

# Objectives

Warbands in the Cathayan borderlands are wrestling for power, striving for fame & fortune or struggling for survival. Each has its own agenda. Objectives are used to determine goals that players work toward achieving throughout the course of a campaign.

It does not matter whether there are Marauders of Chaos and Battle Monks warbands in your campaign or not. Neither is it required that any player fights for the forces of good (or vice versa). Border Town Burning campaigns can be played with all concerned infighting – exacting works of evil or all disputing law & order. Of course it is generally more fun if roles are distributed evenly but it hardly matters if they are not.

## Choosing an objective

Depending on the warband type each warband has its own objective that it aims to complete throughout the campaign. This objective is determined at the beginning of the campaign. All players may always have complete insight concerning other players' objectives. There are six objectives being introduced in the Border Town Burning supplement.

A warband may switch to another legal objective in between battles. However, this results in a penalty of losing -D6 campaign points.

## Campaign achievements

Mark a check box for every Campaign Point (CP) the warband gets – similar to gaining Experience points. Whenever you reach a thick-bordered box check the Achievement chart for the Objective to see what happens.

Campaign Points:

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You can find an adapted warband roster with a field for tracking your Campaign Points at the back of this supplement or you can download one from our website.

If campaign points are lost for any reason, then this has no bearing on campaign achievements already reached. Any lost campaign points must be regained before a warband can progress to its next campaign achievement.

## Starting over

When a player chooses to disband his warband, their progress and achievements are lost along with the warband members. He then selects a new objective for his new warband just like at the beginning of the campaign.

To make up for the time lost (similar to the underdog bonus for lesser warband rating) the warband immediately gains an amount of campaign progress points equal to the next lowest amount of the other participating warbands minus D3.

*Example: A Reiklanders warband is reformed. Other warbands participating in the campaign are Marauders of Chaos (The Scion of Chaos: 12 CP), Battle Monks (The Celestial Protectorate: 8 CP) and Orcs & Goblins (The Scourge of the Realm: 9 CP). The Reiklanders player rolls a D3, which scores a 2. Thus the mercenaries starts with  $8 - 2 = 6$  CP.*

## Winning the campaign

As soon as a warband fulfils its objective they win the campaign. An objective is complete when all check boxes for the objective are filled and any further requirements are met.





# The Scion of Chaos



*The darkest of tribes are seeking four artefacts of Chaos. If one Chieftain proves the more skilful leader in finding their whereabouts, then followers of Chaos shall flock to his banner. As the aspirant's warband grows to become a horde he shall wreak destruction and spread Chaos across the world. The Chieftain may even ascend to become Chosen of Chaos.*

**Warbands:** Marauders of Chaos, the Possessed, Beastmen Raiders and Norse Explorers may choose this objective.

**No Alliance with:** The Scourge of the Realm, The Celestial Protectorate

## Objective progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** Whenever the warband wins a scenario it gets +1 CP.

**+D6 Prophecy Fulfilled.** The warband gets +D6 CP for every Chaos Artefact it can get hold of. Note that each bonus applies only once per artefact.

**-D3 Prophecy Foiled.** The warband loses -D3 CP for every Chaos Artefact which falls into the hands of an enemy warband. Note that each bonus applies only once per artefact.

**+1 Rival Out Of Action.** The warband gets +1 CP for taking the *leader* of a warband with the Scourge of the Realm objective or the *leader* of another warband with the Scion of Chaos objective *out of action*.

## Achievements

### CP Achievement

- 5 **I am the Scion:** The warband's *leader* *bates* every other *leader* with the same objective. He must charge them when they are in reach, unless he is capable of casting spells in which case he may choose to target them with a spell instead.
- 10 **Growing Horde:** The warband's maximum number of warriors is increased by +2.
- 15 **Growing Horde:** The warband's maximum number of warriors is increased by +2.
- 20 **Portents of Doom:** The Chieftain's Horde is sizeable enough to march on the border town! So long as the warband includes a Seer or Shaman to guide them they may choose to play the "The Horde approaches" special scenario instead of a scenario from the scenario table.
- 25 **Growing Horde:** The warband's maximum number of warriors is increased by +3.
- 35 **Daemon Prince:** As soon as the warband's *leader* has gathered all four Chaos Artefacts he immediately turns into a mighty Daemon Prince who will serve his masters for eternity.

