



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR

FEAST OF REALMS PATH TO GLORY



FEAST OF THE REALMS:

A WARHAMMER AGE OF SIGMAR PATH TO GLORY EVENT

Welcome to Feast of the Realms, a Path to Glory event where culinary prowess meets the strategic art of warfare! Prepare to embark on a gastronomic journey like no other, where the taste of victory is as satisfying as the thrill of conquest on the battlefield. In this carefully crafted event you need to demonstrate astute knowledge of the game, make sound tactical decisions, and choose your units wisely, but you will also have the opportunity to construct delectable meals using ingredients gathered from the Mortal Realms. These culinary creations will serve to enhance your troops, infusing them with flavourful buffs and making them more effective in the heat of battle.

Throughout the event, you and your opponents will have the chance to critique each other's dishes, showcasing your discerning palates alongside your mighty armies. So, gather your forces, bring your finest cooking skills, and let us discover the true champions of both the kitchen and the battlefield.

Remember, an attitude overflowing with good cheer, sincerity, and positivity is essential, for in the battered wastelands of the Mortal Realms, camaraderie and enjoyment are as vital as the clash of swords and the roll dice. Welcome to Feast of the Realms, where the domain culinary delight and heroic triumph converge!

Jump to:

[1.0 Event Essentials](#)

[2.0 Army Construction and Painting](#)

[3.0 The Players Code](#)

[4.0 Tournament Format](#)

[5.0 Terrain](#)

[6.0 Health and Safety](#)

[7.0 Path to Glory Rules](#)



1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar Narrative Play.
Format:	Singles.
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battlepack:	Sigmar's Menu Battlepack - a 6 course tasting menu of the Mortal Realms finest and most tantalising battleplans
Battle Size:	See section 7.0 for more details
Board Size:	60" x 44"
No. of Games:	Five
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for their opponents). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.
Meals:	Lunch is provided on both days.
Other activities:	Painting competition and free entry to the Warhammer World exhibition.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Rosters

See the Path to Glory Amendments section later on in this document.

2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com. Each model must accurately represent its entry on your army roster.



Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.



3.0 THE PLAYERS CODE & POLICIES

3.1 Player Conduct Policies

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code.'

The cardinal rules of the Player's Code are all you really need to follow, as the principles that come below them are really just examples of the cardinal rules in practice. If you follow the Player's Code, you'll find yourself having more fun, and what's more, you'll be playing Warhammer Age of Sigmar as it's meant to be played — as an enjoyable pastime played in a spirit of friendly rivalry.

● THE PLAYER'S CODE ●

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or substitute models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never fix the outcome of a game.



3.0 THE PLAYERS CODE & POLICIES (cont.)

Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

3.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging: At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3 Quit Policy

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

4.0 TOURNAMENT FORMAT

4.1 Registration

We will use Best Coast pairings to run the event. At least a week before the event you will be sent out an email that explains how to register for the event along with a link to the event page in Best Coast Pairings.

4.2 Event Schedule

Saturday

09:00 - 10:00	Breakfast (Registration)
10:00 - 10:15	Event Briefing
10:15 - 11:30	Appetiser (750pts)
11:30 - 11:45	Break
11:45 - 13:00	Starter (750pts)
13:00 - 14:00	Lunch (in the canteen)
14:00 - 16:00	Soup or Salad (1000pts)
16:00 - 16:30	Break
16:30 - 19:00	Main Course (1500pts)
20:00	Gaming Hall Closes, Bugman's Closes

Sunday

09:00 - 10:00	Bugman's open
10:00 - 12:45	Cheese Course (2000 pts)
12:45 - 14:15	Lunch (in the Canteen)
14:15 - 17:30	Dessert (2250 points)
17:30 - 17:50	Break
17:50	Chef's Review (Awards Presentations)

A Note on Lateness:

Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in your faction incurring penalties. If you arrive late to the first round on Day 2 of the tournament, your faction may again incur a penalty.

