





PATH DEAD END

*You turn a corner and find your way blocked.
Time to march back to that junction and
choose another path.*

ACTION

Discard this card and pick another card
from a **DIFFERENT** deck.



PATH CORRIDOR

You trepidatiously continue down the long stretches of corridors, expecting the worst case scenario - yet nothing comes.

ACTION

Discard this card and pick another card from THIS deck.



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BOON CAPTURE

Your recon scouts return, behind them they drag an opposing soldier in chains. You know exactly the right 'methods' to get this troop to talk.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Due to knowing the tactics and secrets of your opponent, once per game you may force your opponent to re-roll their priority roll.





CURSE PITFALL

*You proceed with caution. That is until one of your soldiers steps on an inconspicuous tile. *click... wrrrr*. The floor beneath the poor soul falls away.*

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once armies are deployed but before the game begins, randomly select one of your Battleline units. If the unit is comprised of single wound models D3 models in the unit are slain, if the unit is comprised of multi-wound models only 1 model is slain; victims of the pitfall.



CURSE CAVE-IN

As your scouts pace the tunnels in the distance, you hear a faint rumble. Suddenly in darkness, dust and debris fill the air. You can hear the calls of the unit ahead, now cut off from your force.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once armies are deployed but before the game begins, randomly select one of your battleline units. This unit must be held back and declared to be 'delayed by the cave in'. At the end of your movement phase in turn 2, deploy the unit anywhere in your deployment zone but 9" away from enemy units.



CURSE LOST

You turn a corner and a powerful sense of déjà vu overwhelms you, 'have we been here before?'. You look down and see your own trail marking on the path, you've been going around in circles.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Reveal this card to your opponent before you've deployed your units. Due to being so lost, you've lost valuable preparation time and you **MUST** go second in your game.



BOON

ANCIENT MAP

Clutched in the hand of a long dead corpse you find a weathered and dusty scroll. In time you realise it is a map showing the way and avoiding danger for your army.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

When you reveal a curse card, you may discard the Ancient Map and the target curse card. You may only use this upon the reveal of a curse, and only on the curse that was revealed.



CURSE THIEF

You met a friendly Aelf who knows the way. You feel you've no choice but to accept the assist. With his aid you navigate a dangerous chasm and feel glad for his help. He happily bids you farewell with a wave. A league later you think to yourself: 'I feel like my load is lighter...'

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

At the start of each round roll a D6. On the result of a 1, the thief has stolen an artefact of power (randomly selected if you have more the one) and discard this card. This must be tested each battleround until the end of the game or until a 1 is rolled.



BOON/PATH GIFT OF CHAOS

You come to an altar, warping and changing, it is a place of dark and ancient powers.

ACTION

If you ARE using A CHAOS army, then hold this card and use it in your next game and pick another card. **If you ARE NOT using A CHAOS army pick another card.**