The warrior counts as a Dramatis Persona from now on, healing all previously suffered permanent Serious Injuries (although he can suffer new ones like all special characters!). In addition, he gets M 8, +1 W, has the *flying* special rule (see Daemon Prince in the Bestiary) and is subject to the rules for *Daemons* as described in the Bestiary. If he does not have a Mark of the Dark Gods yet but could get one (ie, it's a Marauder Hero), he may choose one now (the Shaman's Mark does not count). He keeps the *leader* rule and continues to lead the warband until he dies permanently.

When taken *out of action* the Daemon Prince will not automatically drop the Chaos Artefacts. Instead roll for Serious Injuries immediately. If the Prince dies, place markers for the artefacts.

There is a template at the back of this book which will help you organize the new special character.

In order to hire the Daemon Prince in future games laid outside the Northern Wastes such as Mordheim or other places, a wizard casting a *Circle of Summoning* is required.

- 40 **Ascension!** If the warband is led by the Daemon Prince it wins the campaign.







# The Scourge of the Realm



Rumours have spread that the hordes of Chaos are gathering to be led against Cathay – by an aspiring Champion of Chaos. This warrior is said to be the fiercest and most skilful fighter in the Northern Wastes who can best any man from the Old World. The very notion is an insult because everyone knows that no one poses a greater threat than the scourge of the realm!

**Warbands:** Maneaters, Orcs & Goblins, Chaos Dwarfs, Dark Elves, Undead warbands and Skaven warbands may choose this objective.

**No Alliance with:** The Scion of Chaos

## Objective progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband wins a battle it gets +1 CP.

**+1 Traces to Chaos.** Whenever the warband encounters a warband or non-player group of Marauders (Chaos Marauders, Norse, Chaos Warriors) or Beastmen (Ungors, Gors, Bestigors, Centigors or Minotaurs), roll a D6: 1-3 nothing happens, 4-5 the *leader* is subject to *frenzy* for this battle, 6 the warband gets +1 CP after the battle.

**+1 Accomplished Leader.** The warband gets +1 CP whenever the leader's total Experience reaches the following: 30, 45, 60, 75 and 90. Note that each bonus applies only once per warband.

**+1 Scion Out Of Action.** The warband gets +1 CP for taking the *leader* of a warband with the Scion of Chaos objective *out of action*.

## Achievements

### CP Achievement

- 5 **I am the Scourge:** The warband's *leader* *bates* every other *leader* with the Scion of Chaos objective. He must charge them when they are in reach.
- 10 **Remarkable Duellist:** The warband's *leader* is a well-trained fighter. When using a weapon that has a Parry special rule, he parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll.
- 15 **Irrepressible Hunger:** The warband's *leader* is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains one extra Attack per enemy model that is not *knocked down* or *stunned* in each hand-to-hand combat phase (e.g. +3 Attacks while fighting three enemy models). In addition, the warrior is immune to 'All Alone' tests while fighting Marauders or Beastmen. Note that he must always assign at least one Attack to each enemy model in close combat.
- 20 **Furious Charge:** The warband's *leader* gets a +1 bonus on his 'to hit' rolls in the first turn of a hand-to-hand combat when charging.
- 25 **Furious Assault:** The warband's Heroes get a +1 bonus on their 'to hit' rolls in the first turn of a hand-to-hand combat when charging.
- 35 **Infamy:** The warband's Heroes each cause *fear* in enemy models.
- 40 **Duel to the Death:** The warband has found the Scion of Chaos. From now on whenever the warband's leader and the enemy chieftain are moved into base contact the scenario "ends" and they fight a duel to death instead. All other models can be removed from the board.

