

LAND OF DEAD HEROES

Innumerable underworlds await the denizens of the Mortal Realms, from utopias and wondrous vistas to sorrow-filled lands and places of eternal torment. But for one particular culture of courageous mortals, there is Hallost – the Land of Dead Heroes.



The underworld of Hallost is a vast continent in the Prime Innerlands. Stretching from the Warm soul Uplands in the north to Cape Ghoul in the south, it contains broad open plains, winding mountain ranges and ancient untamed forests. It is home to the souls of mighty heroes – those who fought bravely in life to defend their peoples against tyrants and monsters.

When the God-King Sigmar first set foot in the Mortal Realms, Hallost was already populated with powerful spirits from the icy steppes of Ghur. Each was a champion of legend, with a warrior spirit equal to many lesser mortals, who had died in battle with the spawn of godbeasts or been slain in wars against hordes of greenskins or mutated beasts. Their tribes roamed across great swathes of the Realm of Beasts, bound by a shared belief that warriors who performed

THE REALM OF DEATH

Hallost lies in the Prime Innerlands of Shyish, the Realm of Death. In other realms, the centre of the realm is the most stable, but in Shyish, everything is slowly being drawn into the Shyish Nadir. It is only a matter of time before the lands of Hallost suffer the same fate.



valorous deeds would be rewarded in the afterlife. In Hallost, this belief was made reality.

During the Age of Myth, Hallost was dotted with feasting halls and muster huts, within which the dead heroes gathered. As one they would eat, drink and make merry before marching out to do battle against the monstrous fiends that roamed the land. Hallost echoed to the clash of blades and the laughter of chanting warriors. Every day, some of these heroes would die in combat, to be cremated on towering funeral pyres. Yet the following morn they would rise from the ashes to feast and fight once more. This was their reward – an afterlife of endless battle in which their heroic lives and glorious deaths played out again and again.

Sigmar brought order and civilisation to Shyish's Innerlands. He was a father-god to mortal men,

bestowing his divine knowledge upon them and brokering alliances between their primitive societies. Grand cities were established, empires emerged and grew, nations flourished and stood together against the threats at their borders. Under Sigmar's watchful eye the living and dead coexisted in relative harmony, the former paying tribute to their ancestors, the latter sharing their wisdom. Over generations, a time of prosperity was ushered in, yet in some underworlds this was not so easy to achieve.

In Hallost, the noble dead were wary of Sigmar's arrival. The living had always been barred from their lands, and though the God-King was manifestly heroic, they knew not if he came as a friend or a conqueror. One hundred and forty-four chieftains met with Sigmar in the Longhut of the Vanquishers, a vast feasting hall carved from the ribcage of one of Hallost's many monstrosities. There they challenged the God-King to prove his might; in a single day of glorious battle, each of the heroes was slain, to be reborn the following morning. Recognising Sigmar as a god amongst warriors, the chieftains feasted with him gladly, and he demanded that they allow the living into Hallost. Many accepted, once assurances were provided that the daily battles that were their eternal reward would continue. Only twelve resisted, claiming the living had no place in the Land of Dead Heroes. But these dissenters were outnumbered.

Living settlers soon came to Hallost. Some dwelt apart from the dead, while others chose to live alongside the warrior spirits, building memorials and statuary gardens to commemorate their deeds. The greatest of Hallost's cities was Vaddenheim to the north-east, where the grand temple known as the Cerassa rose in honour of Sigmar's pantheon. Mortals who proved worthy conferred with dead heroes and wrote sagas to record their glorious histories. Palisades were constructed along Hallost's coastline, where those who had died battling monstrosities of the ocean depths kept constant vigil.

Yet not all the fallen heroes welcomed the coming of the God-King. Some remained in isolation and killed any living souls who encroached on their lands. Others looked to Nagash as the mightiest of chieftains. But these tensions were soon overtaken by a far greater threat.

TREASURES OF THE STORM

Sigmar had his own designs for Hallost. Across the continent he built Stormvaults, ensorcelled chambers in which powerful relics would be kept safe. The Land of Dead Heroes had many artefacts that were so replete with deathly energy that they could not be removed from Shyish, bound with eldritch curses or clutched in the hands of dead warriors. Many spectral heroes pledged to defend these chambers, and through the arcane Penumbra Engines the Stormvaults were hidden from memory. Yet the necroquake saw these devices thwarted; with the vaults revealed, their ancient guardians were soon assailed by all who sought to leverage a sorcerous edge in the conflict.



THE COMING OF CHAOS

Across the realms the insidious whispers of Chaos seeped through the veil of reality and took hold in mortal minds. At first in secret, then in the open, the Ruinous Powers were praised by hateful demagogues, and were given worship through profane rituals and gruesome sacrifices. Whole nations devoted themselves to slaughter and madness, turning upon their neighbours. Peoples were hunted to extinction, their grand cities devastated. As strife consumed the Mortal Realms, the Dark Gods spat forth their daemon legions, and the Age of Chaos began.

Legions devoted to each of the Dark Gods invaded Shyish. Nurgle's plague fleets emerged from the necrotic seas and besieged Athanasia, the Amethyst Princedoms, Ossia and Stygxx. Tzeentchian cabals descended upon the underworld of Biblia and devoured the spectral denizens who existed as embodiments of pure knowledge. Carnivals of Slaaneshi daemons tore through the Prime Innerlands, delighting in the torments they inflicted on their undying victims. And Khorne – the Blood God and Lord of Warfare – marched his armies upon Hallost.

Khorne's legions were eager to join the eternal battles in the Land of Dead Heroes. Cults of blood emerged in many cities, warriors dedicating themselves solely to the reaping of skulls. They butchered their fellow inhabitants, and with the gore that spilled forth conducted profane rituals to corrupt the Realmgates dotted around the continent. From these twisted portals, the Blood God's daemonic armies marched forth from the Realm of Chaos.

Snarling hosts of bloodthirsty daemons rampaged across Hallost. The port cities along the Driftwood Beaches were besieged, the seas clotting with viscera. In Morrsend, the Great Wall of Sagas was shattered, the scribe-folk who dwelt in its shadow ruthlessly slaughtered. With blades wrought in the forges of the Brass Citadel, Khorne's champions cleaved the heads from the spectral warriors, dedicating their skulls to the Skull Throne – and in doing so, preventing the dead heroes from rising anew.



THE COLD HAND OF THE GRAVE

In temples throughout Hallost, the faithful prayed to Sigmar, crying out for aid. But the enormity of the Chaos invasions kept the God-King's attention spread across the realms. Conversely, Nagash was focused solely on Shyish. The Great Necromancer believed himself the rightful lord of death, and where Sigmar had sought alliances with the spectral denizens of the underworlds, Nagash demanded complete submission. In the coming of Chaos, he saw his opportunity to bind recalcitrant Hallost to his will.

Soulblight nobles and thrall necromancers raised vast undead armies in preparation for the counterattack. Uncountable bloated cadavers shambled forth from the Valour Fjords to slow the enemy advance, while above the mountains of Modrhavn, Terrorgeists gathered in such numbers that their wailing shredded the minds





of Khorne's warriors for leagues around. While these battles raged, Nagash began work on another vector of conquest. Deep amidst the Endless Boneyard – a grim desert strewn with the remnants of ancient leviathans – the necropolis of Cartoch rose. Within lurked cohorts of Ossiarch Bonereapers, ready to begin the conquest of Hallost proper.

Yet for each victory over the invaders, the undead defenders of Hallost suffered two punishing defeats. At Dirge Peak an army of risen dead that stretched to the horizon was annihilated by an equally vast horde of Bloodletters led by the Bloodthirster Khazkhan. As the slaughter reached a crescendo, the mountain erupted with magmatic blood, a gateway from which emerged even more daemonic warriors. The bolstered army of Khazkhan surged down from the peak in search of carnage, towards the valley of the Nordyrie.

In life, the Nordyrie had fought bravely for their chiefs and warlords, but in death they served no master. They had remained in isolation when Sigmar came to their lands, and had rejected

the pleading entreaties of Hallost's living settlers when the daemon hordes had invaded. With Khazkhan's army approaching, none of the Nordyrie's spirits stepped forward to lead the defence. But Nagash cared not for their resistance, believing them his to command by divine right, and sought to harness the wayward spirits in Hallost's defence.

Upon a colossal altar of desiccated marrow, Nagash sacrificed a thousand living prisoners, devouring their souls to fuel his fell magic. The Great Necromancer wrought a curse that bound the spirits of the Nordyrie to him, stripping them of their pride and independence. Reduced to slaves, the once-mighty heroes bowed before their new master. Nagash swiftly unleashed this spectral force on the Khornate horde. Only Khazkhan escaped into the lands that would thenceforth be named the Plains of Flesh and Blood, the region soon warping under the volcanic wrath of Khorne.



SAVAGERY UNLEASHED

In those early years of the Age of Chaos, Hallost's denizens held hope that they could claim victory. But like all things in Shyish, those hopes came to an inescapable end. When Archaon the Everchosen advanced on Nagashizzar, the Great Necromancer was forced to abandon the Land of Dead Heroes. Even the fortress of Cartoch was left half-finished, its Ossiarch garrison waiting for the call to war. Sigmar also retreated from Hallost, taking the most powerful souls and withdrawing to Azyr to create his Stormhosts.



With their spectral armies gutted, and their godly allies departed, the inhabitants of Hallost fought on as best they could. Ancient Realmgates were abandoned, allowing legions beholden to each of the Chaos Gods to spill forth and carve out their depraved domains. Yet these were not the only armies to emerge into the war-racked landscape.

Rampaging hordes of greenskins and ogors surged into Hallost through the Beastmaw Realmgate, located at the head of a deep ravine known as the Booming Scar. From here they spread across the continent, seeking out those Ghurish heroes who had provided a good fight in life – and promptly killing them again. Cities of the living were reduced to ruin, while the feasting halls of the dead played host to hungry Frostlords. The Tarkan, a warglutt of the legendary Meatfist Mawtribe, settled in the Magthar Mountains that bordered the Endless Boneyard. There were even rumours of titanic gargants roaming the most inimical regions of Hallost, though those expeditions that set out in search of the beasts never returned.

A handful of civilised bastions endured, though with each passing decade their garrisons dwindled. All saw their final, inglorious end approaching, for Hallost teetered on the precipice of damnation.



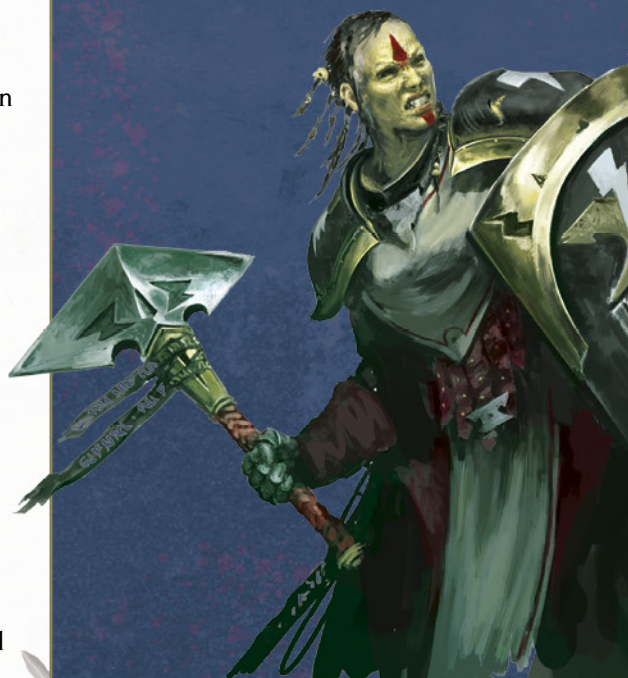
THE HEAVENS OPEN

Before the forces of Chaos could achieve total victory, the God-King at last returned. The skies above Shyish crackled with cerulean energy, and upon bolts of lightning the Stormcast Eternals descended. They crashed into the Chaos legions on countless fronts, striking down their foes with the fury of a raging tempest.

In Hallost, the Astral Templars and Anvils of the Heldenhammer recaptured the Oathsworn Gate at the underworld's heart, driving back the Khornate hordes and tearing down the eight walls of skulls that had been raised around it. Their beachhead secured, the Stormhosts pressed north into Modrhavn to exterminate the Chaos monstrosities that had overrun that mountainous country. As they battled their way across this once-hallowed hunting ground, they were joined by native warriors of Hallost – both living and dead – who had endured the bloody centuries of the Age of Chaos. Together they slaughtered every last beast of the rampaging Gnarlspine Greatfray and reclaimed the ancient feasting hall of Gordheim.

THE STOLEN HEROES

After their shared victory, the dead heroes of Hallost held a great feast in honour of their Stormcast allies. As in times gone by they drank and told tales of valour, recounting the history of the Ghurish ice tribes and the wars in which they found glorious death. The Astral Templars told of their former lives in return, bringing great joy when it was revealed that some of their number had also hailed from Ghur. But when the Anvils of the Heldenhammer spoke, the hall fell quiet. Many had been reforged from the heroic souls of Hallost, taken to Azyr when their underworld needed them most. For the assembled heroes, this revelation sparked feelings of resentment, contempt and even hatred towards Sigmar, for he had taken their greatest warriors before abandoning Hallost.



