

PATH TO GLORY  
**DAWNBREAKER**



Unofficial Age of Sigmar  
**Narrative Event**  
**Supplement**



# DAWNBREAKER PIONEERS

*Ahead of the vast Dawnbringer Crusades come the outriders and pioneers scouting new territories and kingdoms for the grand host that follows. So immense are the Dawnbringer Crusades that Dawnbreakers might have many months or years of isolation in these fledgling lands before the mighty armies arrive to make them secure.*

*It is in these trying times, so far from the mighty armies of Sigmar that many seek to lay their own claim to freshly found lands that they might rule as nobles and warlords, ambition an ever present enemy of civilised conduct.*

## THE TEAMS

- Each Team combines 4 separate players Path to Glory roster, starting at 750 Points per player at the beginning of the Event
- Each Player maintains their own Order of Battle with the exception of TERRITORIES and QUESTS
- Each player benefits from ALL territories held by their team when making their army
- A Team may pick a single quest from the event pack per Tournament round
- Whilst factions may be duplicated no two players within a team may duplicate warscrolls on their Order of Battle
- Teams may not have duplicate Artefacts of Power or Battalions within their Order of Battle/Vault
- Players fight as individual armies, but may never fight against a member of their own team in the duration of the event.
- Victory conditions for the event are determined as a team so pick your battles well
- No UNIQUE warscrolls may be used in the Event
- Each Player is issued 5 Coins Mallus for the duration of the event, these are won or lost in battles or may be bartered to fight on a chosen territory
- Teams may be drawn from Allegiances that may not traditionally ally

## THE TABLES

For the durations of the event there will be 12 territories each depicting one of the 6 core territories detailed below, a team may not challenge for more than 1 of the same type of territory per Tournament Round.

Once successfully seized the team holds and must defend that territory, with winners remaining on the tables to stake their claim whilst losers are banished back into the Barren Wastes to challenge anew in the next tournament round.

The territory types being used for this event are as follows:

Territory	Table
Old Keep	1
Old Keep	2
Wild Lands	3
Wold Lands	4
Forgotten Mine	5
Forgotten Mine	6

Territory	Table
Arcane Waypoint	7
Arcane Waypoint	8
Sacred Site	9
Sacred Site	10
Small Settlement	11
Small Settlement	12

All models used for the duration of the event, including those purchased through Glory Points and any upgraded mounts allowed by players Battletome must be fully assembled, painted and based.

Conversions are encouraged.





# TOURNAMENT FORMAT

## ROUND BEGINS

### The War Council

Teams can use this time to spend glory based on their teams current territory holdings within the tournament, select a single quest for the coming battle round and plan out where they will defend or attack in the coming round.

- Spend Glory (Based on territories held)
- Select Quest (All players in a team must follow the same quest, custom to tournament)
- Plan Attacks

### Submissions of Intent

All teams must submit their current glory spending, quests and intent on which held territories they will keep, which will be abandoned and where each player in their team intends to fight. Once the team have a full list of players intent if more than 4 players have expressed the intent to fight in a single territory type each attacker will be given the opportunity to barter a Coin Mallus to boost their own chance to fight there. If no players barter a Coin, or more attackers do than can fight that round the attacking players must dice off, with the losers being allocated to a vacant table to fight for that territory instead.

- Submit intent card (glory spending, quest, attacks) and Order of Battles for each team member for verification
- Resolve any player excess for any one territory
- Players move to tables

### The Battle

Players exchange lists, detailing any current injuries and casualties.

Players resolve a Path to Glory battle as per the scenario for the table being fought on.

### The Aftermath

Both players determine Glory and Renown for their opponent based on the Scenario

Both players determine any new injuries or casualties for their opponent

Successfully defended territories not all read upgraded are upgraded.

Victor claims 1 of the losers Coin Mallus (if any are remaining)

Submit results card

Losing player banished to the Barren Wastes

## ROUND ENDS



# VICTORY CONDITIONS

At the start of the Dawnbreaker Path to Glory each player is issued with 5 Coins Mallus, these represent their currency within the event and symbolise their noble right to stake claim to new provinces within the region against lesser lords and would be king.

