

# Path to Glory Battlepack

*designed by OverthinkingWarcry.com*



## **What is this and who is this for?**

It's a Warcry battlepack designed to be used by a group (basically 4+, but I would advise against 19 and more) of players playing together during a meetup, event or a league with three or more consecutive games. It differs from all other battlepacks, as players will pick one of the six paths focused around typical Victory conditions and the missions played every round will be dictated by the paths selected by both players (player on a treasure oriented path paired with a player on kill focused path will result in a game where both killing and treasures score Victory Points). As players must stick to their paths it presents the playing field where warbands focused on different strengths can compete. Warband specialisation is heavily required, so the pack serves more as an unique experiment for more experienced players rather than a beginner friendly experience for newcomers. The missions should work equally well in both narrative and matched play, so use your favorite approach.

## **How to use it?**

First you need players to select their paths (second page). You can use the signup order as the order in which they can pick up their paths, or any other way as soon as selecting the paths happens before list submission. Try to avoid repeating paths if possible. After that treat it as any other event and pair players randomly in the first round and then pair players with similar scores against themselves using tiebreaker to place them in order (or do a round robin for a league). The only difference to a traditional tournament or league is that the missions played are not random (as in some leagues) or related to a round number, but unique for every table as it is a result of both players' paths (consult the table on page 3). Regarding Tiebreaker - I would advise against kill points due to obvious advantage for kill oriented paths and against VP as different missions score differently, so Strength of Schedule might be the best option here.



### **Path of Conquest** (Objective focused)

*Mortal realms are vast and ancient. Even the mightiest get forgotten after a new power claims their throne. The only path to immortal legacy is to conquer nation after nation to the point that future historians will compare the pathetic kingdoms of the future with the greatness of your empire.*

### **Path of Power** (Objective and Treasure focused)

*Fierce warriors want to take as much as they can until their strength fades. Getting satisfied with heights of potential available for mortals is for those of lesser ambition. Breaking the limitations of mortality and reaching beyond is the path of those truly ambitious.*



### **Path of Domination** (Objective and Kill focused)

*Everybody can win by abusing the enemy's weakness, but only the best can meet their foes where they are strongest and use that victory as a herald of their might. If the victory is not spreading fear in the hearts of your enemies then it isn't the true victory.*



### **Path of Honor** (Kill focused)

*On the path to greatness you must destroy those that oppose you. The only way to break the endless cycle of revenge after that is to replace hate with respect and only your honor can do that. Why would you keep fighting the same fights instead of reaching further?*



### **Path of Glory** (Kill and Treasure focused)

*Blood, sweat and tears are the easiest sacrifices on a path of glory. Enormous effort makes victories tasteless without the admiration born of them, but after getting recognized as one of the greatest you will see that becoming a legend was worth it.*















### **Path of Greed** (Treasure focused)

*To lead is to make a step forward. You not only get closer to your enemies, but you also expose your back to those that follow. Champions that walk this path know that the axe in a chest happens just as often as a knife in a back. Risking everything deserves to be rewarded. Properly. And often*



Select a mission based on both players paths:

	 Conquest	 Power	 Domination	 Honor	 Glory	 Greed
 Conquest	<b>I</b> Conquerors Duel	<b>II</b> Rings of Power	<b>III</b> First Strike	<b>IV</b> Hidden Tunnel	<b>V</b> Gorewyrms Nest	<b>VI</b> Extraction
 Power	<b>II</b> Rings of Power	<b>VI</b> Extraction	<b>V</b> Gorewyrms Nest	<b>VII</b> Cursed Well	<b>VIII</b> Shrine of Bloodlust	<b>IX</b> Temple of Greed
 Domination	<b>III</b> First Strike	<b>V</b> Gorewyrms Nest	<b>IV</b> Hidden Tunnel	<b>X</b> Witch Hunters Nightmare	<b>VII</b> Cursed Well	<b>VIII</b> Shrine of Bloodlust
 Honor	<b>IV</b> Hidden Tunnel	<b>VII</b> Cursed Well	<b>X</b> Witch Hunters Nightmare	<b>XI</b> Reaper's Toll	<b>XII</b> Reclaim our Relics	<b>XIII</b> Bloody Trophies
 Glory	<b>V</b> Gorewyrms Nest	<b>VIII</b> Shrine of Bloodlust	<b>VII</b> Cursed Well	<b>XII</b> Reclaim our Relics	<b>XIII</b> Bloody Trophies	<b>XIV</b> Dragon's Hoard
 Greed	<b>VI</b> Extraction	<b>IX</b> Temple of Greed	<b>VIII</b> Shrine of Bloodlust	<b>XIII</b> Bloody Trophies	<b>XIV</b> Dragon's Hoard	<b>XV</b> River of Gold