EFFECT

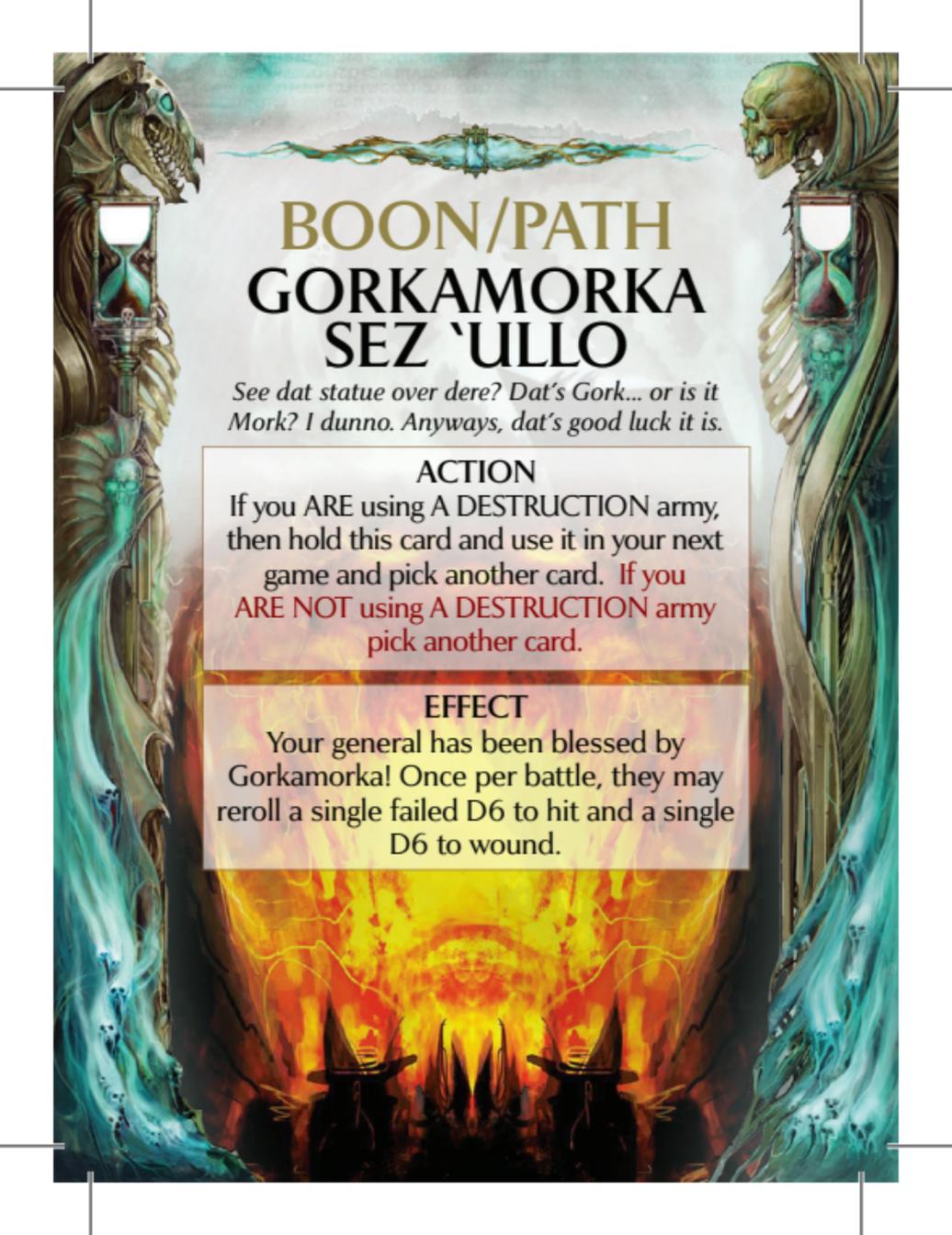
Your general has been blessed by Chaos, choose one gift from the table below for your general if they are unmarked or select the result appropriate to their god. This effect applies for the next mission.

Resilience of Nurgle: +1 to the Hero's Wounds.

Agility of Slaanesh: +1 to the Hero's save rolls.

Mutation of Tzeentch: +1 to the Hero's hit rolls.

Strength of Khorne: +1 to the Hero's wound rolls.



BOON/PATH GORKAMORKA SEZ 'ULLO

See dat statue over dere? Dat's Gork... or is it Mork? I dunno. Anyways, dat's good luck it is.

ACTION

If you **ARE** using A DESTRUCTION army, then hold this card and use it in your next game and pick another card. **If you ARE NOT** using A DESTRUCTION army pick another card.

EFFECT

Your general has been blessed by Gorkamorka! Once per battle, they may reroll a single failed D6 to hit and a single D6 to wound.



REALM CHAMBER

Ordering your troops to open the vast arch door, an entire world is revealed to you. Surely this can only be one of the fabled Realm Chambers, the huge rooms which house the sorcery of the realms.

ACTION

Upon drawing the card, your explore phase has ended. Draw a Realm card as instructed by the TO.





