



AGE OF SIGMAR - UNOFFICIAL  
**ROAD TO RUIN**



PLAYER COMPANION



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Expanded Path to Glory Rules

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IN THIS LAND OF WOULD-BE KING AND HEROES,  
WILL YOU RISE OR FALL UPON THE ROAD TO RUIN...

SECTION 1  
ADDITIONAL RULES

# PATH TO GLORY

## REGION: THE KARAKOAST

*Long before the Age of Chaos robbed the realms of much of their beauty the Karakoast region of Chamon held amongst the finest Duardin provinces in the Mortal Realms. Its strategic location on the coast allowed freetrade to flow through the Karaks and the mountainous cliff faces themselves gleams with seams of gold that raced up and down the coast seemingly endlessly in both direction.*

*The Region was once prized for its wealth, its position and its beauty, but the years have not been kind, and now its storm-lashed coasts are a haunting reminder that the Empires of the Duardin were left to rot in the face of the tides of Chaos.*

### A THIEFS BOUNTY

*The Wealth of Kingdoms lay beneath the cracked earth and shattered statues of this once thriving Duardin empire, even now new empires like the vampiric city of Nightspear seek to forge a land route to the region to make their futures on the spoils of the past.*

When playing a Path to Glory battle in the Karakoast if a Hero carrying an Artefact of Power is slain before removing the model the controlling player must place 1 Treasure Token (no larger than 25mm round) wholly within 1 inch of that model. If at the end of a turn, or any following turns a unit is within 1 inches of a Treasure Token they may collect it.

At the end of the battle if any surviving units are carrying Treasure Tokens they gain 1 additional Renown in the After Battle Sequence. In addition if completing a Find the Artefact quest each Treasure Token held by a surviving friendly unit at the end of the battle contributes 1 point toward that quests completion.

### THE EDGE OF THE MAELSTROM

*The Karakoast is beset by one tendril of the unrelenting Maelstrom, hurricane winds and mountainous waves batter the rocky shores, whilst inland torrential rain turns cracked earth into a muddy grave and once sure stone into a treacherous path.*

When playing a Path to Glory battle in the Karakoast, after both sides have setup and before the battle begins the player who setup first may roll on the **Edge of the Maelstrom** table to determine its effects this battle. Unless otherwise noted (Such as the **Summon the Maelstrom Spell**) these effect last the full duration of the battle.

RESULT	EFFECT
1-3	<b>Clear Skies</b> - No Effect
4	<b>Howling Gale</b> - Howling winds makes communication all but impossible, shouting orders into the wind. Reduce the range of issuing <b>Command Abilities</b> by 3 inches
5	<b>Torrential Downpour</b> - Ground underfoot becomes treacherous, once sure stone slips like ice. Roll a dice for every model in a unit that starts or ends a <b>Run</b> or <b>Charge</b> move on or within an inch of a terrain feature. On a roll of a 1 that models unit suffers a single Mortal Wound
6	<b>Smothering Fog</b> - Close, Blinding, Smothering, the Fog conceals all from view save for a few feet ahead. When making an attack with a <b>Missile Weapon</b> , -1 to the the Hit Roll if the distance to the target is greater than 12 inches.

### SPELL: SUMMON THE MAELSTROM

When playing a Path to Glory battle in the Karakoast all **Wizards** know the **Summon the Maelstrom** spell in addition to any others they know.

#### **Summon the Maelstrom** -

*Storm magic is not solely the domain of the God King, long before he sought to claim the realms as his own Primal Gods of wind and wave were revered for their power to give and take life with such immense energies. Those practitioners who still pay heed to the old was may invoke their wrath or calm a thunderous temper.*

This spell has a casting value of 7. If successfully cast the controlling player may select a new result from the **Edge of the Maelstrom** table. This new effect lasts for the remainder of the battle or until this spell is used to change it again.



# PATH TO GLORY

## ROAD TO RUIN: ADDITIONAL RULES

When playing a Path to Glory Campaign using the Road to Ruin supplement there are a number of additional (and Optional) Rules to provide a grander, and hopefully more engaging narrative to help shape your forces as they walk the Road to Ruin. Whilst optional we recommended using all three of these additional supplemental rules together as they provide an interlaced narrative effect.

### CURSED ARTEFACTS

On Page 7 of this supplement the Cursed Artefacts introduce unique Path to Glory artefacts that interact with your force both on and off the battlefield. Over the course of your campaign the Artefacts can grow in potency with your force.

### ADVANCED INJURY TABLE

On Page 13 the Advanced Injury Table adds narrative scope to the injuries your Heroes obtain, inviting modelling opportunities and providing notable in game effects to represent a wounded hero on the field of battle

### FRESH BLOOD

Finally the Fresh Blood mechanic below allows you to take a basic unit from recruit all the way through to Veteran level by starting them at a lower standard than you would find in Matched Play. These represents units fresh from training not yet tested upon the field of battle, who rely more heavily on your Heroes to shore up their combat prowess.

If using the **Fresh Blood** rule Non-Hero units in your Path to Glory roster use the following Ranks Table:

Renown Points	Unit ranks	Veteran Abilities
0-4	Recruit	0
5-9	Battle Ready	0
10-19	Veteran Warriors	1
20+	Elite Veteran Warriors	2

A Unit that is a **Recruit** may not issue Command Abilities to itself regardless of whether there is a **Champion** in the unit. This represents the **Champion** still looking to Heroes of a higher authority to lead them upon the field of battle.