Resolve the combat as normal, using rules for *knocked down*, *stunned* or *out of action* as usual (remember which turn it is). If either side is taken *out of action*, roll for Serious Injuries and apply the result immediately.

Treat the following results as *Full recovery*: *Captured*, *Sold to the pits* and any "Miss the next (or D3 or whatever) games" effect. Note that *Old battle wounds* do not work at this point. After applying the Serious Injury the model counts as *knocked down* and the duel continues until one of them dies permanently.

Note that neither side may escape from combat willingly. The only way to leave the duel without killing the opposing model is at the beginning of the first turn after a Serious Injury has been applied to the model (after the Recovery phase but before the Shooting phase) and only if he is neither *knocked down* nor *stunned*. If one side chooses to end the duel this way, their warband counts as having failed a Rout test and they lose the game (but not the campaign).

If the Scion of Chaos is killed, this warband wins the campaign. If the Scion wins the duel, his warband wins the current scenario. The defeated warband must determine a new leader and try to initiate another duel in the next scenario.

If there is no warband with the Scion of Chaos objective participating in the campaign, use the rules for a Chaos Champion from the Bestiary. As soon as the last check box is filled and after the next battle in which the contender wasn't taken *out of action*, let them fight. If there is more than one warband with the Scion of Chaos objective the Scourge has to fight the leader from the warband with the most CPs. On a tie compare the warband ratings.



# The Celestial Protectorate

*Superstitious elderly peasant folk of the borderlands tell all manner of far fetched stories gathered from ancient scrolls and some of these tales from old manuscripts they call prophecies. That a saviour shall rise against the tide of darkness, that foreigners shall come to the aid of civil border dwelling folk, that the forces of light can turn back the tide of darkness and win the day.*

**Warbands:** Battle Monks of Cathay, Shadow Warriors, Sisters of Sigmar, Witch Hunters, Maneaters, Pit Fighters, Dwarf warbands and Mercenary warbands may choose this objective.

**No Alliance with:** The Scion of Chaos

## Objective progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+D3 Emissary's Report.** After a won battle if the Emissary was not taken *out of action* he may miss the next battle (determine new *leader* for that battle) to make a report in the border town thus gaining +D3 CP. Because of the long journey the Emissary may not search for rare items, Dramatis Personae, etc.

**+D6 Chaos Artefact Found.** The warband gets +D6 CP for every Chaos Artefact it can get hold of. Note that the bonus applies only once per artefact.

**+1 Chieftain Out Of Action.** The warband gets +1 CP for taking the *leader* of the following warbands *out of action*: Marauders, Beastmen and Norse.

**+D3 Dead Servant to Chaos.** Whenever a Hero of a Marauder, Beastman, Norse, Carnival of Chaos, Chaos Dwarf or Possessed warband taken *out of action* by the warband dies permanently after a battle the warband gets +D3 CP.

