



ATL  
WAR



# WARPATH

## CAMPAIGN HANDBOOK

AGE OF SIGMAR

SEASON 5





## SEASON 5: WARPATH

The Season of the Beast continues, with armies of thousands striking out into the wilderness. From the bastions of Order, the valiant Stormcast Eternals escort Dawnbringer Crusades, following mystical ley lines in search of prime building locations. Rallied by the proclaimed Earthquake God Kragnos, the forces of destruction push back against this civilization, tearing down false idols to Sigmar.

As these two powers clash, more forces arrive to the Ghurish lands of Thul'Kimia. Inspired by frenetic visions, the Skaven begin constructing bizarre machines over the ley lines, sapping their power into Warpstone devices. Deep in the northern jungles, the Maggotkin wage a war of attrition with the Darkoath tribes and Sylvaneth groves that follow a single, massive river, while in the east, bands of Slaanesh seekers raid both Khornite battle-camps and Ogor stampedes. At every battlefield, the servants of Nagash raise terrible armies to supplement the expedition forces of the Ossiarch Empire, while secretly playing to the goals of their vampyric masters.

**This is a path to glory, written in blood and sealed by fire.**

### A CAMPAIGN OF GIGA PROPORTIONS

While we encourage and love the use of this supplement in the community worldwide, please be aware that consideration for raffle prizes and other drawings will be based on games played at the store.





# THE PATH TO GLORY AT GIGA-BITES

Except where listed below, the 2022 Giga-Bites Path to Glory league uses the same rules for Path to Glory as found in the Core Rules (pg 304). In addition, any White Dwarf or errata supplements that would change how a faction functions in relation to Path to Glory may be applied during this league.

If a faction receives a new Battletome during this League, that player may elect to continue with their previous Battletome, or use the new one. However, a player cannot alternate between them.

## Step 1 - Choose Your Faction

These cannot be changed during the league! You will have a chance to change factions between League 1 and League 2 if desired. Note that this does lock not your faction into a single subfaction (Hammers of Sigmar, Mithaven, etc) however for thematic purposes, we encourage you to tell a story of a single group of warriors - after all that's the fun of the P2G system!

## Step 2 - Choose Starting Size and Starting Territories

For this league, you will be starting at the Vanguard level. However, as some factions have difficulty fielding a force at that point level, you may play your first games at the 1k level if both players agree beforehand.

Starting Size	Starting Territories	Points Limit	Unit Limit	Starting Glory Points
Vanguard	1	600	6	5

## Step 3 - Battle for Glory!

Unlike previous leagues, much of the record-keeping falls on the player-side in a Path to Glory. You'll find a form at the end of this booklet to help you keep track of everything.

But what would a Giga-League be without fabulous prizes? Each week, 1-2 players (depending on league size) will be randomly selected to receive a Giga-gift. In order to be eligible for this drawing, you must:

- Have played at least one AoS P2G game at Giga-Bites Cafe that week (rollover is each Monday)**
- Be a current League Member (aka you paid to play in this league)**

Please note that multiple games played do not mean multiple entries, so you only need to record the one!

**Game recording can be done at [Atlantawarhammer.com/Season5](http://Atlantawarhammer.com/Season5)**



# RULES CHANGES AND UPDATES

The following updates are to be used in correlation with the Core Rules for Path to Glory, however, rules listed here supersede the original rule set.

## Aftermath Sequence

If a roll of 2-3 is generated for an injury roll, treat this result as a 6 instead (Major Injury).

## Changing of the Guard

If you decide to nominate a new Warlord unit during the league, follow the rules under the Death of Your Warlord section in the Core Rules (pg 316). The HERO that will be the new Warlord must not have previously been a Warlord and must follow all of the basic rules for creating a Warlord.

## Unique Characters

While unique characters are technically allowed in PtG storylines, their appearance is more than rare. We encourage all of our players to come up with their own warlord's story! The following restrictions apply to UNIQUE warscrolls.

- Only one UNIQUE warscroll may ever be included in your army at once.
- Lists that contain a UNIQUE warscroll may not include allies or mercenaries.
- In the Aftermath Sequence, roll a D6 for each UNIQUE warscroll in your army. Subtract the number you rolled from the Glory Points earned in this battle.

## Legal Battleplans

Battleplans in the CORE Book, GHB 2021, and this document are all appropriate for this campaign. In addition, most battletomes include faction-specific battleplans; we encourage you to try these out!

## Proxies

All proxies must be cleared with your opponent first, and remember, it's always polite to explain what they are supposed to be representing.