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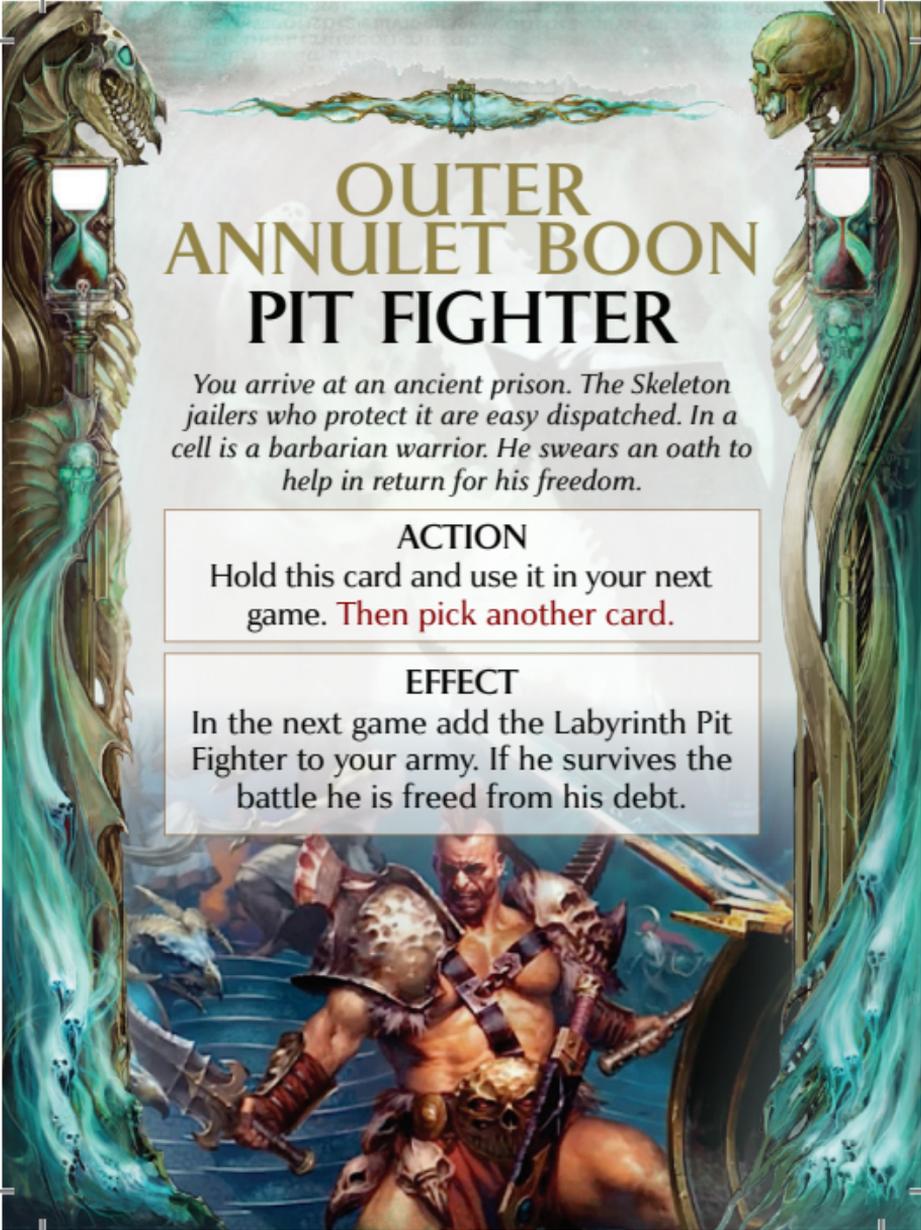


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OUTER ANNULET BOON PIT FIGHTER

You arrive at an ancient prison. The Skeleton jailers who protect it are easy dispatched. In a cell is a barbarian warrior. He swears an oath to help in return for his freedom.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

In the next game add the Labyrinth Pit Fighter to your army. If he survives the battle he is freed from his debt.





INNER CIRCLE BOON SPHINX'S RIDDLE

The stone grinds as your troops open a door layered in hieroglyphics. In a vast antechamber stands a statue. Suddenly a booming voice fills the chamber, 'who dares disturb my slumber?!'

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once armies are deployed, set up the Sphinx of the Labyrinth with your army.