Elsewhere, it was the resurgent power of Nagash that saw the Chaos forces driven back. Following his defeat at Archaon's hands, the Great Necromancer had spent centuries marshalling his strength. At last he emerged from the Starless Gates, a swell of death magic sweeping across Shyish. In Hallost, vast legions of undead clawed up from shallow graves, and those heroic souls Nagash had claimed as his own overran their enemies in great spectral processions. In recent times, a formidable army of conquest has marched upon Hallost. These are the Ossiarich legions of Katakros. From their stronghold in the Endless Boneyard and the neighbouring underworld of Praetoria to the east, they have gradually encircled Hallost, enforcing their terrible tithes upon the living populace and encroaching ever closer to the mortal settlements around the great city of Vaddenheim.

In the final hour before claiming total dominion over Hallost, the armies of Chaos were halted. They were driven from the lands they had conquered, slaughtered in the streets of once-grand cities and banished from corrupted sites of arcane power. But they were not defeated. The once-lush Western Lowlands, now known as the Dreadscape, still echoed to the sound of

profane prayers as mortal worshippers conducted infernal rituals and summoned daemons into existence.

Settlements that had been liberated from Chaos came under attack as great Waaaghs! tore across the land, headed by greenskin bosses who thrived on the endless fighting. The ogors too mobilised, though not without cost; as ancient pacts between the Tarkan Warglutt and the Bonereapers of Cartoch broke down, the herald Vokmortian was dispatched to pass judgement, sparking a war that would swiftly engulf both races.

Infighting also wracked the ranks of spectral heroes. Those loyal to the God-King regarded Nagash with horror, knowing that he sought to claim them utterly, whereas others decried Sigmar as a soul-thief who had doomed Hallost by stealing its champions for his own purposes.

So it was that the Land of Dead Heroes continued to be ravaged by war. Over time, some of the heroic souls came to see this unending bloodshed as a fitting reward for their deeds in life – for just as before the coming of Chaos, they feasted and fought and died every day, and were resurrected each morning to begin the cycle anew.



THE NORDYRIE

The valley known as the Nordyrie was once a holdout for proud warrior spirits who would not bow to any master. The surrounding lands have ever been replete with the death energies of those spirits, and of their enemies, but are now also infused with the spiteful curses of the Great Necromancer.

The Nordyrie was once a verdant valley nestled in the foothills of Dirge Peak, at the north end of the Endless Boneyard. Its heroic dead had served their masters loyally in life, fighting in wars where there was no hope for victory, facing death rather than dishonour. But in the afterlife they found their respite.

No more would they serve others; every woman and man would feast and fight, then die and be reborn as equals. The Nordyrie lent itself well to these leaderless souls, being far distant from the feasting halls where eternal chieftains ruled over other heroic, though nonetheless servile, spirits. Only those who were their own masters were allowed to set foot in the valley; the plunging meadows were even thought to swallow any who bent the knee to another.

The dead of the Nordyrie were guided not by law or dictates, but by the common bonds of courage and independence. It is said that an envoy of the Nordyrie dead was amongst the chiefs who met with Sigmar in the Longhut of the Vanquishers, and that this envoy was also among the dozen who opposed the God-King's designs to allow the

living into the Land of Dead Heroes. While living settlers did come to Hallost in great numbers during the Age of Myth, they were never permitted to enter the Nordyrie.

With no settlements for leagues in any direction, the Nordyrie was not overrun by the barbaric hordes that emerged from Hallost's cities in the Age of Chaos. As such, when the army of the Bloodthirster Khazkhan descended from Dirge Peak, the warrior souls of the valley were fresh and eager – but none would take the position of chieftain in order to present a unified defence against the coming daemon legion. In this moment of hesitance, Nagash saw an opportunity to subjugate these warrior spirits.



The Great Necromancer had long coveted dominion of the Nordyrie, and had patiently waited until its spirits would be of most use to him. That time had arrived. Nagash travelled to the mound of blackened bone known as Mount Marrow, and there conducted a mass sacrifice. The souls of a thousand living, defiant prisoners were torn from their bodies and used to fuel the curse prepared for the heroes of the Nordyrie. They had ever denied his rule, so as punishment Nagash rendered them honourless slaves, not only to his own will, but to any master willing to ply them with a suitable payment in souls. Though this was a diversion from the Great



Necromancer's usual megalomania, he deemed it acceptable to humble the proud spirits utterly.

Nagash's curse had changed the Nordyrie forever. The lush vale was transformed into a desolate crater, its grassy meadows becoming lifeless clay and its corpses crumbling to dust.

The Nordyrie is bordered to the east by cursed Dirge Peak, to the north by the Plains of Flesh and Blood, and to the south by the Endless Boneyard. These two former locations still pulse with the energies of Chaos, legacies of Khazkhan's campaigns of bloodshed through the valley lowlands. Though the Plains of Flesh and Blood were once amongst the most arable farmland in all of Hallost, they are now a warped hellscape of bubbling blood-geysers and brass-fanged ravines. It is said that Khazkhan's shade still haunts those lands, and that the Bloodthirster can be called forth through horrific acts of violence and sacrifice.

The Endless Boneyard, if anything, is even more dangerous to the living. Here can be found the bones of ancient behemoths that once roamed Hallost, their sandstorm-swept carcasses surrounded by drifting clouds of amethyst magic. Here too can be found the Necropolis of Cartoch. This is the prime holding of the Bonereapers in the underworld, and the tithe legions of Nagashizzar often utilise Cartoch as a staging camp, from there striking out across Hallost. Work on further necropolises – the strongholds of Nyazzar to the south and Myrmid on the eastern coast – has begun as the Ossiarch legions gradually tighten their grip on the continent.

When the shattering energies of the necroquake rocked Shyish, the lowlands of the Nordyrie collapsed into a jagged pit, revealing a grim truth. Beneath the valley was a one-way Realmgate that led from Hallost to the Great Oubliette – the dungeon-like underworld in which countless souls are imprisoned by Nagash. It was this portal that had taken those in the valley who submitted themselves to the will of another. Now exposed, the shimmering passage shows a vision of what the Nordyrie had once been, luring souls who yearn for what they have lost to pass into the Great Oubliette.

The necroquake has also stirred the arcane energies that were dormant in Mount Marrow. Bitter sorrow radiates from this place, bearing down upon the souls of all in the region and filling them with a sense of subjugation and defeat. Mighty spirits that enter the valley become broken shadows of their former glory. As they drift hopelessly, they are drawn towards the Nordyrie Realmgate and pass through it willingly, seeing it as the paradisaal valley that it once was.

The armies that battle over the Nordyrie must contend with a pervasive sense of doom, knowing that Nagash has marked it as his own, yet still they fight to gather the spirits of dead heroes to their cause. The death energies emanating from Mount Marrow also serve as a powerful beacon to those seeking to strengthen their own sorcerous rites, while those who wish to prevent the souls of the land being siphoned away, as well as those who seek a passageway into the Great Oubliette, battle for control of the Nordyrie Realmgate.



CAMPAIGNS IN HALLOST

Once the final resting place of mighty heroes, this afterlife has been torn asunder as the armies of Order, Chaos, Death and Destruction seek to conquer it and harness the land's arcane power.

Over the last few pages we have explored the dark and foreboding region of Hallost. Now it is time to find out how you can set about conquering these haunted lands for yourself! In this issue you will find a full campaign system to use alongside your games of Warhammer Age of Sigmar. For the uninitiated, a campaign system is a way of linking your battles into an ongoing story. In a Hallost campaign, the battles you fight will dictate the territories you can conquer on the campaign map. Between games, you will build up resources and power that can be spent on fortifying your land, strengthening your army, and a host of other stuff too. The campaign is played in a series of rounds (referred to as campaign rounds), each made up of a battle phase and a conquer phase. Players will earn Campaign Victory points (CVPs) through various means during the campaign, and at the end, the player who meets the victory condition is declared the winner.

This issue includes a campaign map for 2 players to fight over: the Nordyrie, a desolate land to the north of Hallost dominated by a single large Realmgate. Future issues of *White Dwarf* will include new campaign maps that allow for more players to join in and will also feature unique battleplans set in the mysterious lands of Hallost.

SETTING UP A HALLOST CAMPAIGN

CAMPAIGN MAP

To get started, you will need to choose a campaign map and find fellow players to play the campaign. You can find the Nordyrie campaign map, which caters for 2 players, on page 85. Feel free to photocopy it and print it out for your games. Together with a friend, you'll be able to duke it out for control over this region.

ARMY FLAGS

Next, each player will need a set of army flags to mark their territory on the campaign map. There are four sets of coloured flags on page 84. We recommend photocopying them, cutting them out and sticking them to 25mm round bases. Or you could go old-school and glue them to a cardboard cereal packet, then cut them out – whatever works best for you.

MUSTERING THE ARMIES

Each player chooses an army allegiance for the campaign. Players note down their army allegiance on their Army Roster card, found opposite. Players must use this army allegiance in each battle played during the campaign but are otherwise free to change the composition of their army between battles.

You can photocopy the Army Roster card to the right for each player participating in the campaign. There are boxes to record the different points you accrue during the campaign: Initiative, Power and Campaign Victory points. At the start of the campaign, each player has 0 of each type of point.

PICK STARTING LOCATIONS

Each campaign map has two or more starting locations. The players sort themselves into an order using a series of roll-offs, and then take it in turns to pick their starting location by placing their army flag on that location.

DETERMINE THE RANDOM EVENT

Next, one player rolls on the Campaign Event table opposite to see which event will be in play for the first campaign round. To roll a D36, first roll a D3 to determine the ten, then roll a D6 to determine the unit. For example, if a player rolled a 2 then a 4, the result would be 24.

THE CAMPAIGN BEGINS

The campaign is now set up, and you are ready to begin!

THE CAMPAIGN MAP

Each campaign map is made up of 25 locations, and includes starting locations and key locations. The numbers and symbols on each location are explained later. Each campaign map also includes special rules for its key locations, as well as the victory condition that details what the players need to do in order to win the campaign.



ARMY ROSTER CARD	
NAME:	
ARMY ALLEGIANCE:	
INITIATIVE POINTS:	
POWER POINTS:	
CAMPAIGN VICTORY POINTS:	

ARMY ROSTER CARD	
NAME:	
ARMY ALLEGIANCE:	
INITIATIVE POINTS:	
POWER POINTS:	
CAMPAIGN VICTORY POINTS:	

ARMY ROSTER CARD	
NAME:	
ARMY ALLEGIANCE:	
INITIATIVE POINTS:	
POWER POINTS:	
CAMPAIGN VICTORY POINTS:	

CAMPAIGN EVENT TABLE	
D36	Event
11-16	BRIEF RESPITE No effect
21	THE BARRENS STIR While this event is in play, the Power Value of all Gallow Barrens is increased by 1.
22	THE TUNDRAS STIR While this event is in play, the Power Value of all Tundras is increased by 1.
23	THE HIGHLANDS STIR While this event is in play, the Power Value of all Highlands is increased by 1.
24	THE MARSHES STIR While this event is in play, the Resource Value of all Marshes is increased by 1.
25	THE CAIRNS STIR While this event is in play, the Resource Value of all Rolling Cairns is increased by 1.
26	THE FORESTS STIR While this event is in play, the Resource Value of all Petrified Forests is increased by 1.
31	DEPLETED RESOURCES While this event is in play, the Resource Value of key locations is decreased by 1 (to a minimum of 0).
32	HIDDEN SOULS While this event is in play, the Resource Value of all locations with a Resource Value of 0 is increased by 1.
33	PLACES OF POWER While this event is in play, the Power Value of all key locations is increased by 1.
34	THE UNDERDOG While this event is in play, the player with the fewest Campaign Victory points immediately earns D6 Power points. If two or more players are tied for the fewest Campaign Victory points, this Random Event applies to all of them.
35	HIDDEN POWER While this event is in play, the Power Value of all locations with a Power Value of 0 is increased by 1.
36	TIME OF TRIBULATIONS All players immediately earn D6 power points.

PLAYING A HALLOST CAMPAIGN

Champions who lead their forces to Hallost are faced with death at every turn. The underworld crawls with rival armies, and with each day the whole continent is pulled closer towards its doom in the Shyish Nadir.

A Hallost campaign is played as a series of campaign rounds. Each campaign round has 2 phases:

1. Battle phase
2. Conquer phase

THE BATTLE PHASE

During the battle phase, the players fight battles of Warhammer Age of Sigmar. The number of battles you fight in each battle phase, and who your opponent is, depends on the number of players in the campaign. Consult the table below.

When players battle each other, they are free to choose any battleplan for the battle. For example, players could play through one of the battleplans from the Core Book, or one of the battleplans from the *General's Handbook 2019*.

Over the next few issues of *White Dwarf*, we will include 5 Pitched Battle battleplans and 5 Narrative Play battleplans set in Hallost.

All battles fought in a Hallost campaign use the Realm of Battle rules found on page 82.

NUMBER OF PLAYERS	BATTLES
2	The players fight 1 battle in the battle phase.
3	Each player fights 2 battles in the battle phase, one against each of the other players.
4	Each player fights 1 battle in the battle phase. The player with the fewest CVPs (if players are tied, they roll-off), chooses 1 of the other players to be their opponent in battle; the remaining two players fight a battle together.

Initiative Points

At the start of each battle phase, each player starts with 0 initiative points. After a battle has been fought, each player receives a number of initiative points as follows:

Winning a major victory	3 initiative points
Winning a minor victory	2 initiative points
Slaying the enemy general	2 initiative points
Slaying an enemy hero	1 initiative point
Fighting a battle against an opponent with more CVPs	1 initiative point

At the end of the battle phase, each player totals their initiative points. Whoever has the highest total will have an advantage in the following conquer phase. At the end of the conquer phase, each player's initiative points total is reset to 0.

