

PATH TO GLORY
AGE OF
UNIFICATION

Long before Terra was Holy it stood divided.
Now come the Unification Wars



Unofficial Unification Wars
Narrative Campaign
Supplement

The following rules may be used to enhance your Path to Glory experience when playing an Age of Unification Campaign, these are unofficial rules designed to be used alongside the Age of Sigmar Path to Glory system.

PATH TO GLORY - AGE OF UNIFICATION

ENTER THE UNIFICATION WARS

For centuries in the Age of Strife humanity has found itself cut off, isolated from the greater galactic empire it once lay claim to. In these testing times rather than come together for the good of Terra its populace have descended into bitter rivalry as they consume one another for what precious land and resources can be scoured from the homeworld.

As geneecrafting and radioactive fallouts from bitter conflicts pushes the species to the extremes, psykers become more commonplace be they willing or enslaved to the armies with which they fight. Phosphex, Thermonuclear weapons and Chemical Warfare all seek to choke the last vestiges of life from Terra Divided.

*Nation turns against nation,
Demagogues rise up seeking power in exchange for false promises of salvation,
Madness drives the Techobarbarians to loot and destroy.
And somewhere, buried deep in secret laboratories an ancient figure prepares to reveal his presence.*

*Terra is Divided
And so begin to Unification Wars*

Convert up a Unification War Era (40K) army to match an Age of Sigmar Battletome faction in Path to Glory.

Build up over the course of months hitting that months themes, unit or target to assemble a Unification Era Great Nation, Army or Technobarbarian Rabble.

Choose your Theme: The unification wars played host to countless nations, warlords, barbarian tribes and more across the divided continents of Terra. There is scope from Genecrafted Soldiers led by Psychic Officers, to Techno Barbarians, through conscripted militaries wielding lascarbines to the early Custodes and Thunder Warriors of the first sights of the Imperial Army. Each theme brings the potential for new and unique conversions to deliver a beautiful finished army.

Pick the AoS Battletome that best fits the themes in your mind, Radiation spewing armoured Legions represented with the Maggotkin of Nurgle to show the radiation they choke others with modelling massive environment choking virus bombs as the feculant Gnarlmaus.

Thunder Warriors and Imperial army fit well Stormcast and a Stormkeep garrison allowing you to present a varied force with a united theme.

Technobarbarians using the full scope of the Orruk Warclans battletome to bring exciting and savage weaponry to bear

Skaven represent mining cultures well as they emerge from hidden bunkers providing safe refuge from an irradiated surface world, bringing dangerous and poorly understood Dark Age of Technology to bear.

Kharadron Overlords could represent skyfaring nations using grav haulers and drone automata to deploy elite troops to the battlefield, with Sky Wardens represented by Jump harness drop troops.

Fight, gain territories, develop your great nations legacy in an era of the Warhammer 40,000 lore as of yet unexplored.

With the veil of mystery lingering over the warring great nations, where geneecrafting, proto-dreadnoughts, and psy-officers are used on the field of battle. Enter an Age before the Imperium where thermonuclear war, phosphex and the ambition of tyrants seeks to choke the very life out of Terra

Take advantage of the unknown to convert your own take on the Great Nations, pulling from the awesome sculpts in the Necromunda, Age of Sigmar, 40k and 30k ranges to make something new and unique!



ASSEMBLING YOUR FORCES

During the Age of Strife the great nations of Terra descended into anarchy, cut off from their growing galactic empire by unrelenting warp storms the planet began to consume itself as tyrants and dictators vied for control for dwindling resources and war scarred landmasses. At the beginning of the War of Unification the man who would come to be worshipped as the Emperor revealed himself with legions of genetically modified Thunder Warriors and Custodes as he sought to conquer Terra and unite her in fresh conquest. He however did not find himself unopposed, each of the great nations having amassed technology from the dark age of tech and armies of gene modified soldiers of their own. Some sought to employ dark warp magics to hold onto their territories whilst others resorted to chemical warfare to keep the enemy at bay, elsewhere hordes of Technobarbarians sought to take advantage of a planet constantly at war with itself to forge their own empires for the ages.