Each Victory over another player allows you to seize a single of their Coins Mallus, if they have any remaining to take (*See Bartering in the Submissions of Interest*)

After 5 Tournament Rounds the journey of the Dawnbreaker Pioneers is at its end, and team compile their final tally for the resolution of the event.

The Victory conditions are as follows:

**Territories held + Coins Mallus Held + Total Renown score = Player Result**

**By Combining all 4 team members Player Results the Team Result is determined.**



# DEFENDING TERRITORIES

After the first Battleround many players will have seized territories for their team, representing fledgling settlements and landholdings of these ambitious nobles. Until a territory is taken from them those players must continue to defend it, or choose to abandon the territory to stake a claim to another, no player can own more than a single territory at end one time, though may benefit from all territories owned by their team in the War Council stage.

When defending a territory players gain a once per battle effect (With the exception of Small Settlement) to represent their hold over the region, better securing it for their own troops and harrying those interlopers who would seek to take it from them, these are specific to the territory and are as detailed below:

## OLD KEEP

### ACTIVE ABILITIES

Once per Battle, when using the **Heroic Leadership** heroic ability, you may reroll failed rolls for the duration of the battle.

## WILD LANDS

### ACTIVE ABILITIES

Once per Battle, a friendly **Monster** may use a Monstrous Rampage already used by a friendly **Monster** that phase.

## FORGOTTEN MINE

### ACTIVE ABILITIES

After both sides have setup you may declare your sappers have tunnelled beneath a single Terrain feature, if you do so that Terrain feature is **Deadly** in addition to any other effects it has.

## ARCANE WAYPOINT

### ACTIVE ABILITIES

Once per battle you may a single friendly **Wizard** may attempt to cast 1 additional spell in your Hero Phase.

## SACRED SITE

### ACTIVE ABILITIES

Once per battle you may a single friendly **Priest** may attempt to chant 1 additional prayer in your Hero Phase.

## SMALL SETTLEMENT

### ACTIVE ABILITIES

One of your units may march to battle bearing the coat of arms of your vassal settlement, for the duration of the battle add 1 to this units Bravery Characteristic

## UPGRADING TERRITORIES

If a player successfully Defends a territory it is upgraded (no Glory cost is paid for the upgrade), once upgraded the Territory remains so for the duration of the event even if later abandoned or seized by another player (though the benefits are only gained by whichever Team hold the Territory)

## ABANDONING TERRITORIES

A player holding a territory may declare in the Submissions of Interest phase that they will be abandoning it, if they do so from the following Tournament Round their team loses the benefit of the territory.

If a player abandoned their territory they are free to challenge for another territory in the same manner as other players, additionally if two players fight for a territory that has been abandoned in the same round neither player is considered to be defending it.



# ADVANCED INJURY TABLES

The Advanced Injury Table is in use in a Path to Glory: Dawnbreaker Event during the After Battle Sequence instead of using the Injury table for Heroes located in the Age of Sigmar corebook.

## Healing Injuries

In the War Council Sequence, a player may have a single Hero declare they are consulting a Healer, Wiseman, Shamans or Bone Sculptor to heal ailments they sustained earlier in the Event. If they do so removed D3 Renown from that Hero select one existing Injury that Hero currently suffers from and roll a D6, on a 4 or more that injury is removed. On a 1 however immediately roll for a fresh injury for that Hero.

## D66 INJURY TABLE

### 11-16 Dead

*This Heroes tale has come to a tragic end, perhaps as their light burns out a brighter one might take its place. For now however the realms are a much darker place.*

Remove this **Hero** from your Order of Battle.

### 21-22 Lasting Wound

*Though their legend grows, battle has taken a toll on this hero that shall never truly be recovered.*

Permanently reduce this **Heroes** Wound Characteristic by 1. If this injury is applied for a second time treat it as Dead instead.

### 23-24 The Slow Rot

*Death would have been a mercy, instead this malignant wound slowly eats away at the hero. In time it will claim them, we can only hope they have lived a good life first.*

This **Hero** may not be Healed by any means during a battle.