4.0 TOURNAMENT FORMAT (cont.)

4.3 Pairings

The pairings for this event will be done using Best Coast Pairings. In the first round you will be paired randomly with an opponent. In subsequent rounds you will be paired against players with similar records to yours. Pairings will be available on the day after the event briefing is complete.

4.4 Event Awards

Our Path to Glory events will award the following prizes:

- Head Chef x 4: Awarded to the highest rated chef in each Grand Alliance
- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Sous Chef: Highest ranked player on gaming scores alone
- Chef de Partie: For the player that receives the most Favourite Game votes

4.5 Favourite Army Painting Competition

The Events Team will nominate a shortlist of players for the Favourite Army Competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event. Please note that to win any of our painting competitions, you must have built and painted the models yourself.

5.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Any specific details will be communicated with all players closer to the event.

6.0 CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us: **Email:** whworldevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)







7.0 THE RULES

Welcome to the rules section for Feast of the Realms. Here you will find the rules for creating anything from small snacks for those peckish foot troops all the way up to mighty feasts fit for the Gods themselves. You will also find the rules for including Kitchen Staff in your army. You will also find a Path to Glory battlepack that reflects the culinary craze currently sweeping through the armies of the Mortal Realms.

REGIMENTS OF RENOWN

These rules allow any army to include a fixed group of units called the Chef's Table.

All units in a Chef's Table gain the MASTER CHEF keyword.

CHEF'S TABLE	Unit Icons (Mandatory/Optional)
	 Commander: Leader
	 Sub-Commander: Leader with wounds of 10 or less

Culinary Masterpiece: When a **CHEF** in this Battalion makes a Haute Cuisine roll, add 1 to the roll for each other unit from this battalion that is wholly within 6" of that **CHEF**.

FEAST OF THE REALMS BATTLEPACK

The following battlepack allows you to fight Path to Glory battles across the Mortal Realms during a time of great culinary creativity, where chef's from all races are competing to create gastronomic creations of the highest quality.

PATH TO GLORY AMENDMENTS

For this event you should follow the Path to Glory rules from the Age of Sigmar Core Book taking note of the following changes.

7.0 THE RULES (cont.)

The Path To Glory Roster

Step 1 - Choose Faction and Realm

Played as per the core rules.

Step 2 - Choose Starting Size and Starting Territories

For this event you need to select **Legion** as your starting size.

Step 3 - Order of Battle

When populating your Order of Battle please be aware that for this event you will not be able to add new units to your force during the event or reinforce any units during the event.

Step 4 - Core Enhancements

Played as per the core rules.

Step 5 - Pick Your First Quest

Played as per the core rules.

Fighting Path to Glory Battles

As per the core rules with the following change:

We have removed the Tiers of Battle from this event. This means that there are no restrictions on how many Bonus Enhancements you can use in the army.

The Aftermath Sequence

As per the core rules with the following change:

Step 7 - Manage your Order of Battle

You cannot Add new units to your Order of Battle

You cannot Reinforce any or your units during the event.

7.0 THE RULES (cont.)

POINTS LIMITS AND BATTLEPLANS

Points limits and the Battleplan order are pre-set for the event:

POINTS VALUE	BATTLEPLAN
750	Appetiser
750	Starter
1000	Soup or Salad
1500	Main Course
2000	Cheese Course
2250	Dessert

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance.

Each table will include a Terrain Chart that lists what Scenery Rules each piece of Terrain has. For example, a Shattered Stormvault is considered to be Defensible and Garrisonable. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

BATTALIONS

You can include warscroll battalions and core battalions in your army.

FEAST OF THE REALMS SPECIAL RULES

The following special rules apply to battles fought using this battlepack:

ALTERNATING DEPLOYMENT

If a battleplan says that the players use alternating deployment, then the players alternate setting 1 unit at a time. The players continue to set up their units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

7.0 THE RULES (cont.)

CREATING A MEAL

Food plays an important role in the Mortal Realms. It has been famously quoted that an army will only perform well when the bellies of its troops are full! Therefore, having a skilled culinary team on hand to feed the armies is a critical piece of any good general's force. And of course, in the Mortal Realms there are many mysterious ingredients that, when prepared correctly, can imbue the consumer with powerful abilities.

