

HEROES OF THE HINTERLANDS

Across the Mortal Realms, vast armies clash on countless battlefields. Yet sometimes it is a group of valiant heroes sent on a daring quest who will save the day. Here we present rules for fighting your very own solo campaign in the Age of Sigmar.



The Mortal Realms are vast beyond comprehension, and the wars that are fought across them are so large they can last for centuries. Yet amidst these mighty conflicts, there are times when a few brave heroes (or vengeful villains, depending on who you bend your knee to) will set out on an important quest to achieve what many thousands could not. Perhaps they are sent behind enemy lines to hunt down a cruel king or deadly Necromancer. Maybe there is an ancient relic that must be recovered without the enemy knowing, or a valuable treasure that needs to be stolen from under their nose. Whatever the quest, there is sure to be much danger along the way, for where warriors walk, battles inevitably occur. It is almost as if they are looking for trouble. Here, Age of Sigmar games developer (and hero for hire) Sam Pearson explains what solo and cooperative play campaigns are all about.

SOUL WARS

The Soul Wars box set is one of the best ways to get into Warhammer Age of Sigmar. It's also an excellent way to start a Heroes of the Hinterlands campaign, as it includes two great characters – the Lord-Arcanum and the Knight-Incantor – both of whom make excellent adventurers.

The Nighthaunts in the box are perfect adversaries for a solo campaign, too, as you'll find out in this article.

Sam: Over the summer of this year, I put together two solo campaigns for Warhammer Age of Sigmar, which we showcased on our Warhammer Community website. The aim was to give hobbyists a way to play games of Warhammer even if they were stuck indoors.

These campaigns generated a lot of buzz and excitement, so in this article I have polished up those initial rules and expanded upon them. Over the next few pages, you will find everything you need to play through the Heroes of the Hinterlands Age of Sigmar campaign, including three types of adversaries – the Nighthaunt, Khorne Bloodbound and Gloomspite Gitz – giving you a choice of Death, Chaos and Destruction to battle against. Now all you need to do is select your heroes and prepare for battle. Let us know how you get on by emailing team@whitedwarf.co.uk!

SOLO AND COOPERATIVE PLAY

Across the Mortal Realms, away from the civilised lands reclaimed by Order, danger is not hard to find. In crumbling cities, sinister forests and pitch-black caves lurk all manner of beasties, be they those of Chaos, Death or Destruction. Here can be found tales not of the clash of epic armies, but of small bands of stalwart heroes who venture into these places to fight these horrors. The battles fought in the hinterlands of the Mortal Realms are quick and brutal, and only the strong will survive. Do you have what it takes to rise to glory and become a mighty warrior?

Usually in battles of Age of Sigmar, two generals will face off, each with an army under their command. The Heroes of the Hinterlands campaign is a little different. Here, the players take control of a band of heroes that make up the **adventuring party** and will battle against **adversaries** controlled by the game. You can play through this campaign alone – controlling all the heroes of the adventuring party – or together with friends or family with each controlling one or two heroes.

THE MEASURE OF SUCCESS

Another way this campaign differs from a standard Age of Sigmar campaign is that it is ongoing and only ends when the entirety of the adventuring party is slain in battle. This means there is no way to ‘win’ the campaign as it were, but there are still several different measures of success you can use while playing. The first is to keep a tally of how many battles the adventuring party wins before it is wiped out. While playing through the campaign, you can use the **campaign roster** on page 97 to record how many battles your adventuring party wins. If you are playing as a team of players, you may also wish to keep a tally of how many adversaries each 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" × 22" in size. A Warcry board is perfect, but a coffee table or even the floor will suffice!
- 6 scenery pieces from your collection.
- Up to 5 **HEROES**.

- A selection of **adversaries**. These are the enemy warriors you will battle against. This article includes rules for Nighthaunt, Khorne Bloodbound and Gloomspite Gitz adversaries. You could also use these rules as the basis for other Citadel Miniatures in your collection that you might want to use as adversaries.

- The warscrolls for your **HEROES** and adversaries. (*Warscrolls can be downloaded for free from our webstore, or in the Warhammer Age of Sigmar app.* – Ed)

- A battletome for each of your **HEROES**.

