEPLOYMENT

The player who assigned territories begins deployment.

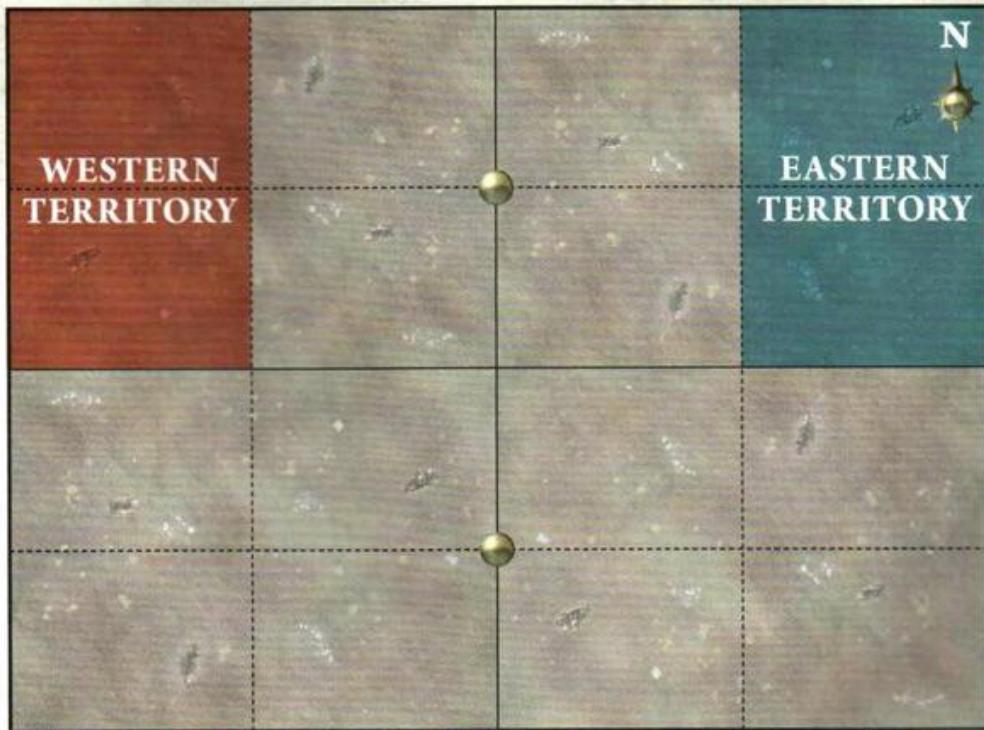
### GLORIOUS VICTORY

Victory points are scored as follows:

- **Take and Hold:** Each player scores 1 victory point at the end of their turn for each objective they control.



*Bloodpelt Hunter*



## BATTLEPLAN

# TWISTED BY RAGE

To spend time in Aqshy is to see one's soul become increasingly filled with ire, and this effect is heightened by the corruption of the Chain's eastern foothills. One army has been engulfed by a bitter wrath, and they are resolved to hunt down and slaughter their rival at any cost.



### THE ARMIES

The player who has the lowest total number of emberstone shards is the **mark** and the other player is the **executioner**. If the players have the same total number of emberstone shards, roll off and the winner picks which player is which.



### DEPLOYMENT

The **executioner** begins deployment. The **mark** can set up their units wholly within their territory instead of more than 9" from enemy territory.

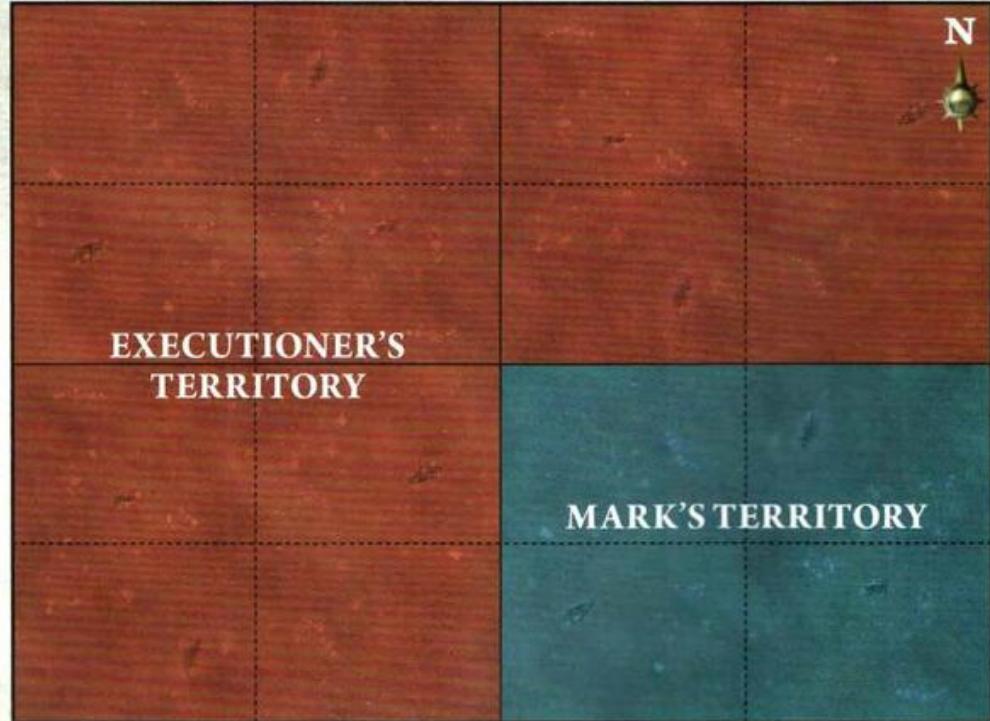
### PROTECT AT ALL COSTS

While the **mark**'s general is affected by the 'Guarded Hero' ability, they cannot be picked as the target of shooting attacks made by units more than 3" from them instead of more than 12" from them.

### GLORIOUS VICTORY

At the end of the battle:

- If the **mark**'s general has been destroyed, the **executioner** wins a **major victory**.
- If the **mark**'s general has not been destroyed, the **mark** wins a **major victory**.



## BATTLEPLAN

# STORM THE LAND BRIDGE

Isthmuses like the Castbridge or Burningbridge are the surest way to gain access to the Ravaged Coast's shores. Armies often find themselves racing neck and neck to force their way across, even as the strips of land quiver with tectonic instability.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Northern Territory and which player uses the Southern Territory. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 1 objective as shown on the map.

### DEPLOYMENT

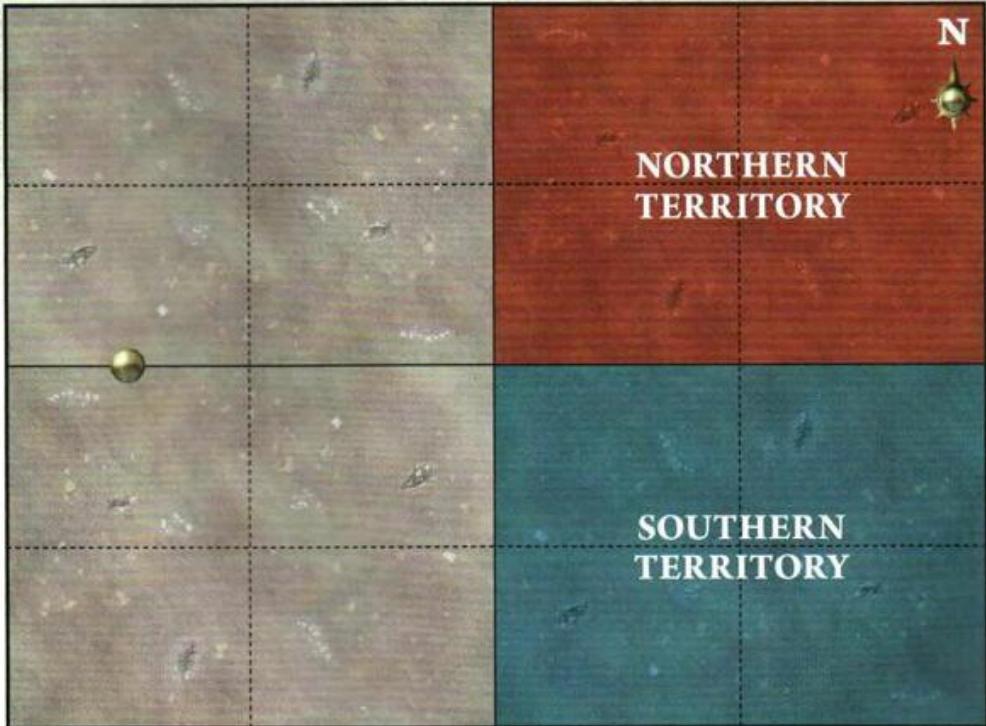
The player who assigned territories begins deployment.

### HOLD FAST!

While a unit is contesting the objective, it has **STRIKE-LAST**.

### GLORIOUS VICTORY

The player who controls the objective at the end of the battle wins a **major victory**. If neither player controls the objective at the end of the battle, the battle is a **draw**.



## BATTLEPLAN

## BENEATH THE SHADOW OF BRAZENSKULL

The osseous flanks of Brazenskull Volcano are studded with emberstone weapons left in offerings. These are worthy boons to secure before assaulting Hel's Claw, but an army that becomes too focused on their prize risks being utterly surrounded.

**THE ARMIES**

The player who has the lowest total number of emberstone shards picks which player uses the Border Territories and which player uses the Central Territory. If the players have the same total number of emberstone shards, roll off and the winner picks.

**OBJECTIVES**

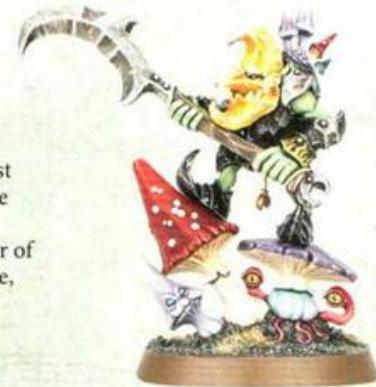
Set up 3 objectives as shown on the map.