- Each player will be given an **Ingredient Card** deck that contains all the ingredients needed to create nourishing meals for their troops. Each ingredient has a price shown on its card.
- At the start of each game, after Deployment, but before the first turn has been decided each player should shuffle their deck and deal out a hand of 7 cards.
- All Leader units in your army gain the keyword **CHEF**.
- In the hero phase, you can carry out a **Create a Meal** heroic action with a **CHEF** instead of any other heroic action you can carry out with it.
- To Create a Meal, pick up to 4 ingredient cards from your hand. The first ingredient card is free. For each additional card you pick, you must spend 1 Command Point.
- The meal can be eaten in any phase, but you must declare that you are eating the meal before any dice are rolled.
- To see if the meal is successfully created you must add up the price of all the ingredients you picked and make a Haute Cuisine roll by rolling 2D6 applying any modifiers (gained from Veteran Abilities, Outposts, the Critic's Review or from the cards themselves). If the roll equals or exceeds the total price of the ingredients, the meal is declared Delicious and the effects of the meal are applied immediately.
- If the roll is less than the total price of the ingredients, the meal is declared Inedible and the effects are not applied.
- Once a meal has been created (successfully or not!) the cards that have been picked for the meal are placed on your discard pile and the player can draw a number of ingredient cards equal to the number of cards that have been discarded. You can never have more than 7 ingredient cards in your hand at any one time.
- If you run out of cards you can reshuffle your discard pile and draw from there.

7.0 THE RULES (cont.)

EVERYONE'S A CRITIC

At the end of each game you must give your opponent's chef a score based on the meals they created. To do so, fill in the Critics Review sheet that was provided to each player at registration. You can give your opponent a Positive Review, a Negative Review, or a Neutral Review.

You must use each review at least once during the event, and you can only award a maximum of two positive reviews and two negative reviews.

For each positive review a player gains, they achieve a coveted Sigmar Star; an award only handed out to the finest Chefs in the Mortal Realms. For each negative review a player receives, that player will lose 1 of their Sigmar Stars (to a minimum of 0). Neutral reviews have no effect.

Sigmar Stars also help a CHEF to create meals. Each Sigmar Star a player is awarded allows them to add +1 to their Haute Cuisine roll.

FIELD KITCHEN

A Field Kitchen outpost allows you to cook and prepare even better food for your troops, as well as to access a wider range of ingredients for the Chefs.

ESTABLISHING A FIELD KITCHEN

After winning a battle using this battlepack, if you have a CHEF on your order of battle, you can choose to establish a Field Kitchen outpost at the end of step 6 of the aftermath sequence. In order to

do so, you must spend 10 glory points.

If you already have the maximum number of outposts your stronghold allows (you can have up to 1 outpost if you have a stronghold, up to 2 outposts if you have an imposing stronghold, or up to 3 outposts if you have a mighty stronghold), you can choose to remove one of your existing outposts to allow the establishment of the new Field Kitchen outpost.

Removing an outpost may reduce one of your order of battle limits. After removing an outpost, if you have more units of a certain type than your order of battle limits allow, you must remove units of that type from your order of battle until you no longer have more units of that type than your order of battle limits allow. If you do decide to establish the Field Kitchen outpost, pick one of the territories under your control that does not currently have an outpost on it, and add a note beside that territory on your roster saying 'Field Kitchen Outpost'.

