

WARHAMMER
40,000

ALTAR OF WAR
MEGALITH

CALL
OF
CHAOS



INTRODUCTION



This Altar of War mission enables you to create a desperate conflict between two forces: one army, known as the gloryseekers, is attempting to raise a monument in the name of their patron god before their opponents, the desecrators, can break through their lines and bring the structure crashing to the ground.

USING ALTAR OF WAR: MEGALITH

When choosing a mission to play, you can simply choose to play Altar of War: Megalith. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos Warband as their army.

PATH TO GLORY CAMPAIGNS

If you play this mission as part of a Path to Glory campaign, you must determine which player is the attacker and which is the defender by bidding to see who will build the greater megalith. Before setting up the battlefield, each player hides a dice behind their hand, showing a result of their choice. This represents how many Favour Points they are willing to bid in raising a great idol to their Patron. A player cannot bid more Favour Points than they have on their Warband Roster.

Once both players have chosen a number, the dice are revealed at the same time. The player with the highest number is the defender in this scenario, and the other player is the attacker. If both dice show the same number, the players roll off, with the

winner deciding who will be the attacker and who will be the defender. In any case, the defender makes a note of the number of Favour Points they bid.

After the battle, the players can win or lose additional Favour Points as follows:

- If the megalith was standing at the end of the battle, the defender rolls a dice for each Favour Point they bid at the start of the battle. For each roll of 4, 5 or 6 they gain an additional Favour Point.
- If the megalith was cast down, the defender rolls a dice for each Favour Point they bid at the start of the battle. For each roll of 1, 2 or 3 they lose a Favour Point, to a minimum of 0.
- If the attacker cast down the megalith, they gain an additional Favour Point if their defender has a rival patron. **Tzeentch** and **Nurgle** are rivals, as are **Slaanesh** and **Khorne**.





ALTAR OF WAR: MEGALITH

The path of Chaos is a long one, and ascendant warlords will stop at nothing to elevate their position above that of their rivals. Countless worlds across the galaxy are studded with great megaliths, raised by these champions of Chaos in the names of their dark patrons. Of course, should one of these idols be brought low before its completion, the gods' favour would surely turn against its would-be gloryseeker...

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. One player is the gloryseeker, looking to complete the construction of a great megalith in honour of their patron deity. The other player is the desecrator.

If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos Warband.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

OBJECTIVE MARKER

After terrain has been set up, the gloryseeker places an Objective Marker anywhere in their deployment zone, at least 6" from any edge of the battlefield, to represent the unfinished megalith. You could also set up a suitable terrain piece, either instead of the Objective Marker or in addition to it.

DEPLOYMENT

Players deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*. The gloryseeker always deploys first, setting up their first unit within 3" of the megalith. Then the desecrator sets up all the units in their army.

FIRST TURN

The desecrator takes the first turn. The gloryseeker can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

This mission lasts until the megalith has either been raised or cast down (see opposite).

VICTORY CONDITIONS

If the gloryseeker successfully raises the megalith (see opposite), they are the winner. If the desecrator casts down the megalith, they are the winner.

MISSION SPECIAL RULES

Night Fighting, Reserves.