THE CONQUER PHASE

Once the battle phase is complete, the players gather around the campaign map and resolve the conquer phase. This is where players capture territory and expand their empires, purchase upgrades for their army, and generally get up to as much mischief and skullduggery as possible!

In the conquer phase, the players follow these steps:

1. Determine Initiative
2. Seize Territory
3. Earn Campaign Victory Points
4. Check Victory Conditions
5. Earn Power Points
6. Spend Power Points
7. Generate Random Event

Once step 7 has been completed – or step 4 in the final campaign round – the campaign round ends.

1. DETERMINE INITIATIVE

At the start of the conquer phase, the players must determine the initiative order for that phase. The player who earned the most initiative points during the battle phase is first in the initiative order, followed by the player with the second highest and so on. If two or more players are tied for initiative points, they roll off to determine who comes before the other.

2. SEIZE TERRITORY

In initiative order, each player can conquer a single location on the campaign map, taking it under their control. To do so, the player places one of their army counters on that location, replacing any already there. A player can only conquer a location on the campaign map if it is adjacent to a location they already control (including diagonally). If that location is currently controlled by another player, it can only be conquered if the player trying to conquer it won a game against the controlling player during the battle phase of the current campaign round. In addition, a location can only be conquered once per campaign round.

Routed

If, at the end of the Seize Territory step, a player ever has zero locations, that player has been routed. When a player is routed, they immediately lose 3 campaign victory points (to a minimum of 0). Then, at the end of this step, they must establish a new territory. To do so, any players that have been routed can immediately conquer any one location on the campaign map that is not a key location. If multiple players have been routed, resolve this in initiative order. If there are any uncontrolled locations on the campaign map that are not key locations, the location to be conquered must be chosen from among such locations. Otherwise, any location controlled by a player who controls more than 1 location can be conquered, as long as it is not a key location.

Locations

Each location on the campaign map has two numbers. The gold number on the left is the Resource Value and the black number on the right is the Power Value. Army flags are placed on the location when they are conquered. The hammer icon denotes if the location is a key location. On the campaign map, you will find the special rules for each key location.

3. EARN CAMPAIGN VICTORY POINTS

Each player adds up the Resource Values (the gold number on each location) of all the locations they currently control. Each player earns a number of Campaign Victory points equal to their total.

4. CHECK VICTORY CONDITIONS

Check the victory conditions for the campaign map (the victory conditions for the Nordyrie can be found on page 84). If this is the last campaign round, determine the winner of the campaign, and do not resolve the remaining steps of the conquer phase.

5. EARN POWER POINTS

Each player adds up the Power Values (the black number on each location) of all the locations they control. Each player earns a number of Power points

equal to their total and adds these to their current Power points.

6. SPEND POWER POINTS

In initiative order, each player chooses to spend any of their Power points on Power Play bonuses from the table on page 83. Each option has an associated cost (listed as PP). When a player chooses an option from the table on page 83, they reduce their Power points total accordingly. If they do not have enough Power points for a particular option, they cannot choose it. In addition, unless stated otherwise, the same option can be chosen multiple times by the same player and its effect is resolved each time it is chosen.

Once the first player in initiative order has decided how to spend any of their Power points, the next player in initiative order then decides, and so on. Any Power points that are unspent at the end of this step are carried over into subsequent rounds of the campaign.

7. GENERATE RANDOM EVENT

One player then rolls on the Campaign Event table on page 79 to determine the campaign event in effect for the next campaign round. Then the next campaign round begins!

Determining the Winner

Each campaign map has a victory condition. This details how many campaign rounds the campaign is played for and who wins the campaign.



REALM OF BATTLE

REGIONS OF WAR: HALLOST

The following rules can be used both for individual battles and campaigns fought in Hallost, in the Prime Innerlands of Shyish, the Realm of Death.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in these regions, in addition to any other spells that they know.

PALL OF DOOM

A cloud of terrifying darkness pours forth and engulfs the wizard's foes.

Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.

REALM COMMANDS

You can use the following command abilities in battles fought in these regions, in addition to the command abilities that you are normally allowed to use.

HONOUR THE DEAD

The dead are honoured by the living ending the lives of their remaining foes.

You can use this command ability at the start of the combat phase. If you do so, pick a friendly unit that is within 3" of a friendly HERO or 12" of your general, and roll a dice. If the dice roll is less than the number of models that

have been slain from that unit (and not returned), you can add 1 to the Attacks characteristic of weapons used by that unit in that combat phase.



SOUL-FORCE SACRIFICE

Your general can siphon soul force from their minions to extend their life.

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

REALMSCAPE FEATURES

land of dead heroes

Hallost is an underworld born from the beliefs of noble heroes and warlike champions. To walk those rugged lands is to be surrounded by the spirits of

these fallen exemplars; whether through heeding their sage advice or mercilessly drawing upon their essence, the lords of invading armies will soon find their own powers bolstered.

At the start of each battle round, before the players roll off to decide which player takes the first turn, one player rolls on the Random Events Table below to see which effect is in play for that battle round.

D6	RANDOM EVENTS TABLE
1	DEATHLY MIGHT: Add 1 to the damage inflicted for attacks made by a HERO with a melee weapon that target any enemy HERO.
2	IMBUED WITH UNDEATH: Each HERO on the battlefield immediately heals 1 wound allocated to them.
3	SPECTRAL ADVISOR: Each player rolls a number of dice equal to the number of HEROES from their army on the battlefield. For each 6, that player receives 1 additional command point.
4	GHOSTLY GALE: HEROES can charge even if they ran in the same turn.
5	ETHEREAL ARMOUR: Ignore modifiers (positive or negative) when making save rolls for attacks that target HEROES.
6	THE DEAD RETURN: Roll a dice for each HERO that has been slain during the battle (and not returned). On a 6, that model heals D6 wounds and is returned to the battlefield. The controlling player sets up the HERO anywhere on the battlefield more than 9" away from any enemy units.

THE POWER PLAY TABLE

During the conquer phase, players total up their power points. They can then spend them on Power Play bonuses chosen from the table below. Some of the results affect the battles you fight, while others can be used during the conquer phase to give you additional bonuses. Will you spend your power points as soon as you get them, or save them up for some of the bigger bonuses?

POWER PLAY TABLE	
1PP	CONSOLIDATE STRENGTH: At the start of each battle, in the battle phase of the next campaign round, you gain 1 additional command point.
2PP	ALL OR NOTHING: You can only choose this option once in a campaign round. In the battle phase of the next campaign round, you receive 6 initiative points for winning a major victory instead of 3. However, if you do not win a major victory , you forfeit all initiative points for that campaign round.
3PP	PRESS THE ATTACK: You can immediately conquer one additional location (the other restrictions for conquering locations still apply).
4PP	FORTIFY LOCATION: Pick one of your locations and place a fortification marker on the location to represent that it is fortified. If a player tries to conquer this territory, roll a dice. On a 1-3, that location is conquered as normal; on a 4-6, the location is not conquered. Once that location is conquered, it is no longer fortified.
5PP	SEIZE THE INITIATIVE: You can only choose this option once in a campaign round. In the next campaign round, you are first in the initiative order, regardless of how many initiative points you have. If multiple players choose this option, then at the end of this step, those players roll off and the winner can resolve its effect.
6PP	DIVINER OF FATE: You can only choose this option once in a campaign round. When generating the campaign event for the next campaign round, do not roll a dice. Instead, you can pick the campaign event in play. If multiple players choose this option, then at the end of this step, those players roll off and the winner can resolve its effect.

CAMPAIGN RULES: THE NORDYRIE

Lying at the northern edge of the Endless Boneyard, the Nordyrie is a place utterly cursed by Nagash. The yawning Nordyrie Realmgate leads those who pass through it straight to the Great Oubliette, while the arcane energies of Mount Marrow echo throughout the surrounding lands in the form of soul-crushing screams. Below you will find the rules for key locations and the victory condition for the Nordyrie campaign map.

Key Locations

Players gain the following benefits for holding key locations:

Arcane Dais: A player who holds this location adds 1 to casting rolls for friendly WIZARDS.

Realmgate: A player who holds this

location can conquer locations that are not adjacent to any of their other locations (the other restrictions for conquering locations still apply).