Once a unit reaches the **Battle Ready** rank they function as a normal unit, with the unit **Champion** (if present) able to issue commands to their own unit as normal.

# CURSED ARTEFACTS

In the course of your Path to Glory campaign your forces can encounter a myriad of wonderful and malign artefacts long since thought lost to the realms, these treasures each hide wrapped in countless legends and cautionary tales as to their potency and corruption.

Whenever you add an **Artefact of Power** to your Vault (or select one as your initial **Enhancement**) you may instead opt to select a **Cursed Artefact** instead. Cursed Artefacts have a number of unique rules reflecting their potency and rarity as shown below:

## ADVANCEMENT

Each Cursed Artefact has its own conditions for Advancement, a unique mechanic that allows you to upgrade that artefact to its next more potent stage as its new master wrestles the spirit of the Artefact for dominance.

## CURSE

Unlike normal Artefacts each Cursed Artefact comes with its own downside, a curse unique to its Artefact type. Some impact the model wielding the Artefact on the Battlefield, others during the After Battle Sequence. If the Cursed Artefact was not selected for use in your armylist during your Path to Glory battle you are not subject to its curse in the After Battle Sequence.

## CONDITIONS

Cursed Artefacts limit which Hero Type, Weapon Characteristics or more that they can be assigned to. These conditions are checked at the time the Artefact is assigned to the Hero, and if during the course of the battle those characteristics change the Artefact continues to function as normal.

## LEVEL

All Cursed Artefacts start at Level 1 and can progress to higher levels in each After Battle Sequence providing their Advancement criteria are met.

If a Cursed Artefact is assigned to a different Hero it immediately resets to Level 1, and must start its progression from scratch.

## DEATH

If a Hero wielding a Cursed Artefact is Slain as a result of injury in the After Battle Sequence that Cursed Artefact is lost, remove it from your Vault immediately.

# THE GRANDFATHERS CHALICE

*In the deep woods of Ghyran many sacred chalices of the temples of life were looted and discarded in Nurgles occupation of the Realm, many finding their ways to the sunken depths of the Realms oceans and lakes far from the eyes of prying mortals.*

*It is said these artefacts gave those who drank their sacred waters protection from all ill that would befall them, some... fools perhaps claim not all the Chalices come from the Temples of Life, that some have been planted by the servants of Nurgle to corrupt and defile those who seek to deny his embrace*

*Some say there is a lingering sadness, despair and longing surrounding the lost chalices, though their bearers may gain immortality they may never truly know joy.*

## ADVANCEMENT

If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the battle keep a record of the number of unmodified Ward saves of a 6 this model makes. If this model makes 7 or more Ward saves of a 6 in the course of a game their artefact advances one level.

## CURSE

**Pall of Doom:** If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle the bearer may not issue the **Inspiring Presence** command ability

**This model gains the Grandfathers Chalice.**

**This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.**

## LEVEL 1

This model has a Ward Save of 6+, if this model already had a Ward Save instead increase that save by 1 to a maximum of 4+

## LEVEL 2

Subtract 1 from Wound Rolls for attacks that target this model in the combat phase.

## LEVEL 3

This model gains the Maggotkin of Nurgle keyword, in addition at the end of the combat phase roll a dice for every enemy unit within 3 inches of this model. On a 4+ that unit suffers a single mortal wound.

OWNED

LEVEL 2

LEVEL 3

# THE ETHEREAL AMULET

*The many underworlds of Shyish could take an eternity to explore, many of their depths and treasures remain locked beyond the mortal plane to those who have yet to join the waking dead. Ancient Priests and Wizards seeking to reunite with loved ones forged treasures forged from Shyishian Black Glass allowing one to step, for a time, into the Realm of the Spectres.*

*To spend so long beyond the veil can take its toll on the Mortal soul, those who walk with the dead find mortal detachments too fleeting to waste time upon. Others forget which side of the veil they remain on, their voices sealed to converse only with the dead and robbed from the ears of the living.*

## ADVANCEMENT

If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, and completes a **Ghostwalker Heroic action** at least 3 times during the battle in the **After Battle Sequence** roll a D6. On a 5+ this **Cursed Artefact** gains a level.

## CURSE

**Out of Phase:** This model may not **Issue** or **Receive Command Abilities** when **Ghostwalking**, their voice locked beyond the Mortal Plane

This model gains the Ethereal Amulet.

This **Cursed Artefact** starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

## LEVEL 1

This model may make the following **Heroic Action** in your **Hero Phase**:

**Ghostwalker:** Roll a D6, on a 2+ until your next **Hero Phase** this model gains the **Ethereal** rule (Ignore modifiers (positive or negative) when making save rolls for attacks that target this model)

## LEVEL 2

When under the effects the **Ghostwalker Heroic Action** this model can **Fly**

## LEVEL 3

This models **Ghostwalker** ability no longer requires a **Heroic Action** or **Dice roll**, it is considered to always be in effect.

OWNED

LEVEL 2

LEVEL 3

# THE FORBIDDEN TOME

*Magic takes years, decades of practice for even a fledgling soul to gain a rudimentary knowledge of. There are many in the Realms who lack the patience or skill to wait that long, for them there are many shortcuts each with their own cost to pay.*

*Legends tell of ancient scripts written on tanned flesh in the blood of unwilling victims, runic script charting the blood magicks that trade in sacrifices for power. Though not true magic it can manifest potency on the field of battle channeling the will of Old Gods predating even Sigmar.*

## ADVANCEMENT

If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the battle keep a record of the number of models slain by the **Blood Hex**. If the result is 8 or more roll a D6. On a 4+ this **Cursed Artefact** gains a level.

