



COURAGE AND CRUELTY

Two new warbands enter the depths of the ever-hungry Gnarwood: the Kruleboyz Monsta-killaz and the Vulkyn Flameseekers.

The Gnarwood is a place of feral darkness and unnatural sentience. Vile beasts and foul creatures lurk here, drawn into its depths by the pounding heartbeat of Ghur itself. Yet noble beasts also make their lair here – beasts whose fates are entwined with our own. Our quest is not to slay, my duardin brothers and sisters, though slay we will if needs must. We must recover what is most dear to us: magmadroths, the children of Vulcatrrix, and the vulkzharr, her sacred flame. Yet there are others who covet what we seek. Even now they gather in the gloom, their beady red eyes watching our every move. Be vigilant, my kin. Be vigilant.

KUNNIN' KILLERS AND FIRE STARTERS

This article includes rules and background for two Warcry warbands – the Kruleboyz Monsta-killaz and the Vulkyn Flameseekers. Over the next few pages, you'll find a trio of quests, a selection of artefacts (the Swampgobble Brew is a very good vintage), new heroic traits, an encampment location (the Mucky Swamp has a five star rating), background tables and name generators for each warband. The only problem you have now is deciding whether to embark on a beast-bashing odyssey or a quest to find the mythical vulkzharr – the sacred flame.



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KRULEBOYZ MONSTA-KILLAZ

The lanky and sadistic orruks known as Kruleboyz love few things more than leashing monstrous beasts of the wilds to their will and turning them into deadly weapons of war. To capture these predators, they send forth gangs of cunning Monsta-killaz who employ every underhanded method imaginable to secure their quarry.

Countless Kruleboy tribes bedevil the Ghurish continent of Thondia, dwelling in rain-lashed swamps and marshlands where they can lurk unseen and ambush anyone and anything foolish enough to stray too close. Such luckless souls are fated to meet an unpleasant end, for these stooping, bow-legged orruks are renowned for ingenious and spiteful cruelty.

The use of leashed beasts has always been a cornerstone of Kruleboy warmaking. Scaring things with spooky shields and sudden ambushes are all well and good, but sometimes you need a dozen or so tonnes of rampaging monster-flesh to pull your enemies' limbs off or swallow them whole. Great creatures of the swamps are harpooned and dragged to the ground and chained up by leering Breaka-bosses who proceed to spend the next few years whipping

them into obedience. Spikes are driven into skulls to ensure a truculent mount is rendered more amenable by constant agony, while other beasts are kept pliant by offerings of tainted meat, mind-numbing poisons or other dirty tricks. In battle, these warbeasts are unleashed upon the foe, whom they proceed to rip apart in a horrifying release of pent-up rage – a gruesome display accompanied by the crowing laughter of watching Kruleboyz.

To secure these valuable but unbelievably deadly prizes, would-be beastmasters rely upon the infamous hunting bands known as Monsta-killaz. Belonging to the Beast-breaka tribes, these orruks actively relish tracking, cornering and killing the various monstrous creatures that populate the realms. They do not do so honourably. As befits their devious kind, these orruks employ every underhanded and despicable method conceivable in order to render their quarry helpless, even employing wild creatures of their own to harry and maul the foe. Led by a sly Beastnob, these cunning orruks prowl through the wilderness laying traps and creating distractions so that they might catch a beast unawares and batter it into submission. Some are killed for their leathery hides, bones or other useful trinkets, while others are beaten and dragged away bound in lengths of knotted rope. The most popular quarry tends to be reptilian creatures such as Carnosaurs and scaled lurkers, for the eggs of these monsters are easily stolen – and taste rather nice to boot.

Sometimes, however, the Monsta-killaz' intended prey is so vast that



Beastnob

they cannot hope to capture it by conventional means. Even the bravest orruk would struggle to drag a Thondian flathorn alpha back to camp to be sold, or wrestle a titanoboa into submission. A creature's young, however? That is a simpler prospect. Monsta-killaz are experts at luring monstrous beasts away from their nests long enough for one of their party to snatch up a handful of precious eggs or an infant spawnling – prizes far easier to transport, with the added benefit that they are less likely to rip off an arm or disembowel an incautious orruk.

Swampbosses pay well for monsters that can be trained from youth to obey their every malicious command, and there are enough flesh-ripping nightmares rampaging across Ghur that Monsta-killaz can truly make a name for themselves by providing stolen eggs or monstrous spawnlings to would-be beastmasters – if they can avoid being devoured by the furious parents of these stolen offspring.

KRULE AND UNUSUAL

No self-respecting Monsta-killaz would ever choose to fight a Ghurish predator or any other monstrous foe on an even footing when they could instead employ traps, poisons and other cruel weapons of torment to lay their quarry low. Indeed, it is often easier to avoid fighting and simply make as terrible a racket as possible, combining the beating of war-drums, bad singing and frenzied animal howls to lure a monstrous foe away from its nest before sending a few disposable minions forth to grab as many armfuls of eggs as they can manage. Many Monsta-killaz train nimble beasts such as the notoriously aggressive Gnarlwood Howlaz to perform this duty, for these primates can breach even the most well-protected burrow.