THE GREAT NATIONS

Albia -
Heraldry of White and Crimson
Deployed Proto-dreadnoughts and Armoured Ironsides
Reknown for their Martial Discipline

Albyon -
Heraldry Unknown
Rumoured to have been led by a cannibal who consumed blood
Little else known

Aechaemenid Empire -
Heraldry Unknown
Tribal Factions
Genetically did not mutate or degrade making for prime recruiting stock
Reknown for love of Truth and Discourse

Akkad -
Heraldry Unknown
Deployed Udug Hul, Genetically enhanced slaved with vastly superior strength and poisoned blood

Attlan -
Heraldry Unknown
Little Known

Boeotia -
Heraldry Unknown
Monarchy under King Kadmus, known for vast repositories of knowledge

More available at:
https://wh40k.lexicanum.com/wiki/Unification_Wars

THE TECHNOBARBARIANS

War breeds war, as humanity descent into desperation peaked so did the appetites of many across the planet. Many great nations militaries, and roving militias fall under the category of the Technobarbarians, those who technology and appetites for war have dwarfed all else. Savage, unrelenting and wielding weapons able of brutalising their foes these were not the technologically primitive barbarians of old, instead they brought to bear formative power armour with unstable power packs to provide movement, its very design favouring aggression and increased strength over protection with many leaving their lower body entirely unarmoured to aid ease of movement.

THE IMPERIAL ARMY

Thunder Warriors
Custodes
Human auxiliary soldiers

THE STORY BEHIND THE STATS

Using the Age of Sigmar ruleset grants a whole host of warscrolls to create your forces from, but a key part of doing so is seeing the potential behind the stats of an existing Warscroll. Below is the warscroll of an Orruk Megaboss with simple name changes to abilities without effecting the game mechanics of the warscroll.

Adding your story to the existing game mechanics.



AGE OF UNIFICATION TYRANT IN MAULER HARNESS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shrinebreaker Hammer and Maulerclaw	1"	8	3+	3+	-1	2

Tactical Communications Array
Though their actions may be savage their technological knowhow is not, many of the armies of the Technobarbarians deploying encrypted communications networks to synch up their assaults

This unit can issue the same command up to 3 times in the same phase. If it does so, each command must be received by a friendly **Technobarbarian** unit. No command point is spent the second time this unit issues that command in that phase

Emergency Stimms
Though initially designed to allow injured miners time to return to the surface, the Barbarians now employing the mauler harnesses use the last breaths granted by stimulant injectors to deliver one final blow.
If this unit is destroyed in the combat phase and it has no fought in that combat phase, it can fight immediately, then it is removed from play.

Genetic Combat Memories
Tyrants are not found they are made, genetically cloned from some of the most brutal genestock, it can be many battles before they can tap into the true psychopathy lurking in their genetic memory
At the end of the combat phase, if any models were slain by a wound caused by an attack made by this unit in that combat phase, add 12 to this unit's Wounds characteristic and add 1 to the Attack characteristic of this unit's melee weapons

UNIFICATION



Keywords: Destruction, Orruk Warclans, Orruk, Ironjawz, Technobarbarian, Hero, Totem, Megaboss

FINDING THE RIGHT BATTLETOME

A big part of what drew me to using Age of Sigmar battletomes for the basis for the Age of Unification is the breadth and scope of the themes each brings to the table and the myriad of different units each could come to represent.

When selecting your Battletome you're looking for thematic rules that speak to the concept you are trying to portray rather than the specific lore of that battletome vs your faction. For example if you are looking for something slow but resilient, that poisons its environment you could look at Maggotkin of Nurgle, their default Blightking Warscroll packs an impressive 4 wounds, strong save and the faction provides a war that could be reflective of stimm injectors, forcefields or more. This could be used to represent heavy proto-power armour, using their disease rules that infect anyone nearby to channel that poorly contained reactor on their back bleeding radiation into the environment around them. This way you build a sci-fi lumbering power armoured faction whose very presence chokes and poisons the battlefields they fight upon, perfect for waging war in the Age of Unification.