## CURSE

**Bloodcraft:** If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle in Step 2 of the After Battle Sequence select one friendly unit from your Battle Roster and increase that units Casualty rating by 1.

This model gains the Forbidden Tome.

This **Cursed Artefact** starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this **Artefact** is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

## LEVEL 1

This model may make the following **Heroic Action:**  
**Blood Hex:** This model immediately suffers D3 mortal wounds, once you have done so select an enemy unit within 12 inches of this model. That unit suffers the same number of mortal wound plus an additional mortal wound.

## LEVEL 2

When completing the **Blood Hex Heroic Action**, you may instead inflict the initial D3 mortal wounds on any friendly unit within 3 inches of this model.

## LEVEL 3

If this Hero completes a **Blood Hex Heroic Action** in the Hero Phase, They gain a 4+ Ward for the rest of the turn AFTER the mortal wounds from the hex have been allocated.

OWNED

LEVEL 2

LEVEL 3

# SHARD OF THE UNMAKER

*The Legends of a clash of Gods in the Hyshian Mountains have reverberated across the realms, with each retelling the details change but the heart remains the same. Details of a legendary mountain stained by the very essence of the unmaker, its raw crystals carrying the very embodiment of death.*

*Many a shady weapons smuggler and artefact connoisseur in the realms claims every crystalline dagger they sell has been crafted from a shard of that mountain. Of course they are all liars, the guardians of the mountain wouldn't have misplaced shards of such potent dark magic.*

Right?

## ADVANCEMENT

If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the After Battle Sequence roll a D6 adding 1 for each time any enemy units suffered the Unmakers Curse during that battle. On a 9+ this artefact progresses to the next level for the remainder of the campaign.

## CURSE

**Lord of All I Survey:** If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle, in the After Battle Sequence no friendly hero that took part in that battle may gain more **Renown** in Step 3 of the After Battle Sequence than this model gained from that battle.

Select one of this models melee weapons with a Damage Characteristic of 1 or 2 to be a Shard of the Unmaker.

This Cursed Artefact starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this Artefact is allocated to as different Hero it resets to Level 1, and must gain advancements as normal.

## LEVEL 1

Any unit that suffers one of more unsaved wounds from this weapon suffer the **Unmakers Curse** until the start of your next Hero Phase. Units suffering the **Unmakers Curse** may not issue or receive the **Inspiring Presence** or **Rally** Command abilities.

## LEVEL 2

Units suffering the **Unmakers Curse** may not heal, regain, or gain wounds or models through any means.

## LEVEL 3

Ward Saves may not be taken against attacks made by this weapon.

OWNED

LEVEL 2

LEVEL 3

# THE HUNGRY BLADE

*The ancient cultures of the mortal realms all carry their own legends of blades of repute. Those that have defended kingdoms or destroyed them, each gaining such a reputation that in time they were destroyed, lost to memory or sealed away never to be unearth lest the tales locked within them betray their masters.*

*Blades that have known such darkness cannot escape without being ever changed, some take on a cruel sentience, longing to bathe once more in the blood of those who would oppose their master. Or... if needs must turning against an unworthy master that a greater warrior might take up the blade.*

## ADVANCEMENT

If this **Cursed Artefact** is taken in your army list during a **Path to Glory** Battle, during the After Battle Sequence roll a D6 adding 1 for every **Monster** or **Hero** slain by that model during the battle. On a 7+ this artefact progresses to the next level for the remainder of the campaign.

## CURSE

**The Want of Blood:** If this **Cursed Artefact** is taken in your army list during a Path to Glory Battle and the bearer does not kill an enemy **Hero** or **Monster**, in Step 2 of the After Battle Sequence make an additional **Casualty Roll** (Or **Advanced Injury Roll**) for this **Hero** disregarding any result that would slay this model.

Select one of this models melee weapons with a Damage Characteristic of 1 or 2 to be **The Hungry Blade**.

This **Cursed Artefact** starts at level 1, all bonuses gained throughout the campaign are cumulative. If at any point this **Artefact** is allocated to as different **Hero** it resets to Level 1, and must gain advancements as normal.

## LEVEL 1

Add D3 to this weapons Attack Characteristic if this **Hero** made a charge move in the same turn.

## LEVEL 2

If this **Hero** slays any **Enemy** models in the Combat Phase, at the end of that phase you may immediately heal 1 wound allocated to this model earlier in the battle.

## LEVEL 3

Increase the Rend Characteristic of this weapon by 1 (A rend of -1 will become -2 for example)

OWNED

LEVEL 2

LEVEL 3

# ADVANCED INJURIES

The Advanced Injury Table is used for a **Road to Ruin** Path to Glory army during Step 2 of 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, after determining injuries and casualties 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 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 ADVANCED 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.





THE SEAL IS BROKEN....