### What if I'm paired against players on the same path?

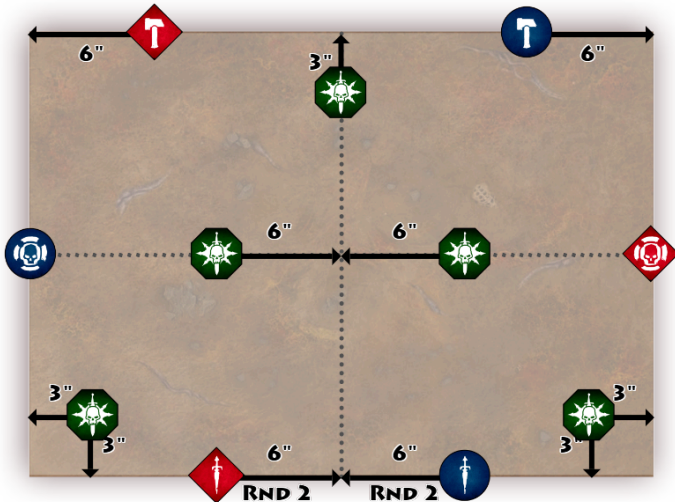
There is one additional battleplan with the number XVI and a player that would have to play the same mission twice can decide to change the mission played to battleplan XVI (if it's the case for both players, then they have to decide together and in case both players prefer different missions then a rolloff will decide).

### Is there something all the battleplans have in common?

During setup always place objective and treasure tokens on the battlefield floor. All games last 4 rounds. You can contest 2 objectives with the same fighter.



# I Conquerors Duel



**Setup:** Place 5 objective tokens according to the deployment map.

**Scoring:** At the end of each battle round, Players score 1 VP for each objective they control.

Conquest vs Conquest

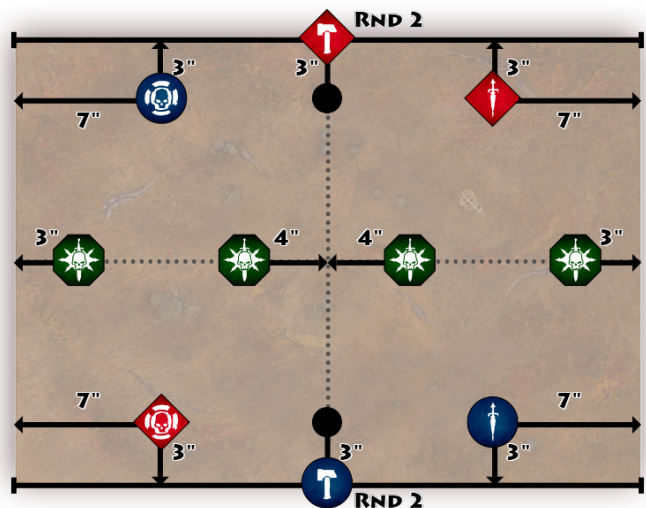
## II Rings of Power

**Setup:** Place 4 objective tokens (green) and 2 treasure tokens (black) according to the deployment map

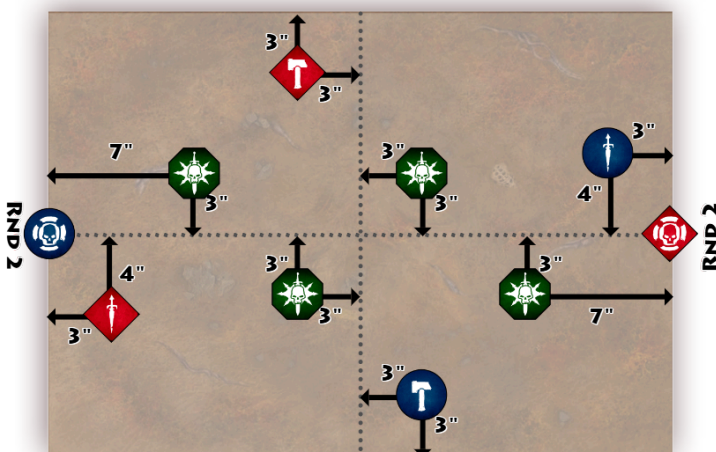
**Scoring:** At the end of each battle round, Players score 1 VP for each objective they control and additional VP coming from Rings of Power enchantments.