BOON STRATEGY

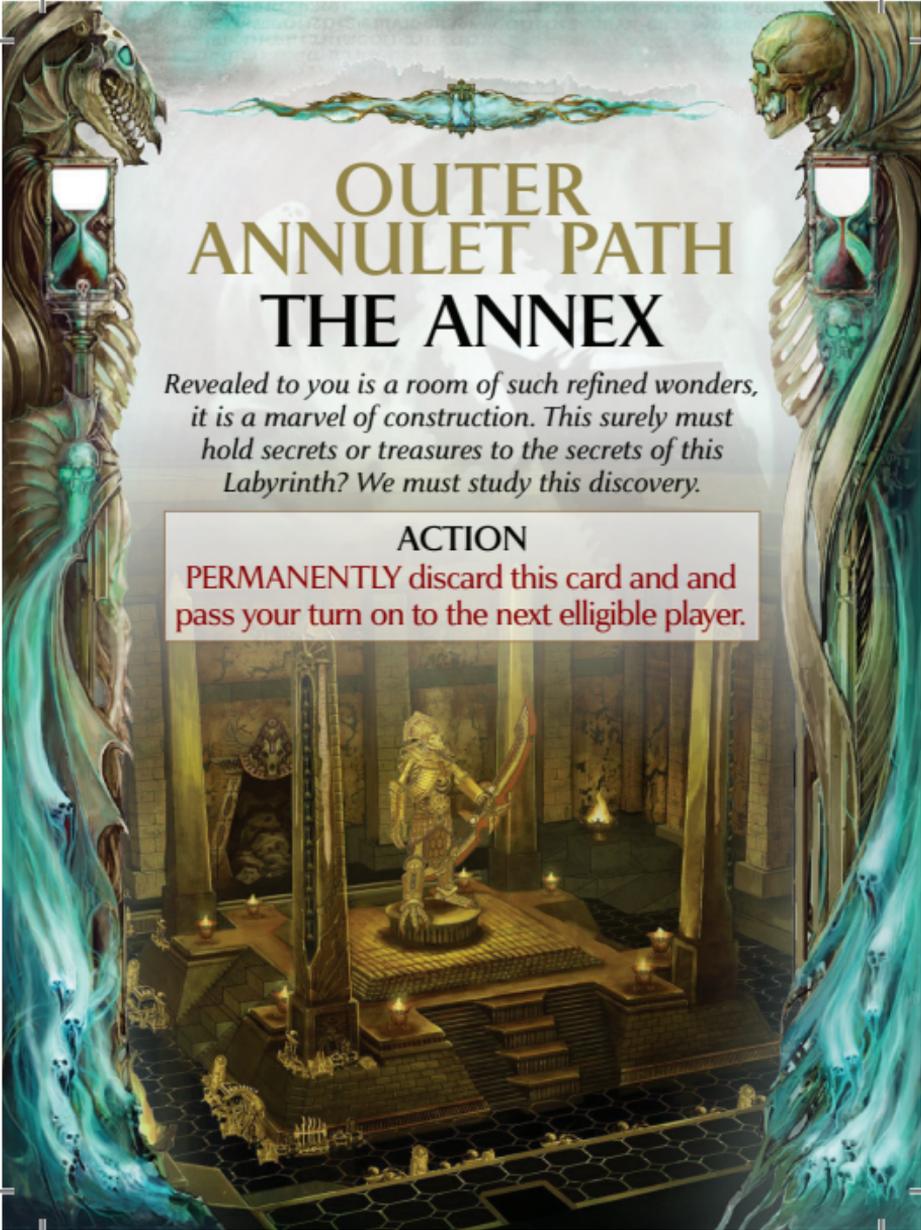
Your cautious approach is paying off. Your test attacks on the enemy has exposed their weakness, stupidly leaving their flanks exposed.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Due to observing your opponents weaknesses, once per game you may re-roll your priority roll.