These methods should not be interpreted to mean that Kruleboy orruks are cowards; they simply have no interest in notions of chivalry or honour.

For all their sneaky underhandedness, Monsta-killaz are formidable warriors, hardened by battling some of the deadliest beasts in all the realms. They wield weapons designed to hobble, weaken and maim: saw-bladed polearms for severing hamstrings and tendons, roped harpoons that prevent foes from taking flight, and cruel tridents for puncturing vital organs.

While they specialise in hunting monsters, Monsta-killaz take great delight in ambushing and laying waste to any rival warbands that interfere with their business. Many of the skills they have mastered out in the wilds can easily be turned against two-legged foes. It's always a good laugh to watch a Howla pull a screaming human's arms out of their sockets, or to sneakily conceal the egg clutch of a spinecrawler 'rachnid amidst the scroll-cases of some pointy-eared aelven wizard and watch from afar, guffawing loudly, as the outraged monstrosity enacts its gory revenge.



Neckslider with Beaststikka Harpoon



Neckslider with Smasha



Klutcha-grot



Neckslider with Bonehakka



Gnarlwood Howlaz



Bawla Boy with Stabba



KRULEBOYZ MONSTA-KILLAZ QUESTS

Over the following pages you will find 3 quests that can be embarked upon by Kruleboyz Monsta-killaz warbands.

KRULEBOYZ MONSTA-KILLAZ WARBAND QUEST

KUNNIN' THEFT

Bands of Monsta-killaz find endless entertainment in luring a victim into a nasty ambush by running off with their hard-won treasure. Those boyz that nick the best loot are afforded high praise, which is to say that they brag ceaselessly about their triumphs and repeatedly shank anyone who gainsays them.

Choose a Beastnob in your warband who can gain a heroic trait and make a note in your quest log. See page 104 of the Core Book to find out how fighters can gain a heroic trait.

While embarked upon this quest, you must track the progress of your warband's efforts to lure victims to their doom, represented with a **pilferin' score**.

At the end of a battle, add 1 to your pilferin' score for each of the following that is true:

- Half or more of the fighters in the enemy warband are taken down.
- One or more enemy fighters each have 3 or more friendly fighters within 1" of them.
- Each enemy fighter on the battlefield has 1 or more damage points allocated to them.

In addition, in step 4 of the aftermath sequence add 1 to your pilferin' score if you won your last campaign battle.

You can complete this quest in step 4 of the aftermath sequence if your pilferin' score is 3 or more. When you complete this quest you can give the fighter you chose one of the heroic traits from the 'Orrible Gitz Heroic Traits table below.

'ORRIBLE GITZ HEROIC TRAITS

A Nasty Piece of Work: *When this orruk rams their jagged weapon home, they always give it a nasty twist.*

Once per battle round, after this fighter makes a melee attack action, if that action scored any hits or critical hits, roll a dice. On a roll of 2+, allocate 5 damage points to the target.

Unrepentant Git: *This conniving orruk sends their enemies into a blind rage by nicking their stuff and promptly uses their prized possessions as a shield, from behind which they mock their attackers ceaselessly.*

Subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from melee attack actions that target this fighter.

Egomaniak: *This self-important boss is willing to use anyone to protect his own hide.*

When this fighter is allocated 1 or more damage points, you can pick a friendly fighter within 3" of this fighter. If you do so, allocate those damage points to the friendly fighter you picked.

Sneaky Rat: *This warrior poisons food, taints water and leaves nasty, biting surprises in bedrolls. Sometimes, he even does it to the enemy.*

After deployment, pick 1 enemy battle group on the battlefield and roll a dice for each fighter in that battle group. On a roll of 3+, allocate 3 damage points to that fighter.

Supa Sneaky: *Master of the ambush, you can never predict where or when this fighter will appear.*

After deployment, this fighter can be removed from the battlefield and set up as if they were part of another friendly battle group, including a battle group that is in reserve. This fighter remains part of their original battle group for all other rules purposes. If more than 1 player has this heroic trait, those players roll off. The winner chooses the order in which the players use this heroic trait.

Beastkilla Boss: *This boss has taken down some of the biggest and meanest beasts around.*

When this fighter makes a melee attack action that targets a fighter with a Wounds characteristic of 20 or greater, melee attack actions score a critical hit on a 5+.

KRULEBOYZ MONSTA-KILLAZ WARBAND QUEST

CAUSE A STAMPEDE

Kruleboyz are in their element when the enemy is fleeing in panic. What better way to cause a panicked retreat than to raise mayhem in the forests to see what comes rushing out? Ultimately, once the carnage is over, the ladz can pick through the aftermath, finish off the wounded, and nab the good stuff.

Pick 1 artefact of power from the Mucky Watnots table (see below), and note it in your quest log. You cannot pick an artefact of power already borne by a fighter in your warband.

While embarked upon this quest, you must keep track of your warband's efforts to provoke a stampede, represented with a **mayhem score**. At the end of each battle round, add 1 to your mayhem score for:

- Each enemy fighter that has 5 or more damage points allocated to them.

- Each enemy fighter with the **Beast** (🐾) runemark that was taken down in that battle round.
- Each friendly fighter with the **Beast** (🐾) runemark that made one or more attack actions in that battle round.