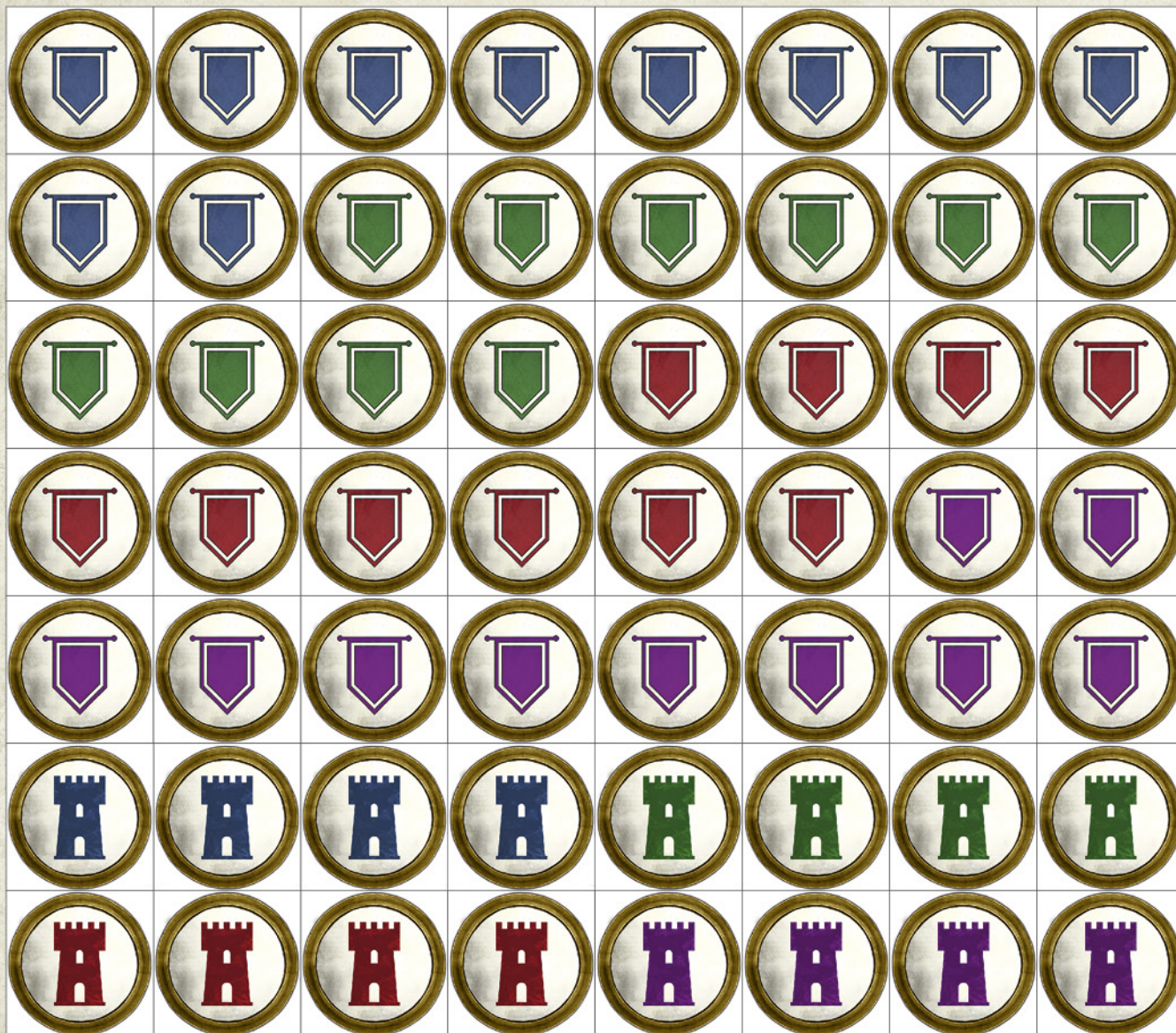
Victory Conditions

Knife to the Heart: After 4 campaign rounds, the campaign ends. When the

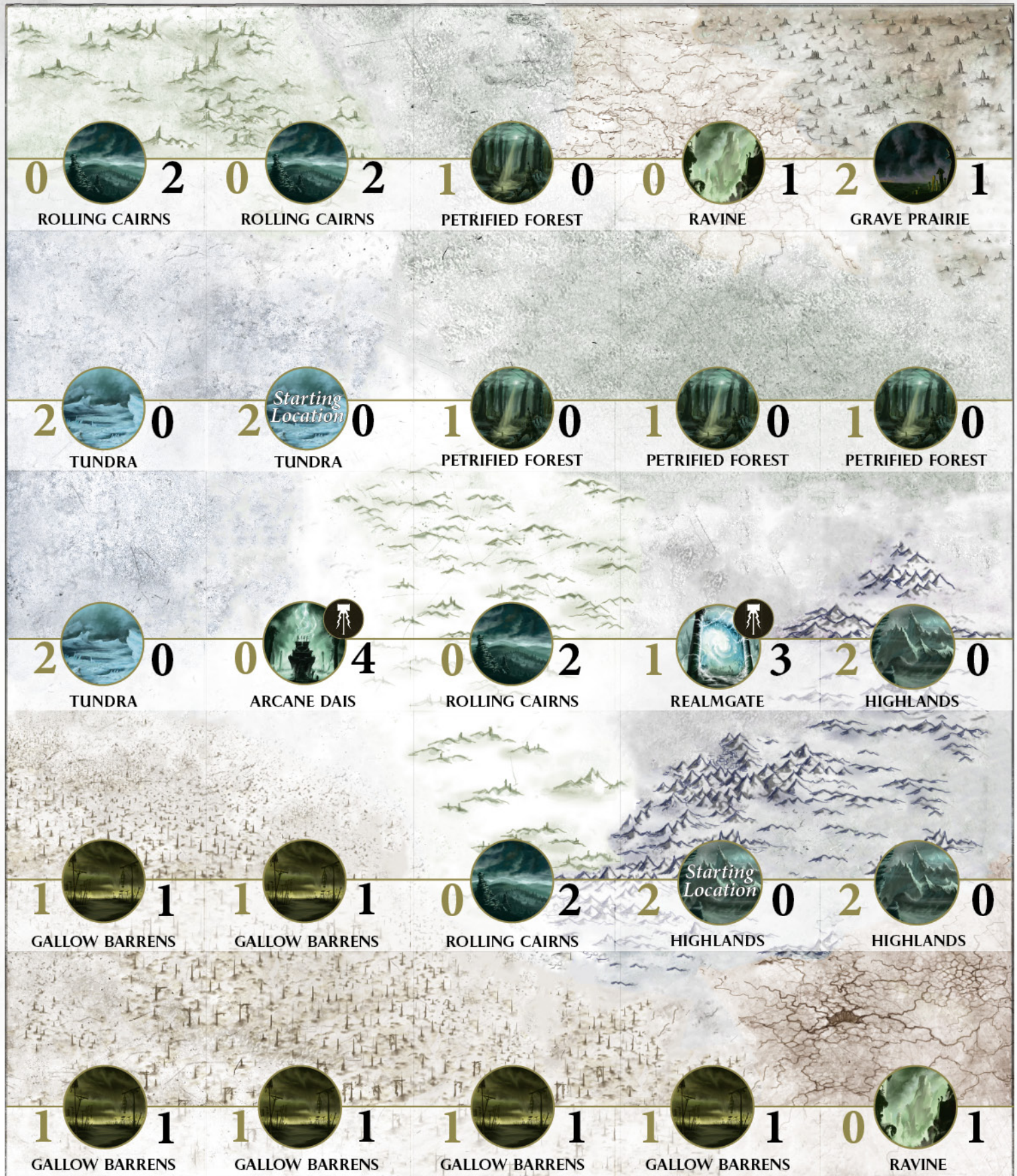
campaign ends, if one player controls all Starting Locations, they win the campaign. Otherwise the player with the most CVPs wins the campaign. If the players are tied for the most CVPs, play an additional campaign round and check the above victory conditions once more.

ARMY FLAGS

Here you will find four sets of army flags and fortification markers for use in your Hallost campaigns. Feel free to photocopy these as many times as you need for your campaign.



THE NORDYRIE



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THE WAR FOR HALLOST

With each passing day, Hallost is pulled closer to oblivion in the Shyish Nadir. Yet across the continent, battles continue to rage. The second instalment of the Hallost campaign heads to the Booming Scar, with a three-player campaign map and four new battleplans.



Armies of all kinds are continually drawn to the Land of Dead Heroes, crossing tumultuous seas or travelling through Realmgates in order to stake their claim before Hallost is consumed by the Shyish Nadir. Some forces come to reinforce the beleaguered denizens, others simply to sow ruin and mayhem. But regardless of why they have journeyed to the continent, all know that Hallost is a land where heroes both die and are reborn.

On every battlefield, bold champions seek to harness the spirits of Hallost to strengthen their own causes. Each stretch of fenland and frozen patch of tundra on the continent has soaked up the blood of heroes for centuries and now resonates with spectral energies. Noble

THE REALM OF DEATH

The Realm of Death plays host to countless underworlds, each a reflection of the race or people that created them. Hallost, the Land of Dead Heroes, attracts many great warriors – both living and dead – for here they can battle each other for all eternity.



commanders commune with famed chieftains of old, learning the daring tactics that saw their tribes rise to greatness. Ambitious mystics weave enchantments that siphon the strength of the dead and funnel it into their cruel magics. Berserk warriors feed off the dying screams that echo on the wind to drive themselves into an enraged frenzy. Yet only the strongest, most devout or most cunning warlords are capable of bending the souls of the fallen dead to their will.

The champions of Nagash's undead legions march implacably forwards to harvest the souls of Hallost's inhabitants, as well as – in the case of the Ossiarch hosts that have laid claim to the continent – the bones of invaders. As the deathless armies advance, they spread the

Great Necromancer's curses across the continent, binding ever more regions to his undying will. Though inevitably these lands will be drawn in and devoured by the Shyish Nadir, Nagash knows that other gods desire the souls that he believes are his by right. At his command, ancient vampires, skeletal lords and wailing gheists flock to Hallost to claim the dead for their master – and to wreak punishment on those who would steal from the Supreme Lord of the Undead.

Towering ogors and bellicose greenskins lead their hordes to Hallost to revel in the endless mayhem. The skies glow green with Waaagh! magic as shamans call out to the spirits of the dead, rousing the spectral heroes to battle against the biggest and strongest orruk bosses. Frostlords and Tyrants drive their gluttonous warriors to the feasting halls in which the denizens of Hallost still gather, and there they glut themselves on the souls they butcher. In an effort to attract the Bad Moon's gaze through acts of daring sneakiness, Moonclan Grots skulk their way into ancient meeting sites to skewer the spirits of chieftains driven mad by the anarchic energies of the necroquake, or they seek out ancient Stormvaults filled with gleaming treasures to add to their piles of 'shiny stuff'. In the northern uplands, the Ironjaw mobs of Dakkbad Grotkicker mass, preparing to drown Hallost in a tsunami of violence.

The living have carved out some domains in Hallost, and detachments of brave Freeguild troopers patrol the barren fens and mist-wreathed villages constantly, one uneasy eye forever kept on the soul-lights that periodically fill the gloom. In their efforts to claim the underworld, the champions of Order seek to align themselves with the fallen heroes of Hallost, appealing to common cause and offering the dead a chance to add further glories to their sagas. Amidst the ashes of great funeral pyres, charismatic generals speak directly to heroes of legend, beseeching them to lend their might and wisdom. Arcane scholars find ways to ease the suffering that mighty souls feel with each shuddering aftershock of the necroquake, asking in return for a portion of spiritual energy to empower their magics. Assiduous tacticians and studious historians invoke treaties made in the Age of Myth between the living and the dead, and with words of god-wrought power they seize the souls of those chieftains who fail to answer the call to war.

The champions of the Dark Gods offer no such terms. These depraved souls seek only to despoil the land and transform the continent into a hellscape more pleasing to their patrons. Through blood-fuelled prayers the champions of

Khorne give substance to Hallost's spirits before hacking them apart and claiming their skulls as gruesome trophies. Followers of Tzeentch use their fell sorceries to mutilate the fabric of the underworld, twisting the sentience of those who dwell within it and harnessing their agonised madness. Nurgle's children spread plagues of such virulence that even the dead are afflicted, allowing the most putrid of their number to wallow in the sludge of spectral effluvia. Champions of Slaanesh revel in the suffering they inflict upon the heroes of Hallost, torturing souls that are endlessly reborn after dying or forcing spirits to gorge themselves in the feasting halls until their very essence ruptures. Meanwhile, the verminous skaven use technology, sorcery and prayer to further corrupt the energies of the necroquake, exploiting the nightmarish anarchy they create for their own selfish ends.

No part of Hallost has escaped war, but the underworld's Realmgates are of particular strategic importance. Some of them join Hallost to distant realms, whereas others provide links between different afterlives within Shyish, but all are crucial passageways through which supplies, reinforcements and entire armies can be brought. Of the Realmgates in the Land of Dead Heroes, no two are alike in appearance. The Oathsworn Gate at the centre of the continent consists of towering stone slabs standing in concentric rings, with a column of cloud in the middle that leads to Azyr, whereas the Nordyrie Realmgate is a twisted fane standing atop a bone-strewn hill. During the Age of Chaos, a number of the underworld's Realmgates were corrupted by the legions of the Dark Gods, and those who now seek to conquer Hallost make similar designs on these arcane pathways.

The northern cities of Vaddenheim and Morrsend teem with unquiet spirits, and beneath the gheist-filled streets lie treasures that have remained hidden since before the coming of Chaos. Fortresses ring the coast and guard the mountain passes, becoming strongholds for whatever army manages to seize them. Provincial temples devoted to Sigmar's pantheon are desecrated in the name of fouler deities. Sites of arcane power where settlers worked their ancient magics are used as focal points for reality-bending sorceries.

Every battle fought in Hallost shapes the fate of the underworld and the souls that dwell within it. As the Land of Dead Heroes is pulled closer towards oblivion, vast armies and mighty champions fight with ever-greater determination, conquering new territories and slaughtering all those who stand before them.

THE BOOMING SCAR

At the southern end of the Booming Scar – the colossal canyon that gouges through the north-west of Hallost – lies a cracked and broken land. When the forces of Chaos were driven back from Shyish it became home to vast hordes of orruks, and though this region has been conquered many times since, it still thrums with Waaagh! energy.

In the Age of Myth, the lands lying at the mouth of the Booming Scar had been the battling grounds for those heroic spirits who had settled in Homestead. The oily marshes and fractal ravines played host to swarms of unliving beasts, whom the dead hunted and killed between their raucous feasts. On occasion, these spirits were blessed with an even greater quarry, when a living monstrosity stampeded through the Beastmaw – the skull-shaped Realmgate in the opening of the Scar that connected Hallost to the icy steppes of Ghur.

The quantity and quality of fighting around the Booming Scar would prove the doom of those souls who hunted there. When the legions of the Dark Gods were tearing across Hallost, the heroes of Homestead lured many Chaos armies to the mouth of the Booming Scar, utilising their knowledge of the unforgiving landscape to outmanoeuvre their enemies, trap them in

sinking bogs and slaughter isolated warbands. The sound of battle rumbled across the land, and through the Beastmaw to Ghur.

In the icy steppes, the greenskin warclans heard the clangour coming from the Realmgate, and in a mighty Waaagh! they surged into Hallost. The orruks butchered all in their path, cutting down the servants of the Dark Gods and hacking apart the spectral essences of the dead. The oldest and toughest orruks saw warriors they had fought long ago in Ghur, and they were delighted when they realised these warriors were reborn again each day so they could be slain over and over in an unending war.

Brutal battles raged in every direction from the Beastmaw, drenching withered forests with gore and clotting marshlands with mutilated soul-stuff. Though the heroic dead fought with unflagging vigour, their enemies kept coming in ever-greater numbers. Armies of the Blood God marched in from the east and south to revel in the unmitigated carnage, and orruks continued to pour through the Beastmaw, along with grots, ogors and lumbering gargants. The souls of Hallost withdrew into the Scar itself, falling back to the ancient redoubt known as the Scarred Fortress. There they made their stand, killing and dying before being reborn to kill again. Over the following centuries, the mouth of the Booming Scar and all the surrounding lands became



soaked with violent energy, and the skies glowed green with the power of the Waaagh!.

The hordes of Destruction have thoroughly claimed the lands around the Booming Scar, and two warlords in particular have carved out a brutal legend. The Ironsunz warclan, distinctive in their bright yellow armour, have taken much of the territory around the Riven Lands to the east of the Scar. There the broken ground echoes to the yelling and bawling of hulking orruks, brawls marching out with each dawn in search of better fights and new boyz to 'rekroot'. The overboss of the Ironsunz, Dakkbad Grotkicker, has come to Hallost looking to swell his warclan's ranks – for the heroic dead offer the best fights, and all Ironjawz have a knack for tracking down the greatest scraps. The ogors too have made their mark, particularly in the marshlands to the south of the Booming Scar. Greatest of these nomadic forces is the Tarkan Warglutt. Led by the cruel Tyrant Kagruk Kin-eater, the Tarkan have had much of their strength sapped by recent battles against the Bonereapers of Cartoch, though the deathless Ossiarch were bled in kind. Yet Kin-eater still commands a mighty tribe of Gutbusters, and they are currently migrating to the Realmgate of High Harrow in northern Hallost, killing and devouring everything in their path as they go.

When the Stormhosts were at last sent into Hallost, multiple brotherhoods came to reinforce the gheist garrison of the Scarred Fortress. The surrounding lands became locked in a bitter stalemate. From every direction came fresh armies hungry for battle, giving no quarter to their enemies. Yet in a single blast, the din of unending combat was drowned out by the first crack of the necroquake.

The shock wave of amethyst energy flooded up into the Booming Scar, resonating within the vast gorge before erupting back out again. Mortal armies were reduced to formations of dust, and the heroic spirits and Stormcasts who defended the Scarred Fortress were obliterated in a single grim swoop. In an instant, the war-torn region was transformed into a graveyard.

The necroquake also shredded the enchantments hiding the Booming Scar's ancient Stormvault. This secreted chamber held wonders from the Age of Myth beyond counting, yet its true purpose was as a cage. Inside the Stormvault, a malignant entity was housed – a deific being called the Stalagog that had grown up from deep within Shyish and pierced through the surface of Hallost. Appearing as a gargantuan stony spike, the Stalagog was formed of mighty souls that had wandered too deep into the Booming Scar, losing their way and eventually meeting a grim end in

the bottomless recesses of the canyon. With each absorbed spirit the monster grew larger, stabbing up towards Azyr.

