

# PATH TO GLORY

## AN AGE OF SIGMAR CAMPAIGN

Players will need the *Warhammer Age of Sigmar* rules sheet to fight battles against each other using the warbands they have created. The results of those battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful. The progress of the warband will be recorded on a Warband Roster, an example of which has been included later.

After gaining enough favour in the eyes of your patron, your Champion will be bestowed the boon of ascension and granted a final test. Succeed at the test, and the boon will be affirmed for all time. The first player to win a battle while their Champion has the Boon of Ascension is crowned as the victor of the campaign.

## STARTING A WARBAND

When creating a warband, do not select your army in the normal manner. Instead, your army consists of a mighty Champion battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become more powerful.

To create a warband, follow these steps and record the results on your Warband Roster:

1. Pick a patron deity from the Mortal or Chaos Realms: Khorne, Nurgle, Tzeentch, Slaanesh, Horned Rat, Nagash (Shyish), Sigmar (Azyr), Alarielle (Ghyran), Grimnir (Aqshy), Tyrion (Hyish), Gorkamorka (Ghur), Grugni (Chamon), Malerion (Ulgur). If you are allowed to choose a Mark of Chaos for units in your warband, they must take that of their patron.
2. Next, choose the Champion of your Warband – a HERO warscroll of your choice. Your Champion cannot be an existing unique character from the Old World or the Mortal Realms.
3. Give your Champion a suitably grand and imposing name, and write this down on your Warband Roster.
4. Having named your Champion, the next step is to choose your starting followers. These can be chosen from among all available warscrolls, so long as they contain the same Grand Alliance keyword as your Champion (Order, Destruction, Chaos, Death). The limits to what you can take will be dictated by the *Independent AoS Pool Choices* document<sup>1</sup>; you can take up to **8 Pool Choices** worth of warscrolls (this includes your Champion). Warscrolls with more than one model must take the minimum number of models listed. You can combine identical warscrolls into larger units, but they must be recorded that way on the Warband Roster, and must stay as a unit. Followers can otherwise take any options listed on their warscroll. You can take Warscroll Battalions, but these also take up the listed number pool choices.
  - a. Instead of selecting a pool choice, you may sacrifice a unit to gain 1 Favour Point. You can sacrifice any number of

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<sup>1</sup> <https://dl.dropboxusercontent.com/u/88222296/1%20AoS%20Comp/Independent%20AoS%20Pool%20Document%20v1.41.pdf>

your starting Pool Choice options in this way. *For example, you could choose only 6 pool choices worth of scrolls between your Champion and followers, and gain 2 Favour Points.*

5. Record all of the information about your starting warband on your Warband Roster. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

## FIGHTING YOUR BATTLES

Having created a warband, you can now fight battles with it. These battles will be fought against other warbands taking part in the campaign. You can arrange to fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. There may also be campaign events, where you will be given specific battleplans to play.

The units you use for a game must be from those on your Warband Roster.

Wizards can only summon units from among those on your Warband Roster. In this case, they are not deployed at the start of the game, but are summoned onto the battlefield during the game.

Casualties suffered by a warband during a battle are replaced in time for its next battle. If your Champion is slain in battle, it is assumed he was merely injured or knocked out, and is back to his full fighting strength for you next game, thirsty for vengeance!

## GAINING FAVOUR

All of the players in the campaign are vying for the favour of their patron god. The amount of favour they have received is represented by the Favour Points that the warband has accumulated. Favour can be increased by fighting and winning battles, as described below. As a warband's favour increases, it will also attract additional followers, and their patron god may grant a warband's Champion rewards.

Warbands receive Favour Points after a battle is complete. If the warband tied or lost the battle, it receives 1 Favour Point. If it won the battle, it receives D3 Favour Points. You can reroll a result of 1 on the D3 roll if the warband won a **major victory**. You can reroll this a second time if your warband is also fully painted.

Add the Favour Points you scored to the total recorded on your roster. Once you have won 15 Favour Points, you will have a chance to win the campaign, as described below.

## REWARDS OF BATTLE

As your Champion progresses along the path to glory, they may be gifted with great rewards by the gods... if they are deemed worthy. Unless otherwise stated, after each battle, roll 2D6 and consult the following table. Record each result on your Warband Roster, and re-roll any duplicate results.