## A Grand Narrative

We highly encourage players in this league to explore the narrative capabilities of this setting. Is your army venturing forth to cleanse the lands, or despoil them? Do you seek glory, fortune, or simply survival? Was a recent win a crushing victory, or do your troops feel the weight of their progress?

Please feel free to utilize the Path To Glory Narrative discord channel (link on AtlantaWarhammer.com) to tell your amazing tale! You never know what elements will influence future leagues and tournaments...





# ADDITIONAL QUESTS

These quests can be taken in lieu of one from another supplement.

<b>The Grand Alliance</b>	<p><b>There is no army that can stop you, in any realm.</b> At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if your opponent belongs to a different Grand Alliance than your own.</p> <p>Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you gain 20 glory points.</p>
<b>Relentless Conquest</b>	<p><b>You seek out new forces to test your strength against in glorious combat.</b> At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if your game took place against an opponent you have not played a game against in this league.</p> <p>Once you have gained 5 or more quest points, you complete this quest. When you complete this quest, you gain 20 glory points.</p>

# ADDITIONAL ARTEFACTS

These artefacts may be added to your vault as quest rewards only (you cannot start with them in your vault or in a list).

<b>Imperious Lion's Mane</b>	<p><b>The jeweled eyes on this golden pelt glimmer with a sinister power.</b> Once per game at the start of either the hero or combat phase, you may say that the wearer of this artefact will unleash it's terrible glory.</p> <p>If it is the hero phase, you may add 1 to casting rolls for friendly WIZARDS wholly within 12" of the HERO carrying this artefact.</p> <p>If it is the combat phase, subtract 1 from attack rolls that target the HERO carrying this artefact, and in addition, this HERO gains a 5+ ward until the end of the phase.</p>
<b>Shadowvine Whip</b>	<p><b>This ethereal whip splits and lengthens, entangling enemies in its grasp.</b> At the start of the combat phase, you can pick one enemy HERO unit that is within 3" of the wielder of this artefact. Roll a die, on a 2+, subtract 1 from the Attacks characteristic of all melee weapons used by the enemy HERO. On a 6, subtract 1 from the Attacks characteristic of all melee weapons used by the enemy HERO, and also subtract 1 from hit rolls made by that HERO until the end of the phase</p>
<b>Aqua-Ghyranis Sphere</b>	<p><b>Procured by a Soulbound, this infused water can heal deadly wounds.</b> At the start of any phase, you may say that the bearer of this artefact will drink it's contents. Roll a die: on a 1-5, this unit heals D3 wounds. On a roll of 6, remove all wounds allocated to the bearer, and this artefact may not be used for the remainder of the battle.</p>



# SUPPLY AND DESTROY

Two armies clash over a spiderweb of Skaven engineering and arcane ruins, each hoping to activate the bizarre machines for their favor. There is a power here that can be claimed by only the mightiest, bravest, and luckiest of warlords.

## The Armies

Each player picks an army and then they roll off. The winner chooses which player is the attacker and defender.

## The Battlefield

This battlefield is meant to represent a monstrous Skaven fortress built over crossing leylines. As such, feel free to create a board that tells this story!

## Deployment

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units as outlined in the Core Rules, wholly within their own territory.

## Bonus Renown

Each friendly unit that is on the battlefield at the end of the fifth battle round gains 1 renown point. If that unit is within 12" of an objective, it gains an additional renown point.

## Special Conditions

During each player's hero phase, if that player has at least one HERO unit with a wounds characteristic of 10 or less wholly within 3" of a non-prime objective, they may say that this hero will attempt to turn on the Warpstone machine. Roll a die and consult the table below. Only one HERO may perform this action in that player's hero phase.

Die	Effect
1	The Warpstone device explodes. Roll a die for each unit within 12", on a 1 nothing happens. On a 2-5, they suffer D3 mortal wounds. On a 6, they suffer 3 mortal wounds. After determining damage, remove this objective marker from the game.
2	The device vents scalding warp energy into the sky. The closest Friendly HERO unit suffers one mortal wound.
3-4	The Warpstone device functions as intended. The player who activated it gains 1 VP.
5	The Warpstone device produces more than expected. The player who activated it gains two VP.
6	Warpstone and arcane energy combine into a font of power. The player who activated it gains 2 VP, in addition, roll a die for each unit within 6" of the objective. On a 3+, that unit may heal up to 3 wounds. Note that this ability cannot be used to return slain models to a unit.