## Achievements

### CP Achievement

- 5 **Zealous Belief:** The warband's *leader* *bates* every other *leader* with the Scion of Chaos or Scourge of the Realm objective. He must charge them when they are in reach, unless he is capable of casting spells in which case he may choose to target them with a spell instead.
- 10 **Conclave:** The warband is well renowned for their efforts of defending the borderlands. After every scenario they fought in the Cathayan borderlands the warband counts as one size category smaller than they actually are. This represents local farmers and peasants providing the warband with supplies as a sign of their gratitude.
- 15 **Reinforcements:** Whenever the warband loses a henchman capable of earning experience through a Serious Injury caused by a warband member pursuing the 'Scion of Chaos' objective, the Celestial Emperor will send additional recruits to support the defence. You gain one henchman of the same type as the deceased model with the same weapons and armour. Note that the model comes straight from the Emperor's military academy and thus has gained no experience points yet.
- 20 **Monastery Haven:** The monks from the celestial monasteries provide tranquil refuge in seclusion and mystic methods of healing to those fighting for a just cause. As long as there is at least one Cathayan native in the warband (ie, all models in a Battle Monks warband, Cathayan Pyromaniac or Merchant hired sword, Ippan Shu dramatis persona, etc.) the warband may send one of their Heroes to the monks in order to heal one permanent Serious Injury. This causes the Hero to miss the next D3+1 battles.
- 25 **Divine Retribution:** The warband's efforts allowed the threatened border town to build up their defences. When playing the "Siege!" scenario the warband is supported by one Raging Peasant (see Battle Monks of Cathay warband list) for every three campaign points. This may temporarily exceed the warband's maximum number of warriors.
- 35 **Ring of Impunity:** The warband proves to be a powerful defender of the Cathayan civilization. Knowing this Ippan Shu joins these worthy advocates time and again to support their battle against evil. The warband may hire Grand Master Ippan Shu for a hire fee of 1 campaign point instead of the normal fee.
- 40 **Buried and Forgotten:** At this point if the "Siege!" scenario has not yet been played, ie. if the Chaos artefact called Liber Chaotica has not yet been assigned to any warband, the Celestial Protectorate is given the item by the keepers of the town's temple. It is also given a map to "Ghartok's Tomb", where all four of the dreaded Chaos artefacts shall be buried. The warband may now play the "Ghartok's Tomb" scenario when they get to choose which scenario is played. In order to win the campaign they must win that scenario with the following modification: All Celestial Protectorate warbands win the game by bringing all four Chaos artefacts inside the tomb. If no enemy model moved inside the tomb while the Hero was there, the warband successfully manages to hide the items inside the tomb and close the gates for good.



# The Lure of Fortune

Black market traders moving 'hot' product, registered merchant houses boasting opulence in quantity, and cut-throat denizens who crawl from their smugglers haunts in the dead of the night to solicit the latest in contraband. Tilean Merchant Princes and Strigany peddlers are likeminded enough to recognise the potential for profit that lies at the end of the Silk Road.

**Warbands:** Merchant Caravans, Maneaters, Chaos Dwarfs\*, Norse Explorers, Shadow Warriors, Dwarf warbands, Pirate warbands and Mercenary warbands may choose this objective.

**No Alliance with:** –

## Objective progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband won the battle, it gets +1 CP.

**+D6 Enterprise Expanded.** Whenever the warband introduces an additional coach or wagon to its land train during the campaign, it gets +D6 CP. Replacing destroyed or lost wagons does not count.

**+1 Riches Accumulated.** The warband gets +1 CP whenever their amount of stored Cathayan Silk items reaches the following: 3, 6, 9 and 12. Note that each bonus applies only once per warband.

**+D3 Chaos Artefact Found.** The warband gets +D3 CP for every Chaos Artefact it can get hold of. Note that the bonus applies only once per artefact.

## Achievements

### CP Achievement

- 5 **Land Train:** If the warband maintains a Coachman, his upkeep cost is reduced by –1 gold crown for each Cathayan Silk item stored. If the warband does not maintain a Coachman, then a Hero is appointed as the driver and gains the Academic skill *Skilled Driver*.
- 10 **Silk Trader:** From now on the warband treats Cathayan Silk items as a Common item and ignores the Clothes' variable cost.
- 15 **Famed Travellers:** The warband may pay the upkeep cost when hiring a new Hired Sword instead of the normal hiring fee. The upkeep cost must be paid as usual.
- 20 **Trading Post:** Whenever the warband's exploration dice score a five of a kind you may choose to replace them with "11111" (Abandoned Trading Post).
- 25 **Volume Discount:** The warband may purchase Cathayan Silk items at a discount of –1 gold crown for each piece of Clothes they already have in their storage.
- 35 **Trade Routes:** After lots of travelling the warband has learned some of the best trade routes of the area. In every scenario where there is no given order for setting up the warband the player may choose where they are placed before any other player.
- 40 **Journey Home:** From now on the warband may choose to play the "Journey Home" special scenario. Winning the scenario will cause the warband to win the entire campaign. Note that the scenario may only be played if the warband also has a wagon and the required amount of 12 Cathayan Silks in their storage. For this purpose each Lesser Artefact replaces two silks and each Chaos Artefact replaces three silk items.