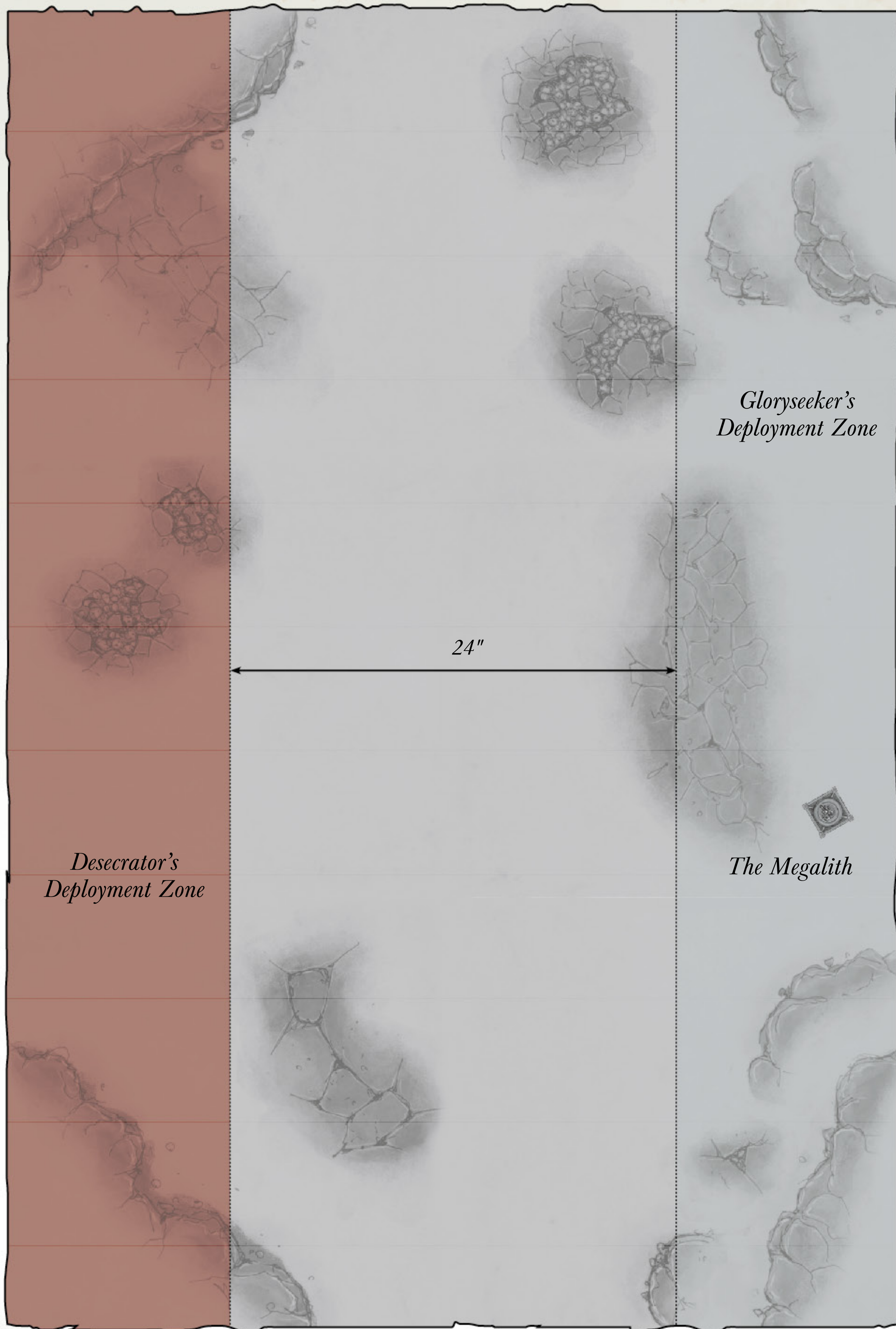
Raising the Megalith: At the start of each of the gloryseeker's turns, one of their units that is within 3" of the megalith can work towards raising it, providing that it is not locked in combat or Falling Back. Roll a dice, adding 1 if there are any other friendly units within 3" of the megalith (do not include units that are Falling Back or locked in combat), and keep a running total of the result of these rolls. If the total reaches 20, the megalith is successfully raised and the game immediately ends.

Casting Down the Megalith: At the start of each of the desecrator's turns, any of their units that are within 3" of the megalith can attempt to cast it down, providing that they are not locked in combat or Falling Back. Roll a dice, adding 1 for each unit after the first. On a result of 6 or more, the megalith is cast down and the game immediately ends.

The Power of the Megalith: Psykers from the gloryseeker's army harness Warp Charge points on a roll of 3+ rather than 4+ whilst they are within 12" of the megalith. In addition, all units in the gloryseeker's army can add 1 to Deny the Witch rolls whilst they are within 12" of the megalith.

Stop Them At All Costs: At the beginning of each of the gloryseeker's turns, pick a friendly unit within 12" of your Warlord. That unit is allowed to immediately shoot as if it were the Shooting phase. The unit can still act normally for the rest of its turn.

Break Through Their Lines: Whilst the desecrator's Warlord is still alive, at the end of each of their Assault phases, the desecrator may pick one of their units that charged this turn and is no longer locked in close combat. That unit can immediately declare a second charge and potentially fight in a second close combat (their opponents will be unable to fight back in response).