To help with this here are some archetypes for the Age of Sigmar battletomes, not the lore they represent, but the themes that might relate to your Age of Unification armies:

Cities of Sigmar:

Plentiful Infantry centric warscrolls, ideal for more traditional military forces employing alot of flak armoured personnel
Diverse range of weapon options (Hangun-Lascarbine, Long rifle-Long Las, Sisters of Watch bow - Radium Rifle)
Specific sub themes: Living City (Ambush), Hammerhal (Banners and `Heraldry), Tempest Eye (Access to Kharadrons for Drones)

Stormcast Eternals

Ideal for Thunder Warriors/Custodes, mix of melee and ranged warscrolls
Warscrolls for Artillery pieces
Can "Deepstrike" representing teleporarums, and explode of death (unstable reactors)
Can access infantry from Cities of Sigmar to represent Imperial Army

Kharadron Overlords

Flying Vehicular Warscrolls, ideal to represent combat drones, grav haulers, hovercraft
Ranged/Melee battleline unit, ideal for small arms and personal defence weapons
Dedicated shooting unit, ideal for heavy weapons
Warscrolls for jump infantry for rudimentary jump/jetpacks, grav boards and more
(Credit Lancer Chris on twitter: Can also represent Termite drills to represent tunneling factions hitting underground complexes)

Sylvaneth

Plentiful monster sized Walker warscrolls (Treelords 3 variants, Kurnoth hunters) for representing manned walkers or Automata
Deployable terrain, representing shield bubbles, teleport stations, bunker hatches etc
Teleporting troops choices, high stealth and mobility

Maggotkin of Nurgle

Slow and Resilient
Environment choking rules
"Summoning" could represent rad-ghouls coming to the battlefield, or mutated local creatures

Default troop is armoured, resilient and handy in combat.
Ideal proto-power armoured faction

Idoneth

High mobility, rules to represent sensor disruption and active camouflage
Two different warscrolls ideal for jetbikes, gravboards and bikers for melee
Ranged and melee infantry choices
Rules for high wound high resilience flier, potentially portable command station or airship

Orruk Warclans

Ideal for Technobarbarians
Warscrolls for poorly armoured, well armoured and heavy armoured infantry
Heavy Cavalry warscrolls
Krulboyz warscrolls give the potential for artillery, and personal mounted heavy weapons
Myriad of monster warscrolls for automata and manned machines
Ossiarch Bonereapers
Ideal bionic/automata centric faction
Heavy infantry focus but with resilience as a key trait
Relentless discipline to reflect highly trained, highly communicative forces
Genecraft/bionic infantry force

Sons of Behemat

Big
Stompy
Walkers

ACTIVE TERRITORIES

After selecting a narrative Battleplan for a Path to Glory battle each player may select up-to 1 of their owned Territories to become Active for that battle, an active territory represents an army pulling on the resources or attacking out of a specific held territory conferring a related narrative army bonus but risking the territory itself. Players may instead choose not to make any territory active, if they do so no bonus is gained but no territory is put at risk for that battle.

Players gain the Active bonus listed on their selected Territory for the duration of the battle and when the battle has concluded in the After Battle Sequence a player that won a Victory against an opponent with an Active Territory selected may choose to either that territory or complete an exploration roll as normal. If they choose to seize the Active Territory that territory removed from the defeated players Order of Battle and added to the Victors, Territory won in this way does not cost Glory.

Example: Two players choose to play a path to glory battle, the “Cities of Sigmar” General choosing to make his Teleportarum territory active to reflect his army using it to rapidly deploy to the battle, by doing so he gains the active benefit of the Teleportarum for the duration of the battle (After both sides have setup, but before determining who has first turn a player with this active territory may removed D3 friendly units and set them up again following the setup for that Battleplan).

Their Opponent the “Orruk” Warlord chooses to make their Old Gods Temple active, with the Shamans channeling the raw energy of the Temple to bring about their magics for the battle (Once per turn a player with this Active Territory may reroll a failed casting attempt).