In the aftermath of the necroquake, new armies rush to seize the lands surrounding the mouth of the Booming Scar. The Beastmaw is a pathway by which reinforcements can be brought into the Land of Dead Heroes, whereas the Scarred Fortress is the most defensible stronghold for leagues in any direction. Yet it is towards the Vault of the Stalagog that these armies have set their sights. Some wish to feed the entity within so that it may grow and impale the heavens, others wish to secure its prison for eternity – and some seek only to plunder the Stormvault of its myriad other riches.



THE ONGOING CONQUEST OF HALLOST

Over the next few pages you will find new campaign rules, a new map and four narrative play battleplans for fighting your battles in the Booming Scar.

In the last issue of *White Dwarf*, we introduced a campaign system for playing games set in the haunted lands of Hallost. In this month's instalment, we build upon the campaign system with a new campaign map and four battleplans.

INTRODUCING THE BOOMING SCAR

This month, the action moves north across Hallost, away from the forlorn Nordyrie (the campaign map featured in last month's issue) to the savage wildlands known as the Booming Scar. On this campaign map, up to three players can battle it out for supremacy. To the top of the map you will find three key locations. These represent the vast canyon found in the Booming Scar. The Beastmaw Realmgate stands at the mouth of the canyon, while the Scarred Fortress stands as a bastion protecting the once-secret Vault of the Stalagog.

You can find the Booming Scar campaign map on the next page.

HALLOST BATTLEPLANS

In addition to a new campaign map, there are also four themed battleplans to use in your Hallost campaigns. To use these battleplans, roll on the table below to determine which battleplan is used for the battle.

HALLOST NARRATIVE BATTLEPLAN TABLE	
D6	Battleplan
1-2	The player with the fewest CVPs picks the battleplan to play. If players are tied on CVPs, instead roll on this table again.
3	The Seat of Power
4	Burn and Pillage
5	Endless Souls
6	The Challenger

CAMPAIGN RULES: THE BOOMING SCAR

Spectral and Waaagh! energies drench the barren lands at the southern end of the Booming Scar, a vast canyon that is ripe for plunder. The Beastmaw Realmgate stands at the mouth of the canyon, while the Scarred Fortress stands as a bastion protecting the once-secret Vault of the Stalagog.

Key Locations

Players gain the following benefits for holding key locations:

Fortress: A player who holds this location receives 1 additional command point at the start of each of their hero phases.

Realmgate: A player who holds this location can conquer locations that are not adjacent to any of their other

locations (the other restrictions for conquering locations still apply).

Stormvault: A player who holds this location can include 1 additional artefact of power when choosing their army.

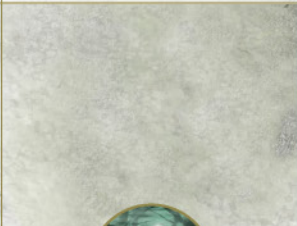
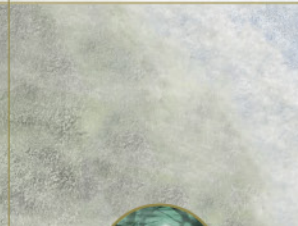
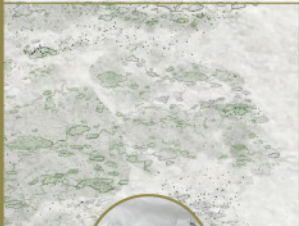
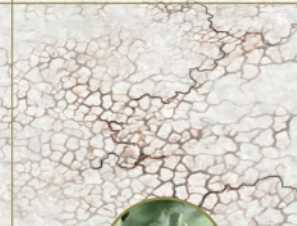
Victory Condition

Pivotal Strongholds: After 5 campaign rounds, the campaign ends. When the campaign ends, if one player

controls more key locations than the other players, they win the campaign. Otherwise the player with the most CVPs wins the campaign. If any players are tied for the most CVPs, play an additional campaign round and check the above victory conditions once more.

Number of Players: 3

THE BOOMING SCAR

 2  1 GRAVE PRAIRIE	 1  0 PETRIFIED FOREST	 3  1 STORMVAULT	 2  0 TUNDRA	 2  0 TUNDRA
 0  1 MARSH	 1  0 PETRIFIED FOREST	 2  2 FORTRESS	 1  0 PETRIFIED FOREST	 0  1 RAVINE
 0  1 MARSH	 0  2 ROLLING CAIRNS	 1  3 REALMGATE	 0  2 ROLLING CAIRNS	 0  1 RAVINE
 0  1 MARSH	 0  1 MARSH	 2  1 GRAVE PRAIRIE	 0  1 RAVINE	 0  1 RAVINE
 1  1 FENLANDS	 0  1 MARSH	 0  1 MARSH	 1  0 PETRIFIED FOREST	 1  1 GALLOW BARRENS

BATTLEPLAN

THE SEAT OF POWER

This battlefield is a meeting site upon which spectral chieftains have long gathered. Whoever holds the seat of power holds the attention of these mighty gheists, and with a rival army fast approaching, you must rush to control the deathly moot.

THE ARMIES

In this battle, one player is the attacker and one player is the defender. The territories for the attacking and defending armies are shown on the map below.

SET-UP

The players alternate setting up units one at a time, starting with the attacker. Units must be set up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

THE SEAT OF POWER

The centre of the battlefield is marked as the seat of power. At the start of each battle round, if a player has more models within 6" of the seat of power than their opponent, they are said to control the seat of power. If a player controls the seat of power, they can then pick one of the following oaths to be in effect for that battle round for all armies:

OATHS

1	Oath of Vengeance: Add 1 to wound rolls for attacks made by a HERO that target an enemy HERO .
2	Oath of Fealty: Each time a wound or mortal wound is allocated to a general and not negated, the player whose army that general belongs to can pick a model from their army within 3" of that general. If they do so, the wound or mortal wound suffered by that general is negated and the model picked is slain.
3	Oath of Glory: Add 1 to charge rolls for all units.

THE LESSER SEATS

There are 3 points on the battlefield that mark the lesser seats of chieftains. These are treated as objectives.

Note that the Seat of Power is not treated as an objective.

FIRST TURN

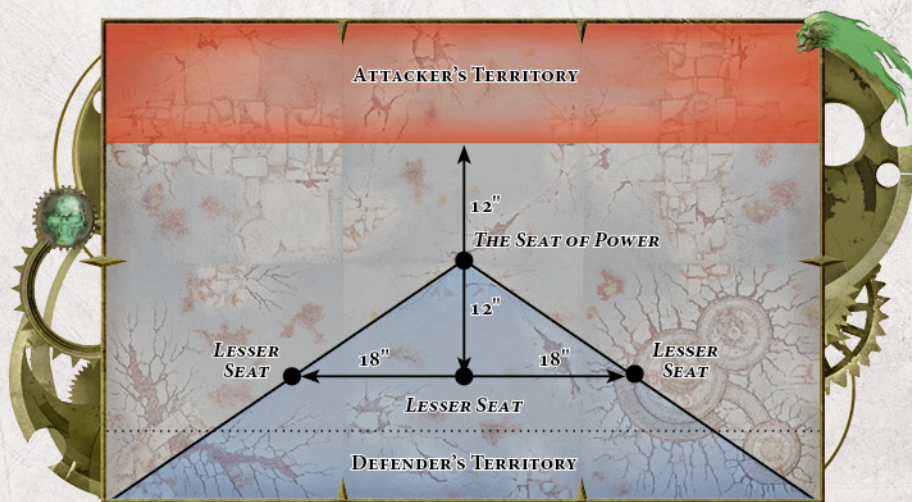
The defender takes the first turn of the first battle round.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins a **major victory**. If the players are tied on victory points at the end of the battle, the defender wins a **minor victory**.

VICTORY POINTS

At the end of each battle round, the defender scores 1 victory point for each of the objectives they control. The attacker scores 3 victory points for each of the objectives they control.



BATTLEPLAN

BURN AND PILLAGE

The attacking force seeks not to conquer this land, but to utterly destroy it. The defender musters their warriors to guard the most valuable locations, but the enemy approaches under the cover of night, and the defenders know not from where they will strike.

THE ARMIES

In this battle, one player is the attacker and one player is the defender. The territories for the attacking and defending armies are shown on the map below.

SET-UP

The defender sets up their units first, wholly within their territory, and then sets up 6 objectives (see below). The attacker then sets up their units anywhere wholly within their territory.

VALUABLE LOCATIONS

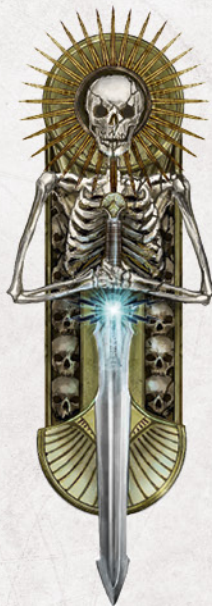
During set-up, the defender places 6 objectives anywhere on the battlefield, each more than 12" from any other objective and more than 6" from the battlefield edge.

FIRST TURN

The attacker takes the first turn of the first battle round.

UNDER THE DARKNESS OF NIGHT

In the first battle round, the maximum range of attacks and spells is limited to 12".

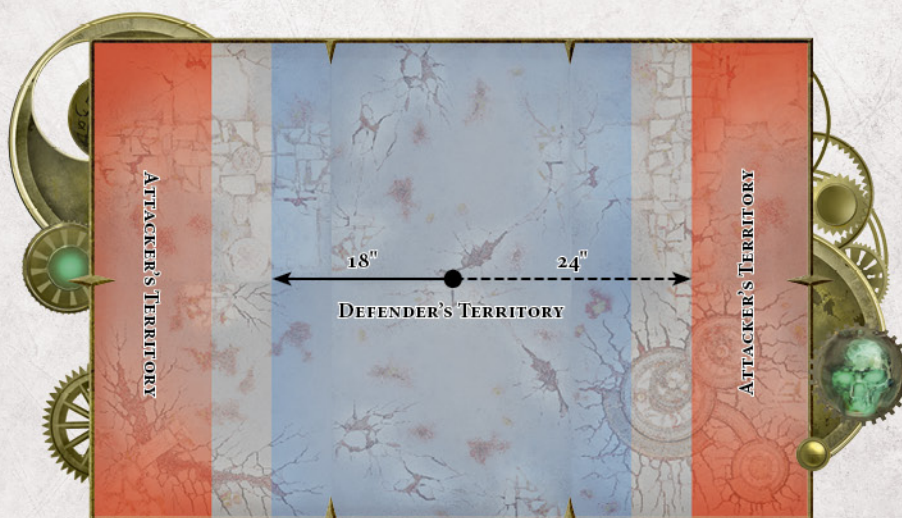


BURNING AND PILLAGING

At the end of their turn, the attacker can burn any objective they control. If they do so, remove that objective from the battlefield. It is no longer in play. In addition, for each objective that has been burned, add 1 to battleshock tests taken by the defender.

GLORIOUS VICTORY

If the attacker burns 4 objectives, the battle immediately ends and the attacker wins a **major victory**. Otherwise, at the end of the fifth battle round the defender wins a **major victory**.



BATTLEPLAN ENDLESS SOULS

Infused with the deathly magics of Hallost, the attacker assails their foe with wave after wave of warriors. Even those slain are not gone for long before they rise up to bolster the ranks. For the beleaguered defenders, all they can do is stand fast and pray the enemy does not encroach too far before the night passes.



THE ARMIES

In this battle, one player is the attacker and one player is the defender. The territories for the attacking and defending armies are shown on the map below (the defender's front-line territory and the defender's rear-line territory together count as the defender's territory).

SET-UP

The players alternate setting up units one at a time, starting with the attacker. Units must be set up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

FIRST TURN

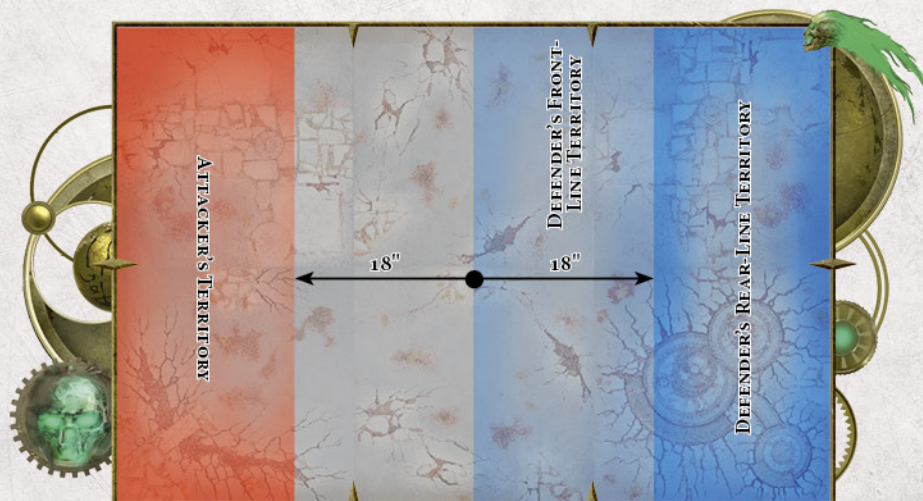
The attacker takes the first turn of the first battle round.

WAVE AFTER WAVE

At the start of the attacker's hero phase, if any of the units from their army have been destroyed, a new unit identical to the one that was destroyed is added to their army. They set up the new unit wholly within 6" of the short battlefield edge adjacent to their territory.