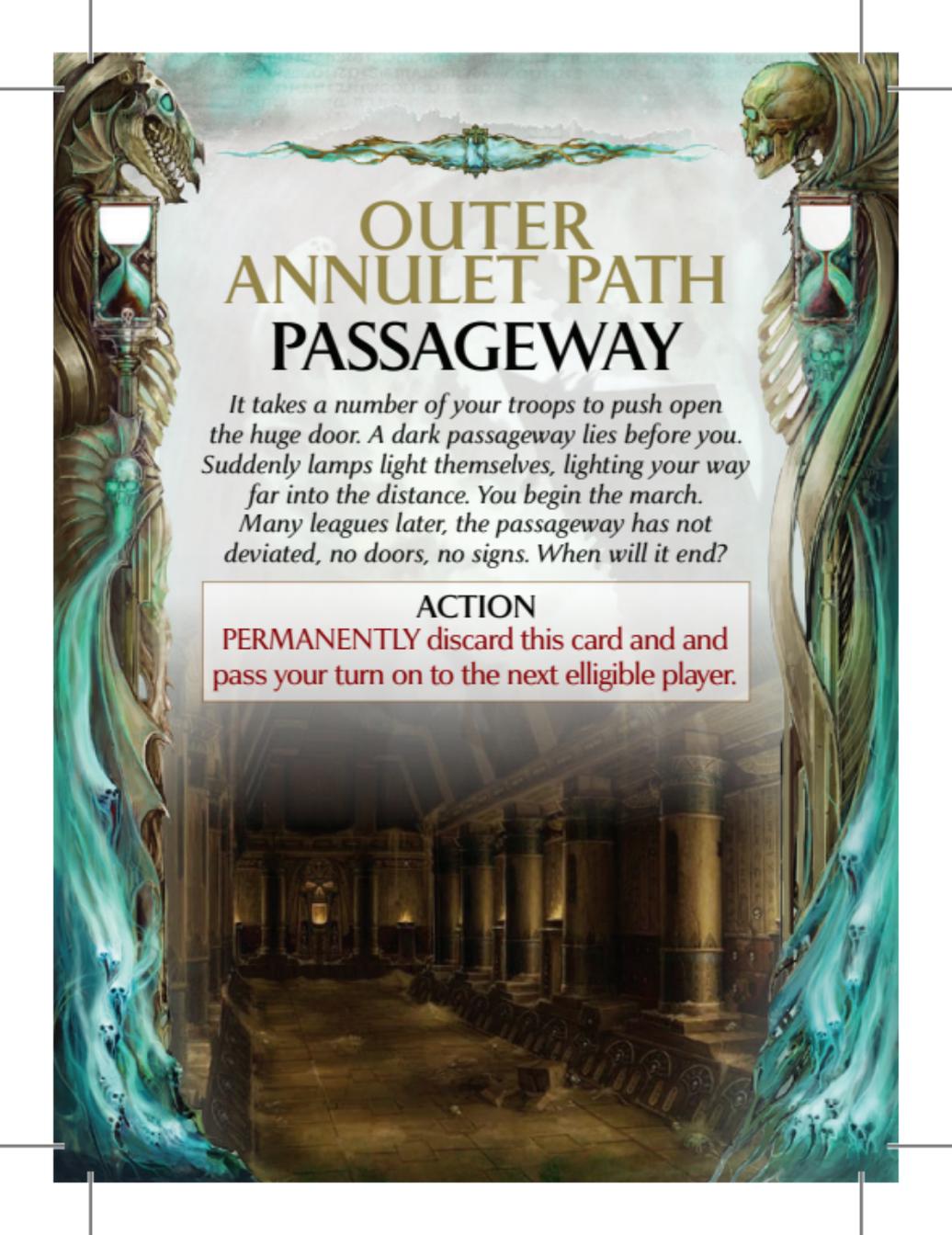
OUTER ANNULET PATH THE ANNEX

Revealed to you is a room of such refined wonders, it is a marvel of construction. This surely must hold secrets or treasures to the secrets of this Labyrinth? We must study this discovery.

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.