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

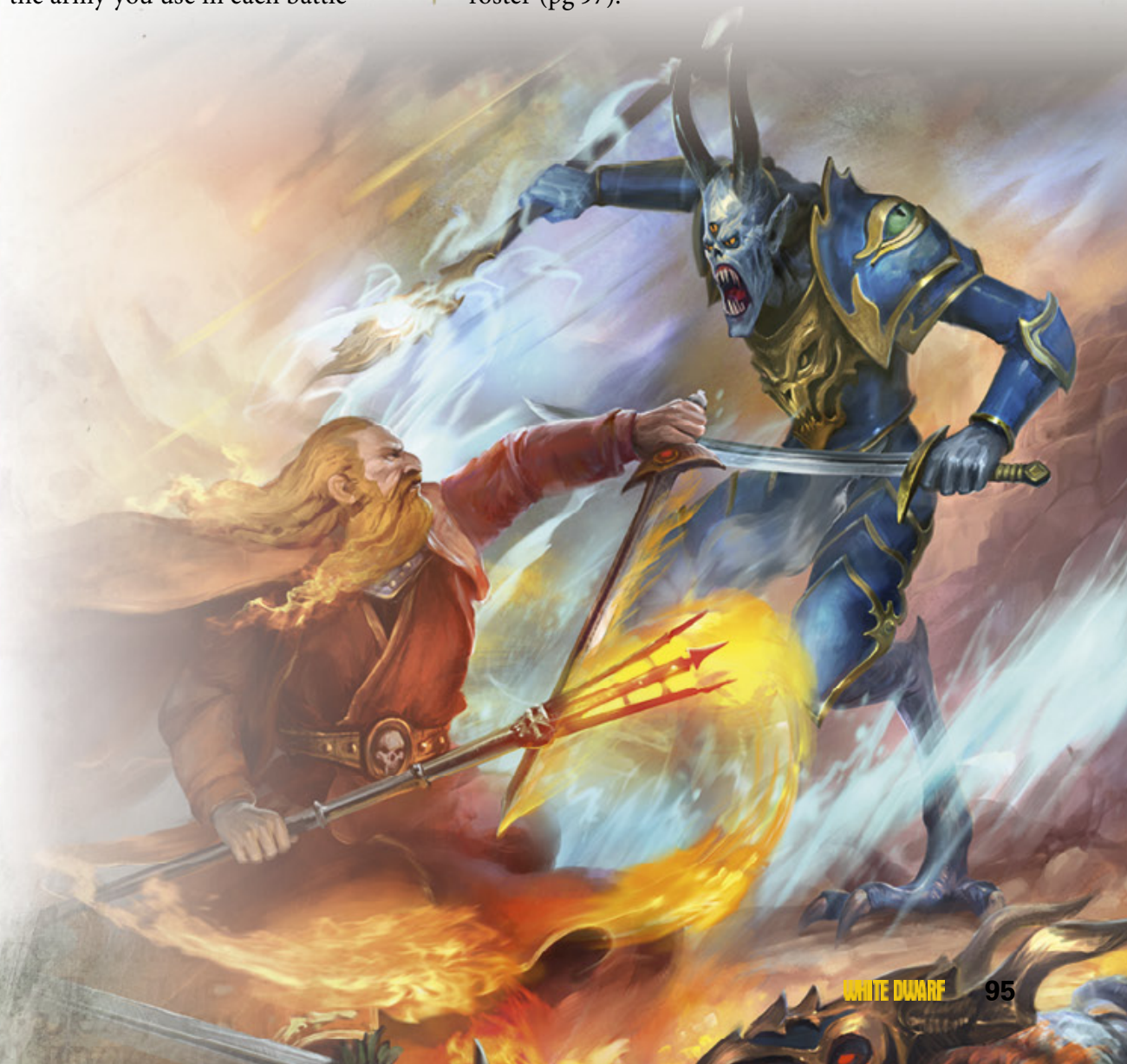
FORMING THE ADVENTURING PARTY

To play the campaign, you first form an adventuring party. This will be the army you use in each battle

during the campaign. You can play through the campaign with a single hero, but it is more enjoyable if you use a few. If you are playing through the campaign solo, we recommend you choose 3 **HEROES** to make up your adventuring party. If playing as a group of players, we recommend each player takes control of 1 or 2 **HEROES**. The number of **HEROES** determines how many adversaries there might be in each battle, so choosing more **HEROES** does not necessarily give you an advantage.