**Rings of Power:** Every round after Initiative and in order of Initiative Players having treasures must pick one objective to be enchanted for that round. Player having 2 treasures can pick two different objectives or pick the same objective twice. Controlling enchanted objective grants one additional VP per every enchantment

Conquest vs Power



## III First Strike



**Setup:** Place 4 objective tokens according to the deployment map.

**Scoring:** At the end of each battle round, Players score 1 VP for each objective they control. In addition first kill of every round grants 1 VP

Conquest vs Domination



## IV Hidden Tunnel

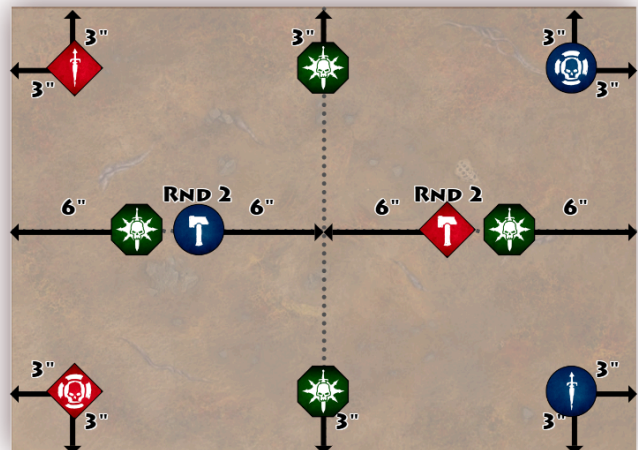
**Setup:** Place 4 objective tokens according to the deployment map

**Scoring:** At the end of each battle round, each Player scores 1 victory point for each objective they control. In addition, whenever a fighter takes down another fighter while both are contesting the same objective, that fighter's controller scores 1 victory point

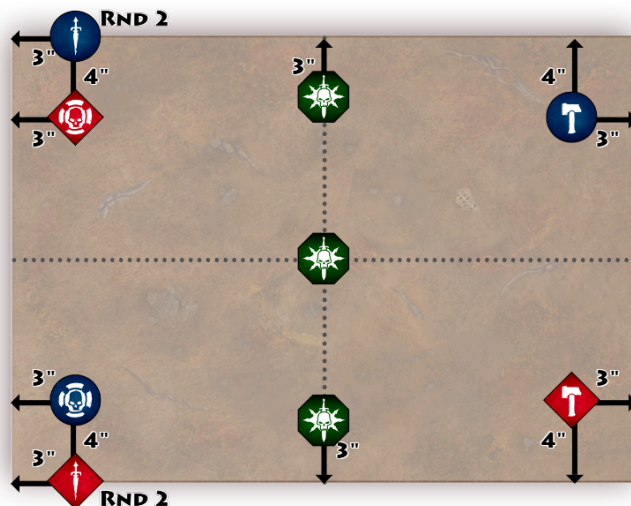
**Map Credit:** Magnus

Domination vs Domination

Conquest vs Honor



## V Gorewyrms Nest



**Setup:** Place 3 objective tokens according to the deployment map.

**Scoring:** At the end of each battle round, Players score 2 VP for each objective they control. In addition after 4th round Players score 1 VP for each fighter carrying treasure

**Gorewyrms:** Objectives can be targeted by melee and ranged (remember that fighters within 1'' can prevent that) attack actions and have Toughness 2. Count wounds inflicted by both players separately and after a fighter deals 20th wound remove this objective from the game and now that fighter carries treasure (and must drop it as bonus action if it can't carry treasure)

Conquest vs Glory

Domination vs Power

## VI Extraction

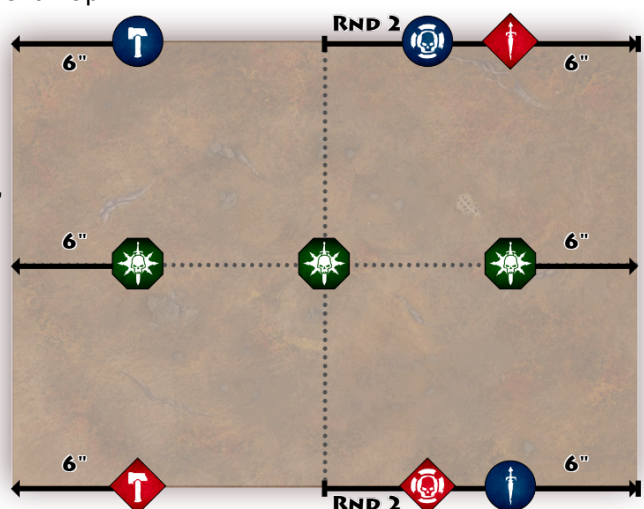
**Setup:** Place 3 objective tokens according to the deployment map

