

WARHAMMER
40,000

ALTAR OF WAR
**TRIAL OF
CHAMPIONS**

**CALL
OF
CHAOS**



INTRODUCTION



This Altar of War mission enables you to fight a bloody battle between four rival Chaos warlords locked in a bitter fight to the death. Of course, such are the jealous demands of the Ruinous Powers that only one champion can stand triumphant at battle's end – when the broken bodies of their foes lie at their feet.

USING ALTAR OF WAR: TRIAL OF CHAMPIONS

When choosing a mission to play, you can simply choose to play Altar of War: Trial of Champions. 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 this mission is used by warbands taking part in a Path to Glory campaign, then all four of the armies taking part in the battle must be warbands from the Path to Glory campaign. The four players taking part simply need to agree to fight the battle.

When this mission is used as part of a Path to Glory campaign, the winner receives D3 Favour Points, and all of the other players receive one Favour Point each as normal. However, each player may gain additional Favour Points as follows:

- A warband gains one additional Favour Point each time its Warlord slays an enemy Warlord in a challenge.
- At the end of the battle, the warband whose Warlord killed the most enemy characters in challenges gains one additional Favour Point.



ALTAR OF WAR: TRIAL OF CHAMPIONS

Four rival Chaos warbands have mustered at an unhallowed battleground to take part in the mysterious Trial of Champions. The prize for the winner is known to all – favour in the eyes of the Dark Gods and a step closer to immortality – but the nature of the trial will not be revealed until the warlords take their appointed places.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. 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.

DEPLOYMENT

Each player rolls a D6, re-rolling ties. Whoever rolls highest can decide which deployment zone they wish to set up in. The remaining players take it in turns to choose their deployment zones, starting with the player who rolled the second highest, and so on. Next, each player rolls another D6, re-rolling ties. Whoever scores lowest must deploy their entire army first. The remaining players take it in turns to deploy their entire army, starting with the player who rolled the second lowest, and so on.

The Warlord from each army must be deployed outside of their deployment zone, exactly 12" from the centre of the table, and with their deployment zone to their back, as shown on the deployment map. If the Warlord is an Independent Character, then they can be deployed joined to a unit (their personal honour guard). However, the Warlord must be deployed first, within 12" of the centre of the table as shown below, and all of the models in their honour guard must deploy within 6" of their Warlord.

FIRST TURN

Each player rolls a dice, re-rolling ties. Whoever scores highest takes the first player turn, with play proceeding clockwise from that point onwards (players cannot attempt to Seize the Initiative in this mission).

GAME LENGTH

The mission uses Variable Game Length (see *Warhammer 40,000: The Rules*). For the purposes of this mission, each game turn comprises four player turns – one for each player.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If two or three players have the joint highest number of Victory Points, they are

joint winners. If all four players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

During the game, 1 Victory Point is scored each time a unit is completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission.

The Victory Point scored for the destruction of a unit is awarded to the player whose unit made the attack that resulted in the unit's destruction. If a unit was not destroyed by an attack, then the point is scored by the player that had a unit closest to the unit when it was destroyed.

SECONDARY OBJECTIVES

Slay the Warlord*, First Blood.

** Note that players earn 1 Victory Point for each enemy Warlord that they slay.*

MISSION SPECIAL RULES

Reserves: Units arriving from Reserve may do so from any point on any table edge that is within the controlling player's deployment zone.

