

PATH TO GLORY

In Path to Glory you will forge an epic ongoing narrative for your army. As you fight battles you will be able to marshal new warriors to your cause, conquer new lands and seize powerful artefacts with which to strike fear into the hearts of your enemies!

Path to Glory centres around storytelling in the Age of Sigmar. Each battle you fight with your army is linked in an ongoing narrative called a **Path to Glory campaign**. During the campaign, your warriors will gain **renown** and **veteran abilities** for acts of valour, and they will suffer **casualties** and **injuries** upon defeat. You'll embark upon **quests** to amass a **vault** of artefacts of power and other treasures, and you'll be able to conquer **territories** and build a **stronghold**.

All the rules to get started with your Path to Glory campaign can be found on the following pages.

THE PATH TO GLORY ROSTER

On pages 358-359, you will find a blank **Path to Glory roster**. The Path to Glory roster is the record from which you will draw your army for each Path to Glory battle you fight.

The Path to Glory roster comprises two pages, each with various sections. The first page includes details about your **faction**, your **territory** and **stronghold**, and your **vault**, where you can record the bonus enhancements, battalions and endless spells you earn during the campaign. The second page includes the **order of battle**, which is a record of all the units you can draw upon for each battle.

There are 5 steps to completing your Path to Glory roster, outlined on the following pages. Once you have a completed your Path to Glory roster, you can start challenging opponents to Path to Glory battles.

Once you have completed your Path to Glory roster, you will be able to fight Path to Glory battles against any opponent – even those who haven't themselves completed a Path to Glory roster. Some players will choose to fight their Path to Glory battles against others in their gaming group, whereas other players might seek out a new opponent each week. You can find out more about fighting Path to Glory battles on pages 312-313.

PATH TO GLORY ROSTER

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PATH TO GLORY OVERVIEW

Over the following pages, you will discover in more detail how to get your army ready to fight Path to Glory battles. For now, here is a handy summary of the steps involved.

STEP 1 – CHOOSE FACTION AND REALM

The first step is to choose the faction of your Path to Glory army and its place of origin. You can choose any Warhammer Age of Sigmar faction, including the many subfactions found in battletomes. You can't change your army's faction later, unless you start again, so choose wisely!

STEP 2 – CHOOSE STARTING SIZE AND TERRITORIES

The second step is to choose your starting points limit for your Path to Glory army. Will you begin with a small force comprising just a hero and their retinue, or jump straight into the deep end with a large collection? Depending on your starting size, you will begin with a number of territories under your control. Each type of starting territory will allow you to include a different type of unit in your army, and as you wage war with your Path to Glory army, you will be able to bring more territories under your control and upgrade each of them to unlock powerful effects.

STEP 3 – ORDER OF BATTLE

In this step, you will start adding units to your Path to Glory army, starting with your warlord.

STEP 4 – CORE ENHANCEMENTS

Once you have added all your units, you can choose their core enhancements. These are the same enhancements that you would be able to give to your army in any other battle that uses allegiance abilities. As your campaign progresses, you will be able to earn bonus enhancements to give to your army.

STEP 5 – PICK YOUR FIRST QUEST

The final step is to pick your first quest – the goal that your army is trying to achieve. During each battle you fight, you will be able to further your current quest. Upon its completion, you will gain a reward such as a bonus artefact of power or an endless spell. After you complete this step, your army will be ready to begin its Path to Glory campaign!



The realm you choose has no rules impact on your army but really adds to its character. You could take it one step further and choose a specific region or even a city within a realm (be it one you have read about or one of your own creation). Alternatively, your army might hail from somewhere beyond the Mortal Realms, such the Eightpoints, Blight City or the Realm of Chaos!

The starting size you choose is entirely up to you, and because each battle you fight has a points limit agreed by you and your opponent, picking a larger size doesn't give an advantage over a player who picks a smaller starting size. Instead, players should think about the types of battles they wish to fight and how they want to develop their collection. For some players, they may wish to start with a small band of warriors that grows into a massive army over time. For others, they may wish to jump right into the deep end and fight Path to Glory battles at 2000 points, or to start somewhere in between the two.

Before you pick your starting territories, it is recommended you read through step 3 (page 307) to understand how these territories will shape the units you can add to your order of battle on your roster.

STEP 1 – CHOOSE FACTION AND REALM

The first step is to pick 1 **faction** for your Path to Glory army and note it down on your Path to Glory roster. Each faction has its own battletome, as explained on page 248. If you have access to any **subfactions**, you can choose 1 of these and write it down on your roster too. Once you start fighting Path to Glory battles, your faction (including your subfaction, if you chose one) cannot be changed, so choose wisely. Once you have chosen your faction, choose which Mortal Realm your army hails from – Azyr, Ghyran, Ghur, Chamon, Aqshy, Shyish, Ulgu or Hysh – and write this information on your roster.

STEP 2 – CHOOSE STARTING SIZE AND STARTING TERRITORIES

There are four **starting sizes** to choose from: **Vanguard**, **Warband**, **Brigade** and **Legion**. Each of the starting sizes gives you a number of starting territories and a stronghold, a points limit and unit limit to follow when first adding units to your order of battle, and a number of starting glory points. Pick 1 of the starting sizes from the table below:

Starting Size	Starting Territories	Points Limit	Unit Limit	Starting Glory Points
Vanguard	1	600	6	5
Warband	1	1000	8	8
Brigade	2	1500	12	10
Legion	3	2000	16	12

Once you have chosen your starting size, you must pick your starting territories from the table below and add them to your Path to Glory roster.

Starting Territory	Basic Effect
Old Keep: This lonely keep and the lands around it are ruled by a powerful vassal to your domain.	Increase the HEROES limit on your order of battle by 1.
Wild Lands: This desolate region is home to all manner of savage beasts.	Increase the MONSTERS limit on your order of battle by 1.
Forgotten Mine: The resources of this territory can be harnessed to construct machines of war.	Increase the WAR MACHINES limit on your order of battle by 1.
Arcane Waypoint: Ley lines of eldritch power coalesce here.	Increase the WIZARDS limit on your order of battle by 1.
Sacred Site: You feel the presence of the gods at this holy ground.	Increase the PRIESTS limit on your order of battle by 1.
Small Settlement: A modest settlement has been brought under your control.	Increase the Reinforced Units limit on your order of battle by 1.
Ancient Roads: Your allies can swiftly come to your aid with these roads under your control.	Increase the Allied Units limit on your order of battle by 1.

STRONGHOLD

In addition to your starting territories, you begin your campaign with a **stronghold**. Your stronghold gives you the following benefits:

STRONGHOLD



Territories: You can control up to 3 territories at once.

Barracks: Your stronghold can have up to 3 barracks.

Outposts: You can establish up to 1 outpost.

As your campaign progresses, you will have the chance to upgrade your stronghold to an **Imposing Stronghold** and then a **Mighty Stronghold**. In addition, if you are using the Tiers of Battle rule (pg 312) for a Path to Glory battle, the type of stronghold that each player has will determine how many bonus enhancements you can include in your army for that battle.

GLORY POINTS

Glory points are the currency of Path to Glory, and during your campaign you will be able to both **earn** them and **spend** them. As you do so, you will need to keep a total of your current glory points on your Path to Glory roster. Each time you spend glory points, deduct the amount from your glory points total.

You will find out more about earning and spending glory points in the aftermath sequence detailed on pages 314-323. For now, note down your starting glory points on your roster.

STEP 3 - ORDER OF BATTLE

The next step is to populate the **order of battle** on your roster with units. On the order of battle you will find a series of **order of battle limits**. These limits will dictate what types of units and how many of them you can have on your order of battle at any time. The total units limit is decided by the starting size you picked (pg 306), and the other limits are shown on the table below. The starting territories you picked will also have increased 1 or more of these limits.

Starting Order of Battle Limits

Total Units	See Starting Sizes (pg 306)
HERO Units	3
MONSTER Units	1
WAR MACHINE Units	1
WIZARD Units	1
PRIEST Units	1
Reinforced Units	1
Allied Units	1

Once you begin fighting battles, you will have the chance to bring more territories under your control, including those not found on this list. In addition, you will be able to spend glory points to upgrade any of the territories you control. For a full list of territories and the bonuses of upgrading them, see the Territories table on page 322.