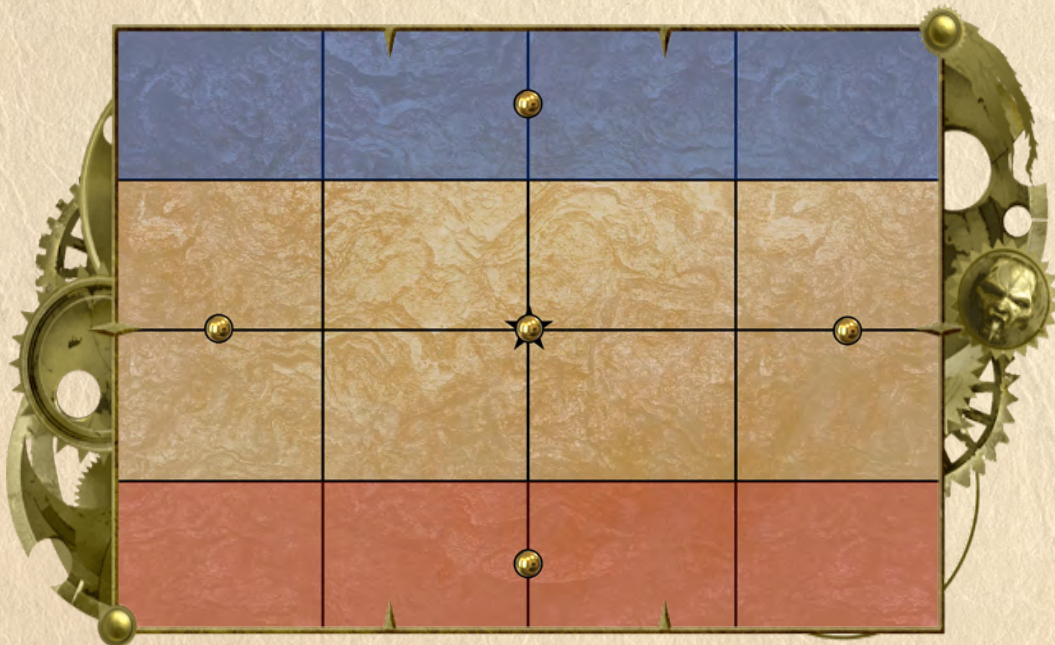
## Victory Points

Each player scores victory points at the end of each of their turns as follows:

Score 1 victory point for each non-primary objective that you control.

Score 2 points if you control the prime (center) objective.

Score 2 victory points if you completed the battle tactic you picked that turn.





# HIRED GUNS

Led by a young Tyrant named Bullog, an opportunistic band of Ogors has taken control of a nearby ridge, garrisoning it with cannons. The depleted warpstone stored below is of no use to them, but their deadly fire can be directed...for a price.

## The Armies

Each player picks an army and then they roll off. The winner chooses which player is the attacker and defender.

## The Battlefield

Each player should take turns placing scenery until both are satisfied with the appearance of the board.

## Deployment

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units as outlined in the Core Rules, wholly within their own territory.

## Bonus Renown

Each friendly unit that is on the battlefield at the end of the third battle round gains 1 renown point.

## Special Conditions

### Bullog's Favor

A player may choose to perform this action instead of a Heroic Action during their hero phase. Roll a die. On a 3+, they may select one enemy unit on the battlefield that does not have the HERO keyword. That unit suffers D3 mortal wounds.

### Bullog's Amusement

At the beginning of each turn, before player order is determined, roll a die and consult the chart below. The following effect takes place immediately.

Die	Effect
1	<b>This brawl is borin' me!</b> - A hail of cannonfire peppers the battlefield. Roll a die to select a quadrant of the battlefield (red number). A roll of 1 or 6 is rerolled until a result 2-5 is achieved. Then, roll a die for each unit that has at least one model wholly within that quadrant. On a 1-3, nothing happens. On a 4 or higher, that unit suffers D3 mortal wounds.

Die	Effect
2	<b>Git movin' you meatbags!</b> - Ogors aim to 'encourage' a quicker battle. Add 1 to run and charge rolls this turn.
3-4	<b>Oy that's a big un!</b> - Cannons take aim at the largest combatants. Each player may select one MONSTER on the battlefield. That unit suffers D3 mortal wounds.
5	<b>Blacken the skies!</b> Gunpowder and flash create a terrifying miasma. In the battleshock phase, if any units would flee from battleshock, add D3 to the number of units that flee.
6	<b>You think yer big?</b> An Ogor seeks to prove his worth by striking a wounded foe. Roll a die for each HERO unit that currently has wounds allocated to them equal to or greater than half of their wound characteristic, rounded up. On a 6+, that HERO is slain.

## Victory Points

Each player scores victory points at the end of each of their turns as follows:

Score 1 victory point for each objective that you control.

