WARHAMMER 40,000

ALTAR OF WAR REWARDS OF CHARDS





INTRODUCTION

This Altar of War mission enables you to fight a battle between two champions of the ChaosGods. Both have travelled far to reach an altar where they can receive powerful rewards from their patron, but they must defeat their rival before they can do so!

USING ALTAR OF WAR: REWARDS OF CHAOS

When choosing a mission to play, you can simply choose to play Altar of War: Rewards of Chaos. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos warband as their army.

PATH TO GLORY CAMPAIGNS

If this mission is used by Chaos warbands taking part in a Path to Glory campaign, then the following rules apply.

- Both of the armies taking part in the battle must be warbands from the Path to Glory campaign. The players taking part simply need to agree to fight the battle.
- When this mission is used as part of a Path to Glory campaign, the winner may receive extra Favour Points. To find out if this is the case, cross-reference the patron of the winner's warband with that of the losing warband on the following table to determine how many extra Favour Points are earned by the winner. Regardless of who won, you lose 1 Favour Point if your warband accepted a reward from their patron's rival (see The Rewards of Chaos on page 5). Khorne and Slaanesh are rivals, and Tzeentch and Nurgle are rivals.

LOSER	WINNER			
	KHORNE	SLAANESH	TZEENTCH	NURGLE
KHORNE	+1 Favour	+2 Favour	+1 Favour	+1 Favour
LAANESH	+2 Favour	+1 Favour	+1 Favour	+1 Favour
ZEENTCH	+1 Favour	+1 Favour	+1 Favour	+2 Favour
URGLE	+1 Favour	+1 Favour	+2 Favour	+1 Favour

ALTAR OF WAR: REWARDS OF CHAOS

Altars dedicated to the different aspects of the Chaos Gods have been built all across the galaxy. These altars can endow supplicants with supernatural rewards if their patron god feels so inclined – or painful punishments if they do not! Sometimes altars lie in close proximity to each other; when this happens they act as a focal point for battles between followers of the different gods. Rival warbands will fight until only one side is left standing, the winner receiving great favour from their patron god.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos warband.

THE BATTLEFIELD

At each corner of the battlefield stands an altar, each one dedicated to a different aspect of a Chaos god: **Rage** (Khorne), **Fecundity** (Nurgle), **Change** (Tzeentch), and **Agony** (Slaanesh). We recommend using a suitable piece of scenery or a set of markers to represent the altars. Generate the rest of the scenery for this battle as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

DEPLOYMENT

The players must first roll-off, and the player that rolled highest picks which deployment zone they will use. Then set up using the Standard Deployment Method from *Warhammer* 40,000: The Rules and the deployment map included with this mission.

MISSION SPECIAL RULES Night Fighting, Reserves.

The Rewards of Chaos: A character or warlord that is within 3" of an altar at the start of their turn can attempt to call upon the power of the god the altar is dedicated to. Roll a dice if they do so and refer to the table below to see whether the attempt succeeds or fails. A maximum of one such attempt can be made at each altar each turn.

D6 Result

- Smote: The god is affronted. No reward is granted, and the model suffers D3 wounds with no save of any kind allowed.
- 2-3 **Begone!:** The god ignores the model's pleas. No reward is granted.
- **4-5 Rewarded:** The god grants the model's plea, and it receives the relevant reward listed below until the start of its next turn.

FIRST TURN

The player that deployed their army first goes first unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH The mission continues until one player has won.

VICTORY CONDITIONS A player immediately wins if the opposing army is completely destroyed, or if their own army ever commands three or more of the altars at the end of their turn. An army commands an altar if it has any models within 3" of the altar, and there are no enemy models within 3" of the altar. 6 Handsomely Rewarded! The god rewards the supplicant beyond their wildest dreams. The model receives the relevant reward listed below for the rest of the battle.

Reward of Rage: The model receives +1 Strength and the Rage special rule.

Reward of Agony: The model receives +1 Attack and all weapons used by this model have the Shred special rule.

Reward of Fecundity: The model receives +1 Toughness and the Feel No Pain special rule.

Reward of Change: The model receives a 5+ invulnerable save. If it already has an invulnerable save, it receives a +1 bonus to its invulnerable save (to a maximum of 3+). In addition, all weapons used by this model have the Soul Blaze special rule.







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