SECTION 2  
BATTLE ROSTER

# PATH TO GLORY

## PLAYER ROSTER

ROSTER

PLAYER NAME	
ARMY NAME	
FACTION	
SUBFACTION	
REALM OF ORIGIN	
STARTING SIZE	



### STRONGHOLD

NAME	
BARRACKS	
TYPE	IMPOSING <input type="checkbox"/> MIGHTY <input type="checkbox"/>

### ACHIEVEMENTS

### GLORY

BATTLES FOUGHT		QUESTS COMPLETED	
VICTORIES WON		ENEMY HEROES SLAIN	

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### QUEST LOG

CURRENT QUEST	
QUEST REWARD	
QUEST PROGRESS	

# THE VAULT

THE VAULT



## BONUS ARTEFACTS OF POWER

1	
2	
3	
4	
5	
6	

## UNIQUE ENHANCEMENT

1	
2	
3	
4	
5	
6	

## SPELLS

1	
2	
3	
4	
5	
6	

## PRAYERS

1	
2	
3	
4	
5	
6	

## BATTALIONS

1	
2	
3	
4	
5	
6	

## ENDLESS SPELLS

1	
2	
3	

## TRIUMPHS

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# TERRITORIES

TERRITORIES

## STRONGHOLD TERRITORIES

NAME	TERRITORY TYPE	UPGRADED

## IMPOSING STRONGHOLD TERRITORIES

NAME	TERRITORY TYPE	UPGRADED

## MIGHTY STRONGHOLD TERRITORIES

NAME	TERRITORY TYPE	UPGRADED



# ORDER OF BATTLE

HEROES

## WARLORD

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
RENOWN	
POINTS	

## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
RENOWN	
POINTS	

## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
RENOWN	
POINTS	

## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
REOWN	
POINTS	

## HERO

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WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
REOWN	
POINTS	

## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
REOWN	
POINTS	



# HEROES



## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
REOWN	
POINTS	

## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
REOWN	
POINTS	

## HERO

NAME	
WARSCROLL	
COMMAND TRAIT	
CORE ENHANCEMENT	
INJURY	
REOWN	
POINTS	

# OTHER UNITS

UNITS



NAME		
WARSCROLL		
REINFORCED		
CASUALTY SCORE		
REOWN		
POINTS		
RECRUIT	BATTLE READY	VETERAN
VETERAN ABILITIES		
NAME		
WARSCROLL		
REINFORCED		
CASUALTY SCORE		
REOWN		
POINTS		
RECRUIT	BATTLE READY	VETERAN
VETERAN ABILITIES		
NAME		
WARSCROLL		
REINFORCED		
CASUALTY SCORE		
REOWN		
POINTS		
RECRUIT	BATTLE READY	VETERAN
VETERAN ABILITIES		
NAME		
WARSCROLL		
REINFORCED		
CASUALTY SCORE		
REOWN		
POINTS		
RECRUIT	BATTLE READY	VETERAN
VETERAN ABILITIES		

# UNITS



NAME		
WARSCROLL		
REINFORCED		
CASUALTY SCORE		
RENOWN		
POINTS		
RECRUIT	BATTLE READY	VETERAN
VETERAN ABILITIES		
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VETERAN ABILITIES		



NAME		
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REINFORCED		
CASUALTY SCORE		
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VETERAN ABILITIES		
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VETERAN ABILITIES		

# UNITS



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WARSCROLL		
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CASUALTY SCORE		
RENOWN		
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REINFORCED		
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VETERAN ABILITIES		



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REINFORCED		
CASUALTY SCORE		
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REINFORCED		
CASUALTY SCORE		
REOWN		
POINTS		
RECRUIT	BATTLE READY	VETERAN
VETERAN ABILITIES		

THIEVES, MURDERERS, MUTINEERS



# BATTLE TRACKER



BATTLEPLAN	
OPPONENT FACTION	
OPPONENT SUBFACTION	

## ROUND 1

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 2

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 3

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 5

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			





# BATTLE TRACKER



BATTLEPLAN	
OPPONENT FACTION	
OPPONENT SUBFACTION	

## ROUND 1

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 2

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 3

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 5

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			





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OPPONENT SUBFACTION	

## ROUND 1

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OPPONENT VP GAINED			

## ROUND 2

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 3

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 5

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			





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OPPONENT SUBFACTION	

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## ROUND 2

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VP GAINED			
OPPONENT VP GAINED			

## ROUND 3

PRIORITY:	Y / N	TURN	
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## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 5

PRIORITY:	Y / N	TURN	
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OPPONENT VP GAINED			





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OPPONENT VP GAINED			

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OPPONENT VP GAINED			

## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 5

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VP GAINED			
OPPONENT VP GAINED			

## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

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VP GAINED			
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OPPONENT VP GAINED			

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VP GAINED			
OPPONENT VP GAINED			

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VP GAINED			
OPPONENT VP GAINED			

## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

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PRIORITY:	Y / N	TURN	
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## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
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VP GAINED			
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PRIORITY:	Y / N	TURN	
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BATTLEPLAN	
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OPPONENT SUBFACTION	

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PRIORITY:	Y / N	TURN	
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VP GAINED			
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PRIORITY:	Y / N	TURN	
VP GAINED			
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## ROUND 4

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			

## ROUND 5

PRIORITY:	Y / N	TURN	
VP GAINED			
OPPONENT VP GAINED			



THE PATH TO GLORY IS LITTERED WITH  
THE SOULS OF THE UNWORTHY

SECTION 4  
QUICK REFERENCE RULES

# QUICK REFERENCE

## SET UP ORDER OF BATTLE

Pick a starting size for your **Order of Battle**. This is essentially your roster, from which you can pick and choose units to build army lists, to fight battles of any points size (if you have enough units, of course).

Add units to the roster up to the Points Limit you chose. You can later increase the amount of units in your Order of Battle by spending Glory Points. Choose one Hero to be your **Warlord**.

Your **Warlord** cannot be a Unique model.

The Warlord does not need to be included in every battle, but when they are, they must be the **General**.