While embarked on this quest, friendly fighters can use the following ability:

[Triple] Hollerin' and Hootin': Add 1 to your mayhem score at the end of this battle round.

In addition, in step 4 of the aftermath sequence, add 2 to your mayhem score if you won your last campaign battle.

You can complete this quest in step 4 of the aftermath sequence if your mayhem score is 18 or more. When you complete this quest, you obtain the artefact of power noted in your quest log.

MUCKY WATNOTS

Eye-biter Ash: *Stored in a heat-proof pouch, this strange ash never stops smouldering. The bearer can cast it at a foe, creating a cloud of blistering ash that blinds the targets and causes them terrible pain.*

Once per battle, the bearer can cast ash at a foe as a bonus action. If they do so, pick an enemy fighter within 3' of this fighter. Subtract 2 from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter until the end of the battle round.

Mork's Murky Eye: *When rubbed, this dark-grey rock produces a swirling blanket of thick fog that protects the bearer from harm.*

Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions with the **Reach** (☞) runemark or the **Ranged** (🏹) runemark that target the bearer.

Swampgobble Brew: *This potion is brewed from the pulped remains of an enemy who has been smashed flat by a rampaging beast. The fear, terror and panic of the foe that is infused in the brew makes for an intoxicating draught for the Kruleboyz.*

Once per battle, the bearer can chug the brew as a bonus action. If they do so, add 1 to the Attacks characteristic of melee attack actions made by the bearer and add 4 to the damage points allocated by each critical hit from melee attack actions made by the bearer, until the end of the battle round.

Spiker Seeds: *A few carefully placed Spiker Seeds can leave an opponent suitably debilitated.*

After deployment, pick an enemy fighter. That enemy fighter is barbed. Allocate 1 damage point to the spiked fighter each time they make an action, including bonus actions and actions made as part of an ability.

Throttlevine Loops: *Once looped around a neck, this vine immediately tightens and continues to do so until it is covered in blood. Great for wrangling beasts, or to garrotte a nearby enemy.*

The bearer can use this artefact as an action. If they do so, pick an enemy fighter within 1" of the bearer. That fighter cannot use abilities or make disengage actions until the end of the battle round.

Stabdagga: *Short, sharp, covered in rust and has a habit of going for the vulnerable bits. Just like a hobgrot. If it can backstab the boss and get away with it, then it'll do that too. Just like a hobgrot.*

Each time the bearer makes a melee attack action, roll a dice. On a roll of 4+, allocate 2 damage points to the target of that attack action. On a roll of 1, allocate 2 damage points to the bearer instead.



KRULEBOYZ MONSTA-KILLAZ WARBAND QUEST

MUCKIN' ABOUT

Whether created by Swampcalla Shamans or just the mess left in the wake of their encampments, everywhere the Kruleboyz go, swamps surely follow. Either way, these swamps are safe havens for the lanky greenskins.

While embarked upon this quest, you must keep track of a **muckin' score**. Add 1 to your muckin' score for each friendly fighter with the **Beast** (🐾) runemark within 1" of an objective marker at the end of a battle.

While embarked upon this quest, in step 5 of the aftermath sequence, you can pick up to 2 fighters from your warband to **go and make a mess**. To do so, roll a dice for each fighter that you picked and add the results together. This total is added to your muckin' score.

Once your muckin' score totals 15 or more, you can complete this quest. In step 5 of the aftermath sequence, you can move the location of your warband's encampment to the 'Mucky Swamp' (see below) and do not need to spend any glory to do so.

ENCAMPMENT LOCATION

Location	Location Bonus	Points Limit	Reputation Modifier
<p>Mucky Swamp <i>A place where the ladz can go and relax – as much as the Kruleboyz can go and relax, that is. After all, it's hard to relax when your pilfered watnots could encourage a sneaky stabbin' from a jealous rival.</i></p>	<p>Add 1 to renown rolls made for fighters from your warband with the Hero (★) runemark.</p> <p>Add 1 to recovery rolls while your warband is located at this encampment.</p> <p>In addition, in step 5 of the aftermath sequence, you can pick 1 fighter from your warband to wrangle a beast. To do so, roll on the Beast Wrangling table (see right).</p>	1150	+3

BEAST WRANGLING TABLE (D66)

11-16 A LITTLE TOO QUIET...

A cause for suspicion at the best of times.
The fighter that was sent to wrangle a beast loses a level of renown. If they did not have any renown, nothing happens.

21-26 EASY MEAT

Your hunter has found a young stray.
Roll a dice. On a roll of 2+, you receive an amount of glory equal to the roll. On a roll of 1, make an injury roll for that fighter.

31-33 A LUCRATIVE TRAIL

Your hunter has found spoor that will make the home base even muckier!
If your encampment is compromised, it is now threatened. If your encampment is threatened, it is now secure. In addition, skip your next encampment check.

34-36 FAST BUT DEADLY

Your hunter is soon followed by a darting shadow, moving at blistering speed between the trees nearby.
Roll a dice. On a roll of 1, make an injury roll for the fighter that was sent to wrangle a beast. Otherwise, that fighter crafts the following from their prey's carcass:

Shadeskar Pelt

[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 2 to the Move characteristic of the bearer.

