AGE OF SIGMAR PATH TO GLORY LEAGUE

Thanks to TheShadows and WhosZakAnyway for helping out with this League pack.

Caveat: This is the first run of a league under this system, Grim reserves the right to update the league rules as the league progresses if anything is identified which is breaking games!

Any reference to the Path to Glory (PtG) rules refers to the PtG pdf available to download from GW at https://www.warhammer-community.com/wp-content/uploads/2023/06/Up6ReU2xn0gPM2Km.pdf

NOTE: All updates are marked in the sidebar and highlighted in green

Change Log

Ver	Date Released	Summary Changes
1.0	10.02.24	Initial document
1.1	19.02.24	Updated starting points size, removed Battletome Path to Glory usage, added using Path to Glory roster sheets, several other minor updates
1.11	20.02.24	Starting size updated to Vanguard

How the League Works:

1. **League starts 11.03.24 and ends 12.07.24.**
2. Scoring: Win = 3 points, Draw = 1 point, Loss = 0 points, Bye = 3 points.
3. Lists must be submitted at the start of each month and ahead of the league starting. Your submitted list must show the following:

    a. Your force and points costs
    b. Your Alliance, Realm and Starting Territory
    c. Glory Points
    d. Your Warlord
    e. Enhancements
    f. Current Quest

4. Lists must be submitted by sending a photo of your Path to Glory roster (see below) via Discord to Grim Dice.
5. Participants must play at least two games (depending on the number of participants) each month against their nominated opponents. If one player continues to cancel on their opponent and this continues for the full month, then the person who keeps cancelling will take an automatic loss. Repeated occurrences of this behaviour will result in the person being ejected from the league with no refunds given (if you can't make a game let Grim and your opponent know as soon as possible)
6. It is down to participants to organise their own games; league match ups will be announced at the start of each month.
7. The phases and mechanics for the League are at Annex A
8. Pairings will be announced at the start of each round, Round One will be a random draw with an emphasis on pairing Grand Alliances then Realms against each other where possible. Round Two onwards will be a Swiss system with a similar emphasis.
9. Players can join the League after it has started for the first month only, they will be allocated a bye for one game only for that month, no late joiners can be accepted after the first month is completed.
10. Entry to the League is £5, this will contribute towards prizes for the first and second placed players (3rd place will also get a prize if there are enough in the league) at the end. Prizes will be Grim vouchers and the final amount will depend on how many people take part.
11. If an opponent does not play the game for any reason or intentionally concedes ahead of the game, then it will be counted as a loss for them and a bye for the other player (this is to prevent someone attempting to manipulate standings)
12. **If you do not complete your games before the end of each round then both players will be given an automatic game loss – this is to prevent the league drifting or the majority of players waiting for two people to play one game.**
13. **If you have been attempting to get in touch with your opponent and they have failed to answer or respond OR if they cancel a prebooked game and are unable to arrange another game within the deadline then you will be awarded a game win and the other person will be awarded a game loss.**
14. **If you do not respond to chase up messages from the League Organiser for an entire round then you will be given two game losses for that round and be removed from the league with no refund on the league entry fee.**
15. **If you do not submit your list within a given deadline then you will be considered for a game loss to be decided by the League Organiser.**
16. **IMPORTANT: If you are struggling with getting games completed, sorting a list or anything that would affect any of the above then please message the League Organiser sooner rather than later.**

How You Build Your Force

1. You cannot change Alliance or Realm once the League starts.

2. Lists must be from the current relevant Battletome or Broken Realms including any FAQ or errata published up to a week before the League start date.
3. Battletome specific PtG quests and rules are NOT used however you may use veteran abilities from a Battletome's PtG section.
4. Lists must be written and maintained on the PtG roster sheet – this is available to download from the event ticket link or here: https://cdn.shopify.com/s/files/1/0426/4771/6002/files/path-to-glory-roster-template.pdf?v=1708342028
5. Physical copies of PtG roster sheet are available from Grim.
6. The General's Handbook is not in use for the League as the overarching document is the Path to Glory rules.
7. If a Battletome changes or is released during the League, then the Battletome that the player started with will be used to complete the League.
8. Starting size is Vanguard, the limitations (from PtG) are:

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

9. The points limits for each round are as follows:

Round	Limit
1	600
2	1000
3	1500
4	2000

10. Glory Points are NOT used for the increase in army points each round, it is effectively a "free" points increase.
11. You do still need to use Glory Points to reinforce existing units
12. Legend Units, spells or Lists are not allowed.
13. A summary of creating your starting force is on p4 - 8 PtG

How The Games Work
1. Game scenarios will be announced with each set of match ups, this will include what the point limit is to be used in the scenario.
2. Missions will be drawn from the Path to Glory (PtG pdf) and Contest of Generals (MRB) Battlepacks.

3. Post the game result on Grim's Discord Age of Sigmar Path to Glory channel and tag in your opponent and Grim Dice (Dom) so they can verify the result and the results can be collated.
4. All Aftermath steps are taken and resolved at the end of each game (pp11 - 20 PtG pdf)
5. Games should be played in order however this will not always be possible and should not restrict players organising their games, this may mean at times that one player may have a slightly more experienced force than the other.
6. If you have a Bye from a game then apply the following (p11-20 PtG):
    - Gain 5 Glory Points (p11 PtG)
    - No Injury or Casualty rolls required (p11-12 PtG)
    - Gain One Renown Point (p14 PtG)
    - Choose one unit to be Favoured Warriors and roll D6 for their Renown Points (p14 PtG)
    - A Quest cannot be completed however you can give up on a quest (p17 PtG)
    - You may complete the Manage Your Stronghold step (p17 PtG)
    - You may complete the Managing Your Order of Battle step (p20 PtG)
    - All units count as having fought for any Recuperating Rolls you make (p20 PtG)
7. If you have a Bye from a game, then you gain 3 points but it does not count as a Win for rankings