

| Glory | Boast | Scoring Criteria |
|-------|---|--|
| 1 | <i>Plunder their dead</i> [¶] | On a turn following their enemy being wiped out or routed, one of you units must stand in place and take no action in the game (they are looting the bodies). If disturbed by having to move or fight, the opportunity (and Glory) is lost. This Boast may be taken up to three times, and used/scored on that many occasions in a scenario. |
| 1 | <i>Drive them back into the sea</i> [¶] <i>Drive them out</i> [§] | You must make at least one enemy unit Retreat off the table during the game. |
| 1 | <i>Their arrows shall be lost like tears in rain</i> [¶] <i>Their aim will be poor today</i> [§] | None of your units may be ultimately routed or destroyed by missile fire (they may take missile casualties, but this cannot be the cause of their removal from play). |
| 1 | <i>I shall strike the first blow</i> ^{†§} | One of your units must declare the games first Attack. |
| 1 | <i>I will make them run</i> ^{†§} | One of your opponents units must make the first failed Courage test of the game. |
| 1 | <i>I shall challenge their Leader to a duel</i> [†] | Your Leader must issue a challenge; if your opponent refuses the challenge it is still a successful boast. |
| 1 | <i>Every blade shall be drawn</i> ^{†§} | Each of your units must succeed in making at least one Attack during the game (regardless of casualties inflicted). |
| 1 | <i>Run rings around them</i> [†] | At the end of one turn of the game, have one of you own units closer to the enemys base line than any of their units. |
| 1 | <i>They shall taste our blades</i> [§] | You must cause at least 3 strength points of damage to one or more units in a single turn. |
| 1 | <i>Our missiles shall rain down upon them</i> [§] | You must reduce at least one unit to half strength with missile damage alone. |
| 2 | <i>Burn their homes</i> [¶] | If the table has at least one building on it, and youre not playing a scenario where your objective is to burn these (or one where you are defending them!), you may Boast that you will burn at least of the buildings down. See the rules in Scenario F for how to do this. |
| 2 | <i>They will tremble before me</i> ^{¶§} | At least two enemy units on the table must be Battered at any one time. |
| 2 | <i>And I shall drink my mead while my wolves ruin their sheep</i> [¶] | Confident in victor, you decide to go drinking rather than be present at the battle your warriors are capable enough to win without your help. Your Leaders unit may not move or take any action all game. If you are required to roll any dice for this unit or move it in any way, your Boast fails. |
| 2 | <i>We shall avenge them</i> [¶] <i>Avenge the fallen</i> [§] | Secretly choose one enemy unit; you must destroy or rout it during the battle to avenge the dreadful deeds it has previously inflicted on your people. |
| 2 | <i>I will destroy more units than I lose</i> ^{†§} | Your retinue must rout/kill more enemy units than you lose (the actual number of models destroyed is not relevant). |
| 2 | <i>Half of the enemy shall fall to my sword</i> ^{†§} | Your retinue must rout/kill at least half of your enemys total number of units (the actual number of models destroyed is not relevant). |
| 2 | <i>My arrows are deadlier than my spears</i> ^{†§} | Your retinue must rout/kill more individual models with Shooting than Attacks (put the casualties in two separate piles!). |
| 2 | <i>I shall smite the enemys best warriors</i> [†] <i>Smite their champions</i> [§] | Your retinue must rout/kill your opponents highest points value unit; if two or more are tied on points value, you must indicate/write down which you are targeting at the start of the game. |
| 2 | <i>Strike a mighty blow</i> ^{†§} | Destroy two enemy units in one turn. |
| 3 | <i>I have prayed to the Gods and they have listened!</i> ^{¶§} | For the duration of the battle, you may never have more than one Battered unit on the table. If you last until the end of the scenario with this being the case, you get your glory; your units may be destroyed, just not visibly losing faith in the face of their enemies. |
| 3 | <i>Your shields are as strong as the walls of my mead hall</i> [¶] | None of your units may be the loser in a melee in this game. |
| 3 | <i>They will cower before me</i> ^{¶§} | At least three enemy units on the table must be Battered at any one time. |
| 3 | <i>I shall slay your Leader</i> [†] | Your Leader must kill the enemy Leader in a duel or Attack. Routing the enemy leader does not count as a success. If the enemy Leader refuses your challenge and also survives the game, you succeed but score only one Glory. |
| 3 | <i>I need not soil my blade on so weak an enemy</i> [§] | Your leader's unit will not move or take any action all game. Any dice roll for this unit breaks the boast. |
| 3 | <i>My retinue will stand firm</i> ^{†§} | None of your units may rout or retreat off the tabletop (they may be wiped out or leave to fulfill scenario goals). |
| 3 | <i>My own sword shall not be drawn</i> [†] | Your Leaders unit may not Attack or Shoot at another unit, or itself be Attacked. |
| 3 | <i>My lambs will beat their lions</i> [†] | Your lowest points value unit must force your opponents highest points value unit to retreat or be wiped out (you may only choose this if your lowest value unit costs 3 points or less; if two or more enemy units are tied on points value, you must indicate/write down which you are targeting at the start of the game). |
| 3 | <i>Hit them hard, hit them fast</i> [§] | You must rout/kill your opponents highest points value unit inflicting all the damage in a single turn. If two or more enemy units are tied on points value, you must indicate/write down which you are targeting at the start of the game). |
| 3 | <i>Cleave them in half</i> [†] | Rout/kill units worth 12 points in one turn. |
| 3 | <i>Cleave them in half</i> [§] | Rout/kill at least 3 units in one turn. |
| 3 | <i>No magic shall be cast today</i> [§] | You must have a spellcaster in your warband. They cast no spells during the game. Magic items do not break the boast. |