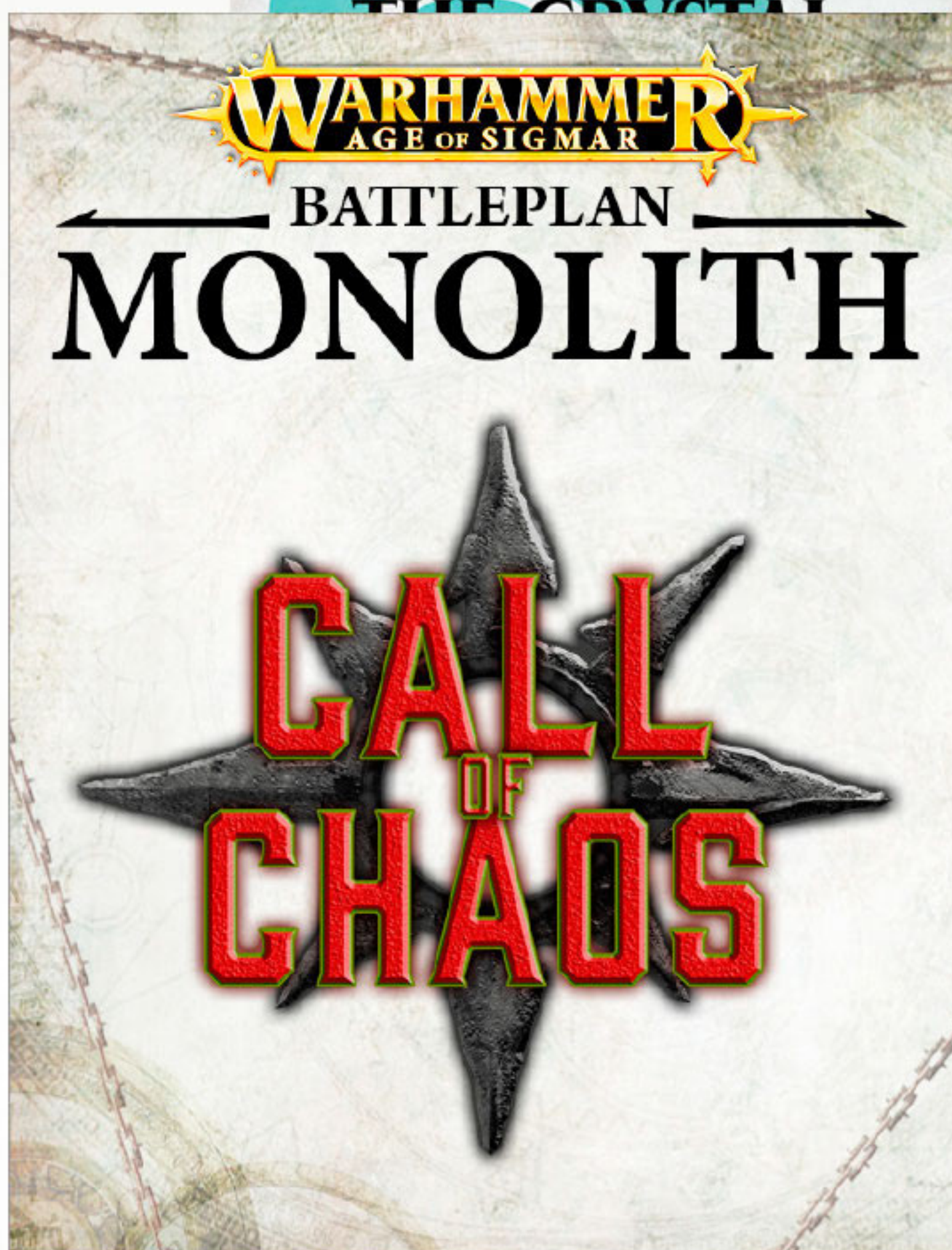
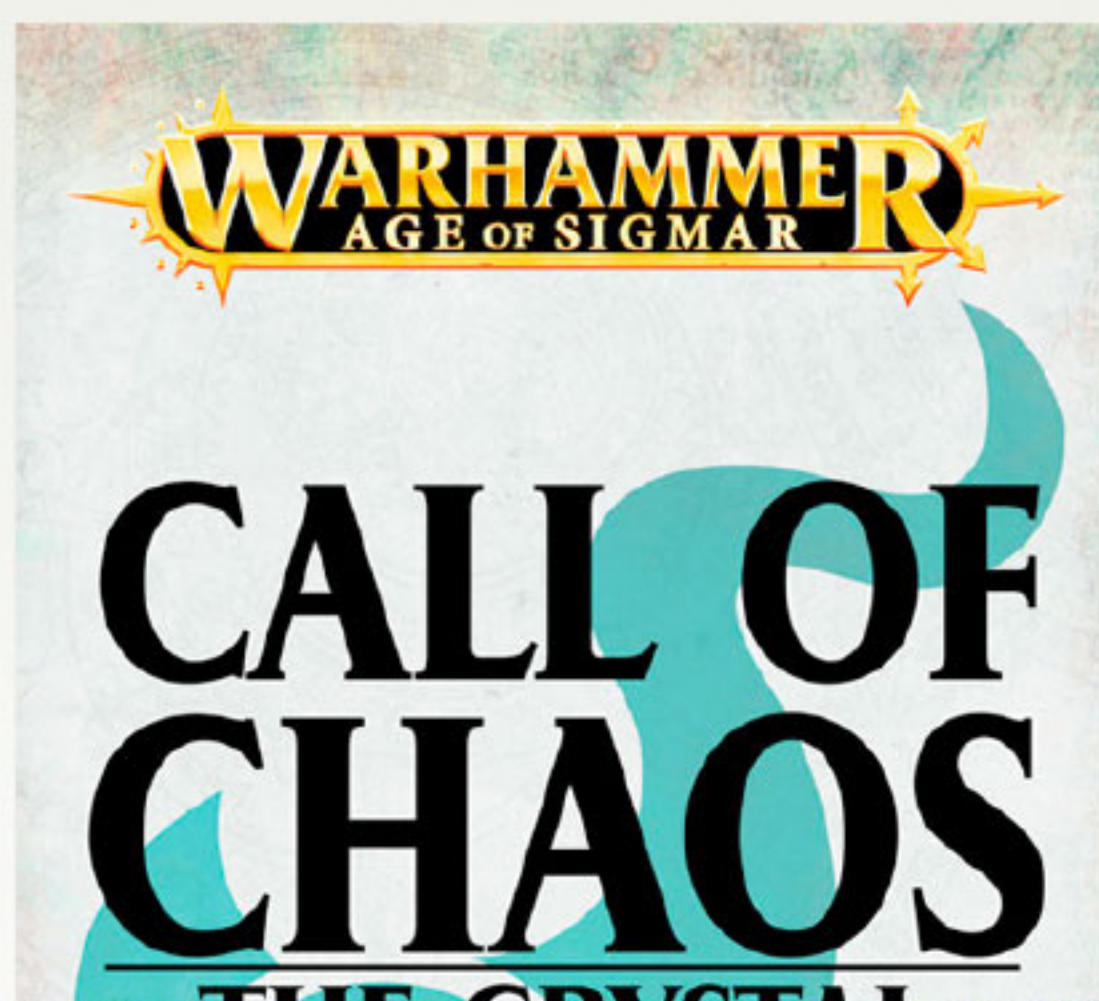