41-43 QUICK AND NIPPY

It's rather comical to watch this hunter sprint after a small yet agile beast of prey.
The fighter that was sent to wrangle a beast is treated as if it has the Supa Sneaky heroic trait (pg 72) for the next battle.

44-46 DANGEROUS BUT TASTY

Easy to track, but far from easy to kill.
Roll a dice. On a roll of 1, make an injury roll for the fighter that was sent to wrangle a beast. Otherwise, all your warband's injuries are healed, including injuries suffered in the aftermath sequence.

51-53 SLOW AND LARGE

Hunting such a beast is easy but its sheer size means that if it falls, it could very well kill your warrior!
Roll 3 dice. If you roll a triple, the fighter that was sent to wrangle a beast suffers the Killed result on the Injury table.

Otherwise, that fighter crafts the following from their prey's carcass:

Bonegrinder Helm

[Perishable]: Add 3 to the Toughness characteristic of the bearer.

54-56 TUSKED FIEND

This is one of the most dangerous hunts imaginable.
Roll 3 dice. If you roll a triple, the fighter that was sent to wrangle a beast suffers the Gut Wound result on the Injury table.

Otherwise, that fighter crafts the following from their prey's carcass:

Tusked Trophy Rack

[Perishable]: If any enemy fighters have been taken down by attack actions made by this fighter this battle round, add 1 to the Attacks characteristic of melee attack actions made by friendly fighters while they are within 6" of this fighter until the end of the battle round.



61-62 'LOOK WOT I KILLED!'

Your hunter comes across a great, steaming carcass. They eagerly set about carving it up.
The fighter that was sent to wrangle a beast crafts the following from their prey's carcass:

Rockbone Armour

[Perishable]: Add 5 to the Wounds characteristic and 1 to the Toughness characteristic of the bearer.

63-64 GNAWFLEA NEST

These vicious insects are carefully placed in a dangerously fragile clay pot, ready to be thrown at an unfortunate enemy.

The fighter that was sent to wrangle a beast crafts the following to house their prey:

Gnawflea Pot

[Consumable]: The bearer can use this lesser artefact as a bonus action. If they do so, pick an enemy fighter within 3" of this fighter and spend one **[double]**. Allocate a number of damage points to that fighter equal to the twice the value of the **[double]**. Then allocate a number of damage points to each fighter within 1" of that fighter equal to half the value of the **[double]**.

65-66 THE GREATEST GAME

The best hunting is done on sentient races.
Roll off with an opponent. Add 1 to your roll. If you win the roll-off, pick an artefact of power from the Mucky Watnots table (pg 73). You cannot pick an artefact of power already borne by a fighter in your warband. You obtain that artefact.



VULKYN FLAMESEEKERS

Regarded as unnerving zealots by their fellow Fyreslayers, the Vulkyn Flameseekers venerate the Ur-Salamander Vulcatrix as highly as they do Grimnir, their progenitor-god. Roaming the lands in tightly bonded fellowships, they seek the exalted spawn of the great godbeast scattered far across the realms.

The Vulkyn creed originated in the magmaholds of the Lofnir lodge who have always forged their own path of worship – much to the unease of their fellow Fyreslayers. Their religious doctrine holds that Vulcatrix the Ur-Salamander was more than just a worthy foe that fought Grimnir to the bitter end. They believe that come the Doomgron – the final battle that

will decide the fate of the realms – Grimnir will ride his old enemy into battle, these two unstoppable warriors uniting to face the full fury of Chaos.

Vulcatrix did not die without leaving a legacy of fire, the influence of which can still be felt across the Mortal Realms. The reptilian beasts known as Magmadroths are known to be the progeny of the dead godbeast, spawning in those places scorched by the Ur-Salamander's godly flames.

To the Lofnir, these creatures are sacred, and their leathery eggs are considered almost as priceless a resource as precious ur-gold – the glittering residue of Grimnir himself. All Fyreslayers agree that when Vulcatrix was destroyed by Grimnir at the culmination of their fiery duel, the flaming soul of the great beast was dispersed across the realms. From its scorching embers emerged the eggs of the Magmadroths, who all contain a spark of Vulcatrix's essence within their souls.

The Lofnir go further. They believe that the fiery essence of the Ur-Salamander combined with the

elemental forces of magic and creation, giving rise to seven sacred flames they call the vulkzharr. Some of the godbeast's spirit found its way to the stars, combining with the magic of celestial bodies – the Lofnir believe that this explains the similarity between the fire-spitting reptiles that the star-faring Seraphon take into battle and their own Magmadroths. According to the lodge's mythic tales, Vulcatrix's essence likewise fused with the cleansing heat of Sigmar's Anvil of Apotheosis and the primal fury of the Sun-eater, god of fire-worshipping ogors, as well as several other magical infernos. There are even dark rumours that it bonded with the hellish flames of the tyrant god Hashut.