**DEPLOYMENT**

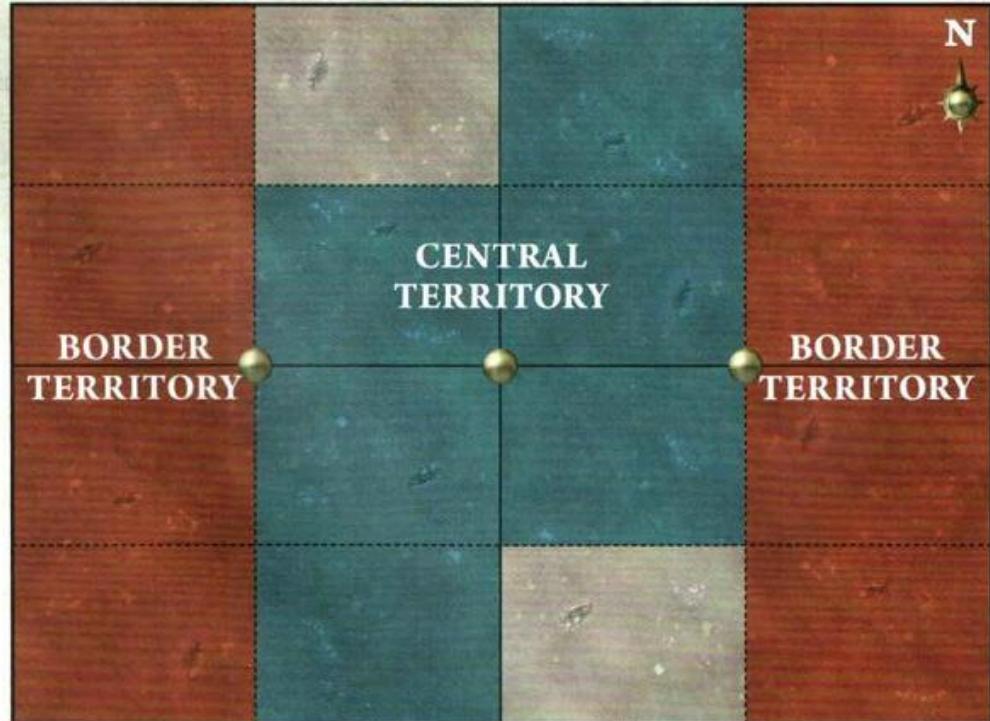
The player who assigned territories begins deployment.

**GLORIOUS VICTORY**

The player who controls the most objectives at the end of the battle wins a **major victory**. If both players control the same number of objectives at the end of the battle, the battle is a **draw**.



Loonboss



ALL ENDS IN FIRE

## BATTLEPLAN

# ASSAULT ON THE SEA CAVE

The sea caverns that yawn wide across the Ravaged Coast are excellent places for armies to encamp and store their arcane riches in. This does, however, make them appealing targets for enemies looking to make a smash-and-grab raid.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player is the **ransacker** and which player is the **hoarder**. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 4 objectives as shown on the map.

### DEPLOYMENT

The player who assigned roles begins deployment. Units can be set up more than 3" from enemy territory instead of more than 9" from enemy territory.

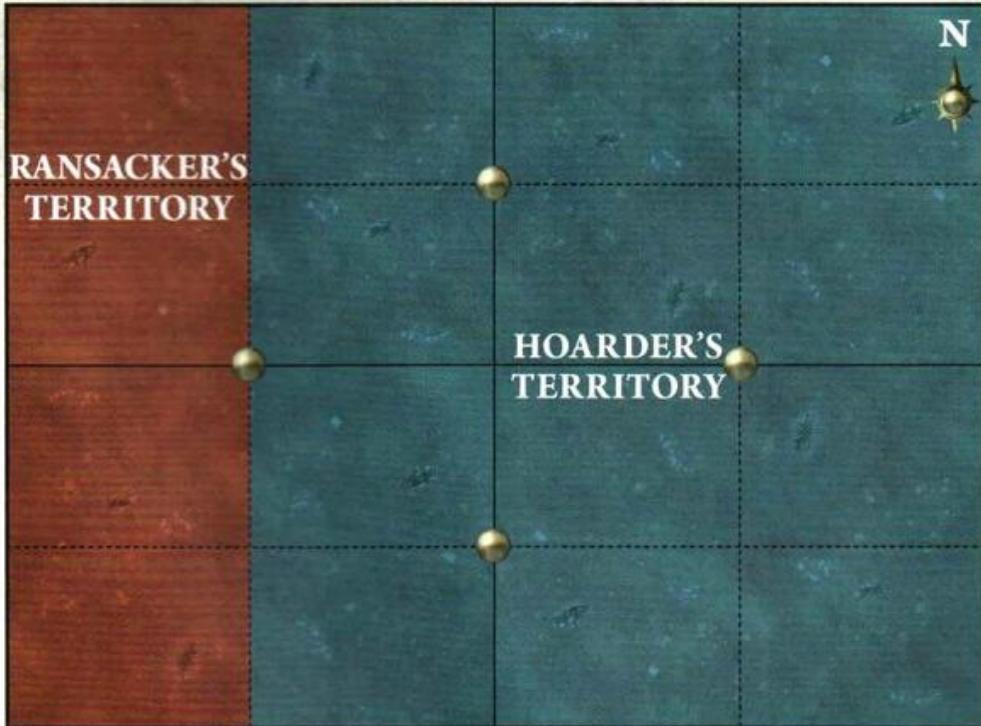
### SMASH AND GRAB

At the end of each battle round, the **ransacker** can remove either 1 or 2 objectives that they control.

### GLORIOUS VICTORY

At the end of the battle:

- If there are no objectives on the battlefield, the **ransacker** wins a **major victory**.
- If there is 1 objective on the battlefield, the battle is a **draw**.
- If there are 2 or more objectives on the battlefield, the **hoarder** wins a **major victory**.



## BATTLEPLAN ALONG THE CRUMBLING COAST

Shredded by the spasmodic birth-fury of the Gnaw, the Ravaged Coast crumbles and reforms by the day. Armies fight desperately to secure any patch of tainted land, and what seems a great gain one moment can appear meagre the next.



### THE ARMIES

The player who has the lowest total number of emberstone shards picks which player uses the Crumbling Territories and which player uses the Reformed Territories. If the players have the same total number of emberstone shards, roll off and the winner picks.

### OBJECTIVES

Set up 3 objectives as shown on the map.

### DEPLOYMENT

The player who assigned territories begins deployment.



### GLORIOUS VICTORY

Victory points are scored as follows:

- Take and Hold:** Each player scores 1 victory point at the end of their turn for each objective they control.
- Fortified Position:** Each player scores 1 victory point at the end of their turn for each objective they control that is not contested by any enemy units.



## BATTLEPLAN

# RAID ON HEL'S CLAW

Having crafted makeshift rafts or secured some form of transport, armies converge on the shores of Hel's Claw. A glowing trove of emberstone draws them to battle – but even should their enemies fall, simply handling the volatile realmstone may prove too much...



### THE ARMIES

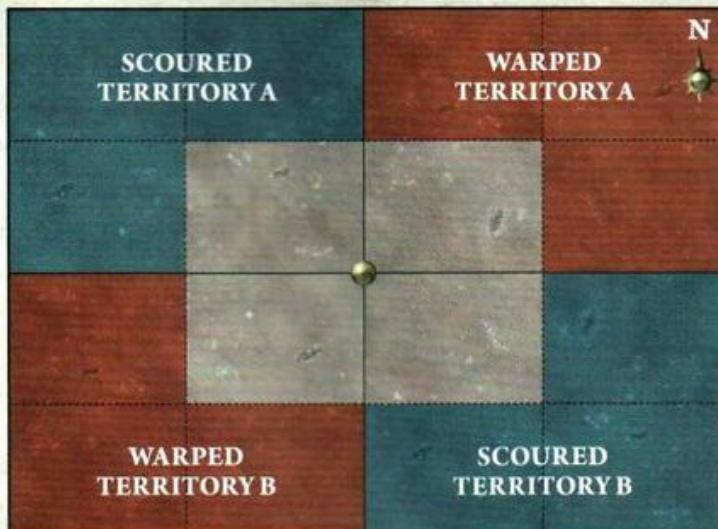
The player who has the lowest total number of emberstone shards picks which player uses the Warped Territories and which player uses the Scoured Territories. If the players have the same total number of emberstone shards, roll off and the winner picks. Both players split their armies into 2 contingents. Each contingent must have as close to the same number of units as possible.

### OBJECTIVES

Set up 1 objective as shown on the map to be the **emberstone trove**.

### DEPLOYMENT

The player who assigned territories **begins deployment**. Each player must deploy 1 contingent wholly within their territory A and the other wholly within their territory B.



### SEIZE THE TROVE!

Both players can use the following ability:

◆ End of Your Turn

**SEIZE THE TROVE!**: *The prize is within reach...*

**Declare**: If you control the **emberstone trove**, pick a friendly unit within 3" of it that is not in combat and does not have an **emberstone token** to be the target.

**Effect**: Remove the **emberstone trove** from the battlefield and give the target a **trove token**. The target is now the **carrier**.

The **carrier** cannot have a **trove token** and an **emberstone token** at the same time.

The **carrier** cannot be removed from the battlefield by an ability that would allow it to be set up elsewhere on the battlefield.

If the **carrier** is destroyed, before removing the last model in that unit from play, remove its **trove token** and set up the **emberstone trove** on the battlefield as close to that model as possible, not on an objective and not on an emberstone cluster.

### EVER-BURNING COALS

Both players must use the following ability in each of their turns if a unit in their army is the **carrier**:

◆ Your Movement Phase

**EVER-BURNING COALS**:

*Emberstone is a volatile substance, liable to rage out of control and scorch to the touch.*

**Effect**: If a unit in your army is the **carrier**, roll a dice. On a 2+, inflict an amount of mortal damage on it equal to the roll.

If the **carrier** is a **MONSTER**, inflict X+4 mortal damage on it instead, where X is an amount equal to the roll.

### GLORIOUS VICTORY

At the end of the battle:

- The player whose unit is the **carrier** wins a **major victory**.
- If the **emberstone trove** is on the battlefield, the battle is a **draw**.

