

## PATH TO GLORY BATTLEPLAN

# ALTARS OF THE GODS

Altars dedicated to the different aspects of the Chaos Gods have been built all across the Mortal Realms. Rival warbands will fight for control of these arcane powers, the winner receiving great favour from their patron god.

### PATH TO GLORY

Use the Path to Glory Rules.

### OBJECTIVES

This battle is fought to control 4 objectives. The objectives are located as shown on the map (see The Altars).

### SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

### THE ALTARS

There are four different altars, one at each corner of the battlefield: the altars of Rage, Resilience, Change, and Doom.

A champion that is within 3" of an altar in their hero phase can attempt to gain a reward from the god of the Grand Alliance the altar is dedicated

to. If they do so, roll a dice and refer to the table below. A maximum of one such attempt can be made for each altar in each turn.

### D6 RESULT

1	<b>Smote!</b> The gods are affronted. No reward is granted, and the champion suffers D3 mortal wounds.
2-3	<b>Begone!</b> The gods ignore the champion's prayers. No reward is granted.
4+	<b>Rewarded!</b> The gods grant the request, and the champion receives the reward, listed below, corresponding to the altar at which the attempt was made.



**Reward of Rage:** Add 1 to the hit rolls of melee weapons used by the champion and friendly units within 6" of the champion until your next hero phase.

**Reward of Doom:** Add 1 to the wound rolls of melee weapons used by the champion and friendly units within 6" of the champion until your next hero phase.

**Reward of Resilience:** Add 1 to the save rolls for the champion and friendly units within 6" of the champion until your next hero phase.

**Reward of Change:** Add 1 to the Damage characteristic of melee weapons used by the champion until your next hero phase.

### GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins.

Starting from the third battle round, one player immediately wins a **major victory** if they have control of 3 out of 4 objectives.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

### VICTORY POINTS

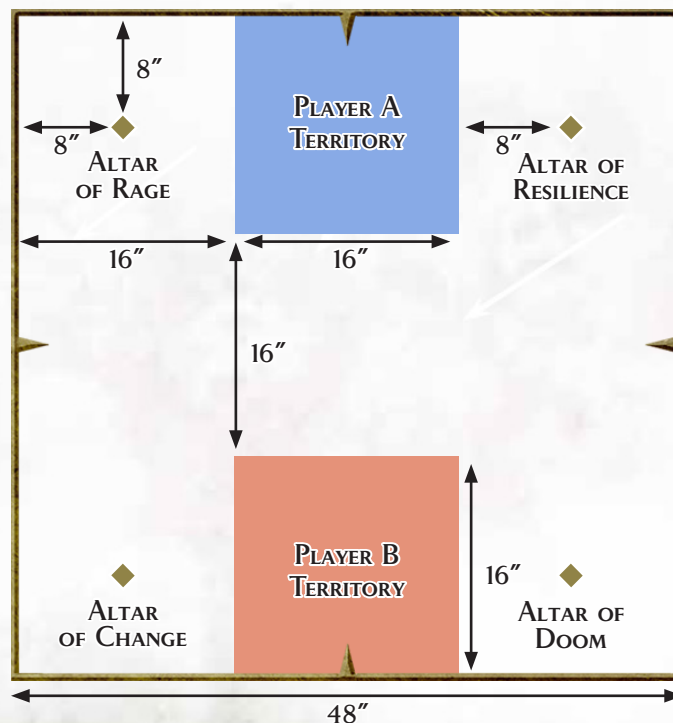
Each player scores victory points at the end of each of their turns for each objective they control. For each objective the player controls, they score 1 victory point.

### GLORY POINTS

The warband that won the battle receives D3 Glory Points (re-roll a result of 1 if it was a **major victory**). The loser receives 1 Glory Point.

In addition, the winner may receive extra Glory Points. To find out if this is the case, cross-reference the Grand Alliance of the winner's warband with the Grand Alliance of the losing warband on the table opposite to determine how many extra Glory Points are earned by the winner.