## EYE OF THE GODS TABLE

2D6	RESULT
2	<p><b>What the Gods Give...:</b> Your Champion has offended his patron and is punished by being condemned to exile or slavery. Lose D3 Favour Points (to a minimum of 0), and remove all rewards your Champion has gained from this table so far from your Warband Roster. If your warband has another Hero, that model now takes charge and becomes your new Champion (if you do not have any Heroes, immediately create one). Write down your new Champion's name on your Warband Roster ready for the next battle.</p> <p>Of course, your former champion may still have uses – you may immediately add one additional model to one of your units, as close to the same creature type as your now disgraced Champion.</p>
3	<p><b>Unstable Channelling:</b> Roll a dice for the Champion in each of his Hero Phases. On a roll of 1, he suffers painful spasms as he struggles to contain his god's power, and fall writhing to the ground. He cannot move, attack, cast spells or use any abilities until his next Hero Phase. On a roll of 4 or more, he is filled with the power of his deity. You can re-roll hit and wound rolls of 1 for the Champion until his next hero phase.</p>
4	<p><b>Divine Blood:</b> Roll a dice after any wounds are inflicted upon the Champion. On a roll of 2 or more, one enemy model within 1" of the Champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.</p>
5	<p><b>Soulscream:</b> Subtract 1 from the Bravery of enemy units within 3" of the Champion in the Battleshock Phase.</p>
6	<p><b>Divine Patronage (Lesser Reward):</b> Your Champion gains the Lesser Reward from the appropriate Divine Patronage Table below.</p>
7	<p><b>Divine Patronage (Greater Reward):</b> Your Champion gains the Greater Reward from the appropriate Divine Patronage Table below. If you already have that reward, count this as a result of 6 (Lesser Reward) instead.</p>
8	<p><b>Divine Patronage (Exalted Reward):</b> Your Champion gains the Greater Reward from the appropriate Divine Patronage Table below. If you already have that reward, count this as a result of 7 (Greater Reward) instead.</p>
9	<p><b>Voice of the Gods:</b> Add 1 to the Bravery of the Champion. In addition, add 1 to the Bravery of any units from his warband that are within 8" of him in the Battleshock Phase.</p>
10	<p><b>Divine Shield:</b> You can re-roll failed save rolls for your Champion.</p>
11	<p><b>Ascendancy:</b> Roll a dice before a wound or mortal wound is inflicted upon the Champion. On a roll of 6, the wound is negated and is not applied to the Champion.</p>
12	<p><b>Godhood Awaits:</b> Your Champion undergoes divine apotheosis, having been judged worthy of ascendancy, at least temporarily. For your next game only, the Champion becomes the Avatar of his chosen deity. Note that you still need to reach 15 Favour Points to win the campaign.</p>

# DIVINE PATRONAGE

If you roll a Divine Patronage result on the Eye of the Gods Table, look up the appropriate reward on the table below that matches your patron.

## KHORNE

REWARD	RESULT
Lesser	<b>Brazen Will:</b> Your Champion can attempt to unbind one enemy spell in each enemy hero phase. Add 1 to the result of the unbinding roll when he does so.
Greater	<b>Red Rampage:</b> Add 1 to all hit rolls for your Champion if he is within 3" of more enemy models than friendly models when the attacks are made.
Exalted	<b>Slaughterer's Rage:</b> Add 2 to the Attacks characteristic of any melee weapons used by your Champion.

## SLAANESH

REWARD	RESULT
Lesser	<b>Sensory Abundance:</b> You can re-roll one failed hit roll for the Champion in each Shooting Phase and Combat Phase.
Greater	<b>Unnatural Swiftmess:</b> Add 3" to all run and charge rolls for your Champion. In addition, he can pile in within 6" of an enemy unit instead of 3".
Exalted	<b>Bedazzling Assault:</b> At the start of the Combat Phase, roll a dice for each enemy unit within 6" of the Champion. On a roll of 4 or more, add 1 to any hit rolls made for any attacks against that unit in the combat phase.

## NURGLE

REWARD	RESULT
Lesser	<b>Fleshy Folds:</b> Roll a dice for the Champion in each of his hero phases. On a roll of 5 or 6, the Champion heals 1 lost wound.
Greater	<b>Corpulent Mass:</b> Add 1 to your Champion's Wounds characteristic.
Exalted	<b>Cloud of Flies:</b> Subtract 1 from the hit rolls of enemy models that are within 7" of your Champion.