# PATH OF THE BRAWLER

(HERO only)



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

↗ Your Charge Phase

**DEPENDABLE ASSAULT:** *Though not the swiftest, this warrior will reach the front in due time.*

**Effect:** If this unit is not in combat and has not used a RUN or RETREAT ability this turn, it can move a distance of 7". This unit can pass through the combat ranges of enemy units but it must end that move within  $\frac{1}{2}$ " of a visible enemy unit. If it does so, this unit has charged.

**KEYWORDS** CORE, MOVE, CHARGE

↗ Passive

**FIRST TO THE FIGHT:** *First to strike, first to triumph: that is this hero's mantra.*

**Effect:** Add 2 to charge rolls for this unit.

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

↗ Passive

**VETERAN'S EYE:** *This warrior has a knack for knowing just where to strike.*

**Effect:** Add 1 to hit rolls for this unit's combat attacks.

↗ Passive

**POWERFUL BRUISER:** *Each blow from this battle-hardened hero leaves a mark.*

**Effect:** Add 1 to wound rolls for this unit's combat attacks.

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

↗ Any Combat Phase

**RECKLESS BRUTALITY:** *Offence is the best form of attack – so sayeth this warrior, anyway.*

**Effect:** For the rest of the phase:

- Subtract 1 from save rolls for this unit.
- Add 2 to the Rend characteristic of this unit's weapons.

↗ End of Any Turn

**DEATHDEALER:** *Every hewing strike from this warrior can fell beasts or sunder serried ranks.*

**Declare:** Pick each enemy unit in combat with this unit to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

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

↗ Deployment Phase

**DEVASTATING STRENGTH:** *This warrior's raw physical power is the stuff of legend.*

**Effect:** Pick 1 of this unit's melee weapons. Add 1 to the Damage characteristic of that weapon for the rest of the battle.

↗ Passive

**FLURRY OF ATTACKS:** *This hero wades through foes in a blur of thrusts, chops and slashes.*

**Effect:** Add 2 to the Attacks characteristic of this unit's melee weapons.

# PATH OF THE RULER

(HERO only)



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

☛ Any Charge Phase

**LEAD BY EXAMPLE:** This hero knows their place: leading from the front.

**Declare:** If this unit charged this phase, pick another friendly unit wholly within 12" of it to be the target.

**Effect:** You can re-roll charge rolls for the target for the rest of the phase.

● Any Hero Phase

**INSPIRATIONAL:** This hero exhorts their warriors to achieve greatness.

**Declare:** Pick a friendly non-HERO unit wholly within 12" of this unit to be the target.

**Effect:** Roll 2D6. Add the roll to the target's control score for the rest of the turn.

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

✖ Any Combat Phase

**STAND FIRM:** None would willingly disgrace themselves before this leader.

**Declare:** Pick this unit and a friendly non-HERO unit within its combat range to be the targets.

**Effect:** For the rest of the turn, if either target uses the 'All-out Defence' command, the other target can also use the same command in the same phase and no command points are spent to use the command a second time.

✖ Passive

**MAGNIFICENT FURY:** This hero's righteous blows inspire those around them.

**Effect:** While this unit is in combat, add 1 to wound rolls for combat attacks made by other friendly units while they are within this unit's combat range.

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

✖ Passive

**DRILLMASTER:** This hero expects the best from those they command.

**Declare:** If this unit is in combat, pick another friendly unit within its combat range to be the target.

**Effect:** Pick 1 of the target's melee weapons. Add 1 to the Rend characteristic of that weapon for the rest of the turn.

✖ End of Any Turn

**MARTIAL EXEMPLAR:** Warriors cannot help but seek to emulate this hero's warlike example.

**Declare:** If this unit destroyed an enemy unit this turn, pick another visible friendly unit wholly within 12" of this unit to be the target.

**Effect:** Until the end of the next battle round, add 1 to the Attacks characteristic of the target's melee weapons.

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

✖ Once Per Turn (Army), Your Hero Phase

**'TO ARMS!':** The loyalty this leader inspires sees their warriors rush to aid them.

**Declare:** If this unit is in combat, pick another friendly unit wholly within 12" of this unit that is in combat to be the target.

**Effect:** The target can immediately use a **FIGHT** ability as if it were the combat phase.

☛ Enemy Combat Phase

**DECISIVE STRIKE:** A single, stirring moment of heroism can change the course of a battle.

**Declare:** If this unit is not in combat, pick each friendly unit within its combat range that is not in combat to be the targets.

**Effect:** Each target can move D6". The targets can pass through the combat ranges of enemy units and can end that move in combat.

# PATH OF THE DUELLIST

(INFANTRY HERO only)



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

⦿ Passive

**DEFLECTION:** *This warrior easily turns aside meaningful blows.*

**Effect:** Weapon abilities that apply on a critical hit have no effect on attacks that target this unit.

✖ Passive

**TAKE THE LEAD:** *Victory demands bold strikes.*

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

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

⦿ Reaction: Opponent declared a **FIGHT** ability that targeted this unit

**DEADLY RIPOSTE:** *One warrior can slay ten, if they have honed themselves sufficiently.*

**Effect:** If this unit has not used a **FIGHT** ability this phase, until the end of the phase:

- Each time your opponent makes an unmodified hit roll of 1 for a combat attack that targets this unit, after the **FIGHT** ability has been resolved, inflict an amount of mortal damage on the attacking unit equal to the Damage characteristic of the weapon used for that attack.
- Subtract 1 from hit rolls for this unit's attacks.

✖ Passive

**PRECISE THRUST:** *So pinpoint are this warrior's blows that even magical defences can be pierced.*

**Effect:** Ward rolls cannot be made for enemy units while they are in combat with this unit.

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

✖ Reaction: Opponent declared a **FIGHT** ability that targeted this unit

**SWIFT AS THE WILL:** *There is no barrier between thought and action for this hero.*

**Effect:** If this unit has not used a **FIGHT** ability this phase, roll a dice. On a 4+, this unit can immediately use a **FIGHT** ability but all of its attacks must target that enemy unit.

✖ Passive

**ASTOUNDING TECHNIQUE:** *Each blow from this warrior is, in its own way, a work of art.*

**Effect:** This unit's combat attacks score critical hits on unmodified hit rolls of 5+.

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

⦿ Passive

**APOTHEOSIS OF STEEL:** *For lesser warriors, merely to enter this hero's radius is a death sentence.*

**Effect:** Each time a combat attack that targets this unit does not score a successful hit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

⦿ Passive

**TO SURPASS ALL:** *This warrior seeks nothing less than perfection.*

**Effect:** The first time an enemy unit is destroyed by an **ATTACK** ability used by this unit, this unit has **WARD (6+)** for the rest of the battle. Add 1 to ward rolls for this unit for each additional enemy unit destroyed by an **ATTACK** ability used by this unit, to a maximum of 2.

# PATH OF THE WARMONGER

(INFANTRY HERO only)



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

▢ Passive

**LOST IN THE MELEE:** This fervent warrior is almost impossible to track.

**Effect:** This unit cannot be targeted by shooting attacks while it is in combat.

▢ Passive

**CAKED IN GORE:** This warrior's natural place is right in the thick of it.

**Effect:** Add 10 to this unit's control score while it is in combat.

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

▢ Any Shooting Phase

**QUICK FIRE:** This warrior has trained themselves to fire volleys at terribly close range.

**Declare:** If this unit is in combat, pick 1 of its ranged weapons to be the target weapon and pick an enemy unit in combat with it to be the target unit.

**Effect:** Roll a dice. On a 3+, the target weapon has Shoot in Combat for the rest of the phase but all attacks made with that weapon this phase must target the target unit.

▢ Reaction: You declared the 'All-out Attack' or 'All-out Defence' command for this unit

**GIFTED GLADIATOR:** Clever combat techniques and wicked ploys are second nature to this fighter.

**Effect:** If this unit is in combat, roll a dice. On a 3+, no command points are spent to use that command.

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

▢ Passive

**BLINDSIDING BARRAGE:** Heads start flying the moment this warrior reaches the melee.

**Effect:** If this unit charged this battle round, it has STRIKE-FIRST for the rest of the battle round.

▢ Any Combat Phase

**BRINGER OF CARNAGE:** Bloody ruin is always this warrior's end goal.

**Declare:** If this unit is in combat, pick 1 of its non-Companion melee weapons to be the target.

**Effect:** Roll a dice. On a 1-4, add 1 to the target's Damage characteristic for the rest of the phase. On a 5+, add 2 to the target's Damage characteristic for the rest of the phase.

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

▢ End of Any Turn

**TO FIGHT ETERNAL:** Battle itself seems to be this warrior's meat and wine.

**Effect:** If this unit used a FIGHT ability this turn, add 1 to the Attacks characteristic of its non-Companion melee weapons for the rest of the battle.

▢ Any Combat Phase

**SLICE AND DICE:** It appears as if this warrior can shatter enemy armour through will alone.

**Effect:** Roll a dice for each enemy unit in combat with this unit. For each 2+, add 1 to the Rend characteristic of this unit's melee weapons for the rest of the phase.

# PATH OF THE SORCERER

(WIZARD HERO only)

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

## ⦿ Passive

**FOCUSED SORCERY:** *This wizard has a knack for the fundaments of magic.***Effect:** The first time this unit uses a non-SUMMON SPELL ability this phase, add 2 to the casting roll for that spell.

## ⦿ Passive

**POWER DISRUPTOR:** *This sorcerer has trained themselves to face down hostile magics.***Effect:** Add 1 to unbinding rolls for this unit. In addition, this unit can use the 'Unbind' ability if the enemy WIZARD casting the spell is anywhere on the battlefield instead of within 30" of this unit.**ELITE:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

## ⦿ End of Your Turn

**OVERTSPILLING POWER:** *This hero uses any excuse to shape the arcane.***Effect:** This unit can use a SPELL ability as if it were your hero phase.

## ⦿ Passive

**HONED TALENT:** *Like a sudden magma spout, this sorcerer's ability can catch even them by surprise.***Effect:** If the casting roll for this unit is a double, add 1 to this unit's power level for the rest of the phase.**MIGHTY:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

## ⦿ Passive

**ARCANE ONSLAUGHT:** *Power springs wild and nigh on unbidden from this mage's fingers.***Effect:** Each time this unit uses an UNLIMITED SPELL ability, you can pick up to 2 eligible units to be the targets instead of 1.