OUTPOST BENEFITS

Field Kitchen outposts provide the following benefits:

- Add 1 to your Haute Cuisine rolls .
- They unlock advanced progression for CHEFSs (see 'Chefs and Renown')

7.0 THE RULES (cont.)

CHEFS AND RENOWN

Chefs earn different ranks and veteran abilities to other units. Do not use the 'Heroes and Renown' section of the Core Book for Chefs. Instead, use the table below:

RENOWN POINTS	CHEF RANK
0-4	Chef
5-8	Chef de Partie
9-15	Sous Chef
15-20, requires Field Kitchen outpost	Head Chef
20+, requires Field Kitchen outpost	Executive Chef

Please note that a Chef can only be upgraded two ranks during any Aftermath sequence.



7.0 THE RULES (cont.)

CHEF VETERAN ABILITIES

Each Chef has a unique set of veteran abilities that they must choose from each time they progress to a new rank. Only 1 ability may be chosen from each rank, but you can spend 5 glory points in step 3 of the aftermath sequence to re-train your Chef and switch to a different ability if you wish:

CHEF VETERAN ABILITIES					
RANK	Veteran Abilities				
Chef de Partie	Avid Student: add 1 to any Haute Cuisine rolls made by this unit	OR	Bloated: Add 1 to the Wounds characteristic of this unit	OR	Protein Power: Add 2" to the Move characteristic of this unit
Sous Chef	Disgusting: Subtract 1 from opponents Haute Cuisines roll	OR	Totally Stuffed: Subtract 1" from the Move characteristic of enemy units while they are within 12" of this unit.	OR	Wave of Lethargy: Subtract 1" from the Move characteristic of enemy units while they are within 12" of this unit.
Head Chef	Gastronomic Genius: Gain +1 command point in the hero phase that can only be spent on an ingredient card for Create a Meal	OR	Fueled by Food: Add 1 to the Attacks characteristic of this unit's melee weapon	OR	Finest Feast: This unit can issue the All-out Attack command once per turn without a command point being spent.
Executive Chef	Follower of Culinarius: When this CHEF performs Create a Meal, you can pick 1 additional ingredient card for OCP.	OR	Dutch Courage: This unit has a ward of 4+ .	OR	Tasting Menu: Pick another Veteran Ability from this table.

PATH TO GLORY ROSTER

Player Name	Faction	Realm of Origin
Army Name	Subfaction	Starting Size

QUEST LOG

Current Quest	
Quest Reward	
Quest Progress	

GLORY POINTS

--

STRONGHOLD

Name	Type
	Imposing <input type="checkbox"/>
Barracks	Mighty <input type="checkbox"/>

ACHIEVEMENTS

Battles Fought	Quests Completed
Victories Won	Enemy Heroes Slain

TERRITORIES

Stronghold Territories	
Name	Territory Type
	Upgraded <input type="checkbox"/>
	Upgraded <input type="checkbox"/>
	Upgraded <input type="checkbox"/>
Imposing Stronghold Territories	
Name	Territory Type
	Upgraded <input type="checkbox"/>
	Upgraded <input type="checkbox"/>
	Upgraded <input type="checkbox"/>
Mighty Stronghold Territories	
Name	Territory Type
	Upgraded <input type="checkbox"/>
	Upgraded <input type="checkbox"/>
	Upgraded <input type="checkbox"/>

THE VAULT

Bonus Artefacts of Power		Bonus Unique Enhancements	
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	
6.		6.	
Bonus Spells		Endless Spells/Invocations	
1.	1.	1.	Battalions
2.	2.	2.	
3.	3.	3.	
4.	4.	4.	
5.	5.	5.	Triumph
6.	6.	1.	

ORDER OF BATTLE

WARLORD

Name	Warscroll	Command Trait	Core Enhancements/Notes	Injury	Renown Points	Points

HEROES

Name	Warscroll	Command Trait	Core Enhancements/Notes	Injury	Renown Points	Points

ORDER OF BATTLE LIMITS

Total Units	
HEROES	
MONSTERS	
WAR MACHINES	
WIZARDS	
PRIESTS	
Reinforced Units	
Allies	

OTHER UNITS

Name	Warscroll	Veteran Abilities/Notes	Reinforced	Casualty Score	Renown Points	Points
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			
			<input type="checkbox"/>			