		WINNER			
		Order	Chaos	Death	Destruction
LOSER	Order	+0 Glory Points	+2 Glory Points	+1 Glory Points	+1 Glory Points
	Chaos	+2 Glory Points	+0 Glory Points	+2 Glory Points	+1 Glory Points
	Death	+1 Glory Points	+1 Glory Points	+0 Glory	+1 Glory Points
	Destruction	+0 Glory Points	+0 Glory Points	+0 Glory Points	+0 Glory



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# THE VENDETTA

**Hatred and revenge are a powerful driving force, and the endemic warfare of the realms ensures that it is never in short supply. When two hated rivals encounter each other, both will seize the opportunity to settle old scores.**

### PATH TO GLORY

Use the Path to Glory Rules.

### SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing

player sets up the rest of the units in their army, one after another.

### THE RIVALS

After both sides have completed set up, each player picks one unit from their own warband in secret. These selections are revealed at the same time. These units are rivals.

If your rival unit is within 12" of the enemy rival unit in your charge phase, you must declare a charge with your unit. The first model that you move must finish within 1/2" of a model from the enemy rival unit or else the charge fails (even if another enemy is within range).

Rival units are immune to battleshock. In addition, when fighting against their rival they gain a +1 bonus to hit rolls.

### GLORIOUS VICTORY

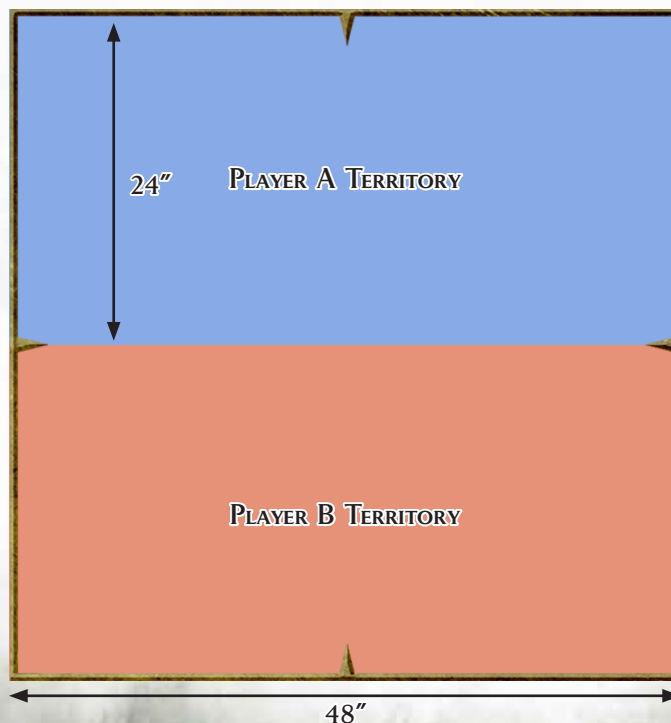
The game immediately ends when a rival unit is destroyed. If a player destroys the rival unit with his own

rival unit he scores a **major victory**. A player wins a **minor victory** if the opponent's rival unit is destroyed and he still has models remaining in his own rival unit.

If both rival units are destroyed at the same time, players roll a D6. The player whose turn it is gets a +1 bonus to the roll. The winner of the roll off wins a **minor victory**.

### GLORY POINTS

The warband that won the battle receives D3 Glory Points (re-roll a result of 1 if it was a **major victory**). The loser receives 1 Glory Point.



## PATH TO GLORY BATTLEPLAN

# THE EYE OF THE STORM

**In the aftermath of the Necroquake, magical wildstorms sometimes appear out of nowhere and rage across the Mortal Realms. Both warbands were out scouting when they were unexpectedly caught in a wildstorm. Neither was prepared for a fight, until they come face to face in the eye of the storm.**

## PATH TO GLORY

Use the Path to Glory Rules.

## SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy models.

Continue to set up units until both players have set up their armies. If

one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

## WILDSTORM

A wildstorm has the following effects on the battle:

**Shrouded.** High winds and an enchanted mist blanket the battlefield making it more difficult to see your enemies. Visibility during a wildstorm is reduced to 24". Friendly and enemy models beyond this range are not visible for any effects that require the target to be seen (Arcane Bolt, missile weapons, etc.). In addition, models that are 12" away or more are in cover.

**Wild Magic.** During a wildstorm the influx of magical energies makes it more difficult to focus and cast spells. Each warband can unbind 1 additional spell per turn at unlimited range even if they don't have any **WIZARDS**.

At the beginning of the second battle round, roll a D6. On a 4+ the wildstorm begins to dissipate. Ignore the shrouded effect for the remainder of the battle.

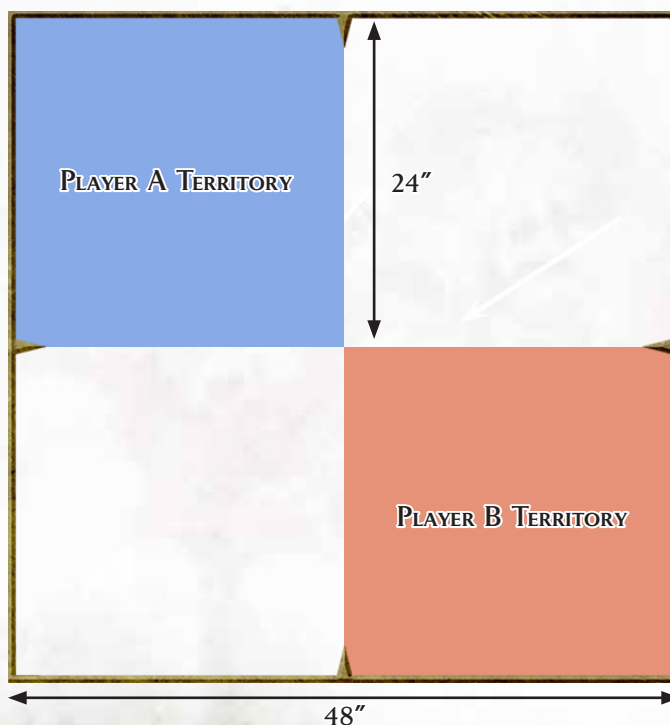
## GLORIOUS VICTORY

The battle continues until one player has no units left on the battlefield, or at the end of the fifth battle round should this occur sooner.

When the battle ends, each player calculates a victory score by adding up the Wounds characteristics of all the models from the opposing army that were slain during the battle. If one player beats their opponent's score by 50% or more, they win a **major victory**. Otherwise the player with the higher score wins a **minor victory**.

## GLORY POINTS

The warband that won the battle receives D3 Glory Points (re-roll a result of 1 if it was a **major victory**). The loser receives 1 Glory Point.



## PATH TO GLORY BATTLEPLAN

# THE MONOLITH

All across the Mortal Realms, champions erect great monoliths to celebrate the deeds they have achieved on their path to glory.

### PATH TO GLORY

Use the Path to Glory Rules.

### SET-UP

One player is the gloryseeker and is attempting to erect a monolith in their champion's honor. The other player is the desecrator and trying to destroy the monolith. Players roll off, and the winner decides if he will be the gloryseeker or the desecrator. The gloryseeker selects his territory and sets up the monolith according to the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

The desecrator gets to choose who takes the first turn.

### THE MONOLITH

The gloryseeker can roll a dice in each of their hero phases, as long as there are any friendly models within 3" of the monolith. Add 1 to the roll if there are more than 10 friendly models within 3" of the monolith. Add another 1 if either a friendly **PRIEST** or your general is also within 3" of the monolith. Keep a note of the cumulative total of these rolls. The monolith's construction is complete when the total is 20 or more.

The desecrator rolls a dice if a unit from their army is within 3" of the monolith in their hero phase. On a

roll of 4 or more the monolith has been knocked to the ground and desecrated.