## ⦿ Once Per Turn, Your Hero Phase

**ARCANE AVALANCHE:** *What ward or counter-spell can disrupt this mage's arts?***Effect:** The next spell cast by this unit this phase cannot be unbound.**LEGENDARY:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

## ⦿ End of Your Turn

**DRAW ON DESTRUCTION:** *The havoc wreaked by this hero's spells only fuels their desire for power.***Effect:** If a unit was destroyed by a SPELL ability used by this unit this turn, add 1 to this unit's power level for the rest of the battle.

## ⦿ Reaction: Opponent declared a FIGHT ability that targeted this unit

**SHIELD OF ELDRITCH FLAME:** *Burning gales of force encircle this mage, protecting them from harm.***Effect:** Until the end of the next turn:

- Subtract 1 from hit rolls and wound rolls for attacks that target this unit.
- Subtract 1 from the Rend characteristic and Damage characteristic of weapons used for attacks that target this unit.
- Subtract 1 from this unit's power level, to a minimum of 0.

# PATH OF THE CONJURER

(WIZARD HERO only)

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

- Once Per Turn, Reaction: You declared a **SUMMON SPELL** ability for this unit

**ANCIENT TECHNIQUE:** *This hero has not forgotten the elder practices of magic.*

**Effect:** Add 1 to the casting roll for that spell.

- Passive

**MASTER BANISHER:** *At a word from this wizard, spell constructs burst apart.*

**Effect:** Add 2 to banishment rolls for this unit.

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

- Passive

**EXPERT SUMMONER:** *This mage's will extends far indeed.*

**Effect:** Add 3" to the distance that **MANIFESTATIONS** summoned by this unit can be set up wholly within.

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

**TOTAL BANISHMENT:** *With a strident command, this mage nullifies hostile magics.*

**Effect:** Each enemy **MANIFESTATION** on the battlefield is banished and removed from play.

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

- Passive

**DISRUPTING PRESENCE:** *This wizard's fiery hatred of hostile magic incinerates spellcraft.*

**Effect:** Each time an enemy unit within 12" of this unit uses a **SUMMON SPELL** ability, subtract 2 from the casting roll for that spell.

- Your Movement Phase

**CASTIGATOR:** *Those who would summon living spells must face this mage's ire.*

**Declare:** Pick an enemy **MANIFESTATION** within 6" of this unit 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, inflict D3 mortal damage on the unit that summoned it. Then, the target is banished and removed from play.

**KEYWORDS** BANISH

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

- Passive

**SILENCE THE AETHER:** *No pernicious magic dares show itself in this master mage's presence.*

**Effect:** Enemy units within 12" of this unit cannot use **SUMMON SPELL** abilities.

- Once Per Battle (Army), Reaction: You declared a **SUMMON SPELL** ability for this unit

**SUPREME CONJURER:** *There is no secret of invocation beyond this mage's ken.*

**Effect:** Change the casting roll for that spell to a value of 8 that cannot be modified. In addition, set up the **MANIFESTATION** on the battlefield wholly within 6" of this unit and visible to them.

# PATH OF THE ZEALOT

(PRIEST HERO only)



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

⦿ Deployment Phase

**PARAGON OF FAITH:** This warrior's zeal shines like a beacon, gleaming either with light or with more sinister power.

**Effect:** Give this unit D3 ritual points.

⦿ Your Movement Phase

**SCOURGING CASTIGATION:** No false dogma shall be preached in this warrior's presence.

**Declare:** Pick an enemy PRIEST within 12" of this unit to be the target.

**Effect:** Roll a D3. Remove a number of ritual points from the target equal to the roll, to a minimum of 1.

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

⦿ Your Hero Phase

**FIREBRAND EXHORTATIONS:** This wrathful preacher shapes the realms with each chant.

**Effect:** Add 1 to chanting rolls for this unit.

⦿ Passive

**REFUTE THE FALSE:** This hero's raw zeal can smother an enemy's link to their gods.

**Effect:** Subtract 1 from chanting rolls for enemy units while they are within 12" of this unit.

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

✖ Passive

**SMITE FALSE PROPHETS:** Those who invoke unworthy gods near this hero must fear divine wrath.

**Effect:** Each time this unit chants a prayer and the chanting roll is 12+, inflict 1 mortal damage on each enemy PRIEST and enemy WIZARD on the battlefield.

✖ Passive

**ASSURED DEVOTION:** The stammered prayers of rival preachers only deepens this hero's faith.

**Effect:** Each time an unmodified chanting roll for an enemy PRIEST is 1, give this unit D3 ritual points.

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

✖ Your Hero Phase

**RESURRECTING TOUCH:** This priest can channel divine favour even into the fallen.

**Declare:** Pick a friendly INFANTRY HERO that has been destroyed to be the target, then make a chanting roll of D6.

**Effect:** Set up a replacement unit identical to the target wholly within 3" of this unit.

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✖ Once Per Battle, Your Shooting Phase

**GRAND ARMAGEDDON:** Many have predicted the end of days. This hero's preaching, though, is more accurate than most...

**Declare:** Pick each objective on the battlefield to be the targets.

**Effect:** Roll a D6 for each target. Inflict an amount of mortal damage on each unit contesting the target equal to the roll.

KEYWORDS

PRAYER

# PATH OF THE INVOKER

(PRIEST HERO only)



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

- Once Per Turn, Reaction: You declared a SUMMON PRAYER ability for this unit

**HEARD BY THE DIVINE:** Constructs of godly power heed this cleric's command.

**Effect:** Add 1 to the chanting roll for that prayer.

Passive

**SACRED AURA:** This hero's homilies refresh body and soul.

**Effect:** Each time a prayer chanted by this unit is answered, Heal (1) each friendly unit within 3" of it.

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

Passive

**TEST THEIR FAITH:** Those who would conjure false works before this hero are soon punished.

**Effect:** Each time this unit banishes an enemy MANIFESTATION, inflict D6 mortal damage on the unit that summoned it.

Passive

**INCANDESCENT FAITH:** This priest's zeal is an inferno, always seeking to spread.

**Effect:** Add 6" to the distance that MANIFESTATIONS summoned by this unit can be set up wholly within.

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

Once Per Battle, End of Any Turn

**RESTORE THE FAITHFUL:** This preacher's faith is so intense that it seems to banish all ills.

**Effect:** Heal (D6) each friendly unit on the battlefield.

End of Any Turn

**RESOLUTE CONVICTION:** And this hero did say, 'Let this foul manifestation leave my sight', and it was so.

**Declare:** Pick a MANIFESTATION within this unit's combat range to be the target.

**Effect:** Roll a dice. On a 3+, the target is banished and removed from play.

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

Passive

**SPARKING DIVINITY:** The more this hero proselytises, the deeper their faith becomes.

**Effect:** Each time this unit uses a SUMMON PRAYER ability and the prayer is answered, add 1 to this unit's power level for the rest of the battle.

Once Per Turn, Reaction: You declared a SUMMON PRAYER ability for this unit

**DOMINANT DOGMA:** When this preacher hits their stride, there seems to be no stopping them.

**Effect:** If the prayer is answered, after resolving its effect, instead of resetting this unit's ritual points total to 0, reset it to half the chanting value of the prayer, rounding up.

# PATH OF THE COLOSSUS

(MONSTER HERO only)



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

● Passive

**ALPHA BEAST:** Others monsters shy away from this intimidating colossus and its master.

**Effect:** Subtract 2 from the control scores of enemy MONSTERS while they are in combat with this unit.

✖ Passive

**THUNDERING BULK:** Sheer momentum is this beast's greatest weapon.

**Effect:** Each time this unit uses the 'Power Through' command, inflict an additional 1 mortal damage on the target.

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

● Passive

**BESTIAL BELLOWS:** A roar from this creature soon shakes a regiment's courage.

**Effect:** The effects of the 'Champion', 'Standard Bearer' and 'Musician' abilities do not apply to enemy units while they are within 12" of this unit.

● Passive

**WRESTLE DOWN:** Monsters that would contest this beast are soon put in their place.

**Effect:** This unit cannot be picked to be the target of enemy RAMPAGE abilities.

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

↗ Once Per Battle, Any Charge Phase

**VOLCANIC CHARGE:** Like an onrushing pyroclastic flow, this beast is nearly inescapable.

**Effect:** If this unit is not in combat and has not used a RUN or RETREAT ability this turn, it can move a distance of 9". This unit can pass through the combat ranges of enemy units but it must end that move within ½" of a visible enemy unit. If it does so, this unit has charged.

**KEYWORDS** CORE, MOVE, CHARGE

✖ Passive

**ANIMAL FURY:** Spending so much time with their violent mount has rubbed off on the rider.

**Effect:** Add 1 to the Attacks characteristic of this unit's weapons. This also affects weapons that have the Companion weapon ability.

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

✖ Any Combat Phase

**PULVERISING BLOWS:** Armour shatters and crumbles beneath the strikes of monster and master.

**Declare:** Pick a visible enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from save rolls for the target for the rest of the phase.

**KEYWORDS** RAMPAGE

✖ Any Combat Phase

**OBLITERATING IMPACT:** When this monster slams into the fray, its foes are left broken and bleeding.

**Declare:** If this unit charged this turn, pick a visible enemy unit within 1" of it to be the target.

**Effect:** Roll a number of dice equal to this unit's Health characteristic minus the number of damage points it has. For each 4+, inflict 1 mortal damage on the target.

**KEYWORDS** RAMPAGE

# PATH OF THE DRAGOON

(CAVALRY HERO only)



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

✖ Passive

**FLEET STEED:** This warrior's mount is amongst the swiftest of its breed.

**Effect:** Each time this unit uses a MOVE ability, add 2" to the distance it can move.

↗ Enemy Combat Phase

**DEFT ASSAULT:** A beast that can navigate rocky mountains can swiftly find its way through a melee.

**Effect:** If this unit is not in combat, it can move up to 3". It can move into combat.

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

✖ Passive

**SADDLEMMASTER:** This warrior deals ranged death even at the highest speed.

**Effect:** This unit can use SHOOT abilities even if it used a RUN ability in the same turn.

✖ Passive

**ASHPLAIN RUNNER:** This hero charges across the scorching plains without a lick of fear.

**Effect:** Add 1 to charge rolls for this unit.

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

✖ Once Per Battle, Any Combat Phase

**FOLLOW-UP STRIKE:** Aqshy's anger sees this daring hero fight on even after the first charge.

**Effect:** If this unit did not charge this turn, add 1 to the Damage characteristic of this unit's melee weapons for the rest of the turn.