## The Black Dwarfs

\*This objective is adapted for use by Chaos Dwarfs. A Chaos Dwarf warband is on patrol in search of captives to lock in their Engine of Chaos. Simply replace the Cathayan Silks with Captives and the required Opulent Coach with a Engine of Chaos. In addition replace three of the Achievements as described below.

- 10 **Slave Masters:** The warband may treat any of their Gnoblar fighters (see Spoils of War) as captives. Captured Gnoblar are imprisoned in the Engine of Chaos and may no longer fight for the warband.
- 25 **Curse of Stone:** As the Sorcerer's body is afflicted by the curse he suffers –1 to Movement. If a Chaos Engineer is with the warband, then a Mechanical Suit can be purchased at the reduced cost of 125 gc.
- 35 **Turncoat:** A minion of the warbands spy network reports back. The warband may hire any friendly Hired Sword that is currently with another warband. Remove the Hired Sword from the originating warband list. If no friendly model is available then choose a non-friendly model.





# The Silent Threat



Most honourable warriors would choose to prove their might in arms while others prefer to hire sell-swords or goad mercenary thugs into getting the job done for them. In the twisted reality of a fiendish mastermind with little or no conscience, there are many other ways to find a means to an end.

What might start off as an innocent bit of eavesdropping might quickly escalate? Before you know it you have minions creeping around in the still of the night slitting the throats of enemies. Acts of dishonour such as petty theft and doping become increasingly more common upon forming a cabal and rightly so if they're for good reason and you're not getting caught! Power attained in cultism through underground larceny and secret plotting is more than a match for all but the mightiest of arms.

**Warbands:** Carnival of Chaos, The Possessed, Dark Elves, Skaven warbands, Undead warbands and Mercenary warbands may choose this objective.

**No Alliance with:** The Celestial Protectorate, The Damned Shall Burn!

## Objective progress



- +1 **Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.
- +1 **Winning a Scenario.** If the warband won the battle, it gets +1 CP unless the scenario played was "The Heist".
- +D3 **Winning "The Heist" Scenario.** If the warband won this special scenario it gets +D3 CP.
- +D3 **Target Eliminated.** Whenever an opposing Hero is taken *out of action* by a warband member with none of his allies around within 6" the warband gets +D3 CP.
- +1 **Poisoned Out Of Action.** The warband gets +1 CP for taking a Hero of any warband *out of action* using poisoned weapons unless the Hero dies.
- +D3 **Death by Poison.** Whenever a Hero that was poisoned went *out of action* and dies permanently after a battle, the warband gets +D3 CP instead of +1 CP.

## Achievements

### CP Achievement

- 5 **Saboteurs:** Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor become less difficult to acquire. The rarity for all these items is reduced to Rare 5. In addition, one Henchman group at a time may now also use these poisons (note that you need one dose of poison per model in the Henchman group in order to equip them all).
- 10 **Poisoners:** The warband gains a 20% discount (rounding fractions down) when buying Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor.
- 15 **Burglary:** From now on, whenever the player gets to pick a scenario, he may choose to play the "The Heist" scenario (either attacker or defender) instead of any of the regularly allowed scenarios.
- 20 **Wanted!** From now on, in between battles, the warband may pay 20 gold crowns to have a price put on an enemy Hero's head through their evil schemes. Once the reward has been set up, all warbands may pay any number of gold crowns between battles to increase the bounty. The first warband to take the hunted Hero *out of action* gets paid the bounty after the battle.
- 25 **Alter Ego:** A randomly selected Hero (not a *leader*) from a randomly selected warband has begun working incognito with the opposition. Wearing a simple disguise, this traitorous individual is added to this warband's roster as a Hired Sword with no upkeep cost. This is in addition to remaining a Hero in the starting warband. While incognito, the Hired Sword does not gain experience or become injured and the model carries the same equipment, adhering to all of the same requirements of his Hero alter ego. Any injuries, skills, equipment acquired or lost by the Hero will affect the Hired Sword alter ego. If at any stage the model is killed then remove the character from both warbands rosters. Note that in battles against the original warband the Hired Sword will work only as the Hero in the starting warband to hold up the double-cross.
- 35 **Assassination:** As the fiendish conspiracy of this scheming clique comes to a head, nominate a *leader* from any warband to be assassinated. The chosen model is treated as eliminated and must be removed from that warbands roster sheet as if dead. The warband chooses a Hero to be the new *leader* as usual. Only warbands with the *Burglary* achievement will earn this achievement.
- 40 **Triumphant Cabal:** The warband wins the campaign if they have won "The Heist" scenario as defender, against at least one warband of each of the objectives, including this one (or as many as possible depending on the participating warbands).