The zealous duardin of the Vulkyn Flameseekers aim to recover the vulkzharr, and thus bring Vulcatrix's fire back into the world. They will place precious Magmadroth eggs in the blazing heat of these sacred flames, infusing them with what remains of the Ur-Salamander's volatile spirit and – so they believe, at least – giving rise to exalted creatures that are infused with godly power – a new strain of holy creatures from which the



Kyndledroth



Vulkyn Runefather with Drothvault Greataxe

Ur-Salamander's true offspring will one day emerge. There are rumours that within the Lofnir's great magmahold of Ruffal this process has already begun, and there are creatures within their drothpits that are dark of aspect and capable of spewing torrents of scorching smoke, and others whose scales crackle with Azyrite energy.

Vulkyn are regarded as hardliners by many of their kin, for most Fyreslayers see Vulcatrix as nothing more than a realm-threatening nemesis thankfully destroyed by Grimnir – a worthy foe to be sure, but one that the realms is well rid of. Yet the creed's influence has begun to spread beyond Lofnir and into the hearth-halls of many other lodges in recent times, as more and more Fyreslayers sense the stirring of primal powers in the Era of the Beast.

The roving Vulkyn warbands are known for the single-mindedness with which they seek out Magmadroth egg clutches or fires that they believe to contain the

spark of their deity. They carry the accoutrements of duardin miners, for many of the creatures they seek roam far underground, close to the magmatic core of their realm. Other tools include ur-gold sifting pans, for wherever rare flecks of the Fyreslayers' beloved god-metal are found, there are likely to be Magmadroths somewhere nearby – and besides, the Flameseekers crave ur-gold no less than any of their kind.

Flameseekers might see their duty as a sacred one, but they are still content to take on the role of mercenary warriors, either in exchange for treasure or sometimes information on the quarry they seek. Well-used to spending long seasons away from their home, they spend their lives ranging deep into hostile lands, and are used to navigating the deadliest terrain imaginable. Their war picks and shovel-like bokaz are crafted from fine fyresteel, and can punch through the hardened shell of a lava beetle as easily as they can smash a path through volcanic rock.

Moreover, not every reptilian giant of the deep earth has the blood of the Ur-Salamander running through its veins. Some simply wish to feast upon raw flesh, although they soon discover that Fyreslayers are far from an easy meal.

Much as ur-gold runes hammered into the flesh grant Fyreslayer warriors near-superhuman strength and resilience, so do the Vulkyn Flameseekers believe that by wearing Magmadroth hides, the power of the holy animal will seep into their flesh. Most of their armour is crafted from scales shed by the reptiles, which lose none of their sturdiness upon falling loose. Sometimes, however, the most fanatical warriors drape themselves in skins harvested with great care from Magmadroths slain in battle. This is seen as an act of veneration, for these pious warriors believe that the spirits of the Ur-Salamander's spawn and Grimnir's folk are intrinsically linked, even in death.



Scalebreaker with Fyresteel Splitaxe



Scalebreaker with Bokaz



Scalebreaker with Bokaz



Drothmaster



Scalebreaker with Fyresteel Splitaxe



Drothblood Thane



Scalebreaker with Fyresteel Splitaxe

VULKYN FLAMESEEKERS QUESTS

Over the following pages you will find 3 quests that can be embarked upon by Vulkyn Flameseeker warbands.

VULKYN FLAMESEEKER WARBAND QUEST

THE UNBORN LOST

The Magmadroth and their spawn are of paramount importance to those bellicose and hot-tempered duardin, for Kyndledroths are pivotal to the future continued success of the Fyreslayers themselves.

Choose a Vulkyn Runefather in your warband who can gain a heroic trait and make a note in your quest log. See page 104 of the Core Book to find out how fighters can gain a heroic trait.

While embarked upon this quest, you must keep track of your warband's efforts to find the lost clutch, represented by a **hatchling score**. At the end of a battle, add 1 to your hatchling score:

- If your warband is holding 1 or more treasure tokens.
- If you control 1 or more objectives.

- For each different table quarter that includes 1 or more friendly fighters.
- If a friendly fighter with the **Beast** (🐾) runemark ended each of their activations wholly within in a different table quarter each battle round and is on the battlefield.

In addition, in step 4 of the aftermath sequence, add 1 to your hatchling score if you won your last campaign battle.

You can complete this quest in step 4 of the aftermath sequence if your hatchling score is 8 or more. When you complete this quest, you can give the fighter you chose one of the heroic traits from the Guardians of the Scale Heroic Traits table below.

GUARDIANS OF THE SCALE HEROIC TRAITS

Fire-heart: *The fierce temper of this warrior is made manifest every time they swing their axe.*

This fighter can use the 'Onslaught' ability without needing or using any ability dice.

Ashen Lord: *The burning glare of this fighter can stall the actions of a rampaging gargant.*

Enemy fighters cannot use abilities while they are within 2" of this fighter.

As Old As Stone: *This fighter is as gnarled as wrought iron, and wounds that would fell a hydra find no purchase on their fyresteel-hard flesh.*

When this fighter is targeted by a melee attack action, hit rolls of 1-3 are misses.

Firm-footed: *When this warrior plants their feet, the strength of their blows shatter rock and bone with explosive force.*

Add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter in an activation where they made no move actions.

Blazing Fists: *The fists of this warrior burst into flames when their runes ignite, wreathing their weapon in arcing gouts of fire.*

After this fighter uses an ability, until the end of the activation, melee attack actions made by this fighter score a critical hit on a 5+.