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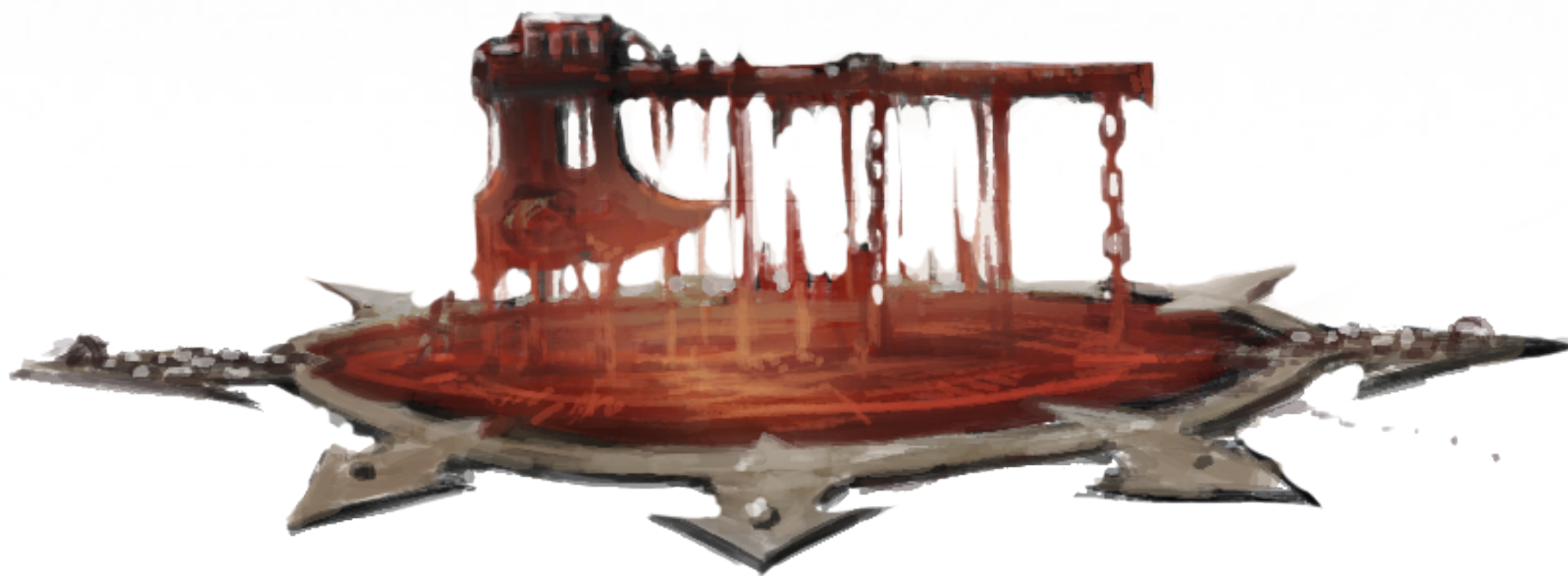
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