✖ Passive

**FROM DOOM'S JAWS:** Hit-and-run warfare is second nature to this hero.

**Effect:** No mortal damage is inflicted on this unit by RETREAT abilities.

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

✖ Passive

**DARING DEATHBLOW:** This dauntless cavalier will fight even as death's claws reach out to claim them.

**Effect:** If this unit is destroyed by a combat attack, roll 12 dice. For each 5+, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

✖ Any Combat Phase

**SHOCK AND AWE:** A decisive strike with every possible weapon – that is the way to win.

**Declare:** If this unit charged this turn, pick an enemy unit in combat with it to be the target.

**Effect:** This unit can immediately use a SHOOT ability as if it were your shooting phase, but it must target that enemy unit. This unit's ranged weapons have Shoot in Combat this phase.

# PATH OF THE GUARDIAN

(non-HERO unit only)



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

✖ Reaction: You declared the 'All-out Attack' command for an INFANTRY HERO within this unit's combat range

**BECK AND CALL:** These warriors follow their commander in all things – aggression included.

**Effect:** Add 1 to hit rolls for this unit's attacks for the rest of the phase.

✖ Passive

**HIDDEN IN THE RANKS:** There are few safer places than surrounded by these burly warriors.

**Effect:** Subtract 1 from wound rolls for ranged attacks that target friendly non-MONSTER HEROES while they are within this unit's combat range.

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

✖ Enemy Combat Phase

**CUT-THROAT FIGHTERS:** These warriors discount no tactics when defending their charge.

**Declare:** If this unit did not charge this turn, pick an enemy unit within its combat range to be the target.

**Effect:** Roll a dice for each model in this unit within 3" of the target. For each 6, inflict 1 mortal damage on the target.

✖ Passive

**BOLD AND STALWART:** These chosen souls embody the honour of their commander.

**Effect:** While a friendly non-MONSTER HERO is within this unit's combat range, add 5 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

**FORTIFIED DEFENCES:** Few can shift these warriors once they have readied themselves.

**Effect:** If this unit has not used a MOVE ability or made a pile-in move this turn, add 1 to save rolls for this unit.

✖ Passive

**DEVOTED LIFEWARDS:** These warriors are utterly stalwart in their duties of protection.

**Effect:** Friendly INFANTRY HEROES have WARD (5+) while they are wholly within this unit's combat range.

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

✖ Passive

**CAST THEM BACK:** It is easier to tear down a fortress with fingertips than wrest a position from these warriors.

**Effect:** Enemy INFANTRY units cannot contest objectives while they are in combat with this unit.

✖ Once Per Battle, Any Combat Phase

**STRIKE AS ONE:** These warriors and their charge fight as a single dreadful force.

**Declare:** Pick this unit and a friendly non-MONSTER HERO within this unit's combat range to be the targets.

**Effect:** The targets have STRIKE-FIRST for the rest of the turn.

# PATH OF THE BULWARK

(non-HERO INFANTRY unit only)



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

● Passive

**INDOMITABLE DEFENDERS:** *Let the enemy try to seize what these warriors have laid claim to!*

**Effect:** While each model in this unit is contesting an objective that is not wholly within enemy territory, add 5 to this unit's control score.

✗ Passive

**ANTI-CAVALRY TACTICS:** *These warriors are well versed in seeing off outriders.*

**Effect:** While each model in this unit is contesting an objective wholly within friendly territory, this unit's melee weapons have Anti-charge (+1 Rend).

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

✗ Once Per Battle, Any Combat Phase

**THIN THE RANKS:** *Proper tactics can break the back of even the greatest horde.*

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

**Effect:** Roll a dice. If the roll is less than the number of models in the target unit, inflict an amount of mortal damage on the target equal to the roll.

▢ Any Combat Phase

**DEFENCE ABOVE ALL:** *For these warriors, killing is secondary to enduring.*

**Effect:** If this unit is wholly within friendly territory, roll a dice. On a 4+, for the rest of the turn:

- Add 1 to save rolls for this unit.
- This unit has STRIKE-LAST.

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

● Passive

**FORTRESS FORMATION:** *Weaker enemies have no hope of dislodging these proud souls.*

**Effect:** While each model in this unit is contesting an objective that is not within enemy territory, enemy models that have a lower Health characteristic than this unit cannot contest objectives while they are in combat with this unit.

↗ Passive

**TERRITORIAL:** *These warriors know their territory like the backs of their hands.*

**Effect:** While this unit is contesting an objective within friendly territory, enemy units cannot be set up within 12" of this unit.

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

▢ Passive

**FIGHT FIRE WITH FIRE:** *These warriors fight as fiercely in defence as enemies do on the attack.*

**Effect:** If this unit is in combat with an enemy unit that uses the 'All-out Attack' command, add 1 to save rolls for this unit for the rest of the turn.

▢ Passive

**MADE OF STONE:** *Blows that could crack a volcano seem to hardly trouble these souls.*

**Effect:** While this unit is contesting an objective within friendly territory, the Charge (+1 Damage) weapon ability has no effect on attacks that target this unit.

# PATH OF THE CAVALIER

(non-HERO CAVALRY unit only)



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

☛ Passive

**HOT-BLOODED CHARGE:** Whooping with glee, these riders barrel into deepest danger.

**Effect:** Add 1 to charge rolls for this unit while it is wholly within enemy territory.

● Passive

**TERRIFYING STAMPEDE:** The charge of these cavaliers can put any foe to flight.

**Effect:** If this unit charged this turn, add 5 to its control score for the rest of the turn.

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

☛ Reaction: You declared a RUN ability for this unit

**HARDY STEEDS:** The mounts of these riders are capable of enduring for great distances.

**Effect:** Instead of making a run roll as part of that RUN ability, you can use a value of 6 for the roll that cannot be modified.

In addition, this unit cannot use CHARGE abilities for the rest of the turn.

● Passive

**SHROUDED BY SMOKE:** These cavaliers are expert at using smoke-drifts to obscure their rides.

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

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

☛ Any Combat Phase

**STAGGERING CHARGE:** The storm and fury of these riders leaves enemies bloodied and disoriented.

**Declare:** If this unit charged this turn and is contesting an objective you do not control, pick an enemy unit in combat with this unit to be the target.

**Effect:** The target has STRIKE-LAST for the rest of the turn.

● Passive

**SUNDER THEIR SPEARS:** Such is the force of these cavaliers that even pike-walls cannot stop them.

**Effect:** The Anti-charge (+1 Rend) weapon ability has no effect on attacks that target this unit.

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

☛ Passive

**FURIOUS MOUNTS:** The burning war-fury of these riders has spread to their loyal steeds.

**Effect:** While this unit is in enemy territory, this unit's Companion weapons have Crit (Mortal).

☛ Once Per Battle, Any Combat Phase

**RIDE TO GLORY:** These warriors lust for renown, and overrunning the foe is a surefire source.

**Effect:** If this unit is contesting an objective you do not control, this unit can use 2 FIGHT abilities this phase. After the first is used, however, this unit has STRIKE-LAST for the rest of the turn.

# PATH OF THE PACK

(BEAST only)



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

☛ Passive

**TIRELESS PURSUERS:** These beasts will run their prey down for leagues.

**Effect:** Each time this unit uses a MOVE ability, add 2" to the distance it can move.

☛ Passive

**POWERFUL LEGS:** These beasts suddenly close on the foe at great pace.

**Effect:** Add 1 to charge rolls for this unit.

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

☛ Passive

**HUNTER'S INSTINCT:** A measured savagery marks these creatures' attacks.

**Effect:** Add 1 to hit rolls for this unit's combat attacks.

☛ Passive

**SPARKING CLAWS:** Flames and cinders leap from jaws and talons.

**Effect:** This unit's melee weapons have Crit (Auto-wound).

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

☛ Passive

**SCATTERING PACK:** These beasts dart and dive around monstrous attacks.

**Effect:** This unit cannot be picked to be the target of enemy RAMPAGE abilities.

☛ Any Combat Phase

**WEAKENING BLOW:** Through primal instinct, these beasts know how to slay larger foes by way of many minor wounds.

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

**Effect:** Roll a dice. On a 3+, for the rest of the turn, the target must apply the effects of its 'Battle Damaged' ability regardless of how many damage points it has.

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

☛ Passive

**NATURAL ARMOUR:** Flesh becomes like basalt or mutates under the touch of warping powers.

**Effect:** This unit has WARD (5+).

☛ Passive

**FROTHING:** An unnatural rabidity has seized these beasts as they roam near the Gnaw.

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

# PATH OF THE BEHEMOTH

(non-HERO MONSTER only)



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

▢ Passive

**LUMBERING TITAN:** Telling wounds seem to slough off this beast's hide.

**Effect:** Add 1 to this unit's Health characteristic.

▢ Passive

**MIND SET AFLAME:** Even the greatest pains cannot blunt this beast's ferocity.

**Effect:** The 'Battle Damaged' ability has no effect on this unit.

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

✗ Reaction: Opponent declared the 'All-out Attack' command for a unit in combat with this unit

**BURNING BLOODLUST:** This monster meets violence with wrathful violence.

**Effect:** Add 1 to hit rolls for this unit's attacks for the rest of the turn.

↗ Passive

**AGILE ONSLAUGHT:** Once the scent of prey meets its nostrils, this beast is indefatigable.

**Effect:** You can re-roll charge rolls for this unit.

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

▢ Passive

**UNNATURAL RESILIENCE:** Perhaps the source of this beast's toughness is best left unknown.

**Effect:** This unit has WARD (6+).

✗ Passive

**FURNACE OF FURY:** Within this monster burns a savage, unquenchable flame.

**Effect:** This unit can use 2 RAMPAGE abilities in the same turn.

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

✗ Passive

**UNRESTRAINED AGGRESSION:** When the blood starts flying, this beast is nigh on unstoppable.

**Effect:** This unit's weapons have Crit (2 Hits).

▢ Passive

**OBSIDIAN BONES:** Swords shatter against this transfigured beast's limbs.

**Effect:** Add 1 to save rolls for this unit.

# PATH OF THE ARTILLERIST

(WAR MACHINE only)



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

✖ Passive

**SURLY CREW:** These crewmen are eager to defend their beloved war engine.

**Effect:** Add 1 to the Attacks characteristic of this unit's melee weapons.

✖ Passive

**MOBILE CONSTRUCTION:** This war engine's chassis was built for manoeuvrability.

**Effect:** Each time this unit uses a MOVE ability, add 2" to the distance it can move.

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

● End of Any Turn

**KING OF THE HILL:** Few can force back this bulky construct.

**Effect:** While this unit is contesting an objective, enemy INFANTRY and CAVALRY units cannot contest that objective.

✖ Passive

**VETERAN SPOTTER:** The keen eye of a crew's spotter can single out a foe from great distance.

**Effect:** This unit can ignore the effects of the 'Guarded Hero' ability when picking targets for its shooting attacks.