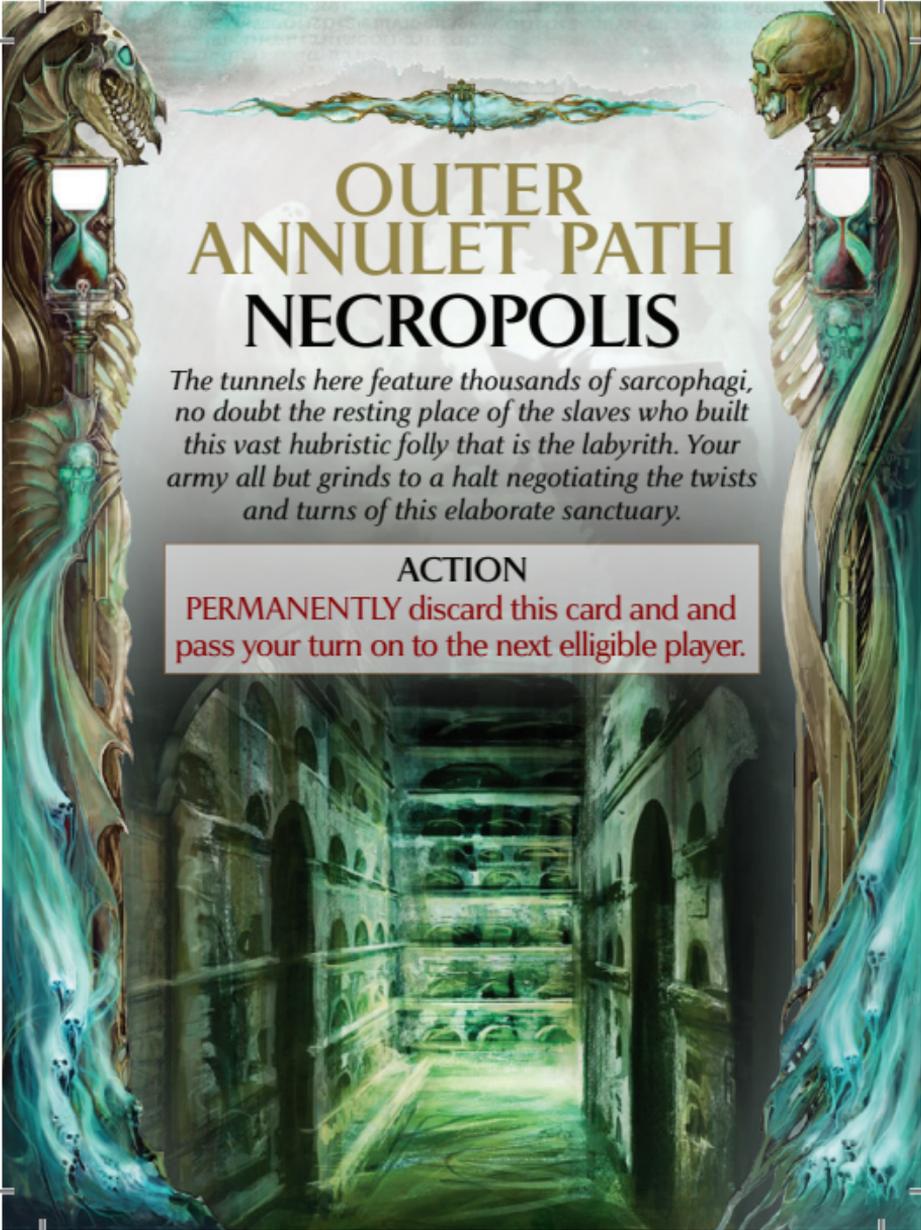


OUTER ANNULET PATH PASSAGEWAY

It takes a number of your troops to push open the huge door. A dark passageway lies before you. Suddenly lamps light themselves, lighting your way far into the distance. You begin the march. Many leagues later, the passageway has not deviated, no doors, no signs. When will it end?

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.



OUTER ANNULET PATH NECROPOLIS

The tunnels here feature thousands of sarcophagi, no doubt the resting place of the slaves who built this vast hubristic folly that is the labyrinth. Your army all but grinds to a halt negotiating the twists and turns of this elaborate sanctuary.

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.