Your Path to Glory roster includes many spaces to give names to things, such as your army, your stronghold and each of your territories. While this serves no rules function, adding names can really help add to build immersion and tell the story of your army. Names can also be used to theme your domain to your army. For example, the 'forgotten mine' controlled by a Kharadron Overlords army could actually be a hidden stream of aethergold. You can find inspiration for names in your battletome and in the books published by Black Library.

As you progress through your campaign, you will be able to add barracks to your stronghold to increase your Total Units limit.



Your warlord starts with 15 renown points. You'll find out more about renown points later in this section, but for now, note down the 15 renown points on your roster. All other units start with 0.

If you wish to add more battalions, endless spells or invocations to your army, you will need to complete the relevant quest. You can find out more about quests on page 309.

If you have chosen a subfaction for your Path to Glory army and the rules for that subfaction require you to give certain enhancements to certain units, these must be the ones you choose to add to your roster at this point.

WARLORD

You can now begin to add units to the order of battle. The first unit you must add is your **warlord**. The warlord is the commander of your Path to Glory roster and must be picked to be your general each time they are included in your army for a Path to Glory battle. The unit you pick for your warlord must meet the following criteria:

- It must be a single model that is a **HERO** and a Leader.
- It must be from the faction of your Path to Glory army.
- It cannot be Unique.

STARTING UNITS

Once you have picked your warlord, you can add the rest of your starting units to your order of battle. You will need to refer to the **Pitched Battle profile** of each unit you add. The total points cost of the units added cannot exceed the points limit of the starting size you chose, and you cannot exceed any of your order of battle limits (this includes your warlord in both cases). The units must be from the faction of your Path to Glory army, with the exception of allies, which must be units that can ally with that faction. The units can be reinforced.

BATTALIONS, ENDLESS SPELLS AND INVOCATIONS

To begin with, you can choose 1 core battalion or warscroll battalion that your faction has access to, and 1 endless spells or invocation that your faction has access to (their points cost counts against your starting size points limit). Note these down in your vault.

FACTION TERRAIN

You do not need to add faction terrain features to your order of battle. If you are using a Path to Glory battlepack, then the battleplan will stipulate which players can set up faction terrain in that battle.

STEP 4 – CORE ENHANCEMENTS

In Path to Glory there are two types of enhancements: **core enhancements** and **bonus enhancements**. Core enhancements are enhancements normally granted by the core rules and your allegiance abilities (pg 280). Bonus enhancements, on the other hand, are additional enhancements you will earn during your Path to Glory campaign by completing **quests** (pg 309).

For now, you need to choose your core enhancements. To do so, follow the core rules for enhancements (pg 280). For each enhancement you give to a unit on your order of battle, note it down in the 'Core Enhancements' section of their entry. Note down your triumph in your vault. Core enhancements cannot be changed later, so choose wisely.

EXTRA ENHANCEMENTS

Certain subfactions and other allegiance abilities might grant you access to additional enhancements. For example, the Greyfyrd subfaction of the Fyreslayers faction allows you to take two additional artefacts of power, whereas the Boulderhead subfaction of the Ogor Mawtribes faction allows each **HERO** with the **MONSTER** keyword to have a mount trait. In cases like this, you receive these extra enhancements as normal, and they are treated as core enhancements and not bonus enhancements.

STEP 5 – PICK YOUR FIRST QUEST

The last step is to pick a **quest** for your Path to Glory roster. A quest is the goal your warlord is currently trying to achieve, and you will be able to complete that quest by doing certain things in your Path to Glory battles. As you progress through your Path to Glory campaign you will be able to complete many different quests, so to begin with, choose a quest with a reward you are most keen to receive.

Once you have chosen your quest, write it down in the **quest log** on your Path to Glory roster.

COMPLETING QUESTS

During the aftermath sequence of each Path to Glory battle (pg 314), you will check to see if you have completed your quest. Each quest will detail how and when it is completed. Some quests may take several battles to complete and some quests may direct you to record your progress in the quest log on your Path to Glory roster. Each time you complete a quest, remove all of the quest points in your quest log.

QUEST REWARDS

Upon completing a quest you will earn a reward. The quest will detail what reward you earn. This can be anything from additional glory points to a bonus enhancement.

THE VAULT

Many of the rewards you earn from completing quests are stored in your vault. The vault is found on your Path to Glory roster and has space to record bonus enhancements, endless spells or invocations, and battalions.

The entries in your vault are a capped resource, as indicated by the spaces for them on your Path to Glory Roster. You can only have 6 bonus artefacts of power at a time, 6 bonus spells at a time, and so on. If you ever wish to discard any of the rewards in your vault, you are allowed to do so.

When fighting a Path to Glory battle, whether your opponent is also using a Path to Glory army or not will determine how bonus enhancements can be included in your army. If both players are using a Path to Glory army, you'll be able to include some bonus enhancements in your army in addition to your core enhancements, whereas if your opponent is not using a Path to Glory army, you will only be able to replace some of your core enhancements with bonus enhancements (see 'Fighting Path to Glory Battles' on pages 312-313).

In addition to the 8 quests included here, you can find additional quests in Path to Glory battlepacks and more recent battletomes.

The aftermath sequence is a series of steps performed after each Path to Glory battle. You can find out about it on page 314.

If you are unsure of which quest to begin with, you can't go far wrong with 'Search for the Artefact'. Once you gain the bonus artefact of power, you will be able to use it straight away in battles fought against another Path to Glory army.



QUEST

SEARCH FOR THE ARTEFACT

You send your scouts far and wide in search of a powerful relic of war.

Pick 1 artefact of power that your faction has access to and that is not already on your Path to Glory roster. Write it down in the Quest Reward section of your quest log.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each friendly unit wholly within your opponent's territory.

In addition, at the end of each Path to Glory battle, you can spend 1 glory point to gain 1 additional quest point.

Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you can add the artefact of power that you picked to your vault.

QUEST

FORM WARRIORS INTO A BATTALION

You have been rigorously training your warriors to fight as one, but the battlefield will be the true test of their mettle.

Pick 1 warscroll battalion or core battalion and write it down in the Quest Reward section of your quest log.

At the end of a Path to Glory battle, if there are enough friendly units on the battlefield to fulfil the minimum requirement of the battalion organisation, then you complete this quest. If there aren't, then in order to complete the quest, you can spend 1 glory point for each additional unit needed to fulfil the requirement.

When you complete this quest, you can add the battalion you picked to your vault.

QUEST

HUNT THE ENDLESS SPELL

A malign sorcerous entity stalks the barrens. If you can secure sites of arcane power, you should be able to bring it under your control.

Pick 1 endless spell and write it down in the Quest Reward section of your quest log.

If both you and your opponent are using a Path to Glory army and the battleplan you are using requires you to roll on the Mysterious Terrain table, then after you roll on the table, you can spend 1 glory point to change the result to 'Arcane'.

At the end of a Path to Glory battle, if a friendly **WIZARD** is within 1" of a terrain feature with the Arcane scenery rule, you complete this quest. When you complete this quest, you can add the endless spell you picked to your vault.

QUEST

MASTER MAGICAL LORE

A wizard in your army seeks to master a mighty spell to aid you in battle.

Pick 1 spell from a spell lore that your faction has access to and that is not already on your Path to Glory roster. Write it down in the Quest Reward section of your quest log.

In each Path to Glory battle, add 1 quest point to the progress section of your quest log each time the casting roll for a friendly **WIZARD** is 8+.

In addition, at the end of each Path to Glory battle, you can spend 1 glory point to gain 1 additional quest point.

Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you can add the spell that you picked to your vault.

QUEST

SEEK A DEIFIC BLESSING

You hear the call of your gods to seek out places that hold manifestations of their divine will within.

Pick 1 invocation and write it down in the Quest Reward section of your quest log.

If both you and your opponent are using a Path to Glory army and the battleplan you are using instructs you to roll on the Mysterious Terrain table, then after you roll on the table, you can spend 1 glory point to change the result to 'Mystical'.