¶ Dark age rules in W1331. § Dragon Rampant boasts. † Lion Rampant boasts.

| 2D6 | Medieval Leader |
|-----|--|
| 2 | Forgettable: No discernable qualities other than a fine moustache. |
| 3 | Sly: May refuse challenges without this incurring the usual Courage test. |
| 4 | Insipid: Offers units within 12 no Courage bonus. |
| 5 | Vulnerable: Killed by lucky blows on a score of 2 or 3. |
| 6 | Rash: Leaders unit gains Wild Charge rule. If the unit already has this, it must automatically make Wild Charges without dicing for success or failure. |
| 7 | Commanding: Each turn, you may reroll one failed Move, Attack, or Shoot test (no other tests) within 12 of your Leaders model. |
| 8 | Strong: During Attacks, the Leaders unit may reroll one failed hit dice. |
| 9 | Braveheart: In challenges, is only hit on a 6. |
| 10 | Lionheart: During Attacks, the Leaders unit may reroll up to two failed hit dice. |
| 11 | Blessed: Invulnerable to lucky blows. |
| 12 | Great Leader: Leaders unit automatically passes all Move, Attack and Shoot activations, and all Rally tests. |

| 3D6 | Fantasy Leader |
|---|--|
| 3 | Unworthy: After deploy, for all non-leader units D6=1 means it deserts. |
| 4 | Insipid: No courage bonus. |
| 5 | Cowardly: Leader unit may not Attack. (May still Wild Charge.) |
| 6 | Weaking: -1 dice when fighting. |
| 7 | Brutal: Units within 12" automatically rally from fear. |
| 8 | Wise: May add/subtract pip from attacker/defender roll. |
| 9 | Brave: Leader unit suffers no fear. |
| 10 | Strong: Leader unit may re-roll one attack dice. |
| 11 | Commanding: May re-roll a failed attack, move or shoot order within 12". |
| 12 | Goader: Each turn one unit within 12" automatically pass a move order. |
| 13 | Boneshaker: Each turn one unit within 12" automatically pass an attack order. |
| 14 | Sky Darkener: Each turn one unit within 12" automatically pass a shoot order. |
| 15 | Formidable: In combat, may re-roll up to 2 dice. |
| 16 | Patient: Each turn one unit within 12" automatically ignore a wild charge. |
| 17 | Charmed: Leader's unit may not be the target of any enemy spells. |
| 18 | Strength: In combat, may re-roll up to 3 dice. |
| Unstoppable March of the Dead If score 8-18 and command undeads only, may choose. Units only do courage tests for combat and shooting casualties and rallying. | |