INTO THE DEPTHS OF THE GLYMMSFORGE CATACOMBS

On the outskirts of the city of Glymmsforge can be found many entrances into its ancient and sprawling catacombs. Only the foolish would dare enter the darkness of those crypts, for vile ghosts and phantasmal creatures lurk within. Yet thanks to the whispers of riches beyond measure to be found in their depths, a steady stream of adventurers still venture into the gloom to try their luck. Most are never seen again. You lead one such party of treasure hunters, so the question is: how long can you survive in the depths of Glymmsforge?

The rules in this booklet will allow you to venture into the Glymmsforge Catacombs, either alone or with a group of fellow adventurers, to see what treasures you can find and how long you can survive. Here you will play multiple games of Age of Sigmar, each linked in a mini-campaign, battling not against an opponent but against the game itself, which will throw all manner of Nighthaunt adversaries at you.

THE MEASURE OF SUCCESS

When playing the campaign, it is a given that your adventuring party will eventually be wiped out. Indeed, the campaign does not end until every **Hero** in the adventuring party is slain. The measure of success is how many chambers you can clear before your eventual demise. Thus, you will see lots of rules in this section referring to 'clearing a chamber'. While playing through the campaign, keep a tally of how many chambers your adventuring party clears. If you are playing as a team of players, you may also wish to keep a tally of how many adversaries your **Hero** slays, so that the player with the highest score at the end of the campaign can be celebrated.

GETTING STARTED

To play through the campaign you will need the following:

- A flat surface roughly 30" by 22" in size. A Warcry board is perfect, but a coffee table or even the floor will suffice!

- A selection of **Heroes** (we recommend 3-4).

- The following Nighthaunt units (which can all be found in the *Soul Wars* box set): 1 Knight of Shrouds on Ethereal Steed, 1 Lord Executioner, 1 Spirit Torment, 1 Guardian of Souls with Nightmare Lantern, 20 Chainrasps, 5 Glaivewraith Stalkers and 4 Grimghast Reapers.

- The warscrolls for your **Heroes** and the Nighthaunt units (the latter of which we have combined into a handy reference page at the end of this booklet).

- Dice, a tape measure, and anything else you would usually bring to a game.

FORMING THE ADVENTURING PARTY

To play the campaign you must form an adventuring party. This will be the army you use in each battle during the campaign. This game is designed to be played solo, or as a team of players that work together.

If playing solo, we recommend you choose 3 **Heroes** to make up your adventuring party. If playing as a team, we recommend each player takes control of 1 or 2 **Heroes**. The number of **Heroes** determines how many adversaries there might be in a dungeon chamber, so choosing more **Heroes** does not necessarily give you an advantage.

Follow the steps below to form your adventuring party:

- Pick 1-4 **Heroes**, each with a Wounds characteristic of 9 or less, that are not named characters.

- You can pick more than 4 **Heroes**, but if you do so, you will require a number of Nighthaunt miniatures that exceeds the content of the *Soul Wars* box. If one of the players has a Nighthaunt army, they should have ample miniatures to use.

- Choose an allegiance for each **Hero**. Each **Hero** can have a different allegiance.

ADVENTURING PARTY SPECIAL RULES

The following rules are used for the adventuring party during the campaign:

LASTING INJURIES

After each battle, keep a track of which HEROES from the adventuring party were slain in that battle and which HEROES had any wounds allocated to them in that battle. HEROES that are slain are permanently removed from the adventuring party. HEROES that have any wounds allocated to them start the next battle with the same number of wounds allocated to them.

REWARDS TO BE FOUND

No allegiance abilities are used for the adventuring party to begin with, but as you venture deeper into the Glymmsforge Catacombs you may be awarded artefacts of power, command traits and other rewards from your set of allegiance abilities.

DESPERATE ALLIES

Although the HEROES in the adventuring party might have different allegiances, they are considered to be a single army. This means the adventuring party gains 1 command point at the start of each battle round (for the players to choose how to use) and the HEROES treat each other as friendly models.

THE CARDINAL POINTS

The battleplans used in this campaign will refer to North, South, East and West. When the battlefield is set up, the players should nominate one of the long battlefield edges to be north facing, and the others to correspond to that.