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

✖ Once Per Battle, Reaction: You declared a SHOOT ability for this unit

**TRAINED HANDS:** The crew of this machine can load and fire at an astounding rate.

**Effect:** Immediately after the SHOOT ability has been resolved, this unit can use a second SHOOT ability.

✖ Once Per Battle, Reaction: You declared a SHOOT ability for this unit

**BLACKPOWDER MUNITIONS:** Ammunition infused with blackpowder makes for quite the bang.

**Effect:** This unit's ranged weapons have Crit (Mortal) for the rest of the phase.

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

✖ Passive

**PERFECT TRAJECTORY:** Judging arcs and parabolas is not the flashiest warrior skill, but it has its uses.

**Effect:** While this unit is contesting an objective that you control, add 6" to the Range characteristic of its ranged weapons.

✖ Any Combat Phase

**QUICK REPOSITIONING:** This engine is light enough to evade death's jaws.

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

**Effect:** This unit can move a distance up to its Move characteristic. It can move through the combat ranges of enemy units but cannot end that move within an enemy unit's combat range.

Then, roll a dice. On a 3+, the target cannot make a pile-in move for the rest of the phase.

# RAVAGED COAST

## UNIVERSAL ENHANCEMENTS AND LORES

### HEROIC TRAITS

#### HALLMARKS OF HEL'S CLAW (HERO only)

⦿ Passive

**WORDS OF BLAZING POWER:** *Each incantation this hero speaks crackles with the arcane spirit of Aqshy.*

**Effect:** Add 1 to casting rolls for this unit when it casts a spell from the Lore of Magmic Fury.

⦿ Once Per Battle, Reaction: Opponent declared a CHARGE ability for an enemy unit within 9" of this unit

**BRASH AND ANGRY:** *The wrathful nature of Aqshy has settled in this warrior's soul and can bubble up at any moment.*

**Effect:** If this unit is not in combat, it can immediately use a CHARGE ability, but it must end the move within ½" of that enemy unit. If it does so, this unit has charged and that enemy unit's CHARGE ability has no effect.  
This unit has STRIKE-LAST for the rest of the turn.

**KEYWORDS** CORE, MOVE, CHARGE

✖ Any Combat Phase

**SPITEFUL SPARK:** *This hero's contempt manifests as bright sparks that can scorch an unwary foe.*

**Declare:** Pick each enemy unit in combat with this unit to be the targets.

**Effect:** Roll a dice for each target. On a 2+, inflict 1 mortal damage on the target.

⦿ Passive

**FORTHRIGHT FURY:** *The burning impetus that fills this hero soon spreads to their warriors.*

**Effect:** When making run rolls for friendly units wholly within 12" of this unit, if you roll a 1-3, you can use a value of 4 instead.

⦿ Passive

**TAINTED RADIANCE:** *Time spent fighting near the Gnaw has touched this hero's soul. Something in their bearing sees enemies recoil from them.*

**Effect:** Subtract 3 from the control scores of enemy units while they are in combat with this unit.

⦿ Passive

**LIVE ON THE EDGE:** *Having braved many a lava-spitting geyser, this warrior has a sixth sense for sudden and unforeseen danger.*

**Effect:** This unit has WARD (4+) against damage points inflicted by SHOOT abilities.

## ARTEFACTS OF POWER

### AQSHIAN ARTEFACTS (HERO only)

#### ✗ Deployment Phase

**AXE OF BOILING WRATH:** Made from obsidian, this blade constantly hisses with anger. It will cleave a neck with ease but is prone to stoking grudges to an inferno.

**Declare:** Pick an enemy HERO to be the target.

**Effect:** For the rest of the battle, while this unit is in combat with the target:

- All of this unit's attacks must target that HERO.
- Add 1 to wound rolls for this unit's combat attacks.
- This unit's melee weapons have Anti-HERO (+1 Rend).

#### ✗ Deployment Phase

**WARPMOCK BLADE:** Recovered from a darksome cave, this blade was once wielded by a Skaven assassin and can copy the quirks of its prey's own weapons.

**Declare:** Pick 1 of this unit's non-Companion melee weapons to be the target weapon.

**Effect:** For the rest of the battle, while this unit is in combat, in addition to its own weapon abilities, the target weapon has all of the weapon abilities that the melee weapons used by enemy units in combat with it have, except for the Companion weapon ability.

#### ✗ Passive

**SPARKING SHIELD:** The emberstone crystals embedded within this shield spark when struck, causing the assailant to be consumed by flame.

**Effect:** Each time an unmodified hit roll for a combat attack that targets this unit is 1, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

#### ● Passive

**CREMATED PENDANT:** The ashes of entire clans are fused together to form this pendant. It is a firm reminder to defend that which was once lost.

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

#### ✗ Once Per Battle, Your Movement Phase

**MAGMIC KEY:** The power in this glowing relic can be used to open magmic tunnels through the shifting earth of Aqshy.

**Effect:** Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

**KEYWORDS** CORE, MOVE

#### ✗ Passive

**CARVED MAGMADROTH HORN:** A blast from this blackened horn echoes like a roaring Magmadroth, putting steel into allied spines.

**Effect:** If a friendly unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

## SPELL LORE

## LORE OF MAGMIC FURY

## Your Hero Phase

6

**PYROCLASTIC REPRESSION:** Waves of burning force emanate from the caster, suppressing the foe with each step they take.

**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 2 from run rolls and charge rolls for the target, to a minimum of 0.

**KEYWORDS** SPELL, UNLIMITED

## Your Hero Phase

7

**FLAMING BLADES OF RUIN:** The caster imbues the blades of nearby warriors with bright tongues of fire - a fire that refuses to be tamed.

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

**Effect:** Inflict D3 mortal damage on the target. Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

**KEYWORDS** SPELL

## Your Hero Phase

7

**VOLCANIC BLAST:** At the caster's bidding, magmic power and scalding plumes of lava erupt from the earth.

**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:** Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of the target.

**KEYWORDS** SPELL

## Your Hero Phase

7

**FULMINATING FLAME-CAGE:** Chains of unnatural heat set tight around the caster's foes, burning and punishing them for each motion.

**Declare:** Pick a friendly **WIZARD** to cast this spell, pick an 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, each time your opponent declares an ability for the target, as a reaction, roll a dice. On a 4+, inflict 1 mortal damage on the target.

**KEYWORDS** SPELL

## Your Hero Phase

8

**EMBODY THE BLAZE:** Scorching their own flesh, the wizard imbues the bodies and spirits of their allies with the rampartness of an inferno.

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

**Effect:** The target can immediately use a **FIGHT** ability as if it were the combat phase. The target has **STRIKE-LAST** for the rest of the turn.

**KEYWORDS** SPELL

## Your Hero Phase

6

**CASCADING FIRE CLOAK:** A bright, blazing curtain of cinders rises to surround the caster and ward off blows.

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

**Effect:** The caster has **WARD** (5+) until the start of your next turn.

**KEYWORDS** SPELL

## PRAYER LORE

### PRAYERS OF AQSHIAN WRATH

• Your Hero Phase

**BURNING INSISTENCE:** An incandescent rage is sparked within the faithful, driving out any thought of retreat.

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

**Effect:** Add 3 to the target's control score until the start of your next turn. If the chanting roll was 8+, add 10 to the target's control score until the start of your next turn instead.

**KEYWORDS** PRAYER, UNLIMITED

4

• Your Hero Phase

**CAUTERISATION:** The priest channels white-hot fury – or the corruptive fires of the Gnaw – to burn out the blessings of enemy weapons.

**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:

- The target's melee weapons cannot be affected by weapon abilities other than the Companion weapon ability.
- If the chanting roll was 10+, 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.

**KEYWORDS** PRAYER

✗ Your Hero Phase

**INVOCATION TO WRATH:** Bellowing, chanting and hissing, the priest invokes the rage of an already furious realm now tortured and incensed.

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

**Effect:** Add 1 to wound rolls for the target's combat attacks until the start of your next turn. If the chanting roll was 8+, you can pick up to 2 eligible units to be the targets instead of 1.

**KEYWORDS** PRAYER

4

✗ Your Hero Phase

**LEAPING EMBERS:** At the chanter's behest, allies seem to transform into leaping licks of flame that cross distances at great pace.

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

**Effect:** Add 2 to charge rolls for the target until the start of your next turn. If the chanting roll was 8+, add 4 to charge rolls for the target until the start of your next turn instead.

**KEYWORDS** PRAYER

✗ Your Hero Phase

**TRAIL OF LAVA:** The priest causes lava to seep in the faithful's wake, stymieing would-be pursuers.

4

**Declare:** Pick a friendly PRIEST to chant this prayer, pick a visible friendly unit wholly 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 can use a RETREAT ability and still use SHOOT and/or CHARGE abilities later in the turn. If the chanting roll was 8+, after the RETREAT ability has been resolved, inflict D3 mortal damage on each enemy unit that was in combat with the target at the start of the move.
- No mortal damage is inflicted on the target by RETREAT abilities.

