



# WARHAMMER AGE OF SIGMAR

## PATH TO GLORY





## *Ravaged Coast*

*Aqshy trembles in the aftermath of the Vermindoom. This cataclysm has shaken the Realm of Fire to its core and left a scar known as the Gnaw upon its face. The Ravaged Coast - a stretch of crumbling, tainted land - divides this hellscape from the rest of the hotly contested Great Parch and draws in more armies by the day.*



# Campaign Pack

Welcome to our latest Age of Sigmar narrative campaign!

Throughout the next few months, we're inviting you to join us in building our own club narrative in the wake of the Vermindoom....

Create a brand new, or muster your existing army and join us for a new campaign beginning with a dedicated launch weekend.

A perfect entry point for both new players and those who enjoy the more narrative elements of tabletop wargaming, *Ravaged Coast* is designed to bring our Age of Sigmar enthusiasts together and grow both our player base, and age of Sigmar opponents!

## How do I get involved?

The ***Ravaged Coast*** rules pack can be found in our dedicated club Whats'app group, here: [LINK](#)

We've also made a step-by-step pre & post game reference pack for you too, also saved within the group chat. Just remember to check your battletomes for any unique faction rules for your army in it's dedicated path to glory section.

The campaign will begin with each player creating a **1000 point** force.

- First, choose a faction and a battle formation from that faction. There is no limit to units from that faction - check the rules on regiments.
- Next, choose a hero to be your general. This could be a unit listed in your battletome, or one you've created using your battletomes' Anvil of Apotheosis rules.
- (Give them an epic mini and backstory!)
- Pick a '**Path**' for your warlord, (from the Ravaged coast book or your Battletome)
- Give them the aspiring rank, and one of the aspiring abilities from that path.
- Select the rest of the units for your army. Including the general, you can spend up to **\*1000\*** points. Arrange them into **\*regiments\*** using the rules on page 26 of the Ravaged Coast book.
- No unit in your starting army may cost more than 350 points
- We will not be using units with the **\*UNIQUE\*** keyword
- You may use **\*Scourge of Ghyran\*** units, enhancements etc
- You may not start with a Regiment of Renown, and we'll only be using Regiments of Renown from the Ravaged Coast book.
- Auxillary units are allowed.
- Reinforced units are allowed - but you can't start the game with a unit that costs over 350 points; so you can start with reinforced chainrasps, but not reinforced Stormfiends.
- No one starts with Faction terrain (which also means you can't summon it to the board at this point - bad luck Skaven, Sylvaneth, and Nighthaunt) but it can be acquired later in the campaign.
- You may pick one **\*UNLIMITED\*** spell, from those spell lores available to your faction (from the Battletome or Faction Pack, and Ravaged Coast book), and add it to your roster.
- The first time you add a wizard to your army (eg if you start with a wizard), you may pick 1 further spell from those lores available to your faction. That could be a regular spell or a spell that summons a manifestation. All other spells must be acquired during the campaign.
- You may pick one **\*UNLIMITED\*** prayer, from those prayer lores available to your faction (from the Battletome, Faction pack, and Ravaged Coast book), and add it to your roster.
- The first time you add a priest to your army (eg if you start with a priest), you may pick 1 further prayer from those lores available to your faction. All other prayers must be acquired during the campaign.
- Other enhancements (artefacts etc) must be acquired during the campaign.



**Now's the chance to flesh out the story behind your army. Why is it on the Ravaged Coast, what are its goals?**

## **What else do I need to know?**

While we encourage you to play with painted armies, there is no painting requirement.

Our hope is that you can at least play a mission a month, that's as much commitment as we need. **Ravaged Coast** has rules for underdogs' to balance games against opponents who've played more games and grown their forces, and you can always double up with an 'ally' if you're severely outnumbered!

We completely understand however, that life will most certainly get in the way at times, so don't despair if you're not getting games in as frequently as others. It's a bit of fun and escapism for when you can.

We also don't want anyone to feel like they can't join in late - it's here when you're ready.

## **Frequently Asked Questions**

***Q: Which rule set are we using?***

***A: All games are played with the Core & Advanced rules 2025-2026.***

***Q: What's the best way to organise my games?***

***A: We're planning on having a kick off event in November, where you should get two or hopefully three games to start off your path to glory. After that games can be arranged on club nights using the clubs' Path to Glory WhatsApp.***

***Q: How will we keep track of how everyone is getting on?***

***A: Hopefully we can set up a website where everyone can submit stories of their battles, and submit their ember stone collection so the grand alliances can be compared.***

***Q. Can I join later on?***

***A: Absolutely. If you can't make the kick off event, make up an army and join when you can.***

***Q: Can I have more than one army in the campaign***

***A: Yes. Have as many armies as you like.***

***Q: What about conversions / proxies / 3D printed models.***

***A: These are welcome at the club, and (currently) AoS has no rules regarding line of sight for model sizes. So, if the model's on its official-sized base, and your opponent knows what the models represent, then feel free to get creative!***

***Q: How many total spells and prayers can my army have?***

***A: There is a limit of 6 total spells and prayers (including spells and prayers that summon manifestations).***

***Q: How long will this campaign last?***

***A: As long as players are interested. We will review engagement throughout and towards the endgame stage announce a dramatic conclusion....***



***Q: Can I use an Army of Renown instead of a regular battle formation?***

***A:*** You can pick an Army of Renown when picking your faction. If you do so, you must use its faction rules. You can still include a Ravaged Coast Regiment of Renown even if the roster options do not allow it, but you cannot include any other units that are not listed in the roster options. Units in the Ravaged Coast Regiment of Renown do not gain your Army of Renown's keyword.

***Q: Which warscrolls should be used for generic manifestations?***

***A:*** Use the warscrolls from the current General's Handbook. Note that manifestations don't cost points in Path to Glory, but the spells to summon them are enhancements (which can be acquired using emberstone) which count against the total of 6 items you can put in your \*Arcane Tome\*