THE EXPLORATION ROLL

At the start of the campaign, and each time a chamber is cleared, you must make an **exploration roll** to see what the next chamber holds. Most chambers will harbour adversaries, requiring you to defeat them in battle before the chamber is cleared. If you are lucky, however, you might find an empty chamber in which you can rest, or even one with treasure inside!

To make a exploration roll, roll 2D6 and consult the table below:

EXPLORATION TABLE	
2D6	**Result**
2	**Boss Fight:** *Within this chamber resides a deadly foe!* To clear this chamber you will have to win the 'Boss Fight!' battleplan.
3-6	**Dungeon Fight:** *Enemies approach on all sides - stand fast and prepare to fight!* To clear this chamber you will have to win the 'Dungeon Fight!' battleplan.
7	**Short Respite:** *This small chamber holds no enemies, allowing you a chance to rest. However, you cannot linger here for long* The chamber is cleared. In addition, before you make your next exploration roll, you can heal 1 wound allocated to each HERO in the adventuring party.
8	**Long Respite:** *No immediate threats reside within this chamber, furthermore it can be easily barricaded, allowing you to rest and heal wounds.* The chamber is cleared. In addition, before you make your next exploration roll, you can heal all wounds allocated to each HERO in the adventuring party.
9-12	**Treasure:** *This chamber holds ancient riches that will aid you in your quest.* The chamber is cleared. In addition, before you make your next exploration roll, pick 1 HERO in the adventuring party and pick 1 of the following: **Artefact of Power:** You can pick 1 artefact of power from this HERO's set of allegiance abilities and give it to them, if you have not done so already. **Spell:** If this HERO is a WIZARD, you can pick 1 spell from their set of allegiance abilities for them to know, if you have not done so already. **Prayer:** If this HERO is a PRIEST, you can pick 1 prayer from their set of allegiance abilities for them to know, if you have not done so already.
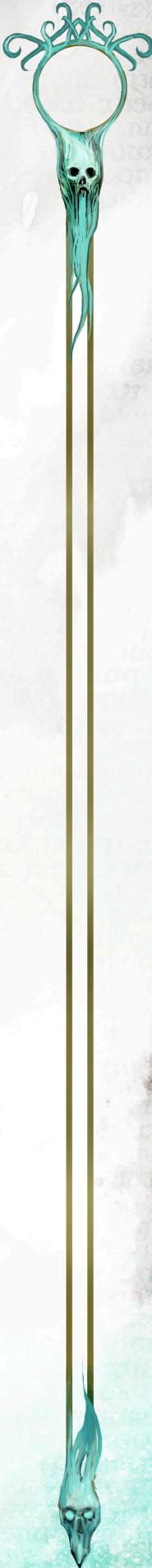
SPOILS OF BATTLE

After winning a battle, you can roll once on the loot table below:

D6	Result
LOOT TABLE	
1	**Spectral Lantern:** *This lantern illuminates the way forward in a ghoulish green light, but is soon spent.* The next time you roll on the exploration table, add 1 to the roll (to a maximum of 12).
2	**Aqshian Flamewood Stake:** *Even the incorporeal forms of gheists are immolated in flames when a sharpened stake of Aqshian Flamewood is driven into them.* Give this item to a **Hero** to carry. At the start of the combat phase, you can choose for the **Hero** carrying this item to use it. If you do so, pick 1 enemy model within 1" of this **Hero** and roll a dice. On a 1, nothing happens. On a 2+, that model is immediately slain. Then, the **Hero** that used this item is no longer carrying it.
3	**Map Fragment:** *This torn piece of a map suggests there is treasure to be found further in the crypts.* Keep a tally of how many Map Fragments you find. When the tally reaches 3, the next time you roll on the exploration table, the roll is automatically a 12, and then the tally is reset to 0.
4	**Scroll of Translocation:** *Arcane glyphs dance around this scroll, hinting at the magic it holds.* Give this item to a **Hero** to carry. In your hero phase, you can choose for the **Hero** carrying this item to use it. If you do so, pick 1 model within 3" of this **Hero** (including itself, if you wish) and remove that model from the battlefield. Then, set that model up anywhere on the battlefield. Then, the **Hero** that used this item is no longer carrying it.
5	**Grave-sand Ossuary:** *It is said that the grave-sand contained within these ossuaries gives one control over death itself.* Give this item to a **Hero** to carry. In your hero phase, you can choose for the **Hero** carrying this item to use it. If you do so, pick 1 other friendly **Hero** that has been slain in this battle. You can heal 1 wound allocated to that **Hero** so it is no longer slain, then you can set it up on the battlefield within 3" of the **Hero** that used the ossuary. Then, the **Hero** that used this item is no longer carrying it.
6	**Potion of Aqua Ghyranis:** *Filled with a liquid that sparkles like ground crystal, a few drops of this potion can heal grievous wounds in an instant.* Give this item to a **Hero** to carry. In your hero phase, you can choose for the **Hero** carrying this item to use it. If you do so, heal all wounds allocated to that **Hero**. Then, the **Hero** that used this item is no longer carrying it.