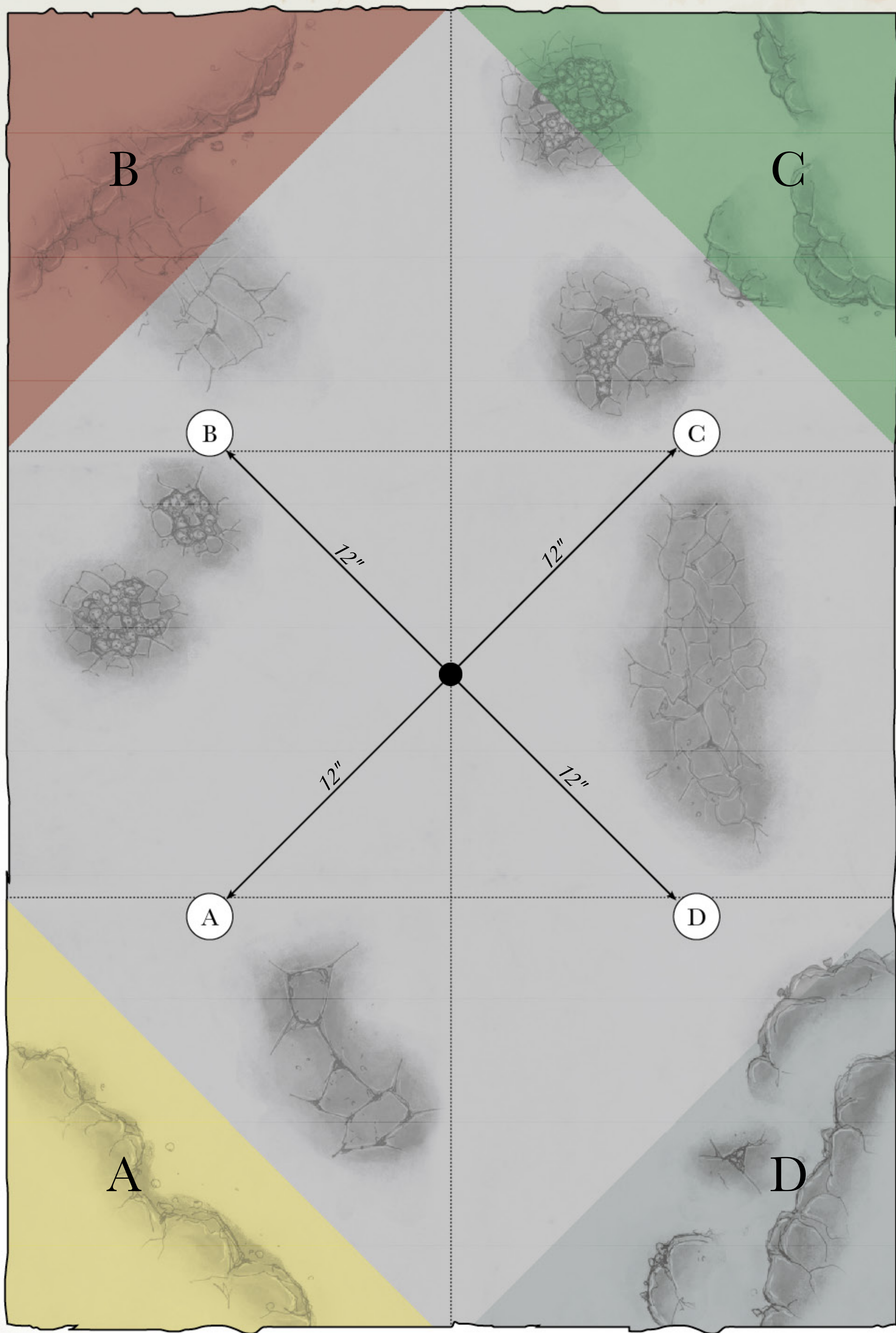
Meet at Dawn: In this mission, the Night Fighting rules are always in effect during game turn 1.

Lines of Retreat: Units Fall Back towards the closest table edge within their deployment zone.

Massed Melees: During the Assault phase of each player turn, only resolve combats that include one or more units belonging to the player whose turn it is. If that player's units are involved in a multiple combat, resolve the entire combat as normal, regardless of how many players are involved.

Trial of Champions: In this mission, all models fighting in a challenge can re-roll failed To Hit rolls.

Honour the Dark Gods With Blood: The Chaos Gods take a dim view of those that shirk from fighting in their honour. Because of this, subtract 1 from each player's Victory Points total for each unit that is in Reserves at the end of the game. This can reduce a player's score to below zero!