Aspect of Grimmir: *This warrior echoes the legendary might of Grimmir of old, and when faced with insurmountable odds, redoubles their efforts.*

When this fighter makes a melee attack action, if each hit roll is a miss, count each miss as a hit instead.

VULKYN FLAMESEEKER WAR BAND QUEST

BORN OF HASTE

The zealous warriors of the Lofnir seek to accelerate and enhance the hatching cycle of Magmadroth eggs using Seraphon technology; this is a risky endeavour as these eggs carry value beyond price to the Fyreslayers. For a child of Grinnir to damage or lose even a single egg is a matter of deadly seriousness.

While embarked upon this quest, your warband must seek to create the perfect conditions for incubating Magmadroth eggs. You must keep track of your warband's progress with a **progress score**.

At the end of a battle, add 1 to your **progress score** for each of the following:

- Each table quarter that has fewer enemy models than friendly models wholly within it.
- Each enemy fighter with the **Monster** (M) runemark and/or **Beast** (B) runemark that has been taken down.

- Each swamp board feature that has one or more friendly fighters within 1" of it.
- Each full battle round that a friendly fighter with the **Destroyer** (D) runemark spends within 1" of a terrain feature that is itself within 1" of a swamp board feature.

When your progress score totals 7 or more, you can fight battles using the 'Enhanced Incubation' quest battleplan.

You can complete this quest in step 4 of the aftermath sequence if your last campaign battle was fought using the 'Enhanced Incubation' battleplan and you won the battle. When you complete this quest you can move the location of your warband's encampment to the 'Fyreslayer Mercenary Compound' (see overleaf), and do not need to spend any glory to do so.

QUEST BATTLEPLAN

ENHANCED INCUBATION

You have found a location in which the potential resides to empower a Magmadroth egg. As soon as you lower the egg into the primordial ichor, celestial energy starts to run from nearby Seraphon structures and the egg begins to shudder. The crackling energy causes quite a stir, and before long you are swamped by attackers. You must hold out until the egg has hatched!

ATTACKER AND DEFENDER

In this battle, the questing warband is the defender and the adversary warband is the attacker.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the Escalation deployment map from page 147 of the Core Book.

The Spawning Pool: After deployment the defender must nominate one swamp board feature in secret and make a note of it. If there are no swamp board features on the battlefield floor, nominate a terrain feature in secret instead. The nominated terrain feature or board feature is the spawning pool.

At the end of the battle round, if 1 or more attacking fighters are within 1" of the spawning pool, the defender must reveal which swamp board feature or terrain feature is the spawning pool.

VICTORY

The battle ends after 4 battle rounds. At the end of the battle, if the attacker has 1 or more friendly models within 1" of the spawning pool, they are the winner. Otherwise, the defender is the winner.

TWIST

Charged Swamp Pools: At the end of each battle round, roll a dice for each fighter within a swamp board feature. On a roll of 2+, allocate a number of damage points to that fighter equal to the result of the roll.

THE ADVERSARY PLAYER

The adversary player receives the following bonus in the aftermath sequence:

Renown to be Earned: Add 1 to any renown rolls made by the adversary player.

ENCAMPMENT LOCATION			
Location	Location Bonus	Points Limit	Reputation Modifier
Fyreslayer Mercenary Compound <i>Where axes are raised and battle lines are drawn, the Fyreslayers are there ready to fight... at least for those that can afford their reasonable fees!</i>	<p>Add 1 to renown rolls made for fighters from your warband.</p> <p>In addition, in step 5 of the aftermath sequence, you can pick a fighter from your warband to be sent forth to sign a mercenary contract. To do so, roll on the Available Contracts table below.</p> <p>When you complete the contract, pick a lesser artefact from the Gnarlwood lesser artefact table (pg 108-109 of the Core Book).</p>	1150	+3

AVAILABLE CONTRACTS TABLE (D66)

11-16 NO CONTRACTS AVAILABLE

There were no contracts worth your time. This result has no effect.

21-26 ASSASSINATE

Take out a warlord. A simple task for a sharp axe.
Complete this contract after a campaign battle if 1 or more enemy leaders are taken down by an attack action made by a friendly fighter.

31-33 SLAY THE BEAST

A local monster needs to be slain, for the right pay.
Complete this contract after a campaign battle if 1 or more enemy fighters with the **Beast** (🐾) runemark and/or **Monster** (👹) runemark are taken down by an attack action made by a friendly fighter. If there are no such fighters, treat this contract as the Assassinate contract.

34-36 RETRIEVE STOLEN GOODS

An ill-fortuned explorer offers to pay handsomely for the retrieval of stolen goods.
After the deployment step in each campaign battle, your opponent picks a friendly fighter on the battlefield. That fighter is carrying stolen goods. The stolen goods are treated as a treasure token that does not count towards that battle's victory condition. Complete this contract if no enemy fighters are carrying the stolen goods at the end of the next battle.

41-43 PROTECT OUR FLANKS

Your must intercept enemy reinforcements.
After the deployment step in each campaign battle, your opponent must pick a battlefield edge. Complete this contract after a campaign battle if there are more friendly fighters within 3" of that battlefield edge than there are enemy fighters.