Starting Size	Starting Territories	Points Limit	Units Limit	Starting Glory
Vanguard	1	600	6	5
Warband	1	1000	8	8
Brigade	2	1500	12	10
Legion	3	2000	16	12

You can choose your **Starting Territories** from any result between 21-41 of the **Exploration Table** (see Step 6 of the Aftermath Sequence).

## STARTING ORDER OF BATTLE LIMITS

Total Units	See starting Sizes (table above)
HERO	3
MONSTER	1
WAR MACHINE	1

## ENHANCEMENTS

Add 1 **Core Enhancement** of each type, and distribute them to the units in your Order of Battle. These can't be changed later unless the unit bearing it is killed. Extra enhancements granted by your Allegiance Abilities are also considered Core Enhancements in Path to Glory rules.

**Bonus Enhancements** gained through your Path to Glory advancement, like extra Spells or Artefacts, are stored in the Vault (see on the right).

You can spend 5 glory points in the Aftermath Sequence (see further ahead in this document) to add 1 **Barracks** to your stronghold. Each time you add a barracks to your stronghold you increase your unit limit by 2, to a maximum of 30. You can only add 1 barracks to your stronghold in each Aftermath Sequence. There is a maximum number of barracks that each type of stronghold can have.

## STRONGHOLD

**Territories:** You can control up to 3 territories at once.  
**Barracks:** Your Stronghold can have up to 3 barracks.  
**Outposts:** You can establish up to 1 Outpost.

As your campaign progresses, you will have a chance to upgrade your stronghold to an **Imposing Stronghold** and then a **Mighty Stronghold**.

In addition, if you are using the **Tiers of Battle** rule (see table below) for a Path to Glory Battle, the type of **Stronghold** that each player has will determine how many bonus enhancements you can include in your army for that battle.

## IMPOSING STRONGHOLD

**Prerequisite: Stronghold**

**Cost:** 30 Glory Points

**Territories:** You can now control up to 6 territories at once.  
**Barracks:** Your Stronghold can have up to 5 barracks.  
**Outposts:** You can establish up to 2 Outposts.



## MIGHTY STRONGHOLD

**Prerequisite: Imposing Stronghold**

**Cost:** 60 Glory Points

**Territories:** You can now control up to 9 territories at once.  
**Barracks:** Your Stronghold can have up to 12 Barracks.  
**Outposts:** You can establish up to 3 Outposts.



## ADDING BARRACKS

You can spend 5 glory points in the Aftermath Sequence (see further ahead in this document) to add 1 **barracks** to your stronghold. Each time you add a barracks to your stronghold you increase your unit limit by 2, to a maximum of 30. You can only add 1 barracks to your stronghold in each Aftermath Sequence. There is a maximum number of barracks that each type of stronghold can have.

## THE VAULT

You start with 1 **Endless spell or Invocation** and 1 **Core Battalion or Warscroll Battalion**, that are eligible to your army, in your Vault. Any points costs count towards your Order of Battle's **Points Limit**. The Vault is where you store Bonus Enhancements for your Order of Battle, which you can pick and choose to bring to battle, within the Limit allowed (see below).

## SET UP AN ARMY FOR BATTLE

Tier of Battle	Required Stronghold (both players)	Points Limit	Tier of Battle
Lower	Any	Any	Lower
Middle	Imposing or Mighty	Any	Middle
Higher	Mighty	Any	Higher

Each time you fight a battle with Path to Glory, you pick from among the units in your **Order of Battle** roster, to assemble an army list to fight with. **No unit can cost more than 50% of the points limit agreed.**

The **battle can be of any points size agreed between players**, as long as it is equal or lower to their maximum Order of Battle size.

After adding the desired units with their Core Enhancements, how many **Bonus Enhancements** players can bring to the battle is determined by the

**Tier of Battle** they can play at. Clashes between armies with larger strongholds can field more Artefacts, Spells/prayers and Command Traits.

BONUS ENHANCEMENTS			
Tier of Battle	Command Traits	Artefacts of Power	Spells
Lower	1	1	1
Middle	3	2	2
Higher	5	3	3

## SPELLS AND PRAYER BONUS ENHANCEMENTS

Beyond your Core Enhancements, each **Spell and Prayer Bonus Enhancement** only grants a single WIZARD/PRIEST the ability to know an extra spell or prayer (from those stored in your Vault) for the duration of that battle.

This is different from *spell lore* or *prayer scripture enhancements* (which normally grant one extra spell/prayer to every WIZARD/PRIEST in your army).

## QUESTS

Pick one Quest for your army to be pursuing. You can only pursue one quest at a time, and all quest points you accumulate go towards that quest. When you complete a quest, you collect the reward and wipe clean all remaining quest points that went towards it. You can select new quests during the Aftermath Sequence of a battle, and drop existing quests (you lose any quest points you had towards it as well).