GLORIOUS VICTORY

At the end of the fifth battle round, count the number of models the attacker and the defender have in the defender's rear-line territory. Each **HERO** counts as 10 models instead of 1. If the attacker has more models, they win a **major victory**. Otherwise, check the defender's front-line territory in exactly the same manner. If the attacker has more models, they win a **minor victory**. Otherwise, the defender wins a **major victory**.



BATTLEPLAN

THE CHALLENGER

As the defenders draw up battle lines to meet the invading force, a lone warrior is spied advancing into the field of battle, arms stretched wide in defiance and voice bellowing. A challenge is issued for a worthy foe to stride forward so that a mighty duel can commence.

THE ARMIES

In this battle, one player is the attacker and one player is the defender. The territories for the attacking and defending armies are shown on the map below.

SET-UP

The attacker first nominates one of their **HEROES** to be a challenger and sets up that **HERO** in the centre of the battlefield. The attacker then declares a challenge. If the challenger is a **MONSTER** but the defender has no **HERO** that is a **MONSTER**, the defender can refuse or accept the challenge. Otherwise the challenge must be accepted. If the challenge is

accepted, the defender then sets up one of their **HEROES** 3" away from the challenger.

After that, the players alternate setting up units one at a time, starting with the attacker. Units must be set up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



FIRST TURN

The players roll off, and the winner decides who takes the first turn.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins a **major victory**. If the players are tied on victory points at the end of the battle, the defender wins a **minor victory**.

VICTORY POINTS

Each time an enemy **HERO** is slain, you score a number of victory points equal to the Wounds characteristic of that **HERO**. If the enemy **HERO** slain was the challenger, or was the **HERO** set up by the defender when accepting the challenge, you score victory points equal to double the Wounds characteristic of that **HERO** instead.

In addition, you score a number of victory points equal to the combined Wounds characteristics of friendly **HEROES** that are wholly within enemy territory at the end of the battle.



VADDENHEIM

War rages on in this third instalment of the Hallost campaign series, in which we explore the mausoleum city of Vaddenheim. Fight for control of this enduring city on a new four-player campaign map, complete with four new battleplans.



The sprawling city of Vaddenheim – so named for the area over which it stands sentinel – was built around the Longhut of the Vanquishers, the site where Sigmar first met with the chiefs of Hallost. The island on which the feasting hall stood was in the centre of a lake of clouds, reachable only by the spectral barges of the heroic dead. But when living settlers came to the underworld, they built arcing bridges that spanned the cloud drifts, allowing them to treat with and pay tribute to the mighty spirits.

Monumental towers were constructed across the island, filled with relief sculptures and tapestries recording the deeds performed in life by the native spirits of Hallost. Master craftspeople built stately mansions and palatial chambers in which the living and the dead dwelt side by side. The city became a bustling metropolis, serving as the

THE DEAD RETURNED

Following the Age of Chaos, Sigmar spirited away many noble souls from the Realm of Death, using them to forge Stormcast Eternals. Some Shyishians felt great bitterness and betrayal towards Sigmar for this act, while others understood his desperation. In Shyish, Stormcast Eternals are viewed with both awe and resentment.



de facto capital of the continent, and petitioners came from across the underworld seeking the counsel of its wisest denizens.

To the north of Vaddenheim, the Ceressa was built – a pantheistic temple that carried the words of mortals to the gods they worshipped. In those days, followers of Sigmar prayed alongside the faithful of Alarielle, Grungni and countless other gods. Many gave devotion to the beneficent death gods of other afterlives – the deities to whom their souls would pass when they died.

To the south of Vaddenheim, Sigmar built the Crucible of Triumph in secret. This Stormvault contained an artefact that was blessed and cursed in equal measure – the Neverstone. When beheld by a worthy hero the Neverstone appeared as whatever that champion had quested to find, be it an ensorcelled weapon, a

rune-inscribed tome or a god-touched gemstone. The Neverstone lent great power to its wielder, but once they had completed the task for which the mighty relic had been sought, it absorbed their soul into its being, adding their strength to its own.

So saturated with death energy was the Neverstone that it was eternally bound to Shyish, and so Sigmar built the Crucible of Triumph to house it and keep it from falling into the hands of his enemies.

When the forces of Chaos descended upon Hallost, many of the underworld's inhabitants gathered in Vaddenheim to mount their defence. The living and the dead fought desperately to drive the invaders from the surrounding lands, putting droves of the Dark Gods' followers to the sword. The defenders themselves took heavy casualties, but the mightiest among them rose again each day to avenge their own demises.

Sorties were launched to reach the hallowed Ceressa, and there the defenders of Vaddenheim called out for aid, but the gods gave them no answer – Alarielle had entered her season of despair, many of the death gods of old had already been consumed by Nagash and the Great Necromancer himself had been felled at the hand of Archaon the Everchosen. Sigmar's silence was heard loudest. He did not aid the defence of Vaddenheim and instead took from amongst the city's denizens the mightiest warrior souls. As their numbers dwindled, the heroic dead felt for the first time the dread of impending defeat.

Yet still the armies of Vaddenheim prevailed. They held their domain until the Stormhosts descended upon Hallost, and they met with Sigmar's envoys to discuss how they could wipe out the Chaos invaders. Only then did the chieftains realise that members of their own spectral tribes had been taken from them by the God-King and reforged as Stormcast Eternals. In the Longhut of the Vanquishers, where they had first feasted with him, they declared Sigmar an enemy of the underworld.

The necroquake brought further devastation to Vaddenheim. Amethyst energies cracked the foundation of the Ceressa. The ward-laden tablets that hid the Crucible of Triumph from all memory crumbled to dust, and the Stormvault flickered into view for the first time in millennia. What few living inhabitants remained in Vaddenheim were torn apart by mass undead uprisings, bringing the line of settlers who built the great city to an end. Many of the spirits who patrolled the region were also swept into oblivion by the sorcerous quake, leaving only the most determined of the heroic souls to guard their now desolate domain.

Vaddenheim is thick with drifts of the spectral matter that was shredded by the necroquake, and is watched over by those dead chieftains who were able to withstand the cataclysm. These spirits have turned to their laws of old, and they see all but their own heroic dead as intruders. To the west of Vaddenheim lie the Hills of Valour. It is the free forces of Hallost who have reclaimed and fortified much of this land, and the military junta of humans, aelves and duardin that leads this coalition is known as the Swordthegn Conclave. Thus far these mortals have maintained a fractious accord with the spectral defenders of Vaddenheim, for many are Reclaimed from the tribes of Hallost or worthy heroes that have fallen in battle and risen once more. They know that only valorous leaders can prosper in the underworld. The Lumineth Realm-lords have also begun to establish enclaves across several of Hallost's mountainous regions, though these Ymetricans have thus far remained typically aloof from would-be allies. As for the Stormcast, many of their brotherhoods – particularly those of the Anvils of the Heldenhammer – have marched against the Ossiarch necropolis of Myrmid that commands the eastern coastline, eager to repay past defeats suffered at the hands of the unliving conquerors.

Invading forces seek out the resting site of the Neverstone, hoping that it or some other wonder held in the Crucible of Triumph will see them victorious. Others travel north to the Ceressa so that they may harness the hallowed magic locked within the temple's foundation, and with it create a link to their own gods by which deific power can be unleashed.



THE WAR REACHES VADDENHEIM

Over the next few pages you will find new campaign rules, a new map and four narrative play battleplans for fighting your battles in the lands around Vaddenheim.

Over the last two issues of *White Dwarf*, we have introduced a campaign system for playing games set in the haunted lands of Hallost and given you two unique campaign maps to fight over. In this month's instalment, we introduce a new campaign map, this time set in the mausoleum city of Vaddenheim. This campaign map allows for up to four players to play in the campaign, making it the most exciting yet! In addition, this issue includes four themed battleplans. If you have the previous issue of *White Dwarf*, you now have eight battleplans in total.

INTRODUCING VADDENHEIM

This month's campaign is fought in Vaddenheim, far to the east of the Booming Scar. Nestled between the Modrhavn mountains and the Valour Fjords, Vaddenheim is ruled over by mighty spectral heroes. On this campaign map, up to four players can battle it out for control of Vaddenheim. A Stormvault, a temple and the city itself are the campaign's key locations.

You can use the rules found in issue 452 to fight a Hallost campaign using this campaign map. In this campaign, the winner will be the player who controls the most territory, and there are a full six campaign rounds to do so.

You can find the Vaddenheim campaign map on the next page.

HALLOST BATTLEPLANS

In addition to a new campaign map, there are also four themed battleplans to use in your Hallost campaigns. These battleplans all use the Pitched Battles rules, meaning if you are an avid matched play player, these battleplans will be sure to test your strategic acumen.

To use these battleplans, the players roll off. The winner chooses if they will roll on the Pitched Battle table below or the Narrative Play table in the previous issue. Then the player rolls a dice to determine which battleplan is used for the battle.

HALLOST PITCHED BATTLE TABLE

D6	Battleplan
1-2	The player with the fewest CVPs picks the battleplan to play. If players are tied on CVPs, instead roll on this table again.
3	Raze
4	Trials of the Dead
5	The Hero's Barrow
6	Spellbreakers

CAMPAIGN RULES: VADDENHEIM

The mausoleum city of Vaddenheim stood strong throughout the Age of Chaos, and in the wake of the necroquake its spectral denizens now attack all trespassers in their lands. To the north of the city lies the pantheistic temple known as the Ceressa, while in the south stands the Stormvault known as the Crucible of Triumph.

Key Locations

Players gain the following benefits for holding key locations:

City: A player who holds this location receives 1 initiative point in each battle phase.

Temple: A player who holds this location rolls a dice each time they allocate a wound or mortal wound to a friendly **PRIEST**. On a 6+ that wound or mortal wound is negated.

Stormvault: A player who holds this location can include 1 additional artefact of power when choosing their army.

Victory Condition

Unite the Land: After 6 campaign rounds, the campaign ends. When the campaign ends, each player adds together the largest number of connected locations in their territory (i.e. the biggest unbroken area of

adjacent locations they control, including diagonally).

If one player has a larger score than the others, they win the campaign. Otherwise the player with the most CVPs wins the campaign. If any players are tied for the most CVPs, play an additional campaign round and check the above victory conditions once more.

Number of Players: 4

VADDENHEIM

2  0 TUNDRA	2  0 TUNDRA	1  0 PETRIFIED FOREST	2  2  TEMPLE	1  1 GALLOW BARRENS
0  1 MARSH	0  1 MARSH	1  0 PETRIFIED FOREST	1  0 PETRIFIED FOREST	1  0 PETRIFIED FOREST
0  2 ROLLING CAIRNS	0  2 ROLLING CAIRNS	4  0 CITY	2  1 GRAVE PRAIRIE	2  1 GRAVE PRAIRIE
0  1 MARSH	1  1 FENLANDS	1  1 FENLANDS	2  0 HIGHLANDS	1  0 PETRIFIED FOREST
0  1 MARSH	3  1 STORMVAULT	2  0 HIGHLANDS	1  0 PETRIFIED FOREST	1  0 PETRIFIED FOREST

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BATTLEPLAN

RAZE

Two forces meet, each trying to carve a path through the enemy battleline and lay waste to the lands beyond. It is a daring gamble by both generals, for to march into this battle is to leave the territory behind them unguarded and at the mercy of any who break through.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

RAZING ENEMY TERRITORY

At the start of a player's movement phase, if a friendly unit is within 3" of the battlefield edge labelled as their opponent's territory edge and is not within 3" of any enemy units, that unit can start razing enemy territory. If it does so, remove that unit from the battlefield and place it to one side. That unit is no longer in play, but the models do not count as slain.



GLORIOUS VICTORY

At the end of the fifth battle round, each player totals the points value of their units that are razing enemy territory. The entire points cost of each unit that is razing enemy territory is counted, regardless of the number of models from that unit that were slain during the battle. In addition, units that are **HEROES** are worth double their points value. The player with the higher total wins a **major victory**. If the players are tied, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.



BATTLEPLAN

TRIALS OF THE DEAD

The souls of this region are known to test the worth of those who dare set foot upon their lands. To unlock the spectral energies held here, heroes are subjected to a series of trials that they must overcome, even as they are beset by a rival force trying to do the very same.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. After that, the players alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

THE TRIALS

These are 5 points on the battlefield marked as trials. Each player has a first trial and a second trial. In

addition, there is a final trial shared by both players. At the end of each battle round, check to see who controls each of the trials. First check to see who controls the first trials, then the second trials, and then the final trial.

THE FIRST TRIALS

A player gains control of their first trial if there are any friendly **HEROES** within 3" of their first trial and no enemy **HEROES** within 3" of it. In subsequent turns they retain control unless there are any enemy **HEROES** within 3" of their first trial and no friendly **HEROES** within 3" of it. If so, they lose control of their first trial.

THE SECOND TRIALS

A player gains control of their second trial if there are any friendly **HEROES** within 3" of their second trial, there are no enemy **HEROES** within 3" of it, and they control their first trial. In subsequent turns they retain control unless there are any enemy **HEROES** within 3" of their second trial and no friendly **HEROES** within 3" of it, or if they have lost control of their first trial. If either happens, they lose control of their second trial.