**Scoring:** At the end of each round, Players score 1 VP for each objective they control. Then, they pick one of the fighters contesting that objective to be carrying Treasure. If none of that Player's fighters can carry treasure, they instead place the treasure on the battlefield floor, within 3'' horizontally of the objective. Remove objectives from the battlefield once they have been controlled by a player at the end of a round. At the end of round 4, Players score 1 VP for each treasure they control.

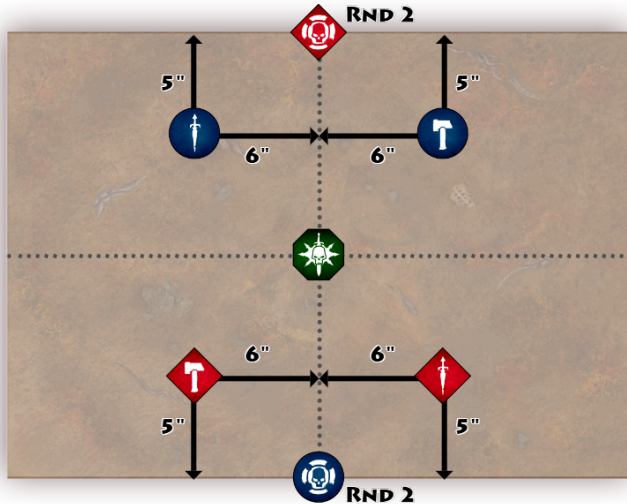
**Wincon Credit:** theSaltySea

Conquest vs Greed

Power vs Power



## VII Cursed Well



**Setup:** Place 1 objective token according to the deployment map.

**Scoring:** At the end of each battle round, the Player that controls objective picks one of the fighters contesting that objective to be carrying Treasure. If none of that Player's fighters can carry treasure, they instead place the treasure on the battlefield floor, within 3" horizontally of the objective. At the end of each round, Players score 1 VP for each treasure and 2 VP for each fighter taken down that round.

Honor vs Power  
Glory vs Domination

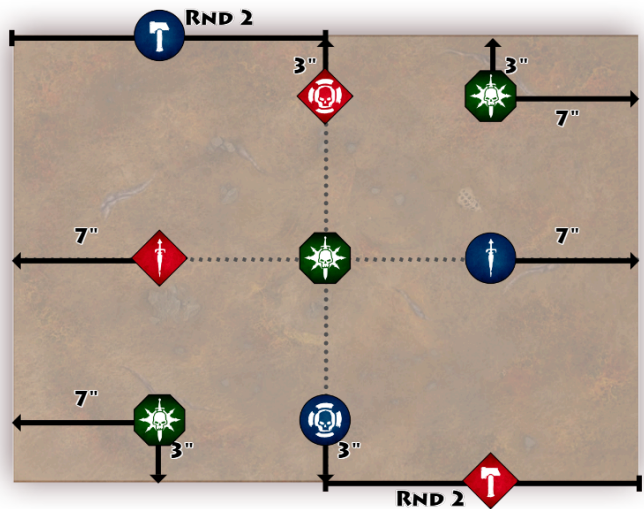
## VIII Shrine of Bloodlust

**Setup:** Place 3 objective tokens according to the deployment map

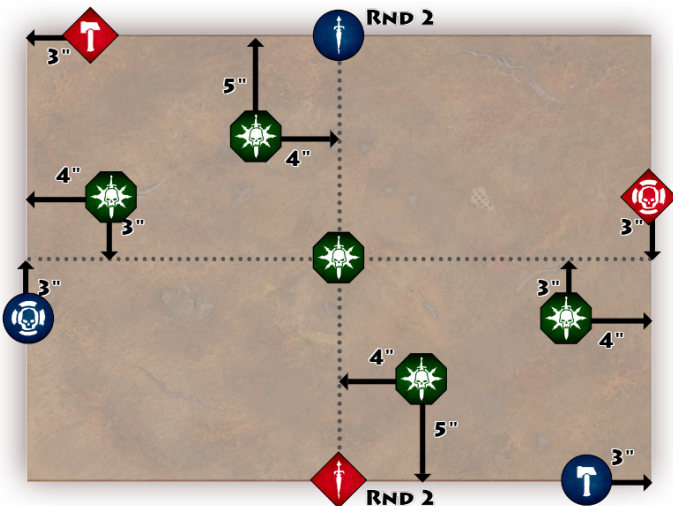
**Scoring:** At the end of each battle round, Players score 1 VP for each objective they control and 1 VP for each treasure they control