**KEYWORDS** PRAYER

✗ Your Hero Phase

**CRUMBLING IMPACT:** The land cracks and splinters beneath the charge of the faithful, venting forth energies both pure and foul.

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

**Effect:** Until the start of your next turn, each time an enemy unit ends a move made as part of a CHARGE ability within 3" of the target, inflict D3 mortal damage on that unit after the CHARGE ability has been resolved. If the chanting roll was 8+, inflict D6 mortal damage on that unit instead.

**KEYWORDS** PRAYER

4

4

4

# THE EMBERSTONE FORGE

Having spent 2 emberstone shards from your emberstone vault (pg 41), your weaponmiths are preparing to create an **emberstone-enhanced weapon** for you. Follow these steps:

## 1. PICK YOUR WEAPON TYPE

First, pick the type of emberstone-enhanced weapon your weaponmiths will forge: **ranged** or **melee**. The starting weapon profiles for these weapons are as follows:

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage
	Emberstone-enhanced Ranged Weapon	15"	D3+1	4+	3+	1	D3
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage
	Emberstone-enhanced Melee Weapon		D6+1	4+	3+	1	D3

## 2. ATTEMPT TO UPGRADE YOUR WEAPON

You can now attempt to augment your emberstone-enhanced weapon by making 2 **forging rolls**. A player makes a forging roll by rolling two separate dice. The first roll determines which column to use in the chart below and the second roll determines which row to use. The effect gained is written in the cell where the column and row meet. Your weaponmiths might have improved (or worsened) the weapon's characteristics, given it a new weapon ability – or failed to make any alterations at all (represented by 'Failure' on the table).

You must apply all effects gained to the weapon profile. Effects such as '+1 Rend' are changes to the weapon characteristics and not modifiers. Note that when it says '+1 Hit' or '+1 Wound', you improve the characteristic by 1; for example, 4+ becomes 3+. Likewise, when it says '-1 Hit' or '-1 Wound', you worsen the characteristic by 1; for example, 3+ becomes 4+. Hit and Wound characteristics cannot be worsened below 6+. Attacks and Damage characteristics cannot be less than 1; for instance, if the weapon's Attacks characteristic ends up as D3-1 and you roll a 1, you would still make 1 attack with that weapon.

The maximum characteristics an emberstone-enhanced weapon can achieve are 30" Range, 2+ Hit, 2+ Wound, 4 Rend and D3+4 Damage. Any forging rolls that would improve a characteristic above these limits count as a failure.

## 3. SPEND EMBERSTONE SHARDS TO ATTEMPT FURTHER UPGRADES

You can then choose to spend any number of emberstone shards from your vault on additional forging rolls to further modify your emberstone-enhanced weapon. You must declare how many emberstone shards you will spend (and, therefore, how many forging rolls you will make) before making any further forging rolls. You must make 1 forging roll for each emberstone shard spent, and you must apply all effects gained to the weapon profile.

### EMBERSTONE-ENHANCED WEAPON EFFECTS

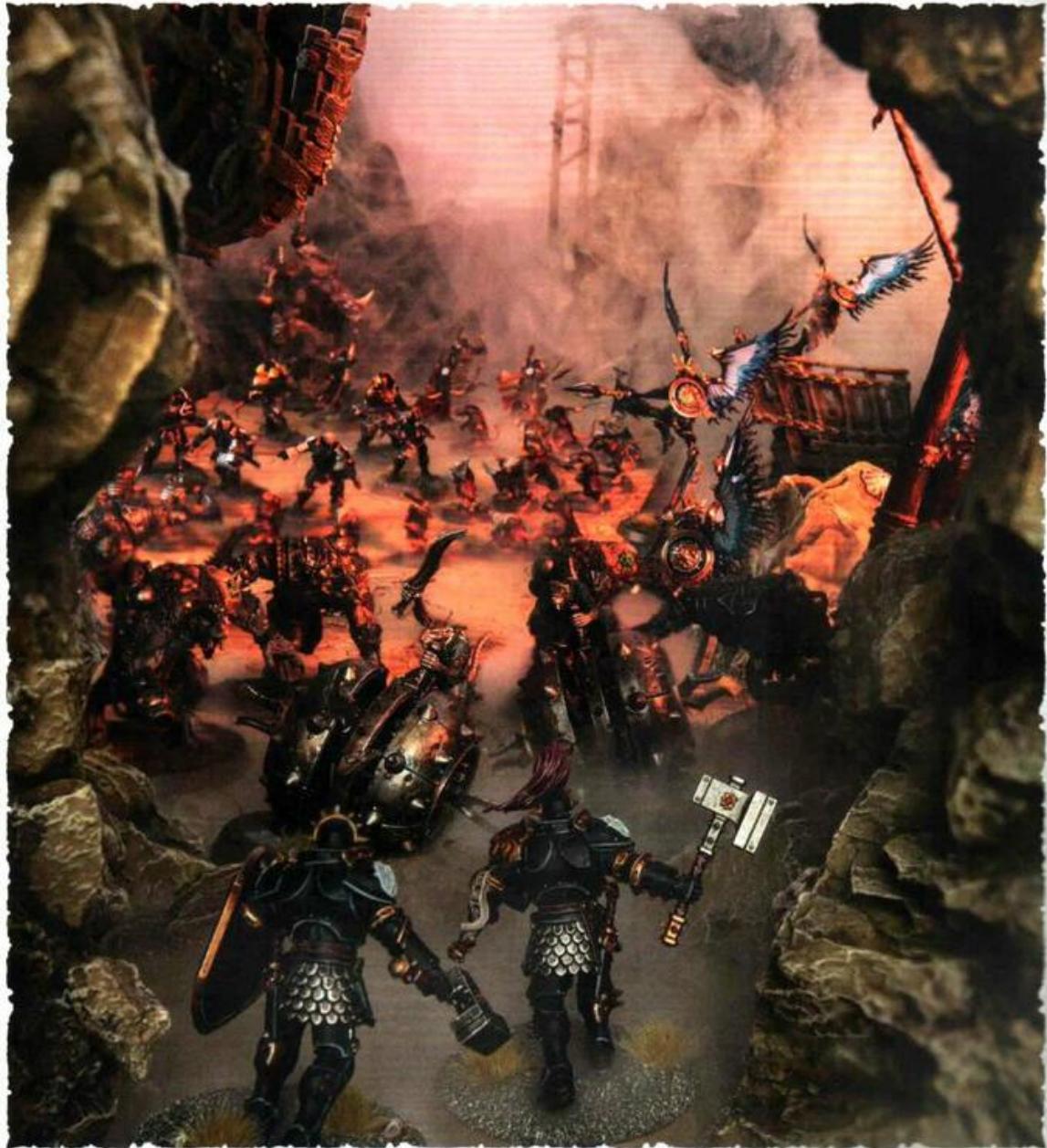
2 <sup>nd</sup> D6	1 <sup>st</sup> D6					
	1	2	3	4	5	6
1	-1 Hit and +2 Wound	-1 Hit and +2 Rend	-1 Hit and +2 Damage	-1 Hit and +2 Attacks	Crit (Auto-wound)	Failure
2	+1 Hit	-1 Attacks and +1 Wound	-1 Attacks and +2 Rend	+1 Damage	Failure	Crit (2 Hits)
3	-1 Wound and +2 Attacks	-1 Wound and +2 Rend	Crit (Mortal)	Failure	-1 Wound and +2 Damage	-1 Wound and +2 Rend
4	+1 Hit	+1 Wound	Failure	Anti-INFANTRY (+1 Rend)	Ranged: +3" Range Melee: +1 Attacks	+1 Damage
5	Ranged: +3" Range Melee: +1 Attacks	Failure	Anti-MONSTER (+1 Rend)	Crit (Auto-wound)	Anti-WAR MACHINE (+1 Rend)	Anti-MANIFESTATION (+1 Rend)
6	Failure	+1 Hit	+1 Wound	-1 Attacks, +1 Rend and +1 Damage	Anti-CAVALRY (+1 Rend)	Anti-HERO (+1 Rend)

## RAVAGED COAST REGIMENTS OF RENOWN

There are 4 Ravaged Coast Regiments of Renown, one for each Grand Alliance.

- ♦ **Order:** The Realmstone Innovator
- ♦ **Chaos:** The Warped Saboteur
- ♦ **Death:** The Sinister Nullifier
- ♦ **Destruction:** The Weird-crafta

We recommend that you can use an appropriate **HERO** model from your collection to represent your Ravaged Coast Regiment of Renown. It must be on a round base with a diameter of between 32mm and 50mm.



*Shrieking and hissing, the Skaven come blasting through the clawed-out caves of the Ravaged Coast. And even should they be slain in their mania, there are always more scurrying forth...*

## REGIMENT OF RENOWN

# THE REALMSTONE INNOVATOR

In the Mortal Realms, any advantage must be seized upon. This is especially true in Aqshy, where the emergence of the Gnaw has brought a new sense of desperation with it. As madness spreads across the Parch, there are some – driven by lunacy or a sense of duty – who roam the cracked wilds and craft weapons from potent emberstone. Duardin smiths, renegade aelven mages, daring engineers of the Ironweld guild: all these might find themselves compelled to lend aid to an allied army.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Cities of Sigmar
- ◆ Daughters of Khaine
- ◆ Fyreslayers
- ◆ Idoneth Deepkin
- ◆ Kharadron Overlords
- ◆ Lumineth Realm-lords
- ◆ Seraphon
- ◆ Stormcast Eternals
- ◆ Sylvaneth

### ORGANISATION

- ◆ 1 Realmstone Innovator

### ABILITIES

If this Regiment of Renown is in your *Path to Glory: Ravaged Coast* army, during each aftermath sequence, you can re-roll 1 forging roll (pg 80).



## REALMSTONE INNOVATOR

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
	Realmstone-enhanced Arsenal	3	3+	3+	1	D3

#### Any Movement Phase

**FIELD MODIFICATIONS:** Wherever they learnt their craft, this wanderer is an expert in enhancing realmstone-infused weaponry.

**Declare:** Pick a friendly **HERO** within this unit's combat range that has an emberstone-enhanced weapon to be the target.