# The Damned Shall Burn!

Sometimes a fanatical group of Witch Hunters or similarly self-proclaimed executors of their gods will, choose to travel north to persecute heretics. The zealous will do battle with 'old night' itself to pursue their ultimate goal of eradicating evildoers once and for all. Whether it comes in the form of a supernatural menace or a human child touched by the Dark Gods, it is of no consequence for all shall burn.

**Warbands:** Witch Hunters, Sisters of Sigmar, Amazons\* and Lizardmen\* may choose this objective.

**No Alliance with:** All Chaos and Undead warbands

## Objective progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband won the battle, it gets +1 CP.

**+1 Chieftain Out Of Action.** The warband gets +1 CP for taking the *leader* of a Chaos (Marauders of Chaos, Beastmen, Carnival of Chaos, etc.) or Undead (The Undead, Restless Dead, etc.) warband *out of action*.

**+1 Slain Heretic.** Whenever a Hero of any Chaos or Undead warband *taken out of action* by the warband dies permanently after a battle the warband gets +1 CP.

**+1 Foiled Prophecy.** The warband gets +1 CP for every Chaos Artefact it can wrest from the clutches of The Scion of Chaos. Note that each bonus applies only once per artefact.

## Achievements

### CP Achievement

- 5 Vision:** The player may re-roll any one dice roll during a battle, or alternatively during exploration.
- 10 Vision:** The player may re-roll two dice rolls during a battle, or alternatively during exploration.
- 15 Fearless of the Supernatural:** All of the Heroes in the warband are *immune to psychology* when facing supernatural creatures of Chaos and the Undead.
- 20 Power of the Church:** The Grand Theogonist has taken notice of the warband's successful endeavours. Willing to support his worthy servants he sends a group of Warrior Priests to join the warband. The warband may now hire 0-3 Warrior Priest of Sigmar Hired Swords (see Town Cryer 28, page 20) for a hire fee and upkeep cost of 10 gold crowns.
- 25 Vision:** The player may modify any one dice roll by +1/-1 during a battle, or alternatively during exploration.
- 35 Cleansing:** Each heretical warband that is routed by the warband is now eliminated from the campaign!
- 40 Eradication:** If all heretical warbands have been eliminated from the campaign then the warband wins the campaign.

## The Strangest Tribes

\*This objective is adapted for use by Amazons and Lizardmen. Being somewhat alien to the habitat their natural reaction defers them to the basic instinct of exploiting ancient foes. Amazons replace all instances of Slain Heretics with Northern tribesmen (Marauders of Chaos & Norse Explorers). Lizardmen replace all instances of slaying Heretics with Skaven and Dark Elves warbands. In addition replace two of the achievements as described below.

- 15 Awesome Savagery:** All of the heroes in the warband are subject to *frenzy* when facing their natural foes in combat.
- 20 Feral Revolt:** D3+1 wild animal's join the warband. These beasts are treated as War Dogs but do not count towards the maximum number of models in the warband.