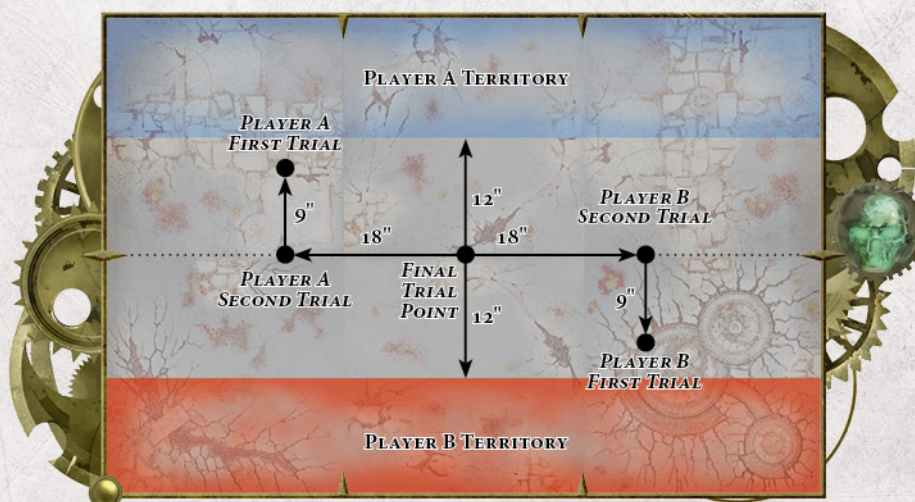
THE FINAL TRIAL

A player controls the final trial if there are any friendly **HEROES** within 3" of it, there are no enemy **HEROES** within 3" of it, and they control their first and second trials.



GLORIOUS VICTORY

From the end of the third battle round onwards the battle ends if either player controls the final trial, and the player who controls the final trial wins a **major victory**. Otherwise the battle ends at the end of the fifth battle round. If the battle ends and neither player controls the final trial, the player who controls the most trials wins a **minor victory**. In all other circumstances, each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.



BATTLEPLAN

THE HERO'S BARROW

The final resting place of a mighty hero lies in this valley amidst the multitudinous barrows of the lesser dead. Only a worthy champion can find this hero's grave and receive their blessing. Battle lines are drawn, with warriors on both sides desperately seeking the ancient tomb.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

BARROWS

There are 6 points on the battlefield marked as barrows. Once per turn, at the start of your hero phase, 1 friendly HERO within 3" of a barrow can search it to see if it is the barrow of the legendary hero. To do so, roll a dice. On a 6, that barrow is revealed to be the barrow of the legendary hero: remove all other barrows from the battlefield. Otherwise, the barrow is removed from the battlefield.

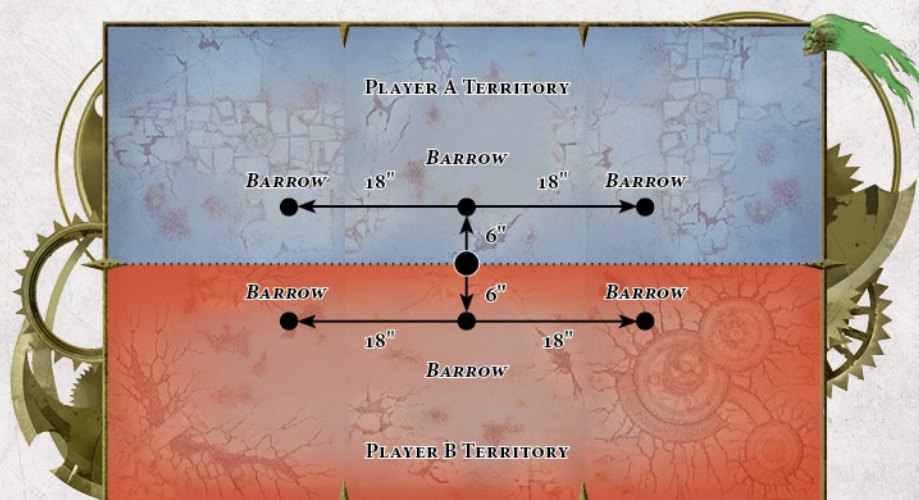
If, at any point, five barrows have been searched and the barrow of the legendary hero has not been revealed, the final barrow is revealed to be the barrow of the legendary hero.

If, by the start of the fifth battle round, the barrow of the legendary hero has still not been revealed, the players roll off (before any Endless Spells are moved) and they then alternate removing barrows from the battlefield, one at a time, starting with the player who won the roll-off, until one remains. The remaining barrow is revealed to be the barrow of the legendary hero.

Once the barrow of the legendary hero is revealed, it is treated as an objective for the rest of the battle.

GLORIOUS VICTORY

At the end of the fifth battle round, the player who controls the objective wins a **major victory**. If neither player controls the objective, each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.



BATTLEPLAN

SPELLBREAKERS

To the spectral denizens of Hallost, the ruinous spells that have arisen since the necroquake are seen as new monsters to hunt and conquer for glory. You have heard tales of a nexus of arcane power deep within a valley, where a number of these sorcerous manifestations have gathered. To vanquish them is to win the favour of the spirits in this region, but as you hone in on this valley, you see a rival force has arrived with the same intent.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing

player sets up the rest of the units in their army, one after another.

ARCANE NEXUS

On the battlefield are 3 points marked as Arcane Nexuses (see map). Each Arcane Nexus is treated as an objective.

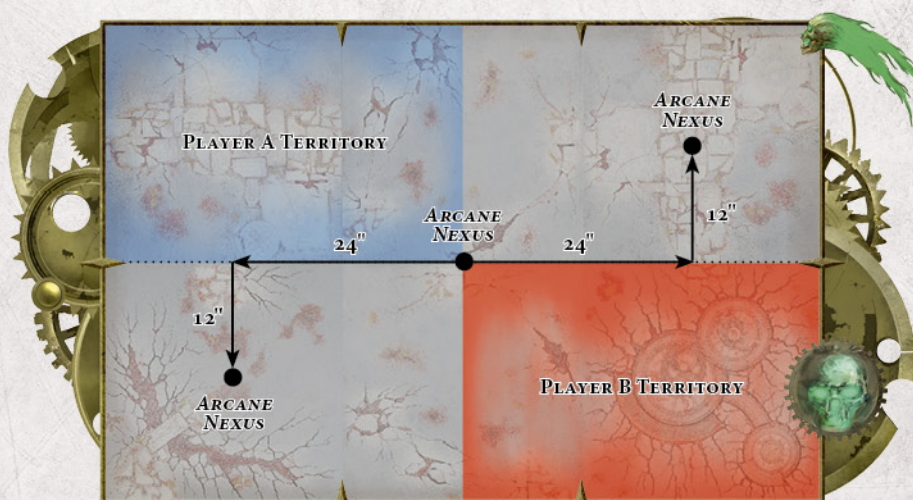
After the armies have been set up, but before the battle begins, the players roll off and, starting with the winner, players take it in turn to choose either to set up a predatory endless spell within 3" of an Arcane Nexus or to pass. Keep alternating between the players until both players pass. If a player has set up 3 predatory endless spells in this manner, they can no longer choose to set up any more and must pass when it is next their turn to pick. Endless spells set up in this manner are referred to as wild endless spells. Wild endless spells are not part of either player's army and do not require either player to spend points to place them on the battlefield. In addition, do not use any abilities on the warscroll of a wild endless spell before the battle begins (for example, if they have an ability that allows them to move after being set up).

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins a **major victory**. If the players are tied on victory points at the end of the battle, each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the battle is a draw.

VICTORY POINTS

At the end of each battle round, each player scores 1 victory point for each objective they control. In addition, at the end of the battle each player scores 3 victory points for each wild endless spell they dispelled during the battle.



THE DREADSCAPE

The expanse known as the Dreadscape once contained cities and settlements in great number, where living settlers dwelt alongside the dead of Hallost. Now it is a domain of unbridled horror, the air itself writhing with the fell taint of Chaos.



From the first hateful days of the Age of Chaos, through the thunderous resurgence of Sigmar's armies, to the deathly terrors of the necroquake and its aftershocks, the Dreadscape has been wracked by unending war. This nightmarish region extends across the entirety of the Western Lowlands, where during the Age of Myth vast numbers of settlers had sought to make their homes in the Land of Dead Heroes. Cities were built amidst fields of stubborn Shyishan vegetation, and through hard work and grim determination, the living populace prospered in their adopted underworld.

The Dark Gods' corruptions first appeared amongst the brimming populations of the Western Lowlands. Greedy landowners were consumed by avarice, and they saw pain and disfigurement as tools to motivate their serfs. Morbid royals encouraged the spread of horrific

THE TAINT OF CHAOS

When a mortal dies, their soul travels to Shyish, whereupon it resides in one of the underworlds. The followers of Chaos, however, dedicate their souls to the Dark Gods, and they are consumed by their deities upon their death. So it is that more souls are denied to Nagash, the gods of Chaos earning his eternal hatred.



diseases to thin the ranks of the rebelling peasantry. Sorcerers and soothsayers used their magics to manipulate the growing anarchy to their own advantage, while the downtrodden and oppressed gave in to rage and slaked their bloodlust by butchering their fellow citizens.

With every depraved act, the power of Chaos grew in Hallost. Eventually, the veil of reality was worn so thin that the daemonic legions of the Dark Gods were able to burst into existence. A horrific onslaught swept across the Western Lowlands, bolstered by Khornate hordes that butchered their way inwards from the coast. For a time, the heroic dead stood firm against the tide of carnage, but though they reaped a toll on their enemies that was many times their own number, their defence was utterly sundered when Archaon's armies carved a path of annihilation through Hallost. In their wake was left the great

swathe of desecrated land that is now called the Dreadscape. Here, the followers of Chaos have fought ever since for dominance.

The enormous fortress of Krag Darrek stands in the mountainous south. It was built by the Khornate Skullfiend Tribe who – by channelling the powers of the Blood God – were able to decapitate and claim the heads of countless thousands of spectral heroes. By caking them in the gore of living victims, their skulls became tangible enough to form the foundations of Krag Darrek. Those souls whose essence is trapped within the citadel's walls howl in constant rage – unable to be born anew, unable to seek vengeance upon their killers – and this din stokes the battle-lust of the living for leagues around. Over long and brutal centuries, the banners of many armies have flapped atop Krag Darrek, though in recent times the Skullfiend have returned to drink deep of the wrathful font.

Rising above the Brittle Forest far north of Krag Darrek is the Spire of Time. This crystalline tower was built by Arcanite cultists as a conduit through which Tzeentch could twist the fate of Hallost's inhabitants. Those who climb the winding spire glimpse the past, present and future of their lives in the shimmering steps, and through arcane rites may even alter these reflections in order to shape their own fates. But the Changer of Ways watches the Spire of Time, and he allows destiny to be rewritten only where it suits his will.

Morguehaven sits amongst the Stagnant Fens in the Dreadscape's south-east. Once the most populous city in all of Hallost, it was transformed into a breeding ground for the plagues spread by Nurgle's servants. The living in Morguehaven became swollen with pus-filled growths and daemonic parasites, while the spirits of the heroic dead rotted away to nothing. Now the city is a congealed mass of festering corpses and semi-living wretches in which

disease and decay run rampant. The streets are so crammed with bodies that it is difficult to pass through Morguehaven above ground, forcing those who battle for control of the city to do so in the cavernous sewer network, where it is whispered that verminous priests of decay seek to brew a potion that will infect all of Hallost.

In the north-east lies Mont Plethoria, the temple-crowned mound upon which ritual bacchanals were once held after harvests. During the Age of Chaos, the worshippers of Slaanesh took these revelries to excess as they desecrated the surrounding lands. Greedy merchants covered themselves in molten gold while the vain toasted their own perfection with torturous sacrifices. The depravity grew so intoxicating that the living and the dead for leagues in every direction came to Mont Plethoria. There they carved statues of themselves out of precious jewels and screaming flesh, before bowing down in endless worship of their own baseness.

Within the Dreadscape, the fabric of Hallost itself has become so twisted that even invaders who die here are sometimes reborn, rising like the fallen heroes to join battle once more. Many armies have travelled to this cursed land, but few have fought with the conviction of the Lumineth warhosts. From their embassies established around ruined Vaddenheim to the north, the Hyshian aelves have sent many probing attacks across the borders of the Dreadscape. The mage-lords who command these expeditions burn great sigils of stabilisation into the parched lowlands, little by little pushing back the Chaos taint. Yet these nullifying wards have also bound many native souls to the earth of Hallost in the process, never to rise again as is their just reward. This has caused no small degree of unease amongst the heroic dead who have allied themselves with the forces of Order – and should the armies of the Dark Gods cease their internecine conflicts, then the Lumineth may find themselves hard-pressed indeed.



WAR UNENDING

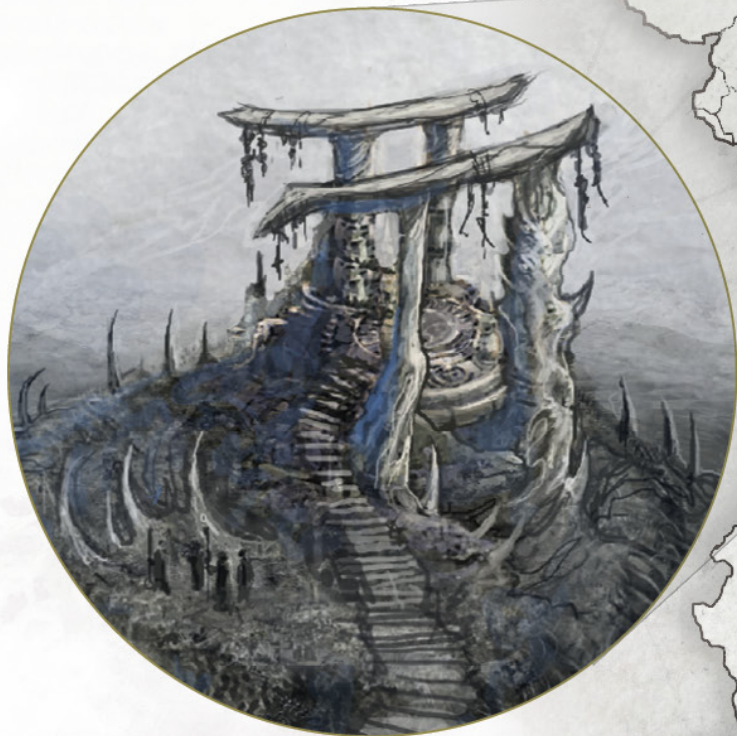
The underworld of Hallost is riven by war. From the Warm soul Uplands to the shores of the Sea of Fading Hope, no region of this grim land has escaped strife.

