

MiniWarGaming's Unofficial Age of Sigmar Path to Glory Draft Format Campaign Rule Set

(i.e. The MUAOSPTGDFC Rule Set)

This game / campaign format is designed to give players the challenge of playing games with armies composed of rag-tag alliances between several factions, with very little control over the list building.

It follows the idea of draft formats from collectible card games such as Magic the Gathering, where players are given a limited selection of units to choose from.

Here is the standard method of how to build a list:

Step 1 - Choose Points Limit

All players must agree on a points limit. In a one-off game this could be anything. In a campaign it is recommended to start no higher than 1,000 points at first.

Step 2 - Determine Role Requirements

Based on the points chosen, refer to the diagram below to see how many of each type of unit are required. Note that there is no upper limit to each type of unit.

Points	500	1,000	1,500	2,000
Leaders	1	1	1	1
Battleline	1	2	2	3

Step 3 - Choose Factions

Each player first chooses one Grand Alliance, and then chooses 3 factions within that alliance. A player may NOT elect to choose less factions.

Certain factions are not complete, and so only count as half a faction. These include any factions **that have only four or less units available**.

At least two of the factions chosen must have Battleline units available (this includes those units that can become Battleline under the right circumstances).

Step 4 - Draft Requirements

Every draft works the same way:

1. Randomly select 3 different minimum sized units from the same category.
 - a. If you choose a unit that is Unique and you already have one, then reroll.
 - b. If you choose a unit that you don't have enough points for, then reroll.
 - c. If you choose a unit that you don't have the models for and you've agreed beforehand that you're only using models you own, then reroll.
2. The player chooses 1, and discards the others.

In Step 4, Draft 1 Leader, and then Draft 2 Battlelines. When drafting Battlelines, any unit that could be a Battleline counts as Battleline.

Step 5 - Draft the Remainder of your Army

If you still have at least 100 points left, then follow these steps until you have less than 100 points left.

1. Roll randomly on the Unit Type table below.
2. Draft one Unit of that Type.
3. Go back to Step 1 if you have 100 or more points left, or if you want to choose to stop (e.g. to save points for future rounds in a campaign, or to be able to have extra Command Points in games).

Unit Type Table

d6	Unit Type
1	Leader (can also be Behemoth)
2	Battleline (can also be Behemoth)
3	Behemoth (can also be Leader or Battleline)
4	Other (i.e. either Artillery or has no Unit Type)
5	Everything
6	Player chooses Unit Type

Other Rules to Note

1. Only Grand Alliance allegiance abilities, Command Traits, and Artefacts may be used.
2. NO summoning of any type is allowed, although replenishing units through abilities is permitted.
3. NO battalions can be added to the armies.
4. All rules on unit warscrolls that affect other friendly FACTION units instead affect other friendly ALLIANCE units (e.g. a Battlesmith can give friendly Fyreslayer units +1 to their saves if they don't retreat. It will instead give friendly ORDER units +1 to their saves). Note that this only works if the rule refers to the entire FACTION, not just a specific unit or type of units.
5. Kharadron Overlord units that can transport other units can instead transport friendly units with 32mm bases or smaller.
6. You may combine two or more of the same units together to form one larger unit, as long as you don't go beyond the maximum size allowed for the unit. You get NO points discounts for maximum sized units.

Some Suggested Optional Rules

1. You can set an upper points limit of any pick to prevent strong units such as Nagash from being picked.
2. Don't allow any Unique units.
3. Only allow true Battleline units to be Battleline (i.e. only those that have that Unit Type regardless of what army they are in).
4. Change the number of factions chosen (e.g. make it 1, 2, or 4).
5. Allow each army to choose a Realm that they are from. Then:
 - a. Allow access to that realm's artefacts and / or
 - b. Allow access to that realm's spells
6. Mix and match Grand Alliance factions (and then allow any abilities that affect ALLIANCE or FACTION to affect ALL FRIENDLY).
7. Draft the factions (i.e. Have three factions randomly chosen, then choose 1, then randomly choose three more factions, choose 1, etc.).

Campaign / League Rules

We will not attempt to create any rules here on how to win a campaign or league. You can use any system for that part (including tracking wins, objectives, or any other method you like).

Players agree on the following:

1. Starting points value (e.g. 1,000).
2. Number of rounds (e.g. 5).
3. Number of games per round (e.g. 2-3).
4. Points increase after each round (e.g. 250).

At the end of each round, increase the points limit of each army and draft units until you have less than 100 points left, or until you decide you want to stop.

However, before drafting new units, each player may elect to remove one unit from their army, as long as they have the minimum required leaders and battleline for that points limit (see **Step 2** above).

Sample League / Campaign

- a. Each player starts at 1,000 points.
- b. There will be 5 rounds.
- c. Each round consists of each player playing one game.
- d. After each round each player will draft another 250 points, which will result in the final game being played at 2,000 points.

In this league, after each game played each player will draft until their army reaches 250 points higher than its previous limit.