**Bloodlust:** The first time a fighter takes down another fighter where both are contesting the same objective, remove that objective from play and that fighter is now carrying treasure. If that fighter can't carry treasure then place that treasure on the battlefield floor, within 3" horizontally of that fighter instead

Glory vs Power  
Domination vs Greed



## IX Temple of Greed



**Setup:** Place 5 treasure tokens according to the deployment map.

**Scoring:** At the end of each battle round, Players score 2 VP for each treasure they control. In addition, for each treasure carrier, Player having more fighters within 3" of treasure carrier (excluding all treasure carriers) score 1 VP.

## Power vs Greed

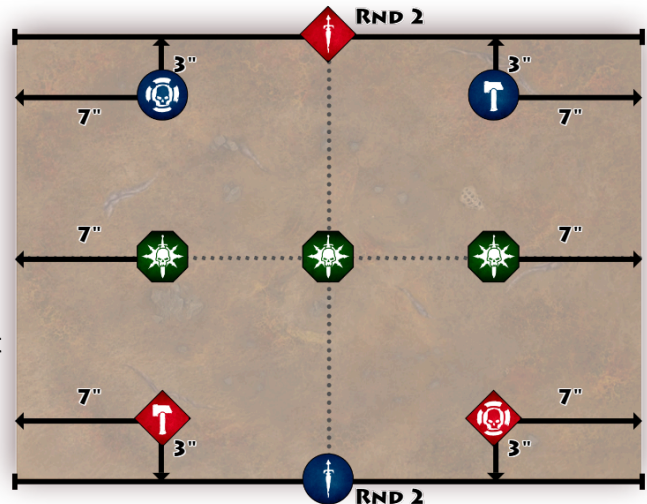


## X Witch Hunters Nightmare

**Setup:** Place 3 objective tokens according to the deployment map

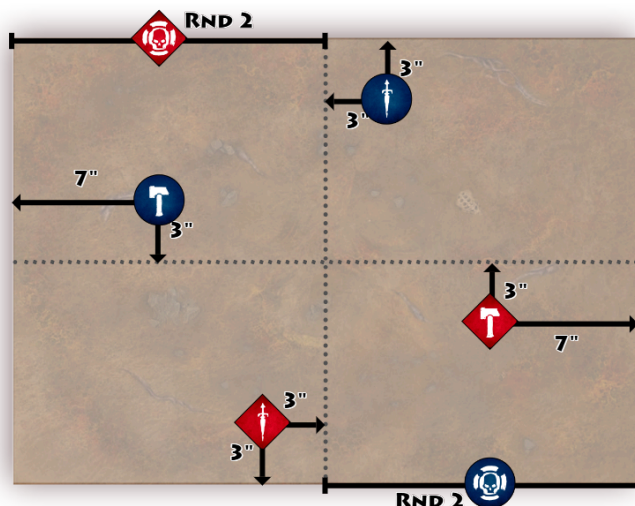
**Scoring:** At the end of each battle round, Players scores 1 victory point for each objective they control. In addition, Players score 3 VP each time enemy POSSESSED fighter is killed

**Possessed:** When a player activates a fighter, the enemy fighter used in the previous activation that battle round becomes POSSESSED until the end of the current activation. Enemy fighter is not losing POSSESSED status between chained activations (from Inspiring Presence like ability) unless activations are chained because other player has no activations left, in which case fighters no longer get POSSESSED that round. Getting POSSESSED the second time in a round deals D6 damage.



Domination vs Honor

## XI Reaper's Toll



**Scoring:** At the end of each battle round, each Player totals the points values of enemy fighters taken down in that battle round. The result is their blood tally. If one player has a higher blood tally, that player scores 1 victory point .