SEARCH FOR THE ARTEFACT
<ul style="list-style-type: none"> <li>- Pick 1 <b>Artefact of Power</b> that your faction has access to and that is not already on your roster. Write it down on the Quest Log.</li> <li>- At the end of each battle, add <b>1 QUEST POINT</b> for each friendly unit wholly within your opponent's Territory. You can also spend 1 Glory Point to gain an extra <b>1 QUEST POINT</b>.</li> <li>- You <b>complete this quest</b> if you gain 3 or more QUEST POINTS.</li> <li>- <b>Reward:</b> add the Artefact of Power you picked to your Vault.</li> </ul>

SEEK A DEIFIC BLESSING
<ul style="list-style-type: none"> <li>- Pick 1 Invocation that your faction has access to and that is not already on your roster. Write it down on the Quest Log. This Quest requires using the Mysterious Terrain table during your battle.</li> <li>- After you roll on the Terrain table, you can spend 1 Glory Point to change the result to '<i>Mystical</i>'.</li> <li>- At the end of the battle, if a friendly <b>PRIEST</b> is within 1" of a terrain feature with the '<i>Mystical</i>' scenery rule, you <b>complete this quest</b>.</li> <li>- <b>Reward:</b> add the Invocation you picked to your Vault.</li> </ul>

DEFEND YOUR REALM
<ul style="list-style-type: none"> <li>- At the end of each battle, add <b>1 QUEST POINT</b> for each friendly unit wholly within your Territory.</li> <li>- Alternatively, at the end of a battle, you can spend 1 Glory Point to gain <b>1 QUEST POINT</b>.</li> <li>- You <b>complete this quest</b> if you gain 3 or more QUEST POINTS.</li> <li>- <b>Reward:</b> you gain 10 Glory Points.</li> </ul>

SCOUT FERTILE LANDS
<ul style="list-style-type: none"> <li>- At the end of a battle, you <b>complete this Quest</b> if any friendly units are wholly within 4" of a battlefield edge and wholly outside of your Territory.</li> <li>- Alternatively, at the end of a battle, you can spend 1 Glory Point to complete this Quest.</li> <li>- <b>Reward:</b> make 2 Exploration rolls in the Aftermath Sequence instead of only 1.</li> </ul>

LEARN ANCIENT SCRIPTURES
<ul style="list-style-type: none"> <li>- Pick 1 Prayer that your faction has access to and that is not already on your roster. Write it down on the Quest Log.</li> <li>- In each battle, if a chanting roll for a friendly <b>PRIEST</b> is 4+, add <b>1 QUEST POINT</b>. In addition, at the end of each battle, you can spend 1 Glory Point to gain an additional <b>1 QUEST POINT</b>.</li> <li>- You <b>complete this quest</b> once you have 3 or more QUEST POINTS.</li> <li>- <b>Reward:</b> add the Prayer you picked to your Vault.</li> </ul>

FORM WARRIORS INTO A BATTALION
<ul style="list-style-type: none"> <li>- Pick 1 Core Battalion or Warscroll Battalion that your faction has access to and that is not already on your roster. Write it down on the Quest Log.</li> <li>- At the end of a battle, if there are enough friendly units on the battlefield to fulfil the minimum requirements of the battalion organisation, you <b>complete this quest</b>. If there aren't, you can spend 1 Glory Point for each additional unit needed to fulfil the requirement.</li> <li>- <b>Reward:</b> add the battalion you picked to your Vault</li> </ul>

HUNT THE ENDLESS SPELL
<ul style="list-style-type: none"> <li>- Pick 1 Invocation that your faction has access to and that is not already on your roster. Write it down on the Quest Log. This Quest requires using the Mysterious Terrain table during your battle. After you roll on the table, you can spend 1 Glory Point to change the result to '<i>Arcane</i>'.</li> <li>- At the end of the battle, if a friendly <b>WIZARD</b> is within 1" of a terrain feature with the '<i>Arcane</i>' scenery rule, you <b>complete this quest</b>.</li> <li>- <b>Reward:</b> add the Invocation you picked to your Vault.</li> </ul>

MASTER MAGICAL LORE
<ul style="list-style-type: none"> <li>- Pick 1 Spell that your faction has access to and that is not already on your roster. Write it down on the Quest Log.</li> <li>- In each battle, if a casting roll for a friendly <b>WIZARD</b> is 8+, add <b>1 QUEST POINT</b>. In addition, at the end of each battle, you can spend 1 Glory Point to gain an additional <b>1 QUEST POINT</b>.</li> <li>- You <b>complete this quest</b> once you have 3 or more QUEST POINTS.</li> <li>- <b>Reward:</b> add the Spell you picked to your Vault.</li> </ul>

## THE AFTERMATH SEQUENCE

- 1 - Earn Glory Points
- 2 - Resolve Injuries and Casualties
- 3 - Gain Renown Points
- 4 - Complete Quests
- 5 - Manage your Stronghold
- 6 - Manage your Territories
- 7 - Manage your Order of Battle

### 1. GLORY POINTS (GP)

Criterion	Points Limit			
	500-750	751- 1250	1251- 1750	1751 +
Fought a Path to Glory Battle	5 GP	8 GP	10 GP	12 GP
Won a major victory	3 GP	4 GP	5 GP	6 GP
Won a minor victory	2 GP	2 GP	3 GP	3 GP
Your Warlord took part in the battle and was not slain	1 GP	1 GP	2 GP	2 GP

### 2. INJURIES & CASUALTIES

Slain **Heroes**, as well as Single units with a Wounds Characteristic of 8 or more, have to make **Injury rolls**. Other slain units make **Casualty rolls**. Unique units never make these rolls.

#### INJURY ROLLS

Injury rolls may be made on the table below or on the **Advanced Injury** table on page 13.

Each aftermath, you can re-roll 1 Injury roll by spending 1 GP.

2D6	Injury
2-3	<b>Killed:</b> remove this unit from your order of battle. If this unit is your warlord, see 'Death of your Warlord' below (more details in Core Book pg.316)
4-5	<b>Critical Injury:</b> at the start of your next battle, if this unit is included in your army, it begins the battle with D3 wound allocated to it that cannot be negated or healed.
6-7	<b>Major Injury:</b> at the start of your next battle, if this unit is included in your army, it begins the battle with 1 wound allocated to it that cannot be negated or healed.
8-11	<b>Minor Injury:</b> No effect.
12	<b>Forged in Battle:</b> this unit gains 2D6 renown points.