At the end of a Path to Glory battle, if a friendly **PRIEST** is within 1" of a terrain feature with the Mystical scenery rule, you complete this quest. When you complete this quest, you can add the invocation that you picked to your vault.

QUEST

LEARN ANCIENT SCRIPTURES

You discover archaic texts relating to your deity that date back to the Age of Myth. Deciphering them will allow you to better enact their will in the Mortal Realms.

Pick 1 prayer from a prayer scripture that your faction has access to and that is not already on your Path to Glory roster. Write it down in the Quest Reward section of your quest log.

In each Path to Glory battle, if the chanting roll for a friendly **PRIEST** is 4+, add 1 quest point to the progress section of your quest log.

In addition, at the end of each Path to Glory battle, you can spend 1 glory point to gain 1 additional quest point.

Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you can add the prayer you picked to your vault.

QUEST

DEFEND YOUR REALM

You seek to bolster your resources and protect your domain.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each friendly unit wholly within your territory.

In addition, at the end of each Path to Glory battle, you can spend 1 glory point to gain 1 additional quest point.

Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you gain 10 glory points.

QUEST

SCOUT FERTILE LANDS

You send your warriors far and wide in search of lands that yield plentiful resources.

At the end of a Path to Glory battle, you complete this quest if any friendly units are wholly within 4" of a battlefield edge and wholly outside of your territory.

Alternatively, at the end of a Path to Glory battle, you can spend 1 glory point to complete this quest.

When you complete this quest, make 2 exploration rolls in the aftermath sequence of that Path to Glory battle instead of 1.

You can find the standard Path to Glory battlepack on page 328, and additional Path to Glory battlepacks can be found in other publications.

You can also choose any of the other battlepacks for Warhammer Age of Sigmar when fighting a Path to Glory battle (such as the Open War battlepack on page 292 or the Contest of Generals battlepack on page 338).

The tier of battle does not determine how big the battle will be. For example, it is possible to have a 'small' higher tier battle or a 'large' lower tier battle and everything in between.

Example: In a lower tier battle, you would be able to take 2 artefacts of power for your army. The first is your core enhancement and the second is your bonus enhancement.

To be able to give a bonus enhancement to a model in your army, you need to have first earned it and added it to your vault (usually by completing a quest, as described on page 309).

FIGHTING PATH TO GLORY BATTLES

Once you have completed your Path to Glory roster, you are ready to begin fighting Path to Glory battles. A Path to Glory battle is one where you draw your army from your Path to Glory roster and follow the rules in this section. To fight a Path to Glory battle, first pick a battlepack to use. The rules here are used in addition to the rules in that battlepack. Path to Glory battles can be fought using any battlepack (not necessarily a Path to Glory battlepack) and against any opponent, even those using an army that is not on a Path to Glory campaign.

TIERS OF BATTLE

If both you and your opponent are using a Path to Glory army, the first thing to determine is what **tier** the battle will be. There are three tiers of battle: **lower**, **middle** and **higher**. To be able to choose the middle or higher tiers of battle, both players will need to have upgraded their stronghold to either an imposing stronghold or a mighty stronghold. Consult the table below and agree with your opponent on the tier of battle.

Tier of Battle	Required Strongholds (both players)
Lower	Any
Middle	Imposing or Mighty
Higher	Mighty

BONUS ENHANCEMENTS

The tier of battle determines how many bonus enhancements from their vault each player can include in their army in addition to their core enhancements, as shown on the table below.

Tier of Battle	Bonus Enhancements				
	Command Traits	Artefacts of Power	Spells	Prayers	Unique Enhancements
Lower	1	1	1	1	1
Middle	3	2	2	2	2
Higher	5	3	3	3	3

COMMAND TRAITS

With regard to command traits, the tier of battle determines how many friendly **HEROES** can use their command trait in the battle in addition to your general.

BONUS SPELLS AND BONUS PRAYERS

The tier of battle does not allow you to include bonus spell lore enhancements and bonus prayer scripture enhancements (see 27.3). Instead, it allows you to include bonus spells and bonus prayers. For each bonus spell or bonus prayer you can include in your army, pick 1 spell or prayer from your vault and 1 **WIZARD** or **PRIEST** from your order of battle to know that spell or prayer, in addition to any others they know.

PICKING YOUR ARMY

Regardless of the battlepack being used, when you pick an army for a Path to Glory battle, these rules apply in addition to those in the battlepack:

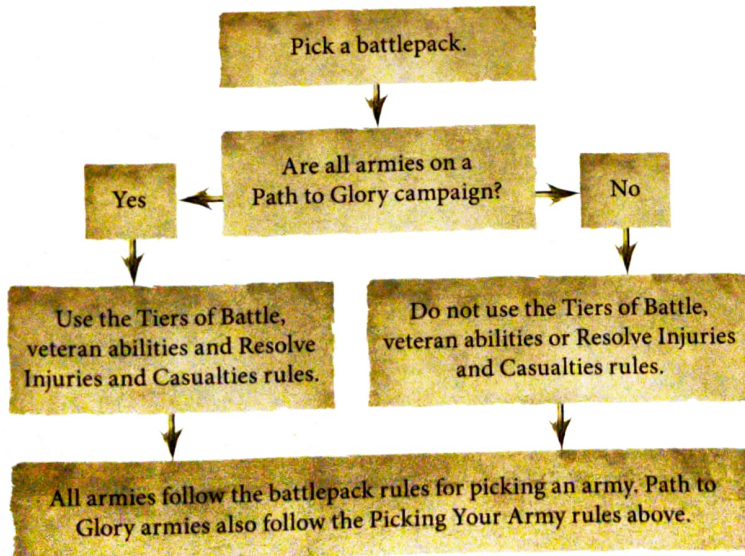
- 1 Your army's faction, including any subfaction, is the faction noted on your Path to Glory roster.
- 2 All units included in your army must be from your order of battle.
- 3 Units that have been reinforced on your order of battle must be taken at full strength.
- 4 The enhancements given to your army must be core enhancements from your order of battle.
- 5 You can replace any of your core enhancements with a bonus enhancement from your vault unless the core enhancement is a requirement of your subfaction.
- 6 If your warlord is included in your army, they must be its general.
- 7 Only endless spells, invocations and battalions on your Path to Glory roster can be used.
- 8 Extra enhancements granted by core battalions with the Magnificent battalion ability (pg 279) are in addition to bonus enhancements granted by the tier of battle, but otherwise they follow the rules for bonus enhancements.

FIGHTING AN OPPONENT NOT ON A PATH TO GLORY CAMPAIGN

If your opponent's army is not on a Path to Glory campaign, the following amendments to the rules above apply:

- 1 No tier of battle is chosen.
- 2 Your opponent does not need to follow the rules for picking their army outlined in this section.
- 3 Veteran units cannot use veteran abilities (pg 318).
- 4 Do not use the Resolve Injuries and Casualties rules (pg 314).
- 5 All units on your order of battle that have enhancements required by your subfaction must be included in your army.

FIGHTING PATH TO GLORY BATTLES SUMMARY



Summoned units (pg 252) are not drawn from your Path to Glory roster and are not added to it.

In a Path to Glory battle, warriors in an army on a Path to Glory campaign may be injured or even killed! See 'Resolve Injuries and Casualties' on page 314.

If you wish to use your army at a matched play tournament, use these amendments even when playing against another player using a Path to Glory army. In addition, do not use any rules from the Path to Glory section that affect the battle – for example, rules that let you change Mysterious Terrain rolls.

When the Resolve Injuries and Casualties rules are not used, it means that units with an injury or a casualty score above 0 do not start the battle in a weakened state, and no injury rolls or casualty rolls are made for units in the aftermath sequence.

The aftermath sequence should be resolved immediately after the battle, if possible, so that your opponent can witness your rolls. Completing these steps will take around 5-10 minutes. It is important that you follow the aftermath sequence in order. For example, if you gained control of the 'Borderlands' territory in step 6, its ability would first be used in your next aftermath sequence (because it affects step 3 of the aftermath sequence).

The glory points you earn after each battle represent your spoils of war: the treasure claimed from your slain enemies and raids into their territories. They also represent the growing influence of your warlord and the additional resources they find at their disposal.