44-46 TRIM THEIR NUMBERS

An outpost has paid you to deal with troublemakers.
After the deployment step in each campaign battle, your opponent must pick a friendly battle group that is on the battlefield. Complete this contract after a campaign battle if each fighter in that battle group is taken down.

51-53 KEEP WATCH

Yell a warning if you see anything. Easy work, easy pay.
Complete this contract after a campaign battle if 1 or more friendly fighters are on the highest platform on the battlefield, or on a platform that is tied for the highest platform on the battlefield.

54-56 BURY ME WITH HONOUR

You've been tasked to bring a corpse to a burial mound to prevent a dire curse.
After the deployment step in each campaign battle, your opponent must pick a point on the battlefield floor or a platform more than 6" from all battlefield edges. Complete this contract after a campaign battle if you have 1 or more friendly fighters within 1" of that point.

61-62 CLEAR A PATH

Carve a path through the overgrown forest for a band of enterprising adventurers.
Complete this contract after a campaign battle if 3 or more terrain features are cleared of overgrowth. To clear a terrain feature of overgrowth, a friendly fighter must make 2 successive wait actions whilst within 1" of that terrain feature.

63-64 PROTECT THE GRAVESITES

A pale and sickly individual asks that a sacred, familial burial site protected.
In each campaign battle, if there are fewer than 2 objective markers, after the deployment phase, your opponent must place 2 objective markers on the battlefield, each more than 6" from all battlefield edges and each other objective marker and each within 12" of the centre of the battlefield. Complete this contract after a campaign battle if your warband controls 2 or more objective markers.

65-66 BRING ME THEIR HEARTS

A crone is paying very well for a selection of fresh, bleeding hearts.
Complete this contract after a campaign battle if 1 or more fighters from each enemy battle group are taken down.

VULKYN FLAMESEEKER WARBAND QUEST

SEEKING POWER

Your Kyndledroth has caught the scent of a powerful artefact. Perhaps it is a vein of precious ur-gold, or a weapon of surpassing might. Follow your scaled ally and secure its findings.

Pick 1 artefact of power from the Artefacts of Flame and Scale table (see below), and note it in your quest log. You cannot pick an artefact of power already borne by a fighter in your warband.

While embarked upon this quest, you must keep track of your Kyndledroth's search, represented by a tracking score. At the end of each battle round, add 1 to your tracking score for each of the following that is true:

- A friendly fighter with the **Vulkyn Flameseekers** (👤) runemark and the **Beast** (🐾) runemark controls an objective.
- A friendly fighter with the **Vulkyn Flameseekers** (👤) runemark and the **Beast** (🐾) runemark is wholly within a table quarter and there are no enemy fighters wholly within that table quarter.

In addition, in step 4 of the aftermath sequence, add 2 to your tracking score if you won your last campaign battle.

You can complete this quest in step 4 of the aftermath sequence if your tracking score is 5 or more. When you complete this quest you obtain the artefact of power noted in your quest log.

ARTEFACTS OF FLAME AND SCALE

The Unbound Axe: *The blade of this axe transforms into molten lava mid-flight, causing catastrophic damage to its target before returning to the owner, reformed into smouldering black fyresteel.*

Once per battle, the bearer can unleash the power of the Unbound Axe. If they do so, the next attack action they make this activation has the following characteristics:



The Lavalash: *The links of this chain whip burn white hot, searing through armour and flesh with burning contempt.*

The bearer can use this artefact as an action. When they do so, pick an enemy fighter within 3" of that fighter. That enemy fighter makes a bonus move action of 3" directly towards this fighter, as if they were jumping. When doing so, they can make this move action even if there are enemy fighters within 1" of them at the start of that move action. Then roll a dice. On a roll of 3+, allocate 3 damage points to that enemy fighter.

The Eye of Grungni: *This ornate eyepiece spots traps, ambushes and treasure, illuminating them in a ruddy glow. This allows the bearer to find valuable loot and avoid being waylaid as they march into battle.*

If the bearer's battle group is in reserve, there is a reserve phase in the first battle round, and the bearer (but not the remainder of their battle group) can arrive in that phase. In addition, when the bearer is sent forth to explore or sent forth to sign a mercenary contract during the aftermath sequence you can re-roll the result.

Girdle of Girth: *This belt causes the bearer to appear impossibly large in stature, even to a gargant. This makes escaping this fighter a futile effort.*

Enemy fighters within 3" of the bearer cannot make disengage actions.

The Shard of Vulcatrix: *Once swallowed, this glowing ember of white-hot realmstone causes the user to belch searing flames with fiery ferocity.*

Once per battle, the bearer can unleash the power of the Shard of Vulcatrix. Roll a dice and allocate the result in damage points to each enemy fighter within 3" of the bearer.

The Crown of Baelgrug: *Baelgrug was as stubborn a warrior as ever there was, and this gem-studded circlet imbues the wearer with that same inviolable grit and determination.*

Each time the bearer is taken down by damage allocated by a melee or ranged attack action, roll a dice. On a 4+, the bearer is not taken down – remove enough damage points from the bearer so that if 1 damage point is allocated to the bearer they are taken down.