THE ADVERSARIES

During the campaign, the adventuring party will battle against Nighthaunt spirits, referred to as adversaries. These models are controlled by the game, rather than by an opponent. The following rules are used to dictate how the adversaries behave in battle:

BATTLE ROUNDS

At the start of each battle round, one player rolls a dice. On a 1-3, the Adversary army takes the first turn. On a 4+, the players take the first turn.

THE ADVERSARY ARMY TURN

When it is the Adversary army's turn, a special turn sequence is used instead of the standard turn sequence, as follows:

- Action Phase
- Combat Phase
- Battleshock Phase

This means that if you have any abilities that can only be used in an enemy phase not shown in the list above, you cannot use that ability in battles for this campaign.

THE ACTION PHASE

During the action phase, the players activate the units in the Adversary Army, one at a time, until every unit has been activated. Units in the Adversary army with the **Hero** keyword are referred to as **Boss** units. All other units are referred to as **Minion** units. To activate a unit in the Adversary army, roll a dice and consult either the Boss behaviour table or the Minion behavior table, both of which can be found on the following page.

Each behaviour table has 3 columns, each with 6 results. To determine which column to use, start with the column on the left and check to see if the unit meets the criteria written below the title of the column. If not, move on to the middle column and check again. If the criteria are still not met, move on to the column on the right. Each result on the behaviour table has a corresponding list of actions that the unit will perform. The actions are carried out in the same order as they appear on the behaviour table. Immediately resolve the actions before activating the next unit in the Adversary army.

Many of the actions require the players to determine the closest model or closest unit. If there are ever two or more eligible models or units, the players can pick which is treated as the 'closest' for the purpose of that action.

BOSS ACTIONS

In addition to the actions dictated by the behaviour table, Boss units each have their own special actions as described below:

Knight of Shrouds on Ethereal Steed

Lord of Gheists: At the start of the combat phase, this model will use its Lord of Gheists command ability. When it does so, the closest other friendly unit within range of the command ability that is within 3" of any enemy units is picked as the target of the command ability. If there are no eligible units, then this model is picked as the target.

Guardian of Souls

Spectral Lure: Each time this model is picked to activate, once all its actions determined by the behaviour table have been resolved, it will attempt to cast the Spectral Lure spell. Enemy **Wizards** can attempt to unbind the spell as normal. If it is successfully cast, the target is picked as follows:

1. If there are any friendly units within range of the spell that have had models slain, the closest one is picked and the spell is resolved.

2. Otherwise, if there are any friendly units that have any wounds allocated to them, the closest one is picked and the spell is resolved.

Unbind: This model will attempt to unbind the first spell that is cast within 30" of it in the enemy hero phase.

Spirit Torment

Captured Soul Energy: At the start of the battleshock phase, if it is eligible to do so, this model will use its Captured Soul Energy ability. When it does so, pick a target as follows:

1. If there are any friendly units within range of the ability that have had models slain, the closest one is picked and the ability is resolved.

2. Otherwise, if there are any friendly units that have any wounds allocated to them, the closest one is picked and the ability is resolved.