## TZEENTCH

REWARD	RESULT
Lesser	<b>Arcane Vessel:</b> Your Champion immediately heals 1 wound if he or a friendly model within 3" of him successfully casts a spell (whether it is unbound or not). In addition, he heals 1 wound if he is affected by a spell cast by either side. The wound is healed after the effects of the spell have been applied in both cases.
Greater	<b>Warpcraft:</b> You can remove your Champion from the battlefield in any of his Hero Phases and then set him back up anywhere that is more than 7" away from any enemy models. This counts as his move for the following movement phase.
Exalted	<b>Secrets of Sorcery:</b> Your Champion becomes a WIZARD. He can attempt to cast one spell in each of his own Hero Phases, and can attempt to unbind one spell in each enemy Hero Phase. He knows the arcane Bolt and Mystic Shield spells. If your Champion is already a WIZARD, they can attempt to cast one extra spell in each of your Hero Phases, and attempt to unbind one extra spell in each enemy Hero Phase.

## GRUGNI

REWARD	RESULT
Lesser	<b>Defensive Bulwark:</b> Your Champion can re-roll Save rolls of 1 if he has not moved this turn.
Greater	<b>Unmaking:</b> Your Champion may attempt to unbind one enemy spell each turn.
Exalted	<b>Enchanted Metals:</b> Increase your Champion's Rend by 1 for all melee weapons.

## NAGASH

REWARD	RESULT
Lesser	<b>Dread Aspect:</b> Subtract 1 from the Bravery of enemy units that are within 3" of your Champion.
Greater	<b>Minion Mastery:</b> Each time the Champion suffers a wound or mortal wound and there is another DEATH unit from your army within 3", you can roll a dice: on a 5 or 6 the Champion ignores that wound but one of these units suffers a mortal wound in his stead. If you Champion has the <b>Undead Minions</b> ability, the wound is instead transferred on a roll of 3 or more.
Exalted	<b>Necromantic Presence:</b> Roll a dice each time a model is slain by the Champion. On a 2 or more, you can add 1 model to a unit of SKELETON WARRIORS, ZOMBIES, or CRYPT GHOULS within 9".

## ALARIELLE

REWARD	RESULT
Lesser	<b>Tangled Undergrowth:</b> Subtract 1 from the Move value of one enemy unit within 9"
Greater	<b>Lifebloom:</b> If the Champion is within 3" of any wooded terrain feature, he may heal one wound from a nearby model within 9".
Exalted	<b>Wood Strider:</b> If the Champion starts his Hero Phase within a wooded terrain feature, you can remove him from the battlefield and set him back up anywhere within any piece of wooded terrain (including the one he started in). The Champion cannot be placed within 3" of an enemy model, but is otherwise free to act that turn.

## MALERION

REWARD	RESULT
Lesser	<b>Shadow Form:</b> If the Champion is within 3" of any unit of his followers, he may reroll failed save rolls.
Greater	<b>Darkened Spirit:</b> Your Champion may choose one unit of followers within 3". That unit suffers D3 mortal wounds as sacrifice, but your Champion can add 1 to all melee weapon hit rolls until your next hero phase.
Exalted	<b>Flickering Shadows:</b> At the start of the Hero Phase, you can remove your Champion from the battlefield and then set him up again within 2D6" of his previous location.



## SIGMAR

REWARD	RESULT
Lesser	<b>Lightning Strike:</b> Instead of setting up your Champion on the battlefield, you can place it to one side and say that it is set up as part of your army in the Celestial Realm. In any of your Movement Phases, you can transport your Champion to the battlefield, more than 9" from any enemy models. This us their move for that Movement Phase.
Greater	<b>Crackling Nimbus:</b> If your Champion is within 3" of one of this follower's units, he can reroll hit rolls of 1. If there are two or more units within 3", he can reroll wound rolls of 1 also.
Exalted	<b>Chosen of Sigmar:</b> The first time your Champion loses his last wound and is removed from the battlefield, roll a dice. On a 5 or more he can be placed back onto the battlefield, more than 9" away from the closest enemy model, with 1 wound remaining.

## GORKAMORKA

REWARD	RESULT
Lesser	<b>Thirst for War:</b> At the start of the battle, your Champion nominates one enemy HERO MODEL to become his quarry. Re-roll results of 1 on the charge roll when charging this model.
Greater	<b>Bestial Charge:</b> Roll a dice each time your Champion finishes a charge move. On a 4 or more, pick and enemy unit within 1" of the model; that unit suffers a mortal wound. If your Champion also has the Ogre Charge ability, this roll increases to 3 or more.
Exalted	<b>I'z Betta Den Yoo:</b> Your Champion may add 1 to hit rolls when within 10" of another HERO from his army. This stacks with the <b>I'm Da Best</b> ability.