Score 1 additional victory point if you control more objectives than your opponent.

Score 2 victory points if you completed the battle tactic you picked that turn.

## Grand Strategy

Each player scores 3 points at the end of the battle if they completed their grand strategy.





# THE PASSAGE OF CHIMES

Deep within the jungles of Ghur lie a deserted temple to a long-dead god of luck and wealth. A savvy warlord could make a great fortune here, if the shadows of the ruins don't end their ambitions in violent fashion.

## The Armies

Each player picks an army and then they roll off. The winner chooses which player is the attacker (red) and defender (blue).

## The Battlefield

Each player should take turns placing scenery until both are satisfied with the appearance of the board. For this scenario, it is recommended that the center of the board contain a large flat structure such as the Sigmarite Dias, to represent the temple altar.

## Deployment

The attacker must set up the entirety of their army, one at a time, wholly within their own territory and more than 6" from enemy territory. Afterwards, the defender follows the same steps. Note that each 'half' of the defender's territory should include at least one unit at the start of the game.

## Bonus Renown

Each friendly unit that is on the battlefield at the end of the third battle round gains 1 renown point.

## Special Conditions

### Luck of the Swift Approach

The attacker decides who will take the first battle round.

### Fortune Points

Fortune Points, referred to as FP, are gained in the following ways.

- Whenever a friendly HERO you control slays an enemy HERO, gain 2 FP.
- Whenever a friendly non-MONSTER unit you control slays an enemy unit, gain 1 FP.
- At the end of each round, a player gains 2 FP for each objective they control.

In addition, once per turn, at the end of the movement phase, a player who controls a friendly HERO unit within 3" of an objective may roll a D6 and gain that many FP. Note that only one HERO per objective can activate this ability, but any number of HERO units may activate this at the same objective.

## Entreat Luck

At the beginning of each hero phase, both players may secretly bid a certain amount of FP as tribute to the deity of luck. Each player may bid any amount of FP. Each player then reveals the amount they bid simultaneously. The player who bid the most gains access to the following command ability, which can be used by any HERO in that player's army.

After bidding, the player who won the bid loses all of the FP that they bid. The player that lost the bid loses half of the FP they bid, rounded up.

Phase	Effect
HERO	Add 1 to cast, unbind, and dispel rolls for friendly WIZARDS during this phase. In addition, each friendly unit heals 1 wound (this cannot return slain models).
MOVE	Add 1 to run rolls during this phase. In addition, no enemy models can issue or receive the Redeploy command.
SHOOT	Increase the range of any missile weapons wielded by friendly units by 3". In addition, you may select one friendly unit on the battlefield that is more than 6" from any enemy unit. That friendly unit adds +1 to wound for the remainder of the phase.
CHARGE	You may reroll all charges during this phase.
COMBAT	You may select up to D3 friendly units that are within 3" of any enemy units. Those units can immediately make a retreat move, if able.
BATTLESOCK	Friendly units do not take battlesock tests during this phase.



## Victory Points

Each player scores victory points at the end of each of their turns as follows:

Score 1 victory point for each objective that you control.