Lord Executioner

Staring Death in the Face: At the start of the combat phase, if it is eligible to do so, this model will use its Staring Death in the Face ability. When it does so, pick the closest enemy **Hero** as the target.
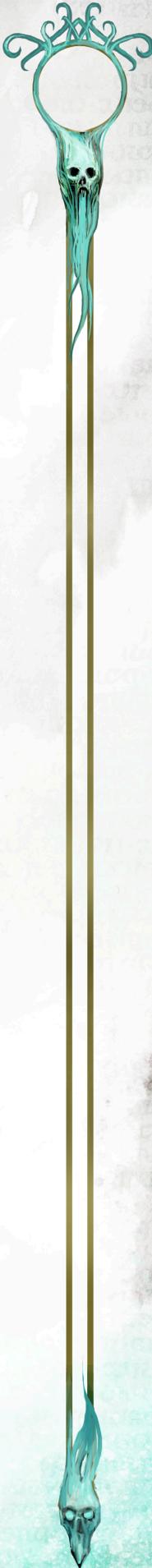
MINION BEHAVIOUR TABLE			
D6	**In Combat** *Within 3" of any enemy models.*	**Close** *Between 3" and 12" from any enemy models.*	**Far** *More than 12" from any enemy models.*
1	Tormented Spirit	Tormented Spirit	Tormented Spirit
2	Hold	Hold	Hold
3	Hold	Hold	Hold
4	Hold	Charge	Advance
5	Hold	Charge	Advance
6	Rampage	Charge	Advance

BOSS BEHAVIOUR TABLE			
D6	**In Combat** *Within 3" of any enemy models.*	**Close** *Between 3" and 12" from any enemy models.*	**Far** *More than 12" from any enemy models.*
1	Summon Minions	Summon Minions	Summon Minions
2	Twilight Translocation	Twilight Translocation	Disappear into the Underworlds
3	Deathless Vigour	Deathless Vigour	Deathless Vigour
4	Rampage	Charge	Advance

TORMENTED SPIRIT
The unit does nothing. In addition, it is not picked to fight in combat phase this turn.

HOLD
The unit does nothing in the action phase of this turn.

RAMPAGE
This unit immediately fights. It is picked to fight in the combat phase of this turn too.

ADVANCE
The unit makes a normal move. Each model from the unit must finish the move as close as possible to the closest enemy unit.

CHARGE
1. The unit makes a normal move. Each model from the unit must finish the move as close as possible to the closest enemy unit.

2. The unit attempts to make a charge move towards the same enemy unit. The first model moved in the unit is the model closest to that enemy unit.

3. If the first model moved can finish its charge move within ½" of the enemy unit, it moves as close as possible towards the enemy unit and the charge is successful. Otherwise, the charge fails and no models from the unit move.

4. If the charge is successful, each model from the unit must finish its charge move as close as possible to the enemy unit.

SPECTRAL SUMMONS
Add 1 Chainrasp Horde unit consisting of D6 models to the Adversary army and set it up wholly within 3" of this model.

TWILIGHT TRANSLOCATION
Remove this unit from the battlefield and set it up anywhere on the battlefield more than 12" from any enemy models.

DEATHLESS VIGOUR
Heal D3 wounds that have been allocated to this model.

RAMPAGE
This unit immediately fights. It is picked to fight in the combat phase of this turn too.

DISAPPEAR INTO THE UNDERWORLDS
Heal D3 wounds that have been allocated to this model and then remove it from the battlefield. In the following action phase, do not roll on the behaviour table for this model. Instead, the players must set it up within 1" of an enemy unit.

ADVANCE
The model makes a normal move. It must finish the move as close as possible to the closest enemy unit.

CHARGE
1. The model makes a normal move. It must finish the move as close as possible to the closest enemy unit.

2. The model attempts to make a charge move towards the same enemy unit.

3. If the model can finish its charge move within ½" of that enemy unit, it moves as close as possible towards the enemy unit and the charge is successful. Otherwise, the charge fails and the model does not move.

ENDING THE CAMPAIGN
The campaign ends as soon as all the **Heroes** in the adventuring party are slain. If you play through the campaign again, the challenge for future attempts is to clear more chambers than you did before. Good luck – you're going to need it!

BATTLEPLAN
DUNGEON FIGHT!