If a unit is **killed** and had any **Core Enhancements** assigned, pick a new Core Enhancement of the same type and assign it to an eligible unit in your Order of Battle. If it was instead a **Bonus Enhancement**, the enhancement simply goes back to your **Vault**.

#### DEATH OF A WARLORD

If this happens, an existing **Hero** in your Order of Battle is **promoted to Warlord**, or you can **add a new Hero** to your Order of Battle (by paying Glory Points, see step 7). If you don't have another **Hero** or enough Glory Points, you can add a new HERO for free. In either case, the new Warlord **immediately gain 15 Renown Points**.

### CASUALTY ROLL

For each unit, roll a dice for each slain model in that unit. Models returned to a unit do not count as slain. Each result of 1 increases the unit's casualty score by 1. For each casualty roll, you can spend 1 Glory Point to re-roll one die result.

**Casualty score = remove this number of models after unit is set up on the battlefield.**

### 3. GAIN RENOWN

#### - Surviving the Battle

Each unit that survived the battle gains 1 renown point.

#### - Bonus Renown

If you played a Path to Glory battleplan, it will explain how units can gain renown points. Otherwise, the rule below applies:

Roll a dice for each unit that was wholly within enemy territory at the end of the battle. Each unit that rolled a 4+ gains 1 renown point.

#### - Favoured Warriors

Pick 1 unit that took part in the battle: that unit gains D6 renown points.

#### - Unique Units

These do not gain renown points.

#### GAINING RANKS

When your units reach a new renown point level, they gain a veteran ability. **Non-Hero** units use the table below, alternatively in a **Road to Ruin Campaign** use the table on Page 5.

Renown Points	Unit ranks	Veteran Abilities
0-4	Untested Warriors	0
5-14	Veteran Warriors	1
15-29	Elite Veteran Warriors	2

#### Veteran Abilities

**Exemplars of Value:** this unit can use this veteran ability once per battle, at the start of the battleshock phase, if it is within 3" of an enemy unit. If it does so, do not take battleshock tests for friendly units wholly within 9" of this unit until the end of that phase.

**Disciplined Battle-drill:** this unit can use this veteran ability once per battle, when it is picked to fight in the combat phase. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

**Fleet of Foot:** this unit can use this veteran ability once per battle, at the start of your charge phase. If it does so, this unit can attempt a charge in that phase even if it ran in the same turn.

**Deadly Volley:** this unit can use this veteran ability once per battle, when it is picked to shoot in your shooting phase. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

**Defensive Formation:** this unit can use this veteran ability once per battle, when it is picked as the target of an attack in the combat phase. Subtract 1 from wound rolls for attacks that target that unit until the end of that phase.

**Devastating Charge:** this unit can use this veteran ability once per battle, after it makes a successful charge. If it does so, pick 1 enemy unit within 1" of this unit. That enemy unit suffers D3 mortal wounds.

*You cannot gain the same veteran ability twice.*

*Your army can only use 1 veteran ability per turn, and each ability can only be used once per battle.*

## HEROES AND RENOWN

**HEROES** earn different ranks to other units. In addition, **HEROES** gain a Command Trait instead of veteran abilities. **HEROES** earn ranks as follows:

## 4. COMPLETE QUESTS

Check your **Quest Log** to record your progress and see if you completed your current quest. When a quest is complete, collect its reward and erase everything on your Quest Log.

You can now select a new Quest, and you can re-do the same quest again. You can also give up on a quest: erase everything on your Quest Log and start a new Quest from scratch

## 5. MANAGE YOUR STRONGHOLD

Spend glory points to build more **Barracks** in your Stronghold, or to upgrade your Stronghold into an **Imposing Stronghold**, or an Imposing Stronghold into a **Mighty Stronghold**.

See the Order of Battle and Unit Limits section.

## 6. MANAGE YOUR TERRITORIES

Roll a **D66** and consult the table on **Page 32** to see what your forces find after the battle. If you find a Territory, you have the chance to spend 10 Glory Points to dominate it.

If you don't have enough Glory Points, or don't want to spend them, you ignore the Territory.

The **maximum number of Territories you can control** is determined by the size of your Stronghold.

You can also spend Glory Points to [**Upgrade**] a **Territory**.

## 7. MANAGE YOUR ORDER OF BATTLE

Unit's Point Value	Glory Points Cost		
	Add	Recuperate	Reinforce
0-100	3	1	4
101-150	4	2	5
151-200	5	3	6
201-250	6	4	7
251-300	7	5	8
301-350	8	6	9
351-400	9	7	10
401	10	8	11

## ADD NEW UNITS

Spend the required number of Glory Points to add a new unit to your **Order of Battle**, at its minimum size. You must be within the limits on your Order of Battle to add the new unit.

## RECUPERATE UNITS

Spend the required number of **Glory Points**, depending on the unit size, to reduce the unit's **Casualty Score**.

To recuperate a unit, roll a number of dice equal to the unit's Casualty Score. For each 4+, reduce the Casualty score by 1. If the unit did not participate in the last Path to Glory battle, reduce the Casualty Score by 1 on a roll of 2+ instead.

Each unit can only be recuperated once per Aftermath Sequence.

## REINFORCING UNITS

If the Pitched Battle profile allows a unit in your Order of Battle to be **reinforced**, you can spend the required amount of Glory Points, which depends on the unit's point cost (which must include previous reinforcements).