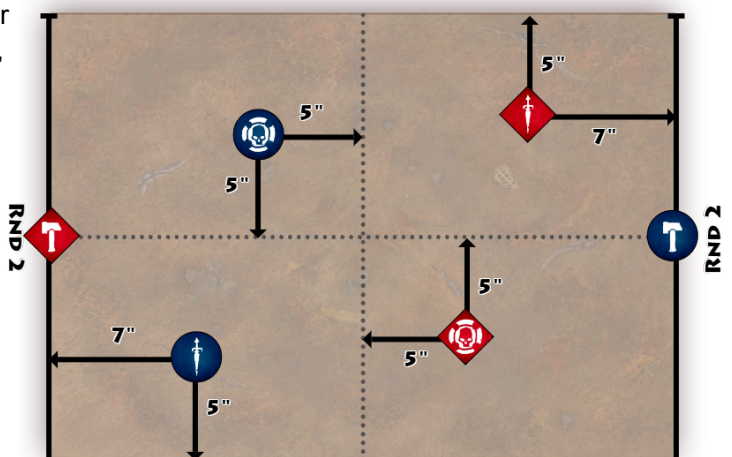
Honor vs Honor

## XII Reclaim our Relics

**Scoring:** At the end of each battle round, Players score 1 VP for each treasure they control. In addition, whenever a THIEF is taken down, the opposing Player scores 1 VP, even if that THIEF is no longer carrying treasure

**Thieves:** After deployment in the 1st battle round, the Players roll off. The highest roll picks two fighters in their opponent's warband to be THIEVES. Both fighters must be on the battlefield. Then, the other Player does the same. All THIEVES are carrying treasure. If a Monster or Beast is picked as THIEF, that fighter immediately drops the treasure.

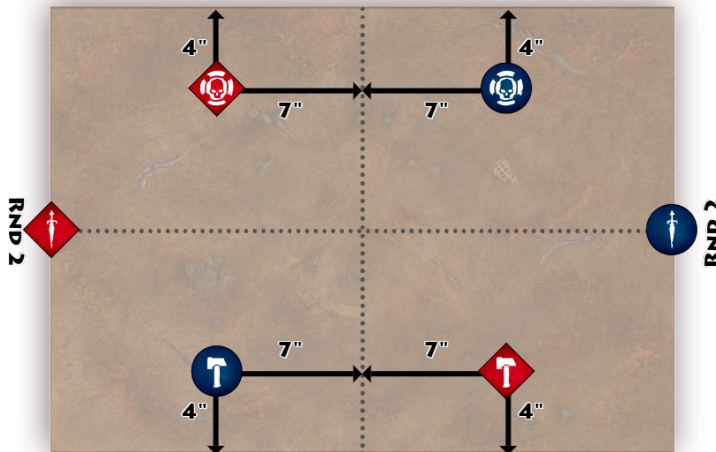
**Battleplan Credit:** theSaltySea



Glory vs Honor



## XIII Bloody Trophies



**Scoring:** After 4th round Players score 1 VP for each fighter carrying treasure

**Bloody Trophies:** First 3 times the fighter who is not carrying treasure kills the enemy fighter it immediately starts carrying treasure. If this fighter can't carry treasure place that treasure within 3" of that fighter.