Enemies lurk in this chamber of the crypt and must be defeated before you can proceed.

THE ARMIES
The players use their **adventuring party** as their army.

The Adversary army is made up of D3 of the following **Minion** units:

MINION UNIT TABLE	
D3	**Result**
1	1 Chainrasp Horde unit with a number of models equal to double the size of the adventuring party.
2	1 Glaivewraith Stalkers unit with a number of models equal to the size of the adventuring party.
3	1 Grimghast Reapers unit with a number of models equal to the size of the adventuring party.

THE BATTLEFIELD
Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 1 or 2 small terrain features on the battlefield. We recommend ruins and mausoleums to represent the crypts of Glymmsforge. Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 12" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP
The players set up the adventuring party wholly within 3" of the centre of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location.

Set up all Minion units in this manner.

BATTLE LENGTH
The battle lasts until all the models from one of the armies are slain.

GLORIOUS VICTORY
At the end of a battle, if all the models in the Adversary army were slain, the adventuring party wins a **major victory**. Otherwise, the Adversary army wins a **major victory**.

BATTLE REWARD
If the adventuring party wins a major victory, the chamber is cleared and you can roll once on the loot table.

ADVERSARY LOCATION TABLE	
D6	**Result**
1	**Ambush!:** Pick 1 of the Heroes in the adventuring party. Set up 1 model from the unit 3" away from that Hero. Then set up the other models from the unit wholly within 6" of the first, more than 3" from the Hero, and within 1" of another model in the unit.
2	**North:** Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
3	**South:** Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
4	**East:** Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
5	**West:** Set up the first model from the unit 12" due West from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
6	**Surprised!:** Set up the first model from the unit within 1" of a battlefield edge, then set up all other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

BATTLEPLAN
BOSS FIGHT!

A powerful foe resides in this chamber – beware!

THE ARMIES
The players use their **adventuring party** as their army.

The Adversary army is made up of 1 of the following **Boss** units and D3 of the following **Minion** units:

BOSS UNIT TABLE

D6	Result
1-2	1 Knight of Shrouds of Ethereal Steed
3-4	1 Guardian of Souls with Nightmare Lantern
5	1 Spirit Torment
6	1 Lord Executioner

MINION UNIT TABLE

D3	Result
1	1 Chainrasp Horde unit with a number of models equal to double the size of the adventuring party.
2	1 Glaivewraith Stalkers unit with a number of models equal to the size of the adventuring party.
3	1 Grimghast Reapers unit with a number of models equal to the size of the adventuring party.

THE BATTLEFIELD
Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 1 or 2 small terrain features on the battlefield. We recommend ruins and mausoleums to represent the crypts of Glymmsforge. Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 12" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP
The players set up the adventuring party within 3" of the centre of the battlefield. Then the players pick 1 of the Minion units in the Adversary army and roll on the Adversary Location table below to determine its starting location.

Set up all Minion units in this manner. Then, pick 1 of the Minion units on the battlefield and set up the Boss model within 3" of that Minion unit and further from the centre of the battlefield than that Minion unit is.

BATTLE LENGTH
The battle lasts until all the models from one of the armies are slain.

GLORIOUS VICTORY
At the end of a battle, if all the models in the Adversary army were slain, the adventuring party wins a **major victory**. Otherwise, the Adversary army wins a **major victory**.

BATTLE REWARD
If the adventuring party wins a **major victory**, the chamber is cleared and you can roll once on the loot table.

In addition, if the **Hero** that slew the **Boss** model (either through an attack or an ability on its warscroll) does not have a command trait, the players can pick 1 command trait from that **Hero**'s set of allegiance abilities for it to have in all future battles during the campaign.

ADVERSARY LOCATION TABLE

D6	Result
1	**Ambush!:** Pick 1 of the **Heroes** in the adventuring party. Set up 1 model from the unit 3" away from that **Hero**. Then set up the other models from the unit wholly within 6" of the first, more than 3" from the **Hero**, and within 1" of another model in the unit.
2	**North:** Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
3	**South:** Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
4	**East:** Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
5	**West:** Set up the first model from the unit 12" due West from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
6	**Surprised!:** Set up the first model from the unit within 1" of a battlefield edge, then set up all other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.