**Effect:** Roll a D3. On a 1, inflict 1 mortal damage on the target. On a 2+, add 1 to hit rolls for attacks made with the target's emberstone-enhanced weapon for the rest of the turn.

#### KEYWORDS

#### HERO, INFANTRY

#### ORDER

## REGIMENT OF RENOWN

# THE WARPED SABOTEUR

Chaos is a force of unmaking, and in the Hour of Ruin, there are now many disciples who make desolation their express purpose. The destruction of realmstone caches, the unravelling of magical weapons: these things are the sacraments to the gods. Be they a Skaven warlock, a Nurglite corruption-sage, an iconoclastic blacksmith now fallen to Khorne's service or anything else besides, they are a worthy inclusion in any champion's warband. Often, they need only be granted the opportunity to work their despoiler's arts.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Blades of Khorne
- ◆ Disciples of Tzeentch
- ◆ Maggotkin of Nurgle
- ◆ Hedonites of Slaanesh
- ◆ Skaven
- ◆ Slaves to Darkness

### ORGANISATION

- ◆ 1 Warped Saboteur

### ABILITIES

If this Regiment of Renown is in your *Path to Glory: Ravaged Coast* army, during each aftermath sequence, you can re-roll 1 forging roll (pg 80).



## WARPED SABOTEUR

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
	Implements of Sabotage	3	3+	3+	1	D3

### Any Combat Phase

**ARCANE SABOTAGE:** Realmstone is the condensed stuff of magic, and just as magic can be perverted by Chaos, there are those skilled in unmaking its physical form.

**Declare:** Pick an enemy unit that has an emberstone-enhanced weapon and is within 6" of this unit to be the target.

**Effect:** Roll a dice. On a 3-5, inflict D3 mortal damage on the target. On a 6, inflict D6 mortal damage on the target and its emberstone-enhanced weapon is destroyed. It can no longer be used in this battle and your opponent must remove it from their roster.

### KEYWORDS

HERO, INFANTRY

CHAOS

## REGIMENT OF RENOWN

# THE SINISTER NULLIFIER

The Hour of Ruin saw corruptive magics surge across the cosmos. Some undead sought to deepen their connection to the abyssal wellspring that is necromancy, hollowing out what was left of their souls until eldritch forces were silenced in their presence. Ghoulish woods-witches, scholarly vampires, Ossiarch Mortisans whose damaged soul-gems spurred radical notions: these no longer command minions, for even the dead are uneasy in their presence, but making an ally of one can stunt enemy plans.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Flesh-eater Courts
- ◆ Nighthaunt
- ◆ Ossiarch Bonereapers
- ◆ Soulblight Gravelords

### ORGANISATION

- ◆ 1 Sinister Nullifier

### ABILITIES

If this Regiment of Renown is in your *Path to Glory: Ravaged Coast* army, during each aftermath sequence, you can re-roll 1 forging roll (pg 80).



## SINISTER NULLIFIER

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
	Silencing Blades	3	3+	3+	1	D3

**0 Passive**

**SMOTHERING PRESENCE:** Death magic radiates from this warrior like the rays of a black star. In their presence, arcane weapons seem to lose their edge.

**Effect:** While they are wholly within 12" of this unit, friendly units have **WARD (5+)** against damage points inflicted by emberstone-enhanced weapons.

**KEYWORDS**

HERO, INFANTRY, WARD (6+)

DEATH

## REGIMENT OF RENOWN

# THE WEIRD-CRAFTA

If you can make a weapon even killier by cramming realmstone into it, the hordes of Gorkamorka will give it a fair shot. While many of the orruks, ogors and grots who do so are shamans, others simply get a strange idea after overindulging on grog. All, though, are strangely insulated from the arcane hazards they meddle with in their craft. This doesn't extend to nearby mates, and many Weird-craftas find themselves expelled from their clans and in need of allies after one too many unfortunate occurrences.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Gloomspite Gitz
- ◆ Ogor Mawtribes
- ◆ Ironjawz
- ◆ Sons of Behemot
- ◆ Kruleboyz

### ORGANISATION

- ◆ 1 Weird-crafta

### ABILITIES

If this Regiment of Renown is in your *Path to Glory: Ravaged Coast* army, during each aftermath sequence, you can re-roll 1 forging roll (pg 80).



## WEIRD-CRAFTA

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
	Weird-wrangling Basha	3	3+	3+	1	D3

### Your Hero Phase

**'TRY DIS ON FER SIZE!'**: This magic-meddling smith is more interested in creating deadly weapons than stable ones.

**Declare:** Pick a friendly HERO within this unit's combat range that has an emberstone-enhanced weapon to be the target.

**Effect:** Roll a D3. On a 2+, for the rest of the turn:

- Add 1 to the Damage characteristic of the target's emberstone-enhanced weapon.
- For each unmodified hit roll of 1 for an attack made with the target's emberstone-enhanced weapon, inflict 1 mortal damage on the target after the ATTACK ability has been resolved.

### KEYWORDS

HERO, INFANTRY

DESTRUCTION





# ARMY ROSTER



COMMANDER	ARMY NAME	FACTION	TOTAL EMBERSTONE SHARDS GAINED
EMBERSTONE VAULT	TROPHIES	FACTION TERRAIN FEATURE	TOTAL POINTS

## GENERAL'S REGIMENT

	Warscroll Name	Size	Path	Rank	Points
GENERAL	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 1	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 2	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 3	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 4	Abilities	Enhancements	Battle Wounds	Battle Scars	



## ADDITIONAL REGIMENT

	Warscroll Name	Size	Path	Rank	Points
HERO	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 1	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 2	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 3	Abilities	Enhancements	Battle Wounds	Battle Scars	

## ADDITIONAL REGIMENT

	Warscroll Name	Size	Path	Rank	Points
HERO	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 1	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 2	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 3	Abilities	Enhancements	Battle Wounds	Battle Scars	

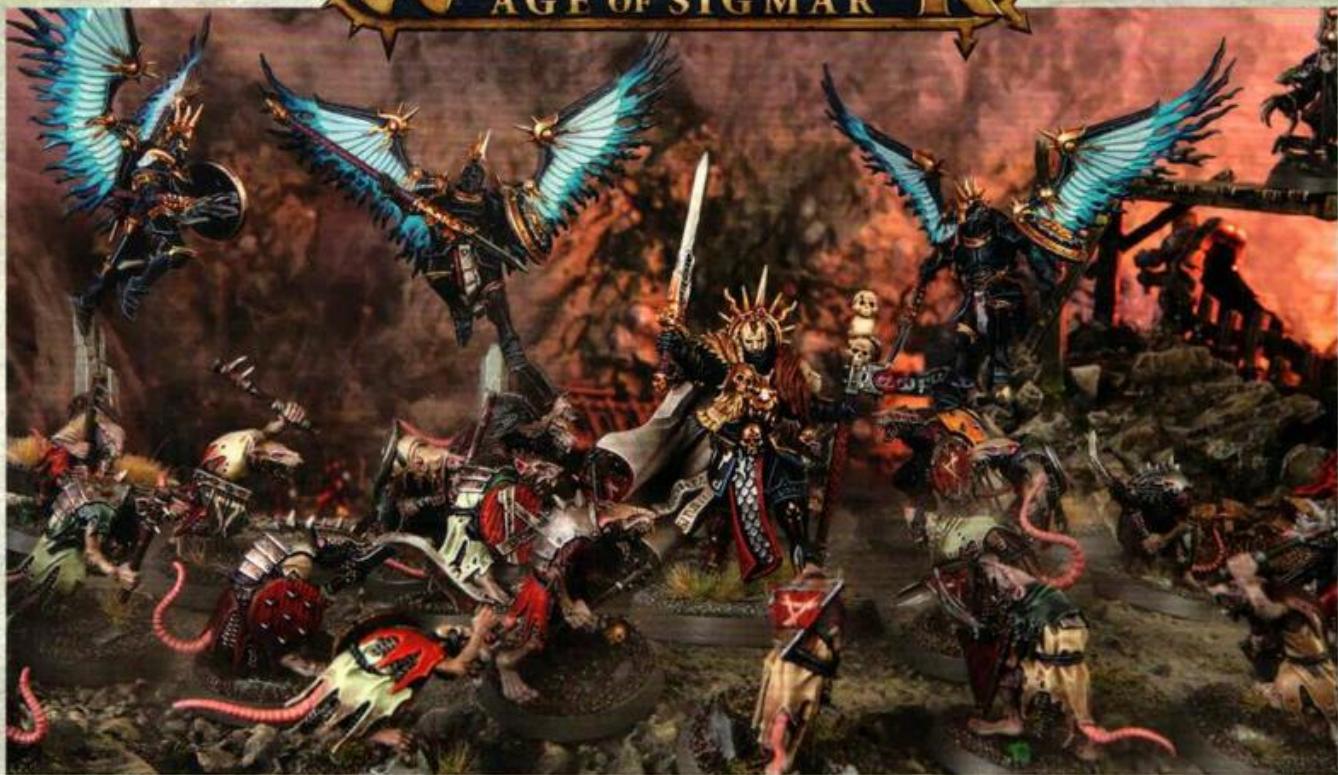
## AUXILIARY UNITS

	Warscroll Name	Size	Path	Rank	Points
UNIT 1	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 2	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 3	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 4	Abilities	Enhancements	Battle Wounds	Battle Scars	
	Warscroll Name	Size	Path	Rank	Points
UNIT 5	Abilities	Enhancements	Battle Wounds	Battle Scars	

## ARCANE TOME

	Spell/Prayer Name	Lore
SPELL/PRAYER 1		
SPELL/PRAYER 2		
SPELL/PRAYER 3		
SPELL/PRAYER 4		
SPELL/PRAYER 5		
SPELL/PRAYER 6		

# WARHAMMER AGE OF SIGMAR



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- ◆ A Path to Glory battlepack that allows you to fight a campaign for control of a vital island on the Ravaged Coast. This battlepack includes new Paths for heroes and regiments, rules for acquiring battle scars and forging powerful but volatile emberstone-enhanced weapons, a Regiment of Renown for each Grand Alliance, enhancements and lores specific to this region of Aqshy, and more.
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- ◆ A Path to Glory roster specific to this campaign on which to record your warriors' progress, boons and scars.

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