### 25-26 Soul Sickness

*Deathly energies now permeate this Heroes soul, threatening to drag it down to the underworlds. Should its defences weaken even for a moment their malign influence takes hold.*

At the end of the Battleshock Phase in any turn in which this **Hero** suffered any unsaved wounds roll a D6, on a 4+ this model suffers an additional Mortal Wound.

### 31-32 Blind in One Eye

*The blow could easily have removed the head entirely, so perhaps it was lucky it simply plucked eye from socket. Though maybe give it a while before positing that thought to this hero.*

Subtract 1 from Hit Rolls for attacks made by this **Hero** in the Shooting and Combat Phase, this does not apply to any attacks made by a Mount.

### 33-34 Injured Limb

*Injured, entirely removed... battle is a dangerous place.*

Subtract 1 from Wound Rolls for attacks made by this Hero in the Combat Phase, this does not apply to any attacks made by a Mount

### 35-36 Arrogant

*Too often this once glorious hero blames their loss upon others who sought to take command. Now none may lead whilst he remains standing lest their weakness get in his way.*

Whilst this **Hero** is on the Battlefield, no other friendly **Hero** may use the Heroic Leadership heroic ability.

### 41-42 Reckless

*Surviving a mortal blow has left its mark on his heroes psyche, believing themselves to be untouchable.*

This **Hero** may not issue or receive the All out Defence command ability.

### 43-44 Blood Drunk

*There is a sickness of the soul that grows rampant on the field of battle, those upon whom it takes root find themselves unable to tear away from the battle haze.*

This **Hero** may not make Retreat moves.

### 45-46 Cowardly Reputation

*Word has begun to spread that more often than not this hero seemingly falls to injury only to crawl out of their hiding hole when the battle ends.*

Subtract 1 from the Bravery Characteristic of friendly units within 6 inches of this **Hero**.

### 51-52 Forgetful

*Nightmares plague this once keen strategist, even the rare peace of mind they once found is gone. In the heat of battle too often their own thoughts threaten to overwhelm them*

At the start of your Hero Phase, roll a d6. On a roll of a 1 you immediately remove 1 Command Point.

### 53-62 Fully Recovered

This injury roll has no effect

### 63-66 Legendary Tale

*Though others would have fallen to such wounds or fled to safer lands, this Hero returns from the battlefield adorned with scars that tell their heroic tales.*

Add D3 to this Heroes Renown.

# ARMY ROSTER

PLAYER NAME	FACTION	REALM OF ORIGIN
ARMY NAME	SUBFACTION	STARTING SIZE

QUEST LOG		GLORY POINTS
Current Quest:		
Quest Reward:		
Quest Progress:		

STRONGHOLD		ACHIEVEMENTS
Name:	Battles Fought:	
Barracks:	Victories Won:	
Imposing:	Quests Completed:	
Mighty:	Enemy Heroes Slain:	

THE VAULT			
BONUS ARTEFACTS OF POWER		BONUS UNIQUE	
1.	1.	1.	
2.	2.	2.	
3.	3.	3.	
4.	4.	4.	
5.	5.	5.	
6.	6.	6.	
BONUS SPELLS	BONUS PRAYERS	ENDLESS SPELLS	BATTALIONS
1.	1.	1.	
2.	2.	2.	
3.	3.	3.	
4.	4.	4.	
5.	5.	5.	
6.	6.	6.	

TERRITORIES		
STRONGHOLD TERRITORIES		
Name	Territory Type	Upgraded
IMPOSING STRONGHOLD TERRITORIES		
Name	Territory Type	Upgraded
MIGHTY STRONGOLD TERRITORIES		
Name	Territory Type	Upgraded



# ARMY ROSTER

ORDER OF BATTLE LIMITS		OTHER UNITS							
		Name	Warscroll	Veteran Abilities	Reinforced		Casualty Score	Renown Points	Points
TOTAL UNITS									
HEROES									
MONSTERS									
WAR MACHINES									
WIZARDS									
PRIESTS									
Reinforced Units									
Allies									