After the battle is concluded, if the “Cities of Sigmar” general was victorious they may choose to seize the Old Gods Temple following the trail of magic from the “Orruk” shamans to their source of “power and seizing it for themselves. Doing so the Old Gods Temple is removed from the “Orruk” Warlords order of battle and added to the Cities of Sigmar” warlords, alternatively the general may choose not the pursue that territory, randomly rolling for one as normal and allowing his opponent to keep their active territory.

PRIME GENESTOCK

ACTIVE ABILITIES

When using the **Heroic Leadership** heroic ability, you may reroll failed rolls for the duration of the battle.

AUTOMATA MANUFACTORUM

ACTIVE ABILITIES

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

ACTIVE SILO

ACTIVE ABILITIES

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

WARPFIRE CONDUIT

ACTIVE ABILITIES

Once per turn you may reroll a failed casting attempt for a single friendly **Wizard**

OLD GODS TEMPLE

ACTIVE ABILITIES

Once per turn you may reroll a failed chanting attempt for a single friendly **Priest**

HIVE CITY

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

TELEPORTARUM

ACTIVE ABILITIES

After both players have finished Setup but before determining who has first turn, you may remove D3 friendly units from the table and set them up again following the rules of the Battleplan

COHORT BATTALIONS

When playing a Path to Glory campaign Cohort Battalions may be selected in addition to Core or Warscroll Battalions, each reflecting a themed culture or profession to further personalise your forces on the field of battle. Cohort Battalions are designed specifically for path to glory and reward completing narrative objectives tailored to that specific Cohorts themes, from siphoning Dark Warp Magic to stealing Dark Age Tech to sell on the Black Market

A unique feature of Cohort Battalions is their twofold effects split between **Benefits** and **Additional**, a **Benefit** applies to the units within the Cohort on the field of battle and provides an ability, theme or effect for units when playing Path to Glory games of Age of Sigmar. **Additional**s* meanwhile provide bonuses in the After Battle Sequence of a Path to Glory campaign, and reward playing to that Cohorts theme.

**A Cohort only confers its Additional Effect in the After Battle Sequence if it was used as part of your army in the last battle fought.*

BLACK MARKET COHORT

Composition:

1 Commander
3 Troops

Benefit:

Once per battle in the combat phase you may select one unit from this battalion to exploit their thieves guild connections, if you do so until the end of that phase add 1 to Wound rolls for attacks made with this unit that target an enemy **Hero** that carries an Artefact of Power

Additional:

At the end of a Path to Glory battle, if any units from this Battalion have slain an enemy **Hero** with an Artefact of Power roll a D6, on a 4+ that Artefact of Power is removed from that players Vault

PILLAGER COHORT

Composition:

1 Commander
3 Troops

Benefit:

Once per Battle at the end of the Charge Phase a single unit from this Battalion may make a Smash to Rubble Monstrous Rampage as though they were a **Monster**.

Additional:

At the end of a Path to Glory battle, if you are playing using the Active Territory mechanic and secure a Victory, instead of seizing your opponents Territory or rolling for a new one you may Pillage it. If you do so immediately gain D6 Glory Points and remove that Territory from their Order of Battle.

MERCENARY COHORT

Composition:

1 Commander*, 3 Troops*

Benefit:

The Commander from this Battalion may be assigned an Artefact of Power your army has access to and that is in your vault if they have the relevant Keywords as an exception to the normal Allied units rule

Additional:

In the After Battle sequence units that fought as part of this Battalion in your last battle may not be reinforced, however you may subtract 1 Glory (To a minimum of 0) from the cost of Recuperating losses they have suffered.

**Only Allied units may be selected for this Battalion*

EXCAVATOR COHORT

Composition:

1 Commander
3 Troops

Benefit:

Instead of setting one unit from this Battalion up on the battlefield you may set it up in the Subterranean Depths, if you do so set that unit up at the end of your first Movement Phase wholly within 6 inches of the edge of the battlefield and more than 9 inches from any enemy models.

Additional:

At the end of a Path to Glory battle, if any units from this Battalion are wholly within your opponents territory you may reroll the result of your exploration roll in the After Battle Sequence

CARDINAL COHORT

Composition:

1 Commander
3 Troops

Benefit:

Once per battle a unit from this battalion can make an Unbind roll as though they were a **Wizard**.