If your battle did not use points values, use the combined points values of your starting army when looking up the number of glory points you receive after the battle.

THE AFTERMATH SEQUENCE

After each Path to Glory battle, there is a series of steps that must be resolved by the players commanding armies on Path to Glory campaigns. This is referred to as the **aftermath sequence**, and it goes as follows:

- 1 Earn Glory Points
- 2 Resolve Injuries and Casualties
- 3 Gain Renown Points
- 4 Complete Quests
- 5 Manage your Stronghold
- 6 Manage your Territories
- 7 Manage your Order of Battle

STEP 1 – EARN GLORY POINTS

After each Path to Glory battle, you will receive a number of glory points based on how your army fared. To determine how many glory points you receive, consult the table below (the different criteria are cumulative). There is space on your roster to keep track of your glory points total.

Criterion	Points Limit			
	500-750	751-1250	1251-1750	Over 1750
Fought a Path to Glory battle	5 glory points	8 glory points	10 glory points	12 glory points
Won a major victory	3 glory points	4 glory points	5 glory points	6 glory points
Won a minor victory	2 glory points	2 glory points	3 glory points	3 glory points
Your warlord took part in the battle and was not slain	1 glory point	1 glory point	2 glory points	2 glory points

STEP 2 – RESOLVE INJURIES AND CASUALTIES

When one of your models is slain in a Path to Glory battle, the warrior is not immediately presumed to have been killed: they may instead have been seriously injured or perhaps gotten away with just a minor wound. This is represented by two types of roll: **injury rolls** and **casualty rolls**. During this step, you must make an injury roll or casualty roll for each unit from your army that had any models slain or was destroyed during the battle. The type of roll you must make is determined by the kind of unit that you are rolling for, as follows:

Injury Rolls: HEROES. In addition, units with a Wounds characteristic of 8 or more that are noted as being Single.

Casualty Rolls: All other units.

UNIQUE UNITS

Do not make injury rolls or casualty rolls for units that are listed as Unique on their Pitched Battle profile.

INJURY ROLLS

To make an injury roll, roll on the table below. In each aftermath sequence, you can re-roll 1 injury roll by spending 1 glory point. You must choose whether to re-roll the injury roll before rolling for the next unit.

2D6 Injury

- | | |
|------|--|
| 2-3 | Killed: Remove this unit from your order of battle. If this unit is your warlord, see 'Death of Your Warlord' (pg 316). |
| 4-5 | Critical Injury: At the start of your next battle, if this unit is included in your army, it begins the battle with D3 wounds allocated to it that cannot be negated or healed. |
| 6-7 | Major Injury: At the start of your next battle, if this unit is included in your army, it begins the battle with 1 wound allocated to it that cannot be negated or healed. |
| 8-11 | Minor Injury: No effect. |
| 12 | Forged in Battle: This unit gains 2D6 renown points. |

It is assumed that legendary individuals always have a means of avoiding death!

If you need to make an injury roll for your warlord, it is recommended that you roll for them first, as you can only re-roll one injury roll in each aftermath sequence!



To have your warlord be killed is a truly earth-shattering moment for your army. It might teeter on the brink until another champion steps forward to take the lead. It can be fun to write an obituary for your warlord, detailing how they met their demise and against whom you must exact revenge!

KILLED UNITS AND ENHANCEMENTS

When a unit with any enhancements is killed, the following rules apply:

CORE ENHANCEMENTS

If the unit that was killed had been given any core enhancements (pg 308), once it has been removed from your order of battle, you can choose for a different unit on your order of battle to be given a new core enhancement of the same type. For example, if the unit that was killed had been given an artefact of power, you can give a different **HERO** on your order of battle an artefact of power. The new enhancement can be the same as or different to the previous one, and all other rules that dictate who can be given that enhancement still apply.

BONUS ENHANCEMENTS

If the unit that was killed had been given any bonus enhancements (pg 308), these go back into your vault.

DEATH OF YOUR WARLORD

If your warlord was killed, you must immediately pick 1 **HERO** on your order of battle to become your new warlord or add a new **HERO** to your order of battle to be your new warlord. In both cases, your new warlord must adhere to the restrictions on page 308. Your new warlord gains 15 renown points and, if they do not have one, a command trait.

If you add a new **HERO** to your order of battle to be your new warlord, you must spend the required number of glory points to do so (pg 323).

If you have no **HEROES** eligible to be your warlord on your order of battle and insufficient glory points to add a new **HERO**, you can add 1 new **HERO** to your order of battle to be your warlord without having to spend any glory points to do so – after all, your army is already in dire straits!



CASUALTY ROLLS

To make a casualty roll for a unit, roll a number of dice equal to the number of models in the unit that were slain during the battle (not including models that were slain and then returned, unless they were slain again). For each roll of 1, increase the unit's **casualty score** by 1. After making a casualty roll you can choose to spend 1 glory point to re-roll 1 of the dice in that casualty roll. No more than 1 dice can be re-rolled in each casualty roll.

In subsequent Path to Glory battles, after the unit is set up on the battlefield for the first time, remove a number of models from the unit equal to its casualty score. If the casualty score of a unit equals the number of models in the unit, remove the unit from your order of battle.

STEP 3 – GAIN RENOWN POINTS

Units in a Path to Glory army may gain 1 or more **renown points** after taking part in a battle. Renown points represent the growing skills and status of your warriors as they survive from battle to battle. You can record each unit's renown points on your order of battle. Units gain renown points in the following ways:

1. SURVIVING THE BATTLE

Each unit that took part in the battle and was not destroyed gains 1 renown point.

2. BONUS RENOWN

If you used a battleplan from a Path to Glory battlepack, the battleplan will detail additional ways for units that took part in the battle to gain renown. If you used a battleplan from another battlepack, the Bonus Renown rule below applies:

BONUS RENOWN

Roll a dice for each unit that was wholly within enemy territory at the end of the battle. On a 4+, that unit gains 1 renown point.

3. FAVOURED WARRIORS

Pick 1 unit that took part in the battle to be your favoured warriors. That unit gains D6 renown points.

UNIQUE UNITS

Unique units (pg 277) do not gain renown points.

RANKS

Your units will earn ranks when they reach certain renown point thresholds. For units that are not **HEROES**, use the table below:

Renown Points	Unit Rank	Veteran Abilities
0-4	Untested Warriors	0
5-14	Veteran Warriors*	1
15-29	Elite Veteran Warriors	2
30+	Legendary Veteran Warriors	3

*Unit becomes a veteran unit

When a unit is first added to your order of battle, its casualty score is set to 0.

As casualties are removed immediately after the unit is set up, they do not affect whether the unit is able to take any weapon options on its warscroll and do not cause their unit to be an understrength unit.

The Favoured Warriors rule ensures that your most valorous unit in the battle does not go unrewarded.



Being limited to 1 veteran ability per turn means that no matter how experienced a Path to Glory army becomes, it will only be able to use 10 veteran abilities in a battle that lasts for 5 battle rounds.

VETERAN ABILITIES

Each time a unit that is not a **HERO** earns a new rank, it gains 1 **veteran ability** (to a maximum of 3). In addition, once a unit has gained its first veteran ability, it becomes a **veteran unit**. You can choose the veteran ability the unit gains from the table below. The same unit cannot gain the same veteran ability more than once. Write down any veteran abilities a unit has on your order of battle.

Veteran Abilities

Exemplars of Valour: This unit can use this veteran ability once per battle at the start of the battleshock phase if it is within 3" of an enemy unit. If it does so, do not take battleshock tests for friendly units wholly within 9" of this unit until the end of that phase.

Disciplined Battle-drill: This unit can use this veteran ability once per battle when it is picked to fight in the combat phase. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

Fleet of Foot: This unit can use this veteran ability once per battle at the start of your charge phase. If it does so, this unit can attempt a charge in that phase even if it ran in the same turn.

Deadly Volley: This unit can use this veteran ability once per battle when it is picked to shoot in your shooting phase. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

Defensive Formation: This unit can use this veteran ability once per battle when it is picked as the target of an attack in the combat phase. Subtract 1 from wound rolls for attacks that target that unit until the end of that phase.