## GRIMNIR

REWARD	RESULT
Lesser	<b>Unnerving Fury:</b> Enemy units within 3" of your Champion must reroll results of 1 on Battleshock Tests.
Greater	<b>Eager for Carnage:</b> Your Champion may re-roll run and charge rolls.
Exalted	<b>Ancestral Instincts:</b> Your Champion adds 1 to wound rolls against MONSTERS.

## TYRION

REWARD	RESULT
Lesser	<b>Inspiring Light:</b> Select one unit of followers within 3" of your Champion. They may roll two dice for their next Battleshock Test and pick the lowest.
Greater	<b>Magical Nimbus:</b> WIZARD followers within 12" may add 1 to their casting rolls.
Exalted	<b>Imbued Weapons:</b> Increase the range of all weapons carried by your Champion by 1". This does not apply to his mount, if any.

## THE HORNED RAT

REWARD	RESULT
Lesser	<b>Rat-Race:</b> Pick one of the following keywords: MOULDER, PESTIENS, ESHIN, SKRYRE, VERMINUS. All follower units with this keyword within 9" of your Champion may add 1 to their Bravery.
Greater	<b>Stab-stab:</b> Pick one attack made by your Champion. If your Champion is within 1" of a friendly follower unit, add 1 to the damage of this attack.
Exalted	<b>Musk of Prudence:</b> Your Champion may run after making a retreat move.

# LESSER GLORY TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will be rewarded with gifts from the gods. After each battle, you can choose to take one of the following options:

1. **Additional Followers:** More followers flock to your Champion's banner. You can increase your maximum pool choice limit by 1.
2. **Blessed Followers:** Those who have stood with your Champion begin to feel the gaze of the gods upon them. Pick a unit in your warband, then make a roll on the Lesser Glories Table. Make a note of the result on your Warband Roster. If you roll a result the unit has already received, roll again until you get to a different result.

## LESSER GLORIES TABLE

2D6	RESULT
1	<b>Sworn Disciples:</b> Once per battle, in your Hero Phase, you can declare that this unit will prove their devotion to your Champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
2	<b>Ritual of the Acolytes:</b> Once per battle, in your Hero Phase, this unit can enact a ritual which protects them with a glowing nimbus of light, or flickering shadow. The unit receives the benefits of being in cover until the start of your next turn.
3	<b>Avatars of Divine Fury:</b> Once per battle, in your Hero Phase, this unit can attack as if it were the shooting or combat phase. This does not stop it from attacking again later in the same turn.
4	<b>Adepts of the Hidden Path:</b> Once per battle, in your Hero Phase, this unit can step through a tear in reality. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following Movement Phase.
5	<b>Devotees of the Holy Rites:</b> Once per battle, in your Hero Phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
6	<b>Twice-blessed Followers:</b> Roll twice on this table. Re-roll further rolls of 6.

# WINNING THE CAMPAIGN

In order to win the Path to Glory campaign, your Champion must first reach 15 Favour Points, become an Avatar, and then win a battle.

You can temporarily become an Avatar by getting lucky on the Eye of the Gods Table. But to become one permanently, you need to reach 15 Favour Points.

When your Champion becomes an Avatar; their warscroll is replaced with a more suitable representative of their chosen gods' power (see the table below). Your Champion will retain any of the boons he had received from the gods when he was a mere mortal.

Preferably, you would also replace your Champion model with something more suitable. However, if this is not possible, it is assumed that all your Champion's newfound power is somehow contained inside his mortal vessel!

You must then fight and win one more battle using your Ascended Champion as the leader of your warband in order for you to be affirmed amongst the ranks of the immortals and win the Path to Glory.

If the next battle you fight is tied or lost, you do not receive any Favour Points – just keep on fighting battles until you either win the campaign... or another player wins first!

DEITY	AVATAR WARSCROLL CHOICES
Khorne	Daemon Prince of Khorne, Khorne Bloodthirster
Nurgle	Daemon Prince of Nurgle, Great Unclean One, Maggoth Rider (any), Tamurkhan
Slaanesh	Daemon Prince of Slaanesh, Keeper of Secrets
Tzeentch	Daemon Prince of Tzeentch, Lord of Change
Nagash	Mortarch (any), Settra
Alarielle	Durthu, Orion, Alarielle
Malerion	Morathi, Helebron, Malekith
Sigmar	Celestant-Prime, Lord Kroak, Karl Franz
Gorkamorka	Grimgor Ironhide, Giant, Gorbak, Azhag
Grugni	High King Thorgrim
Grimnir	Ungrim Ironfist, Drazhoath the Ashen
Tyrion	Tyrion, Teclis
The Horned Rat	Thanquol and Boneripper, Skreetch Verminking, Verminlord (any)

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