Thus far, the Swordthegn Conclave – alongside their storm-forged allies in the Anvils of the Heldenhammer and Astral Templars – has begun to purify the lands outside of Vaddenheim. The forces of Chaos reel under attacks from multiple directions, but they now flock to the banner of the resurgent Bloodthirster Khazkhan. In the Booming Scar, the remnants of the Tarkan Warglutt mass alongside the Ironsunz of Dakkbad Grotkicker, all spoiling for a fight and poised to spill south. It is the forces of Death that are the greatest threat to the underworld, however. Alongside the tortured spirits of the Nordyrie, Bonereaper hosts raise necropolises across the land by the will of Vokmortian, Master of the Bone-tithe. If they are not checked, they could well grind all of Hallost beneath their remorseless tread.



THE BOOMING SCAR

The orruk hordes that poured into these lands during the Age of Chaos were obliterated by the Shyish necroquake, and now the region resonates with both spectral and Waaagh! energies.



THE NORDYRIE

Once a holdout for fiercely independent warrior spirits, this land was cursed by Nagash even before the necroquake.

HALLOST

VADDENHEIM

The spectral denizens of this region endured the horrors of the Age of Chaos, and now they aggressively repel any and all intruders.



THE DREADSCAPE

This once lush region was transformed into a place of nightmares by the fell servants of Chaos.

DOMINATION OF HALLOST

Over the next few pages, you will find new campaign rules, a new map and two narrative play battleplans for fighting your battles in the lands around the Dreadscape.

Over the past three issues of *White Dwarf*, we have introduced a campaign system for playing games set in the spectral lands of Hallost, with three different campaign maps to fight over and eight battleplans to theme your battles to this ghastly locale in the Realm of Death.

In this issue, we visit Hallost for the last time and complete the series with a new campaign map – the Dreadscape – and the final two battleplans.

INTRODUCING THE DREADSCAPE

From Vaddenheim we travel south, across the Plains of Fear and along the Driftwood Beaches towards the Dreadscape. This land has been irrevocably tainted by Chaos, yet nevertheless it is still worth fighting over, for within the land's great temples and cities lie many great treasures.

On this campaign map, up to four players can battle it out for victory. Here, the Starting Locations are in close proximity to each other.

Furthermore, the scant land between will award the controlling player bonus Campaign Victory points, ensuring that any campaign fought on this map will be an absolute bloodbath!

You can find the Dreadscape campaign map on the next page.

HALLOST BATTLEPLANS

In addition to a new campaign map, there are also two themed battleplans to use in your Hallost campaigns. To use these battleplans, the players roll off, and the winner picks which of these battleplans to use.

Alternatively, if you have issues [453](#) and [454](#) of *White Dwarf*, you can use the updated battleplan tables below. To do so, the players roll off. The winner chooses if they will roll on the Pitched Battle table or the Narrative Play table. Then the player rolls a dice to determine which battleplan is used for the battle.

HALLOST NARRATIVE PLAY TABLE	
D6	Battleplan
1	The player with the least CVPs picks the battleplan to play. If players are tied on CVPs, roll on this table again.
2	The Seat of Power
3	Burn and Pillage
4	Endless Souls
5	The Challenger
6	Vows of Battle

HALLOST PITCHED BATTLE TABLE	
D6	Battleplan
1	The player with the least CVPs picks the battleplan to play. If players are tied on CVPs, roll on this table again.
2	Raze
3	Trials of the Dead
4	The Hero's Barrow
5	Spellbreakers
6	Spectral Ritual

CAMPAIGN RULES: THE DREADSCAPE

The lands of the Dreadscape suffered greatly during the Age of Chaos. Khorne's warriors built the fortress of Krag Darrek, Tzeentch's followers erected the Spire of Time, the city of Morguehaven succumbed to the putrescence of Nurgle, and Slaanesh's worshippers turned the temple on Mount Plethoria into a site of depraved revelry.

Key Locations

Players gain the following benefits for holding key locations:

Arcane Dais: A player who holds this location adds 1 to casting rolls for friendly WIZARDS.

Fortress: A player who holds this location receives 1 additional command point at the start of each of their hero phases.

City: A player who holds this location receives 1 initiative point in each battle phase.

Temple: A player who holds this location rolls a dice each time they allocate a wound or mortal wound to a friendly PRIEST. On a 6+ that wound or mortal wound is negated.

Victory Condition

Conquer the Valleys: In each campaign round, each player scores 1 bonus CVP

for each location they control that is adjacent to 2 or more key locations (including diagonally).

After 6 campaign rounds, the campaign ends. When the campaign ends, the player with the most CVPs wins the campaign. If any players are tied for the most CVPs, play an additional campaign round and check the above victory conditions once more.

Number of Players: 4

THE DREADSCAPE

 1 0 PETRIFIED FOREST	 1 0 PETRIFIED FOREST	 2 1 GRAVE PRAIRIE	 0 1 RAVINE	 0 1 RAVINE
 1 0 PETRIFIED FOREST	 0 4 ARCANE DAIS	 0 1 RAVINE	 2 2 TEMPLE	 1 1 FENLANDS
 2 0 HIGHLANDS	 1 1 GALLOW BARRENS	 1 1 GALLOW BARRENS	 1 1 GALLOW BARRENS	 1 1 GALLOW BARRENS
 2 0 HIGHLANDS	 2 2 FORTRESS	 0 1 MARSH	 4 0 CITY	 1 1 FENLANDS
 0 1 RAVINE	 0 1 RAVINE	 0 1 MARSH	 1 1 FENLANDS	 1 1 FENLANDS

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BATTLEPLAN SPECTRAL RITUAL

On the eve of battle, both forces begin a grand ritual, each seeking to harness the arcane power of the afterlives in this region. As battle is drawn, the destructive might of this ritual is unleashed upon the encroaching enemy.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map opposite. The players then pick 1 **HERO** from their army to be their ritualist, starting with the player who won the roll-off, and set up the ritualist within 1" of their ritual site.

The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

RITUAL POINT MODIFIERS

The ritualist is not a WIZARD or PRIEST	-1 ritual point gained
There are enemy models within 6" of the ritualist	-1 ritual point gained
There are any friendly WIZARDS or PRIESTS within 6" of the ritualist, not including the ritualist	+1 ritual point gained
The ritualist did not move that turn	+1 ritual point gained

GAINING RITUAL POINTS

Each player begins the battle with 3 ritual points. At the end of a player's turn they gain an additional 3 ritual points if their ritualist is on the battlefield, subject to the modifiers above.

SPENDING RITUAL POINTS

A player can spend their ritual points on powerful abilities during the battle. To do so, consult the table opposite. The player must have the required number of ritual points to use an ability; when they use the ability, that number of ritual points is deducted from their total number of ritual points.

DEATH OF A RITUALIST

During the battle, if a player's ritualist is slain, they can

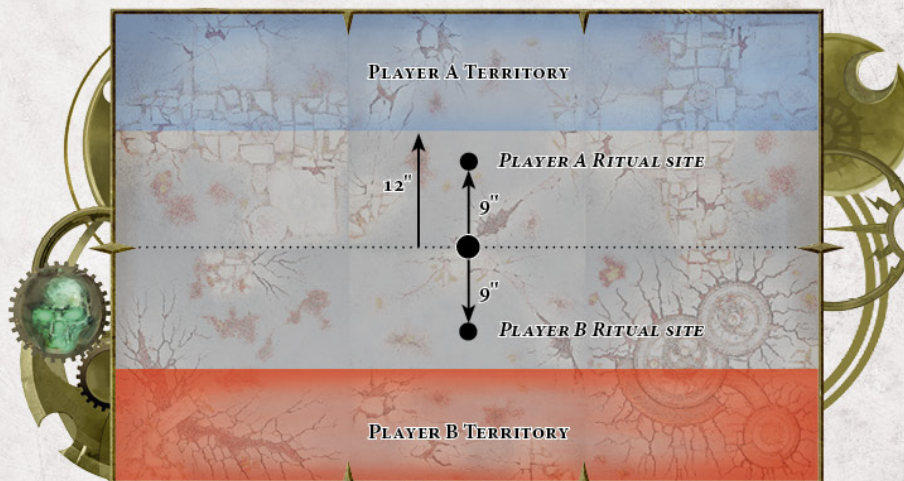
immediately nominate a friendly **HERO** within 6" of the slain ritualist (before the model is removed from play) to become their new ritualist.

GLORIOUS VICTORY

The player with the most ritual points at the end of the fifth battle round wins a **major victory**. If the players are tied on ritual points at the end of the battle, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.



RITUAL POINTS	ABILITY
1	Healing Blessing: You can use this ability once in each of your hero phases. Heal up to D6 wounds allocated to your ritualist. If your ritualist is a MONSTER , heal up to D3 wounds allocated to them instead.
1	Arcane Null: You can use this ability in your opponent's hero phase immediately after a spell that affects your ritualist has been cast. That spell has no effect on your ritualist.
2	Dazzling Light: You can use this ability once at the start of each of your opponent's shooting phases. Subtract 3 from hit rolls for attacks that target your ritualist until the end of that phase. If your ritualist is a MONSTER , subtract 2 from hit rolls for attacks that target your ritualist until the end of that phase instead.
3	Arcane Explosion: You can use this ability once in each of your hero phases. All enemy units within 6" of your ritualist suffer D6 mortal wounds.



BATTLEPLAN

VOWS OF BATTLE

As the armies prepare to clash, a howling wind begins to whip across the battlefield. On this gale can be heard whispered tales of epic deeds – the sagas of the heroic dead who inhabit this region. Only by matching the past triumphs of these spirits can you hope to gain their favour.

THE ARMIES

In this battle, one player is the attacker and one player is the defender. The territories for the attacking and defending armies are shown on the map opposite.

SET-UP

The players alternate setting up units one at a time, starting with the attacker. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

VOWS OF BATTLE

After the armies have been set up, but before the battle begins, players take it in turn to choose a vow of battle for a **HERO** in their army to swear, starting with the player who has the fewest **HEROES** in their army. There are two tables of vows, one for the attacker and one for the defender. When it is a player's turn, they first choose a **HERO** from their army that has not yet sworn a vow; they then either pick a vow for that **HERO** to swear, or roll a dice to determine which vow from their table is sworn by that **HERO** this battle. **HEROES** in the same army can swear the same vow if the player chooses.

When it is a player's turn, but they no longer have a **HERO** to pick (because all of their **HEROES** have sworn a vow), both players stop picking **HEROES** to swear vows.

FIRST TURN

The players roll off and the winner decides who takes the first turn.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins a **major victory**. If the players are tied on victory points at the end of the battle, the defender wins a **minor victory**.

VICTORY POINTS

Players score victory points each time a friendly **HERO** completes a vow that they have sworn. The tables of vows for the attacker and defender list the number of victory points that are scored when each vow is completed. A **HERO** can only complete a vow once during a battle, but multiple heroes can swear the same vow and may all be able to complete it (Beast Slayer, for example).



D6	ATTACKER'S VOWS	VPs	D6	DEFENDER'S VOWS	VPs
1	Conqueror of the Land A HERO that swears this vow completes it if at the end of the fifth battle round they are wholly within enemy territory.	1VP	1	Protector of the Land A HERO that swears this vow completes it if at the end of the fifth battle round they are wholly within their territory.	1VP
2	Unwavering Bravery A HERO that swears this vow completes it if they are the first HERO to make a charge move.	1VP	2	First to the Defence A HERO that swears this vow completes it if they are the first HERO to suffer a wound or mortal wound that is not negated.	1VP
3	Beast Slayer A HERO that swears this vow completes it if any enemy MONSTERS were slain by attacks made by that HERO.	2VP	3	First Sword A HERO that swears this vow completes it if at the end of the fifth battle round they are wholly within 6" of a friendly general (and they are not a general themselves).	2VP
4	Slayer of Champions A HERO that swears this vow completes it if any enemy HEROES were slain by attacks made by that HERO.	2VP	4	Hold Till the End A HERO that swears this vow completes it if during the fifth battle round the Inspiring Presence command ability is used and the unit picked is a friendly unit within 6" of that HERO (or within 12" if the HERO is a general).	2VP
5	Conqueror of the Realm A HERO that swears this vow completes it if at the end of the fifth battle round they are wholly within enemy territory and there are no enemy HEROES within 12" of them.	3VP	5	Protector of the Realm A HERO that swears this vow completes it if at the end of the fifth battle round they are wholly within their territory and there are no enemy HEROES within 12" of them.	3VP
6	Slayer of Kings A HERO that swears this vow completes it if an enemy general was slain by attacks made by that HERO.	3VP	6	Slayer of Warlords A HERO that swears this vow completes it if an enemy general was slain by attacks made by that HERO.	3VP