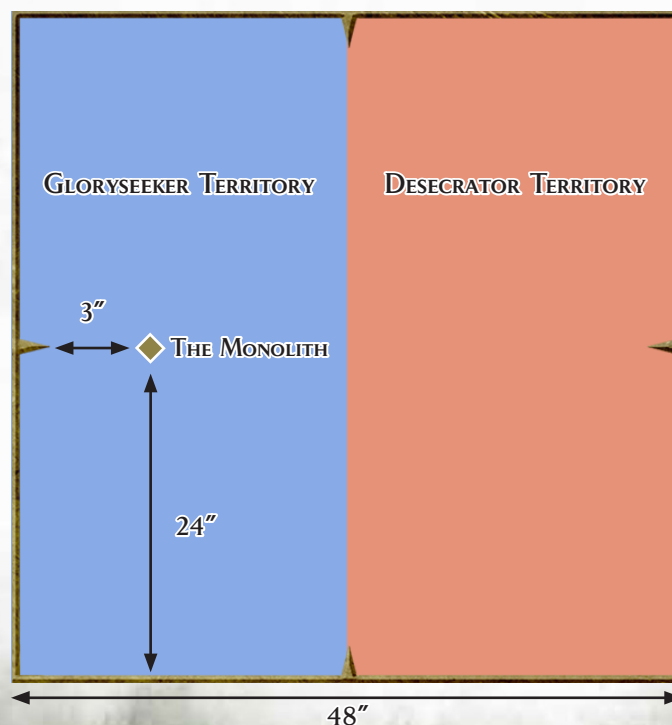
### GLORIOUS VICTORY

The gloryseeker immediately wins a **major victory** if the monolith is completed. The desecrator immediately wins a **major victory** if the monolith is cast down and desecrated.

If the monolith is not erected or destroyed, each player calculates a victory score by adding up the Wounds characteristics of all the models from the opposing army that were slain during the battle. The player with the higher score wins a **minor victory**.

### GLORY POINTS

The warband that won the battle receives D3 Glory Points (re-roll a result of 1 if it was a **major victory**). The loser receives 1 Glory Point.



## PATH TO GLORY BATTLEPLAN

# CORNERED!

A marauding warband has been rampaging through the land, burning and pillaging all that it finds. It has finally been cornered by a larger force that is intent on killing the leader of the raiding party.

## PATH TO GLORY

Use the Path to Glory Rules.

## THE ARMIES

Players roll off, and the winner will command the pursuing force and their opponent will command the marauding warband.

## SET-UP

The player in command of the pursuers must split their warband into a pursuit force and a blocking force. Roll a D3. The result is the maximum number of units that can be deployed in the blocking force. The blocking force is deployed first wholly within the blocking force territory.

Next, the marauders set up their army wholly within the marauder's territory.

Finally, the pursuer sets up the remainder of their army wholly within the pursuer's territory.

Faction terrain is not used in this battleplan.

## FIRST TURN

Roll off to determine who has the first turn. The marauding warband gets a +1 bonus to the roll. Movement that takes place outside of the movement phase cannot be used in the first battle round.

## GLORIOUS VICTORY

The battle continues until there are no marauder units remaining on the battlefield.

The marauding warband scores 1 victory point for each of their units that has escaped. To escape, a unit must be 3" away from enemy units and 1 model must move off the table edge in the movement phase. Marauders score an additional D6 victory points if the champion escapes

with equal or greater than half of their wounds or D3 victory points if the champion escapes with less than half of their total wounds.

The pursuing warband scores 1 victory point for each enemy unit that is slain during the battle. They receive an additional D6 victory points if the champion was slain.

If a player beats their opponent's score by 1-3 points, that player scores a **minor victory**. If a player beats their opponent's score by more than 4 points, that player scores a **major victory**.

## GLORY POINTS

The warband that won the battle receives D3 Glory Points (re-roll a result of 1 if it was a **major victory**). The loser receives 1 Glory Point.