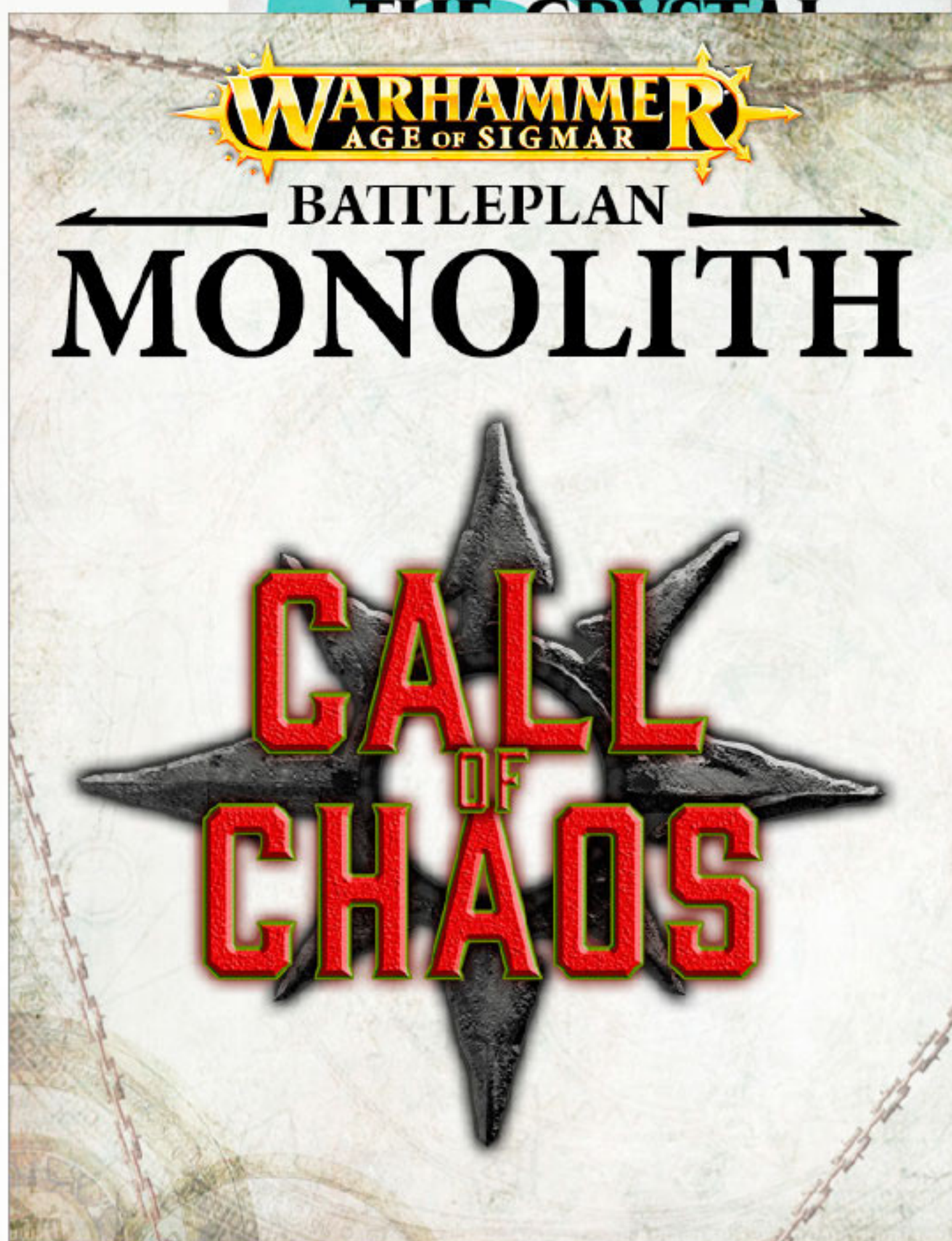


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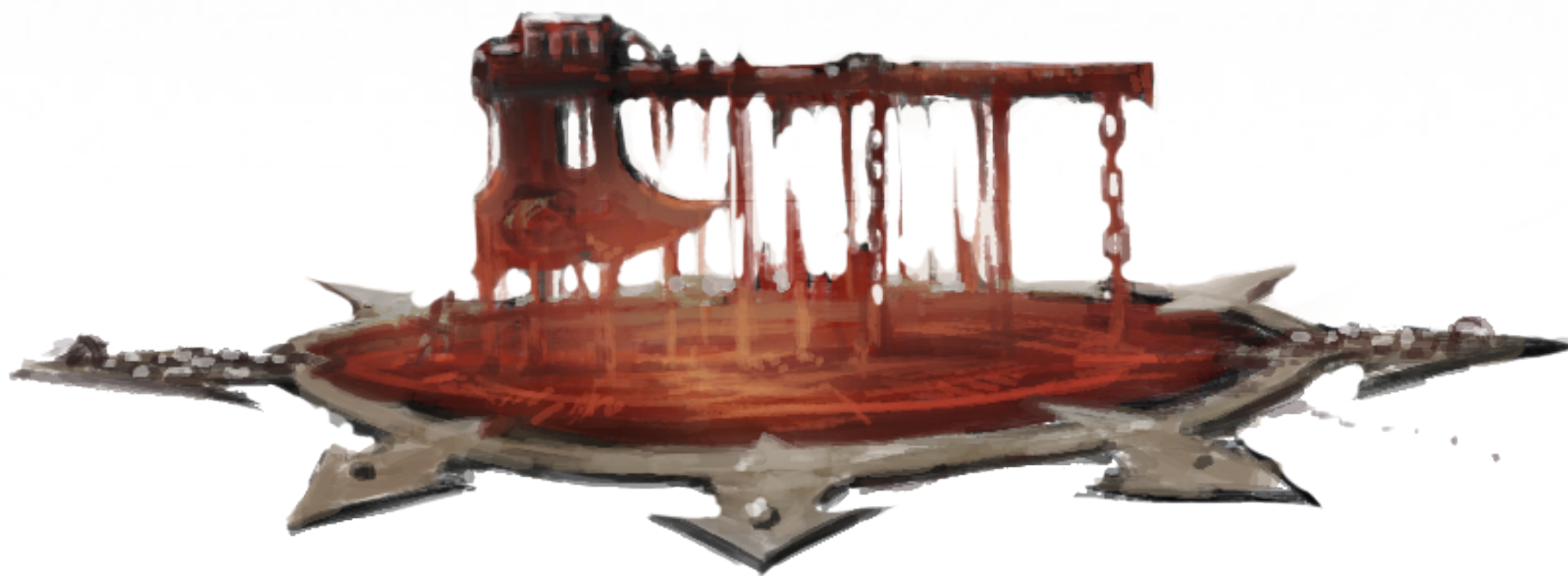
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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN: 978-1-78581-547-8

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Upload date: 18/11/2015



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