

# Path To Glory

The following section includes rules for your Path to Glory campaign if you are playing within the Gibbering Dome.

A Gibbering Dome Path to Glory campaign lasts for three games and involves an even number of players. Each pair of players are called **RIVALS**. **RIVALS** must not always play every game against each other, but will end the campaign in a final face off. One **RIVAL** will take the side of fighting to destroy a Dawnbringer Crusade and the other side will defend it. If possible, the first two games may be played as 4 player team games, but the last game should be played as a one versus one final showdown. The first phase of a Gibbering Dome Path to Glory campaign is pairing off into **RIVAL** pairs, and discussing your army's lore and how it would cause your respective forces to be at odds with each other.

## VOIDSTONE OBJECTIVES:

*The Gibbering Dome is constructed of Voidstone and even those who mine it become saturated with it's memory draining nature. Fighting within this place will cause confusion and disorientation.*

While fighting in a Gibbering Dome campaign, units that contest an objective may not give or receive commands.

## SAVIORS AND SCOUNDRELS

*Not all within the Dome are invested within this battle, but they still watch. Those who fight will gain notoriety for their deeds.*

At the end of each of your turns, you receive one **REPUTATION** point for each objective you (or your team) control that is within your starting territory. For each objective you (or your team) control in your opponent's starting territory, you gain two **REPUTATION** points. Objectives that are in neither yours or your opponent's starting territory do *not* earn **REPUTATION**. Keep track of your **REPUTATION** points for the entirety of the event.

## AFTERMATH

*Those who enter Voidskein have an odd way of not dying, but they do tend to wander off more than planned.*

In Step 2 of the Aftermath phase, If you suffer an injury roll of "Killed" on any unit in your order of battle, that unit may only enter the battlefield using the "Reserve Units and Summoned Units" rule (Page 252 (3.1)) for the remainder of the campaign. In addition, units will suffer casualties on a die roll of 1 or 2 due to the Voidstone causing those wounded to lose their way in the Dome. Lastly, Glory may not be used to reroll Injury or casualty.

Players may also ignore step 5 of the Aftermath phase dealing with strongholds, as they will have no effect on these games. However, players may of course use unused glory to roll for these steps after the event has ended.

For the purposes of running an event, Step 7 of the Path to Glory aftermath phase is ignored. Players may not reinforce, buy new units or roll for recuperation during these three games.

## QUEST

### **WE SHALL NOT BE DENIED**

*You know who your rival is, and you will do everything in your power to get an advantage.*  
Pick 1 hero in your order of battle. At the end of a Gibbering Dome Campaign Game, you complete this quest if this hero survived the battle.

When facing your **RIVAL** in the third game of this campaign, this hero gains the **EMISSARY** keyword. This quest allows multiple units to gain the **EMISSARY** keyword.

## 61-66 SPECIAL TERRITORY

### **THE HOME OF THE REALMWALKER**

*This settlement contains a mysterious abode, filled with esoteric artifacts from all the realms.*

In a Gibbering Dome Campaign Game you can pick 1 unit from your order of battle to gain one keyword from another unit in your order of battle for the duration of this game. This unit may also benefit from commands from your armies for this game, even if they normally would not be able to.

Alternatively at the end of this campaign you can pick 1 result from the terrain table that corresponds to a roll of 21-42.

**Terrain is stationary throughout the event and may not be moved.**

**This is an exception to “The Battlefield” section of all the battleplans we will use in this campaign. As this is a Path to Glory campaign, players will not use Battle Tactics or a Grand Strategy during their games. This is an exception to the “Victory Points” and “Grand Strategy” section of the battleplans.**

The first battleplan is “Rising Power” (Page 343 of the Warhammer Age of Sigmar Core Book.)

The second battleplan is “Burn and Pillage” (Page 342 of the Warhammer Age of Sigmar Core book.)

The third battleplan is “Frontal Assault” (Page 341 of the Warhammer Age of Sigmar Core book.)

**The third battleplan will also include the following special rule**

### **WE SHALL KNOW THEM BY THEIR DEEDS**

*All knowledge is sacred in the Dome, your deeds have been recorded and will be remembered long after you have returned to the realms.*

Pick one unit in your army to gain the **EMISSARY** keyword. Your **EMISSARY** unit must start the battle on the battlefield. If your **EMISSARY** unit survives through all 5 battle rounds, you have

won the campaign. (please note it is possible to earn multiple EMISSARY units for your army during this campaign. Only one of these units must survive the final battle.)

If your army has less than 5 **REPUTATION** points, your **EMISSARY** unit has a 6+ ward save for the duration of the battle. If your army has more than 5 but less than 10 **REPUTATION** points, your **EMISSARY** unit has a 5+ ward save for the duration of the battle. If your army has 10 or more **REPUTATION** points, your **EMISSARY** unit has a 4+ ward save for the duration of the battle.