Additional:

At the end of a Path to Glory battle, if the Commander from this Battalion has slain any enemy **Wizards** during the course of that battle they gain 1 additional Renown in the After Battle Sequence.

WARPFIRE COHORT

Composition:

1 Commander* (Must be a **Wizard**)
3 Troops

Benefit:

Once per battle when the Commander from this Battalion dispels an endless spell they may immediately attempt to cast it as though they had all relevant keywords

Additional:

At the end of a Path to Glory battle, if the Commander from this Battalion has successfully cast an Endless Spell using this Battalions benefit you may add it to your Vault.. If that endless spell requires a faction specific keyword this Commander is assumed to have the relevant keyword for the purposes of casting that endless spell.

ADVANCED INJURY TABLES

The Advanced Injury Table may be used in a Path to Glory campaign during the After Battle Sequence instead of using the Injury table for Heroes located in the Age of Sigmar corebook.

Healing Injuries

In the After Battle Sequence, before determining fresh injuries from that battle a Hero may declare they are consulting a Doctor, Wiseman, Shamans or Bio-Engineer to heal ailments they sustained earlier in the campaign. 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 Warriors tale has come to a tragic end, perhaps as their light burns out a brighter one might take its place. For now however Terra is 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 warrior 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 Degrading Genecraft

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 fight the good fight first.

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

25-26 Rad Sickness

Terra itself rots beneath the burden of radiative scars wrought upon it, perhaps it is fighting this warrior share that fate.

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 warrior.

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 warriors 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 warrior 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.

CASUALTIES AND RECUPERATION

In the course of a Path to Glory campaign your units may sustain injuries and casualties, reducing their combat effectiveness as their numbers dwindle. In the After Battle Sequence the Path to Glory core rules provide the ability to recuperate models lost from your units, however in an Age of Unification Campaign these rules have been revised to reflect new untrained soldiers being added to a unit limiting the impact of the units expertise as they do so.

When playing an Age of Unification campaign use the revised costs for Unit recuperation, however the Fresh Blood rule is also in effect. Certain factions have unique mechanics for recuperation to better reflect their own unique narrative, some are shown below.

RECUPERATION

In Step 7 of the Path to Glory After Battle Sequence you may Recuperate any units that have suffered casualties in the campaign. If you do so spend the required Glory on the table below and roll a number of dice equal to that units Casualty score. For every 4+ reduce that units Casualty Score by 1. If that unit did not take part in the last battle reduce that units Casualty Score by 1 for every 2+ instead.

FRESH BLOOD

When making a recuperation roll for a unit from your Order of Battle, if that roll is successful in lowering a units Casualty Score immediately reduce that units Renown by D3 (up to a maximum loss of the number their Casualty Score was reduced by) to a minimum of 0. If this loss of Renown would take the unit below a Veteran Threshold pick one of that units Veteran Abilities to remove.

RECUPERATION COSTS

Unit Points Cost	Recuperation Cost (Glory)
0-100	0
101-150	1
151-200	2
201-250	3
251-300	4
301-360	5
351-400	6
400	7

QUESTS

When playing a Path to Glory: Age of Unification Campaign you may not spend Glory to complete quests, in addition the following amendments are made to quests:

Form Warriors into a Battaion: You may choose to instead select a Cohort Battalion as the Reward for this Quest

Search for the Artefact: You may choose to sell your artefact to the Thieves guild, gaining a Thieves Guild Cohort instead of an Artefact if you do so.

Hunt the Endless Spell: You may choose to study the Endless Spell, gaining a Spellword Cohort instead of an Endless Spell if you do so.

Scout Fertile Lands: You may choose to form a Path-finder Cohort instead of making the additional exploration roll as a result of this quest

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.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.
6.	6.	6.	6.
BONUS SPELLS	BONUS PRAYERS	ENDLESS SPELLS	BATTALIONS
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.
6.	6.	6.	6.
		TRIUMPH	

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