Devastating Charge: This unit can use this veteran ability once per battle after it makes a successful charge. If it does so, pick 1 enemy unit within 1" of this unit. That enemy unit suffers D3 mortal wounds.

USING VETERAN ABILITIES

Veteran abilities can only be used in battles where all players are using Path to Glory armies. In addition, no more than 1 friendly unit can use a veteran ability per turn, and the same unit can only use each of its veteran abilities once per battle.

HEROES AND RENOWN

HEROES earn different ranks to other units. In addition, HEROES gain a command trait instead of veteran abilities. HEROES earn ranks as follows:

Renown Points	Hero Rank
9-14	Rising Hero
15+	Mighty Hero*

*Hero gains a command trait

When a HERO earns the Mighty Hero rank, that HERO gains a command trait. Record the command trait on your order of battle. The tier of battle will determine how many HEROES in addition to your general can use command traits during the battle. As your warlord starts the Path to Glory campaign with 15 renown points, they have already earned the rank of Mighty Hero.

A HERO can never have more than 1 command trait, and different HEROES in the same army cannot have the same command trait.

The Tiers of Battle rule (pg 312) puts a limit on the number of command traits you can use in a battle, meaning that in some battles some HEROES will get to use their command traits and in others they will not. While this is done to balance battles between grizzled and fresher-faced Path to Glory armies, narratively we imagine that it is only when a clash of epic proportions looms that all the HEROES in your army will muster their every ounce of grit to rise to the occasion.



When both armies in a Path to Glory battle are on a Path to Glory campaign, the Tiers of Battle rule on page 312 is used. This rule determines the number of bonus enhancements the commander of each army can take according to the type of stronghold they have.

You can find rules for establishing outposts in the range of supplemental Path to Glory battlepacks available for Warhammer Age of Sigmar.

Your unit limit can never be increased above 30. This means that your starting size will determine how many barracks you need to add to reach a unit limit of 30. For example, if your starting size was Vanguard, you would need to add 12 barracks to reach a unit limit of 30, whereas if your starting size was Legion, you would instead need to add 7.

STEP 4 – COMPLETE QUESTS

Check your current quest to see if you have completed the quest or if you need to record any progress made in your **quest log**.

Each quest will state when it is completed. If you have completed your quest, you earn its reward. Anything written in your quest log is then removed and you can pick a new quest to begin. The same quest can be completed multiple times by the same army unless it states otherwise.

GIVING UP ON A QUEST

During this step of the aftermath sequence, you can choose to give up on your quest. If you do so, remove anything written in your quest log and pick a new quest to begin.

STEP 5 – MANAGE YOUR STRONGHOLD

In this step you can choose to spend glory points to upgrade your stronghold to a different type and to add **barracks** to your stronghold.

IMPOSING STRONGHOLD



Prerequisite:
Stronghold

Cost: 30 glory points

Territories: You can now control 6 areas of territory at once.

Barracks: Your stronghold can have up to 5 barracks.

Outposts: You can establish up to 2 outposts.

MIGHTY STRONGHOLD



Prerequisite:
Imposing Stronghold

Cost: 60 glory points

Territories: You can now control 9 areas of territory at once.

Barracks: Your stronghold can have up to 12 barracks.

Outposts: You can establish up to 3 outposts.

UPGRADING YOUR STRONGHOLD

You can upgrade your stronghold first to an **imposing stronghold** and then to a **mighty stronghold**. Upgrading your stronghold will grant you access to middle and higher tier Path to Glory battles. It will also increase the number of territories you can control, the number of barracks your stronghold can have and the number of **outposts** you can establish. Each upgrade has an associated cost in glory points.

ADDING BARRACKS

You can spend 5 glory points in this step to add 1 barracks to your stronghold. Each time you add a **barracks** to your stronghold you increase your unit limit by 2 to a maximum of 30. You can only add 1 barracks to your stronghold in each aftermath sequence. There is a maximum number of barracks that each type of stronghold can have. When you upgrade your stronghold to a different type, it retains any barracks that you have added to it.

STEP 6 – MANAGE YOUR TERRITORIES

To begin the next step, first roll on the **Territories table** on page 322. This is referred to as the **exploration roll** and represents a new area of territory your scouts have discovered. You may be able to make multiple exploration rolls for reasons such as completing the 'Scout Fertile Lands' quest.

After making your exploration rolls, you must decide if you wish to bring any of these new territories under your control. To bring a new territory under your control, you must spend 10 glory points.

If you already have the maximum number of territories your stronghold allows, you can choose to remove one of the territories from your roster and replace it with the new one. Removing a territory may reduce one of your order of battle limits. After replacing a territory, if you have more units of a certain type than your order of battle limits allow, you must remove units of that type from your order of battle until you no longer have more units of that type than your order of battle limits allow.

THREE OF A KIND

You can never have more than 3 territories of the same type.

UPGRADING TERRITORY

Lastly, you can choose to **upgrade** any of your territories (including those that you brought under your control in this step). Each territory can be upgraded by spending glory points to bolster its effects. Consult the Territories table to see the effect of upgrading a territory. The Territories table lists the upgrading cost in the format '[Upgrade xGP]', where x is the number of glory points you must spend to upgrade the territory. For example, if a territory has '[Upgrade 5GP]' in its description, you must spend 5 glory points in order to upgrade it. When you upgrade a territory, mark it as upgraded on your Path to Glory roster.

To make an exploration roll on the Territories table, you will need to roll a **D66**. To do so, roll a six-sided dice twice. The first roll determines the ten, the second roll determines the unit. For example, if you rolled a 3 followed by a 5, the roll would be 35.

If you do not have 10 glory points (the amount required to control a new territory), you can skip the exploration roll.

Your starting territories can be upgraded just like any other territory under your control.



TERRITORIES (D66)

11-16 BARREN WASTES

Your scouts find nothing but inhospitable wasteland. This territory cannot be controlled.

21-22 OLD KEEP

This lonely keep and the lands around it are ruled by a powerful vassal to your domain.

Increase your **HEROES** limit by 1.

[Upgrade 10GP] **Fortified Keep:** Increase the limit by 3 instead of 1.

23-24 WILD LANDS

This desolate region is home to all manner of savage beasts.

Increase your **MONSTERS** limit by 1.

[Upgrade 10GP] **Watchtower:** Increase the limit by 3 instead of 1.

25-26 FORGOTTEN MINE

The resources of this territory can be harnessed to construct machines of war.

Increase your **WAR MACHINES** limit by 1.

[Upgrade 10GP] **Workshop:** Increase the limit by 3 instead of 1.

31-32 ARCANE WAYPOINT

Ley lines of eldritch power coalesce here.

Increase your **WIZARDS** limit by 1.

[Upgrade 10GP] **Wizard's Tower:** Increase the limit by 3 instead of 1.

33-34 SACRED SITE

You feel the presence of the gods at this holy ground.

Increase your **PRIESTS** limit by 1.

[Upgrade 10GP] **Temple:** Increase the limit by 3 instead of 1.

35-36 SMALL SETTLEMENT

A modest settlement has been brought under your control.

Increase your Reinforced Units limit by 1.

[Upgrade 10GP] **Guard House:** Increase the limit by 3 instead of 1.

41-42 ANCIENT ROADS

Your allies can swiftly come to your aid with these roads under your control.

Increase your Allied Units limit by 1.

[Upgrade 10GP] **Trade Route:** Increase the limit by 3 instead of 1.

43-44 BORDERLANDS

As this territory borders hostile lands, it is wise to keep it patrolled by your warriors.

In step 3 of the aftermath sequence, you can pick 1 unit on your order of battle that was not included in your army in that battle and roll a dice. On a 4+, that unit gains 1 renown point.

[Upgrade 15GP] **Bastion:** You can pick 2 such units instead of 1.

45-46 WELLSPRING

The natural resources of this territory aid your warriors in healing from battle wounds.

You can pick 1 unit to benefit from this territory in each aftermath sequence. When making a recuperating roll for the unit you picked, it is treated as not having taken part in the battle.

[Upgrade 15GP] **Divination Pool:** You can pick 2 units instead of 1.

51-52 LARGE SETTLEMENT

This sprawling settlement provides you with ample warriors with which to wage war.