## RETIRING UNITS

If you wish to retire a unit, remove it from your roster. If the unit had a **Core Enhancement**, simply choose a new Core Enhancement of the same type and assign it to another unit in your Order of Battle.

# TERRITORIES

See Step 6 of the *After Battle Sequence* (Previous Page)

TERRITORIES (D66)	
<p><b>11-16 BARREN WASTES</b> <i>Your scouts find nothing but inhospitable wasteland.</i></p> <p>This territory cannot be controlled.</p>	<p><b>41-42 ANCIENT ROADS</b></p> <p><i>Your allies can swiftly come to your aid with these roads under your control.</i> Increase your Allied Units limit by 1. [Upgrade 10GP] <b>Trade Route:</b> Increase the limit by 3 instead of 1.</p>
<p><b>21-22 OLD KEEP</b> <i>This lonely keep and the lands around it are ruled by a powerful vassal to your domain.</i></p> <p>Increase your <b>HEROES</b> limit by 1. [Upgrade 10GP] <b>Fortified Keep:</b> Increase the limit by 3 instead of 1.</p>	<p><b>43-44 BORDERLANDS</b> <i>As this territory borders hostile lands, it is wise to keep it patrolled by your warriors.</i></p> <p>In step 3 of the Aftermath Sequence, you can pick 1 unit on your order of battle that was not included in your army in that battle, and roll a dice. On a 4+, that unit gains 1 renown point. [Upgrade 15GP] <b>Bastion:</b> You can pick 2 such units instead of 1.</p>
<p><b>23-24 WILD LANDS</b> <i>This desolate region is home to all manner of savage beasts.</i></p> <p>Increase your <b>MONSTERS</b> limit by 1. [Upgrade 10GP] <b>Watchtower:</b> Increase the limit by 3 instead of 1.</p>	<p><b>45-46 WELLSPRING</b> <i>The natural resources of this territory aid your warriors in healing from battle wounds.</i></p> <p>You can pick 1 unit to benefit from this territory in each aftermath sequence. When making a recuperating roll for the unit you picked, it is treated as not having taken part in the battle. [Upgrade 15GP] <b>Divination Pool:</b> You can pick 2 such units instead of 1.</p>
<p><b>25-26 FORGOTTEN MINE</b> <i>The resources of this territory can be harnessed to construct machines of war.</i></p> <p>Increase your <b>WAR MACHINES</b> limit by 1. [Upgrade 10GP] <b>Workshop:</b> Increase the limit by 3 instead of 1.</p>	<p><b>43-44 LARGE SETTLEMENT</b> <i>This sprawling settlement provides you with ample warriors with which to wage war.</i></p> <p>Reduce by 1GP the cost of adding a unit that is not a <b>HERO</b> to your order of battle. [Upgrade 15GP] <b>City Wall:</b> Reduce the GP costs by 2 instead of 1.</p>
<p><b>31-31 ARCANES WAYPOINT</b> <i>Ley lines of eldritch power coalesce here.</i></p> <p>Increase your <b>WIZARDS</b> limit by 1. [Upgrade 10GP] <b>WIZARD'S TOWER:</b> Increase the limit by 3 instead of 1.</p>	<p><b>53-54 REALMSTONE RESERVE</b> <i>This area of land is rich in precious realmstone.</i></p> <p>You receive D3 additional GP in step 1 of the Aftermath Sequence. [Upgrade 15GP] <b>Realmstone Mine:</b> You receive an additional D6 GP instead of D3.</p>
<p><b>33-34 SACRED SITE</b> <i>You feel the presence of the gods at this holy ground.</i></p> <p>Increase your <b>PRIESTS</b> limit by 1. [Upgrade 10GP] <b>TEMPLE:</b> Increase the limit by 3 instead of 1.</p>	<p><b>55-56 RUINS OF MYTH</b> <i>It is said a powerful treasure rests in this ancient and haunted place.</i></p> <p>This territory has no effect until it is upgraded. [Upgrade 15GP] <b>Explored:</b> Once in step 6 of each <b>Aftermath Sequence</b>, you can roll a dice for this territory. On a 1-5 nothing happens. On a 6, you gain 1 bonus Artefact of Power that your faction has access to, and it is added to your vault. Once the artefact has been added, this territory is removed from your roster.</p>
<p><b>35-36 SMALL SETTLEMENT</b> <i>A modest settlement has been brought under your control.</i> Increase your <b>Reinforced Units</b> limit by 1. [Upgrade 10GP] <b>Guard House:</b> Increase the limit by 3 instead of 1.</p>	<p><b>61-66 SPECIAL TERRITORY</b> <i>Your scouts return with valuable news...</i></p> <p>If your battletome has a <b>Faction Territories table</b>, your roll will correspond to a territory on that table. Alternatively, you can pick one result from this table that corresponds to a roll of 21-42.</p>

# UNOFFICIAL FAN MADE SUPPLEMENT

*Designed to Supplement and Work with Age of Sigmar Path to Glory system found in the Age of Sigmar Core Rules*

## DISCLAIMER

*This Path to Glory Supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding the Path to Glory System to encompass new realms, themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.*

*The rules within are designed for players to utilise an expanded Path to Glory in narrative play environments.*

Including Quick Reference Path to Glory  
Contributions from @WH\_Narratives  
[whfbnarratives.blogspot.com](http://whfbnarratives.blogspot.com)

Paintover Artwork Produce by @ArtistsEmpire



*The Path to Glory begins with a single step...*



**KIT BASHED** 