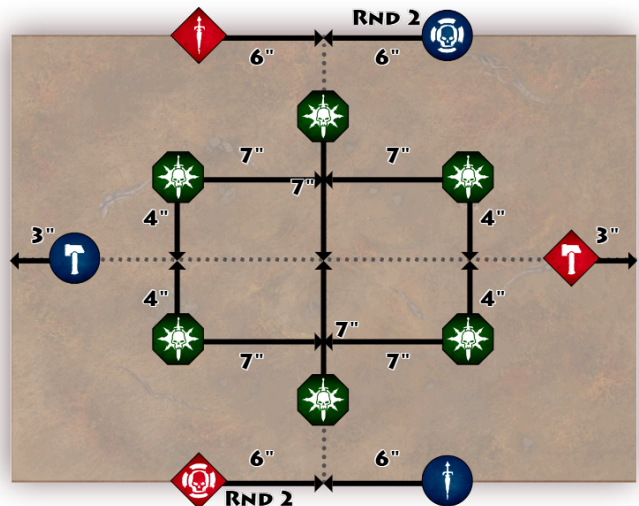
Honor vs Greed

Glory vs Glory

## XIV Dragon's Hoard

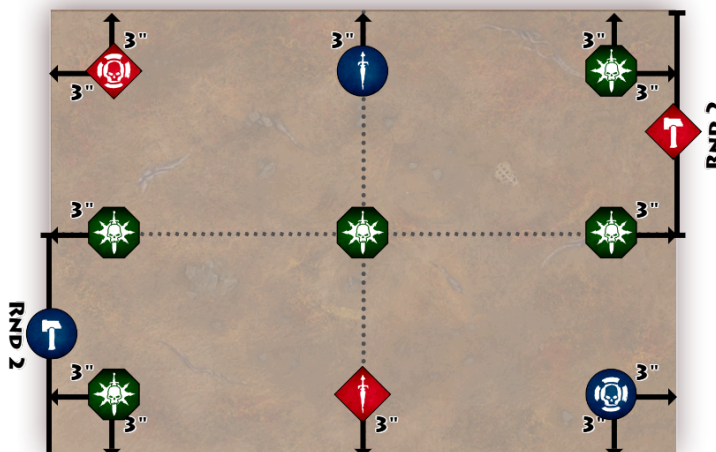
**Setup:** Place 6 treasure tokens according to the deployment map

**Scoring:** At the end of each battle round, Players score 2 VP for each treasure they control. In addition Players score 1 VP every time opponent treasure is dropped (due to killing a treasure carrier or as an action).



Glory vs Greed

## XV River of Gold



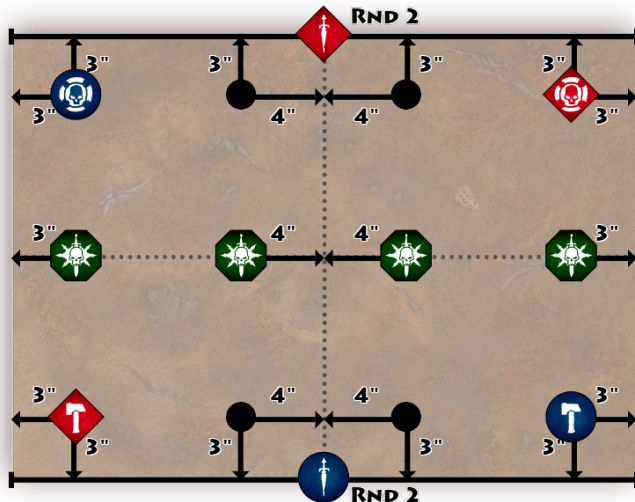
**Setup:** Place 5 objective tokens according to the deployment map.

**Scoring:** After 4th round Players score 1 VP for each fighter carrying treasure

**Looting:** fighter within 1" of an objective can loot that objective as an action. If they do, that fighter is now carrying treasure and cannot use an action to drop that treasure. If a fighter that cannot carry treasure loots an objective, that fighter immediately drops that treasure as a bonus action. After loot action is made within 1" of an objective, remove that objective from the battlefield.

Greed vs Greed

## XVI Jack of all trades



**Setup:** Place 4 objective tokens (green) and 4 treasure tokens (black) according to the deployment map

**Scoring:** At the end of each battle round, Players score 1 VP for each of the following that is true:

- you control more objectives than your opponent
- you control more treasures than your opponent
- you have higher BLOOD TALLY than your opponent

**Blood Tally:** Total points value of enemy fighters taken down in that battle round

### I'm here only for the missions, what do you recommend?

I'm very proud of the POSSESSED mechanic in battleplan "X Witch Hunters Nightmare", as it changes how tempo and activation advantage works in relation to scoring in a kill mission. I also heard a lot of positive feedback about "XVI Jack of all trades" which was used in both Norcry and TTS league already. When selecting a mission to play you can use the table below to find exactly the kind of mission you want:

Mission	Objective	Treasure	Kill
I Conquerors Duel	100%		
II Rings of Power	75%	25%	
III First Strike	75%		25%
IV Hidden Tunnel	50%		50%
V Gorewyrms Nest	50%	25%	25%
VI Extraction	50%	50%	
VII Cursed Well	25%	25%	50%
VIII Shrine of Bloodlust	25%	50%	25%
IX Temple of Greed	25%	75%	
X Witch Hunters Nightmare	25%		75%
XI Reaper's Toll			100%
XII Reclaim our Relics		25%	75%
XIII Bloody Trophies		50%	50%
XIV Dragon's Hoard		75%	25%
XV River of Gold		100%	
XVI Jack of all trades	33%	33%	33%