KRULEBOYZ MONSTA-KILLAZ BACKGROUND TABLES

Masters of the sudden ambush and the devious ruse, Kruleboyz Monsta-killaz believe that battles are best fought with unfair advantage and an utter lack of honour.

Kruleboyz Monsta-killaz have hunted almost everything that walks or crawls. They specialise in hobbling monsters through the use of cruel traps or underhanded tricks, either slaughtering their prey and harvesting its tasty innards or dragging it off to serve as entertainment in one of the Kruleboyz' many fighting pits. They often take names that reference their most infamous acts of cruelty, wearing them as swaggering badges of pride.

D10	FIRST NAMES	D10	LAST NAMES
1	Grikkh	1	Spinesnappa
2	Skummok	2	Toadstabba
3	Murk	3	da Peeler
4	Lurg	4	Egg-eata
5	Drokk	5	Lizardkilla
6	Grugg	6	Griffgouga
7	Thugrikk	7	da Hobbla
8	Gobsnik	8	Wyrmsstabba
9	Ragnik	9	Rot-toof
10	Shivnik	10	Deffbreff

ORIGINS	
1	Pit Killers – These warriors run one of the Kruleboyz' infamous fighting pits, where prisoners are fed to various hideous beasts.
2	Egg Stealers – These warriors are experts at distracting horrific beasts and then pinching their precious eggs.
3	Skumdrek's Boyz – These warriors are held in high favour by the infamous Swampboss Skumdrek, who calls upon them to handle particularly dangerous jobs.
4	On Da Trail – These orruks are trailing a particularly large and ferocious beast, waiting patiently for an opportunity to lay it low.
5	Drothvault Raiders – These warriors once broke into one of the Fyreslayers' fiercely guarded drothvaults, looting several hatchlings.
6	Legendary Blackguards – These warriors are akin to folk heroes in the malicious society of the Kruleboyz, well known for their underhanded deeds.

LEADER BACKGROUND	
1	Unusual Cruelty – This warrior inspires a particular dread with the unique horror of his punishments.
2	Aspiring Swampboss – This warrior wishes to follow the example of the infamous Skumdrek, and set up his own fighting pit.
3	Bitey Fings – This warrior treasures his collection of hideous crawling insects and spiders – most of which are lethally venomous.
4	Devious Trapper – This warrior's expertise at laying particularly complex traps is unrivalled.
5	Bully Boss – This warrior takes particular pleasure in tormenting and bullying their Klutcha-grot minions.
6	Slippery Customer – This warrior has absolutely no compunctions about legging it if a fight seems to be going against them.

VULKYN FLAMESEEKERS BACKGROUND TABLES

Ferocious worshippers of the dead godbeast Vulcatrrix, the Vulkyn seek to resurrect the Ur-Salamander by seeking out legendary flames imbued with her fiery wrath.

The life of a Vulkyn Flameseeker is a difficult one, even by the lofty standards of Fyreslayers, to whom strife is second nature. These zealous duardin of the Lofnir lodges delve into the most inhospitable places in the realms in search of sacred magmadroth eggs and remnants of Vulcatrrix's fire. They must hew and hack their way through lethal flora, mutated monsters and murderous rivals before they even claim to their prize.

D10	FIRST NAMES	D10	LAST NAMES
1	Valgryn	1	Scaleheart
2	Hulgrimm	2	Zharr
3	Brujda	3	Magmabeard
4	Zuffi	4	the Flametouched
5	Hufnal	5	Hazkal
6	Lokki	6	Ashnose
7	Zaggra	7	the Axe Hurler
8	Rumbar	8	Drothkyn
9	Daegrann	9	Ignar
10	Mogra	10	the Grumbler

ORIGINS		LEADER BACKGROUND	
1	Drothkeepers – This warband once guarded the drothvaults of their home lodge against invaders and predators.	1	Hardliner – This warrior's fanatic devotion to the Ur-Salamander unnerves even their fellow Lofnir lodge-kin.
2	Scale-blessed – Several of this warband's warriors bear scaly birthmarks – a sure sign of the Ur-Salamander's favour.	2	Rage of Vulcatrrix – When this warrior enters a battle-rage, their eyes blaze with the power of the Ur-Salamander.
3	Vulkyn Emissaries – These warriors were tasked with spreading word of the Vulkyn cult to distant lodges on behalf of the Lofnir.	3	Restless Seeker – This warrior has travelled far across the realms in search of sacred flames.
4	Deep Delvers – These warriors have ventured into some of the deepest and deadliest caverns in the realms – and lived to tell their tale.	4	Hatred of Poachers – Those who aim to steal the offspring of the Magmadroth earn the everlasting ire of this warrior.
5	Thaggoraki Hunters – These warriors are veterans of the brutal tunnel wars fought against the skaven of the Clans Moulder, who covet Magmadroth eggs.	5	Venerated Elder – This warrior is ancient even by the standards of the long-lived duardin, yet still as wise as they are strong.
6	Swamp Striders – These warriors are at home in the same sulphurous swamps that Magmadroths favour as nesting grounds.	6	Visions of the Blaze – This warrior is haunted by visions of apocalyptic flame – the last moments of Vulcatrrix's existence.