Reduce the glory points cost of adding a unit that is not a **HERO** to your order of battle of 1.

[Upgrade 15GP] **City Wall:** Reduce the glory points cost by 2 instead of 1.

53-54 REALMSTONE RESERVE

This area of land is rich in precious realmstone.

You receive D3 additional glory points in step 1 of the aftermath sequence.

[Upgrade 15GP] **Realmstone Mine:** You receive an additional D6 glory points instead of D3.

55-56 RUINS OF MYTH

It is said that a powerful treasure rests in this ancient and haunted place...

This territory has no effect until it is upgraded.

[Upgrade 15GP] **Explored:** Once in step 6 of each aftermath sequence, you can roll a dice for this territory. On a 1-5, nothing happens. On a 6, you gain 1 bonus artefact of power that your faction has access to and it is added to your vault. Once the artefact has been added to your vault, this territory is removed from your roster.

61-66 SPECIAL TERRITORY

Your scouts return with invaluable news...

If your battletome has a **Faction Territories table**, your roll will correspond to a territory on that table. Alternatively, you can pick 1 result from this table that corresponds to a roll of 21-42.

STEP 7 – MANAGE YOUR ORDER OF BATTLE

During this step of the aftermath sequence, you can spend glory points to do any of the following:

- **Add** new units to your order of battle.
- **Recuperate** any of your units that have suffered casualties.
- **Reinforce** any of your units.

ADDING NEW UNITS

You can **add** new units to your order of battle in each aftermath sequence. The number of glory points you must spend in order to add a unit to your order of battle is determined by the points value of the unit (pg 277), as shown on the table below. When you add a new unit to your order of battle, you must follow the restrictions on page 308. In addition, the unit is added at the minimum unit size shown on its Pitched Battle profile.

RECUPERATING UNITS

You can spend glory points to **recuperate** a unit with a casualty score of 1 or more. The number of glory points you must spend in order to recuperate a unit is determined by the points value of the unit (pg 277), as shown on the table below.

To recuperate a unit, you must spend the required number of glory points and roll a number of dice equal to the unit's casualty score. This is referred to as the **recuperating roll**. For each 4+, reduce the unit's casualty score by 1. If the unit did not take part in your last Path to Glory battle, reduce the unit's casualty score by 1 for each 2+ instead. Each unit can only be recuperated once in each aftermath sequence.

REINFORCING UNITS

If the Pitched Battle profile for a unit allows it to be **reinforced**, you can do so by spending the required number of glory points according to the unit's points value, as shown on the table below. Each unit can only be reinforced once in each aftermath sequence.

Unit's Points Value	Glory Points Cost		
	Add	Recuperate	Reinforce
0-100	3	1	4
101-150	4	2	5
151-200	5	3	6
201-250	6	4	7
251-300	7	5	8
301-350	8	6	9
351-400	9	7	10
401+	10	8	11

RETIRING UNITS

If you wish to remove any units from your order of battle, you can remove them in this step. If the unit had any enhancements, follow the rules on page 316 as if they were killed. In the same manner, if you retire your warlord, follow the rules on page 316 as if they were killed.

Your opponent will need to witness any recuperation rolls you make in this step. Otherwise, you can complete the rest of this step at your leisure.

Once a unit has been reinforced, it becomes more expensive to recuperate or reinforce further.

Although rules-wise a retired unit is treated as one which was killed, narratively it need not be so. Perhaps the retired hero has been granted land to lord over for the rest of their days, or the retired unit becomes the household guard of a noble.

● PATH TO GLORY ROSTER ●

Player Name	Faction	Realm of Origin
Army Name	Subfaction	Starting Size

QUEST LOG	
Current Quest	
Quest Reward	
Quest Progress	

GLORY POINTS

STRONGHOLD	
Name	Type
	Imposing ☐
Barracks	Mighty ☐

ACHIEVEMENTS	
Battles Fought	Quests Completed
Victories Won	Enemy Heroes Slain

TERRITORIES		
Stronghold Territories		
Name	Territory Type	Upgraded
		☐
		☐
		☐

Imposing Stronghold Territories		
Name	Territory Type	Upgraded
		☐
		☐
		☐

Mighty Stronghold Territories		
Name	Territory Type	Upgraded
		☐
		☐
		☐

THE VAULT

Bonus Artefacts of Power		Bonus Unique Enhancements	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
Bonus Spells	Bonus Prayers	Endless Spells/Invocations	Battalions
1	1	1	1
2	2	2	2
3	3	3	3
4	4		4
5	5	Triumph	5
6	6	6	6

• ORDER OF BATTLE •

WARLORD

Name	Warscroll	Command Trait	Core Enhancements/Notes	Injury	Renown Points	Points

HEROES

Name	Warscroll	Command Trait	Core Enhancements/Notes	Injury	Renown Points	Points

ORDER OF BATTLE LIMITS

Total Units
HEROES
MONSTERS
WAR MACHINES
WIZARDS
PRIESTS
Reinforced Units
Allies

OTHER UNITS

Name	Warscroll	Veteran Abilities/Notes	Reinforced	Casualty Score	Renown Points	Points
			☐ ☐			
			☐ ☐			
			☐ ☐			
			☐ ☐			
			☐ ☐			
			☐ ☐			
			☐ ☐			
			☐ ☐			
			☐ ☐			

A good way to set the points limit for the battle is to first determine who has the lowest total points' worth of units on their order of battle. Take that number and round it up to the nearest hundred: the result is the points limit for the battle. For example, if one player were able to field 1200 points' worth of units but the other player were only able to field 680 points' worth of units, the points limit for the battle would be 700. The points limit could be lower than that, of course, if the players agreed.

The battleplans in this battlepack each revolve around an exciting narrative. As such, you will only be able to include faction terrain when it is narratively appropriate to do so. For example, in 'Breakthrough', one player takes the role of the invader. As the player's army is deep in enemy territory, they do not get to set up faction terrain in that battle but their opponent does.

PATH TO GLORY BATTLEPACK

The following battlepack allows you to fight Path to Glory battles. In order to use this battlepack, both you and your opponent must have a completed Path to Glory roster.

POINTS LIMIT

The players must first agree on a points limit for the battle. The points limit can be any number and determines the number of points you have available to spend on your army. No more than half of your points can be spent on a single unit. All units added to your army must be taken from your Path to Glory roster. The points limit also determines the recommended minimum battlefield size and recommended minimum number of terrain features for the battle, as shown in the table below.

PATH TO GLORY

Points Limit	500-750	751-2250	Over 2250
Recommended Minimum Battlefield Size	30" x 44"	44" x 60"	44" x 90"
Recommended Minimum Number of Terrain Features	4	8	12

FACTION TERRAIN

Each battleplan in this battlepack will state if faction terrain can be set up and which players can do so.

Faction terrain features must be set up more than 3" from all other terrain features and more than 3" from all objectives. These restrictions are in addition to the set-up rules in the battletome in which they appear. If it is impossible for a faction terrain feature to be set up, then it is not used.

BATTALIONS

You can include warscroll battalions and core battalions in your army.

PATH TO GLORY BATTLEPLANS

One player rolls on the following table to determine which battleplan is used for the game. Alternatively, the players can agree on which battleplan to use.

D6 BATTLEPLAN

- | | |
|---|----------------|
| 1 | Sudden Assault |
| 2 | The Trap |
| 3 | The Ritual |
| 4 | The Watchtower |
| 5 | Hold or Die |
| 6 | Breakthrough |

SPECIAL RULES

The following special rules apply to the battle:

MYSTERIOUS TERRAIN

The Mysterious Terrain table is used as detailed in each battleplan (pg 284).

WARRIOR OF RENOWN

Once per battle, the player whose army includes the **HERO** with the highest number of renown points can use a command ability to issue a command with that **HERO** without a command point being spent.

WITHDRAWING FROM BATTLE

You may wish to withdraw your army from the battle to lessen the impact of casualties. At the start of your hero phase, if at least half of the units from your starting army have been destroyed, you can choose to withdraw from the battle. If you do so, all units in your army are immediately removed from the battlefield but the battle is still played through to its conclusion.