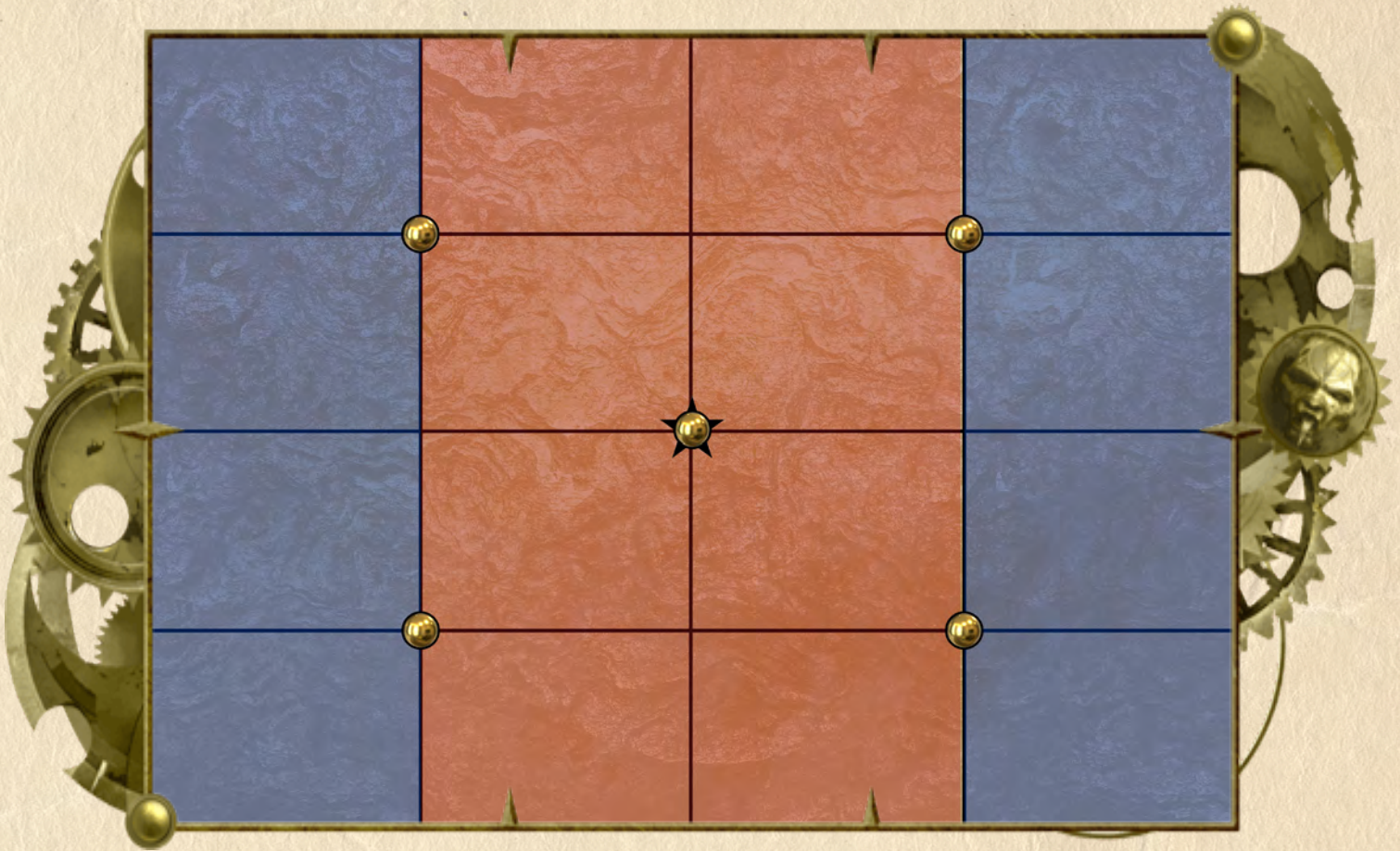
Score 1 additional victory point if you control more objectives than your opponent.

Score 2 victory points if you completed the battle tactic you picked that turn.

After the final battle round, players may also exchange FP for VP, at a rate of 3 FP for 1 VP.

## Grand Strategy

Each player scores 3 points at the end of the battle if they completed their grand strategy.





## PATH TO GLORY ROSTER

Player Name		Faction		Realm of Origin	
Army Name		Subfaction		Starting Size	

### QUEST LOG

Current Quest	
Quest Reward	
Quest Progress	

### GLORY

### STRONGHOLD

Name	Type
	Imposing <input type="checkbox"/>
Barracks	Mighty <input type="checkbox"/>

### ACHIEVEMENTS

Battles Fought		Quests Completed	
Victories Won		Enemy Heroes Slain	

### TERRITORIES

Bonus Artefacts of Power		Bonus Unique Enhancements	
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	
6.		6.	
Bonus Spells	Bonus Prayers	Endless Spells/Invocations	Battalions
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	Triumph	4.
5.	5.	1.	5.
6.	6.		6.

Stronghold Territories		
Name	Territory Type	Upgraded
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
Imposing Stronghold Territories		
Name	Territory Type	Upgraded
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
Mighty Stronghold Territories		
Name	Territory Type	Upgraded
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

## ORDER OF BATTLE

### WARLORD

Name	Warscroll	Command Trait	Core Enhancements/Notes	Injury	Renown Points	Points

### HEROES

Name	Warscroll	Command Trait	Core Enhancements/Notes	Injury	Renown Points	Points

### UNIT LIMITS

Total Units	
Heroes	
Monsters	
War Machines	
Wizards	
Priests	
Reinforced Units	
Allies	

### OTHER UNITS

Name	Warscroll	Veteran Abilities/Notes	Reinforced		Casualty Score	Renown Points	Points
			<input type="checkbox"/>	<input type="checkbox"/>			
			<input type="checkbox"/>	<input type="checkbox"/>			
			<input type="checkbox"/>	<input type="checkbox"/>			
			<input type="checkbox"/>	<input type="checkbox"/>			
			<input type="checkbox"/>	<input type="checkbox"/>			
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