In the Conquest Unbound section (pg 348), there are 3 additional battleplans that you can use with this battlepack. The Convergence of Fate battleplan even allows 3 to 4 players to duke it out!

If you withdraw from battle, the battle is still played through to its conclusion so that your opponent can still try to complete their quest, earn a victory and so on.

*A player's **starting army** is made up of the units from the army that were set up before the first battle round, including any reserve units. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play.*



BATTLEPLAN SUDDEN ASSAULT

One force sweeps into the domain of the enemy, seeking to crush any who oppose them.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **invader** and which is the **custodian**.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Mysterious Terrain table (pg 284) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The custodian can set up a faction terrain feature.

DEPLOYMENT

The invader sets up their army first, wholly within their territory and more than 9" away from the centre of the battlefield. Then, the custodian sets up their army wholly within their territory and more than 9" away from the centre of the battlefield.

FIRST TURN

The invader chooses which player takes the first turn in the first battle round.



BATTLE LENGTH

The battle lasts for 5 battle rounds.

VICTORY POINTS

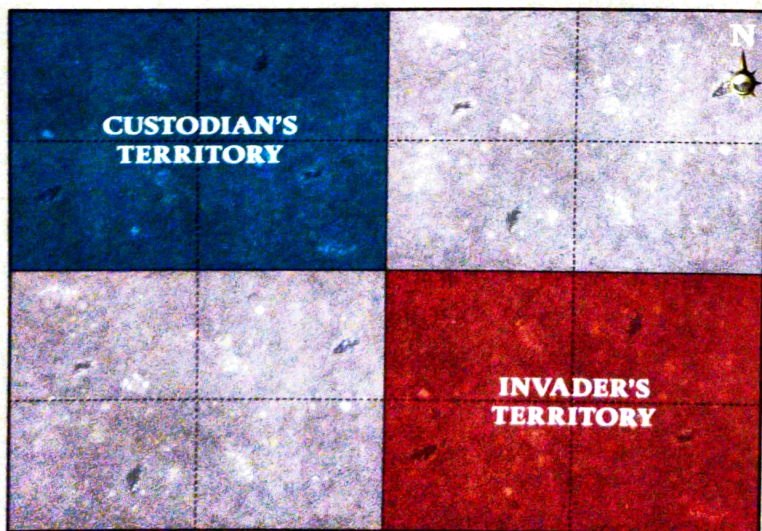
The battlefield is divided into quarters as shown on the map. At the end of each battle round, each player scores 1 victory point for each quarter of the battlefield that has more friendly models wholly within it than enemy models.

GLORIOUS VICTORY

When the battle ends, the player with the most victory points wins a **major victory**. If the score is tied, the custodian wins a **minor victory**.

BONUS RENOWN

At the end of the battle, each friendly unit that is wholly within a quarter of the battlefield that has no enemy units wholly within it gains 1 renown point.



BATTLEPLAN THE TRAP

Lured into the jaws of a deadly trap, one faction must fight to survive as they are suddenly beset from multiple sides.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **invader** and which is the **ambusher**.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Mysterious Terrain table (pg 284) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The ambusher can set up a faction terrain feature.

DEPLOYMENT

The invader sets up their army first, wholly within their territory. The invader cannot set up units in reserve. Then, the ambusher sets up each unit in their army either wholly within their territory and more than 12" from all enemy units or wholly within their territory, wholly on a terrain feature and more than 3" from all enemy units.

BATTLE LENGTH

The battle lasts for 5 battle rounds.



FIRST TURN

The ambusher chooses which player takes the first turn in the first battle round.

VICTORY POINTS

At the end of each battle round, the invader scores a number of victory points equal to the number of units in their army that are on the battlefield. Each time a unit in the invader's army is destroyed, the ambusher scores 2 victory points.

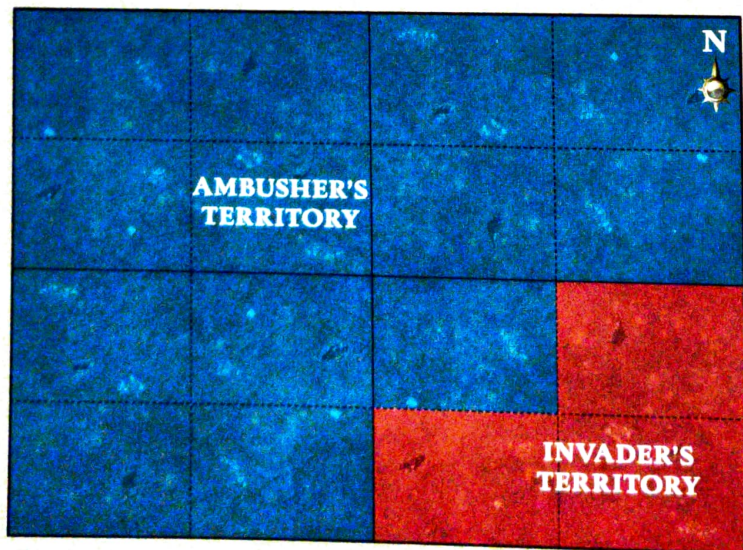
GLORIOUS VICTORY

When the battle ends, the player with the most victory points wins a **major victory**. If the score is tied, the invader wins a **minor victory**.

BONUS RENOWN

Invader: Each friendly unit that is on the battlefield at the end of the third battle round gains 1 renown point.

Ambusher: Each friendly unit that destroyed any enemy units during the battle gains 1 renown point.



One force is enacting a deadly ritual. The other must stop them before it is complete.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **ritualist** and which is the **disruptor**.



THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks

BATTLEPLAN THE RITUAL

1 terrain feature and rolls on the Mysterious Terrain table (pg 284) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The ritualist can set up a faction terrain feature.

DEPLOYMENT

The disruptor sets up their army first, wholly within their territory and more than 9" away from their opponent's territory. Then, the ritualist sets up their army wholly within their territory and more than 6" away from their opponent's territory.

OBJECTIVES

Place 3 objectives as shown on the map. One objective is the **ritual site**; the other two objectives are **arcane repositories**.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

FIRST TURN

The disruptor chooses which player takes the first turn in the first battle round.

VICTORY POINTS

At the end of each battle round, if the ritualist controls the ritual site, they score D6 victory points plus D3 victory points for each arcane repository they control. Then, the ritualist loses D3 victory points (this cannot reduce their victory point total to less than 1) for each objective controlled by the disruptor (roll for each objective).

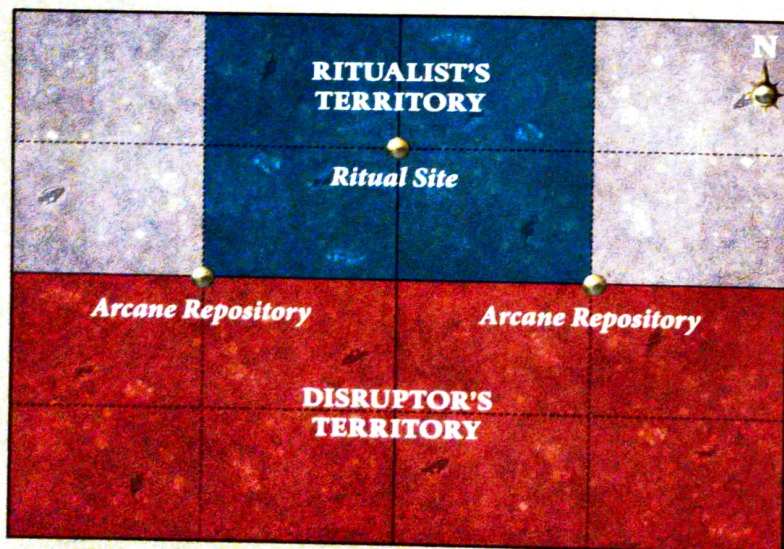
GLORIOUS VICTORY

When the battle ends:

- If the ritualist has 16 or more victory points, they win a **major victory**.
- If the ritualist has 14-15 victory points, they win a **minor victory**.
- If the ritualist has 12-13 victory points, the disruptor wins a **minor victory**.
- If the ritualist has fewer than 12 victory points, the disruptor wins a **major victory**.

BONUS RENOWN

Each friendly unit within 6" of an objective at the end of the battle gains 1 renown point.



BATTLEPLAN

THE WATCHTOWER

The garrison of a besieged tower must endure until help arrives.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **invader** and which is the **guardian**.

CONTINGENTS

The guardian must split their army into a **garrison contingent** and a **reinforcements contingent**. Each contingent must have as close to the same number of units as possible.

THE BATTLEFIELD

If the guardian has a faction terrain feature that can be set up in the centre of the battlefield, they can choose to do so. Otherwise, one terrain feature must be set up at the centre of the battlefield. The terrain feature at the centre of the battlefield is the **watchtower**. Then, the players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

After the terrain features have been set up, starting with the player that won the roll off, each player picks 1 terrain feature and rolls on the Mysterious Terrain table (pg 284) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

If the watchtower is not a faction terrain feature, the guardian can set one up as normal.

DEPLOYMENT

The guardian sets up their garrison contingent first, wholly within their territory and wholly within 6" of the centre of the battlefield. Units in the garrison contingent cannot be set up in reserve. The reinforcements contingent starts the battle in reserve and will arrive as described below. Then, the invader sets up their army wholly within their territory and more than 9" from all enemy units.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

FIRST TURN

The invader chooses which player takes the first turn in the first battle round.

RANSACK

If the invader controls the watchtower at the end of each of two consecutive turns, the watchtower is **ransacked**.

REINFORCEMENTS

At the end of the guardian's movement phase, they can set up any of their reserve units wholly within 7" of their battlefield edge and more than 3" from all enemy units.

GLORIOUS VICTORY

When the battle ends:

- If the invader controls the watchtower and it has been ransacked, they win a **major victory**.
- If the invader controls the watchtower and it has not been ransacked, they win a **minor victory**.
- If the guardian controls the watchtower and it has not been ransacked, they win a **major victory**.
- If the guardian controls the watchtower and it has been ransacked, they win a **minor victory**.

BONUS RENOWN

Each friendly unit within 6" of the watchtower at the end of the battle gains 1 renown point.

GUARDIAN'S BATTLEFIELD EDGE



ACTIVE PLAY

SLAY OR BE SLAIN THUS!

BATTLEPLAN HOLD OR DIE

Severely outnumbered by the foe, one force must dig in their heels and hold on until reinforcements arrive.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **invader** and which is the **custodian**.

CONTINGENTS

The invader must split their army into a **vanguard contingent** and a **reinforcements contingent**. Each contingent must have as close to the same number of units as possible.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Mysterious Terrain table (pg 284)

to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The custodian can set up a faction terrain feature.

DEPLOYMENT

The invader sets up their vanguard contingent first, wholly within their territory and wholly within 6" of the centre of the battlefield. Units in the vanguard contingent cannot be set up in reserve. The reinforcements contingent starts the battle in reserve and will arrive as described below. Then, the custodian sets up their army wholly within their territory and more than 9" from all enemy units.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

FIRST TURN

The invader chooses which player takes the first turn in the first battle round.

REINFORCEMENTS

At the end of the invader's movement phase, they can set up any of their reserve units wholly within 7" of a battlefield edge and more than 3" away from all enemy units.

GLORIOUS VICTORY

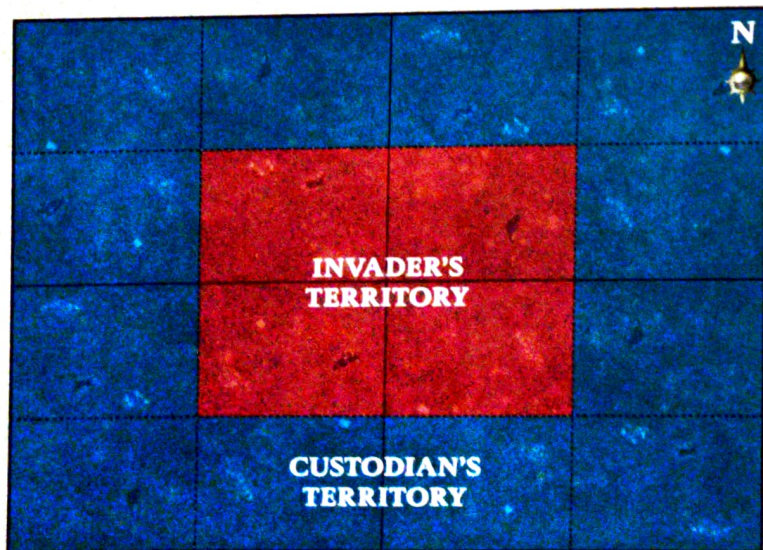
When the battle ends:

- If all of the units in the invader's vanguard contingent have been destroyed, the custodian wins a **major victory**.
- If less than half of the units in the invader's vanguard contingent have been destroyed, the invader wins a **major victory**.
- If at least half but not all of the units in the invader's vanguard contingent have been destroyed, and the model picked to be the invader's general has been slain, the custodian wins a **minor victory**.
- If at least half but not all of the units in the invader's vanguard contingent have been destroyed, and the model picked to be the invader's general has not been slain, the invader wins a **minor victory**.

BONUS RENOWN

Custodian: Each friendly unit that destroys any enemy units in the invader's vanguard contingent gains 1 renown point.

Invader: Each friendly unit from your vanguard contingent that is on the battlefield at the end of the third battle round gains 1 renown point.



BATTLEPLAN BREAKTHROUGH

Deep in enemy territory, one force has to break through enemy lines.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **invader** and which is the **custodian**.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Mysterious Terrain table (pg 284) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The custodian can set up a faction terrain feature.

DEPLOYMENT

The invader sets up their army first, wholly within their territory and more than 12" away from their opponent's territory. Then, the custodian sets up their army wholly within their territory.

FIRST TURN

The invader chooses which player takes the first turn in the first battle round.



BATTLE LENGTH

The battle lasts for 5 battle rounds.

LEAVING THE BATTLEFIELD

At the end of each battle round, any of the invader's units that are wholly within 7" of the custodian's battlefield edge and more than 3" from all enemy units can leave the battle. Remove the models in those units from play but do not count them as slain.

GLORIOUS VICTORY

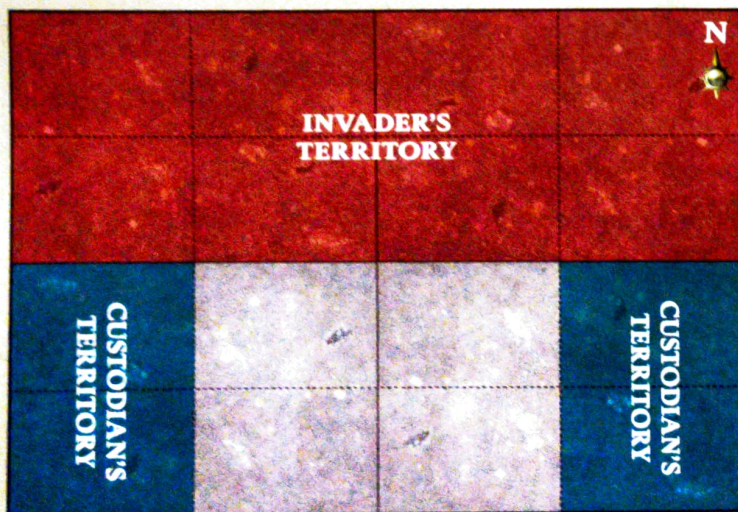
When the battle ends:

- If at least half of the invader's units have left the battlefield, the invader wins a **major victory**.
- If none of the invader's units have left the battlefield, the custodian wins a **major victory**.
- If at least one but less than half of the invader's units have left the battlefield, and the model picked to be the invader's general has been slain, the custodian wins a **minor victory**.
- If at least one but less than half of the invader's units have left the battlefield, and the model picked to be the invader's general has not been slain, the invader wins a **minor victory**.

BONUS RENOWN

Custodian: At the end of the battle, each friendly unit within 3" of an enemy unit that is wholly within 6" of the custodian's battlefield edge gains 1 renown point.

Invader: Each friendly unit that leaves the battlefield gains 1 renown point.



CUSTODIAN'S BATTLEFIELD EDGE