Follow the steps below to form your adventuring party:

- Pick 1-5 **HEROES**, each with a Wounds characteristic of 7 or less, that are not named characters.
- Choose an allegiance for each **HERO**. Each **HERO** can have a different allegiance.
- Fill in the details on the campaign roster (pg 97).



STARTING AND ENDING THE CAMPAIGN

To start the campaign, you must make an exploration roll on the exploration table below to see what the first territory you enter holds. Most territories will harbour adversaries, requiring you to defeat them in battle before you can continue. If you are lucky, however, you might find a peaceful territory where you can set up camp and rest for the night, or even one that holds ancient treasure! To make an exploration roll, roll 2D6 and consult the exploration table below.

During the campaign, you will be instructed to make further exploration rolls.

The campaign ends when all the **HEROES** in the adventuring party are slain in a single battle.

ADVENTURING PARTY SPECIAL RULES

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

Lasting Injuries

After each battle, keep 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 battle out in the Hinterlands of the Mortal Realms, 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.

Threat Level

You will record a **threat level** on the campaign roster. This indicates when the actions carried out by the adventuring party incur the wrath of a vengeful warlord.

The threat level starts at 0, and each time you make an exploration roll, it increases by 1. If the threat level has reached 5, the next time you are called to make an exploration roll, do not roll a dice. Instead, the result is considered to be 'Warlord Encounter' (Spectral Lantern has no effect upon it). If the battle is won, the threat level is reset to 0.

RECRUITING NEW HEROES

As standard, you can only add new **HEROES** to your adventuring party when you roll the 'Long Respite' result on the exploration table. If you are playing in a group, and especially with younger players, you may wish to waive this rule and allow new **HEROES** to be added to replace any slain at the end of each battle so that no one is left out of the fun for long.



EXPLORATION TABLE	
2D6	Result
2-4	Warlord Encounter: <i>You have tracked down a mighty foe. Defeat them in battle to rid the realms of their menace!</i> You must win the 'Defeat the Warlord' battleplan to continue. If you win the battle, reset the threat level to 0, and then make an exploration roll.
5-7	Deadly Encounter: <i>Enemies approach on all sides. Stand fast and prepare to fight!</i> You must win the 'Wilderness Battle' battleplan to continue. If you win the battle, make an exploration roll.
8-9	Short Respite: <i>You find a safe place to set up camp for the night, allowing you a chance to rest. However, you cannot linger here for long.</i> You can heal 1 wound allocated to each HERO in the adventuring party. Then, make an exploration roll.
10-11	Long Respite: <i>You find a settlement out in the wilderness, allowing you to rest for a few days and to recruit new allies to your cause.</i> You can heal D3 wounds allocated to each HERO in the adventuring party. In addition, roll a dice. On a 4+ you can add 1 new HERO to the adventuring party following the rules shown above in 'Recruiting New Heroes.' Then, make an exploration roll.
12+	Hidden Treasure: <i>This territory holds a powerful relic that will aid you in your battles to come.</i> You receive the 'Relic' option from the Loot table (pg 107). Then, make an exploration roll.

HEROES OF THE HINTERLANDS

CAMPAIGN ROSTER

Adventuring Party Name							
Battles Won		Threat Level		Map Fragments		Spectral Lanterns	

Hero's Name	Warscroll	Rewards/Items	Wounds Suffered	Battles Won	Enemies Defeated

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THE ADVERSARIES

During the campaign, the adventuring party will battle against enemies controlled by the game. These enemies are referred to as **adversaries**. The following rules are used to dictate how adversaries behave in battle.

THE ADVERSARY ARMY

The adversary units used in each battle are referred to collectively as the adversary army. The number of adversary units in the adversary army is listed in the description of the battleplan (pg 108-109). Rules for picking the units in the adversary army can be found on pages 100-105.

There are two types of adversary unit. Units in the adversary army with the **HERO** keyword are referred to as **boss** units. All other units are referred to as **minion** units.

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 your **HEROES** 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. To activate a unit in the adversary army, roll a dice and consult its behaviour table. The minion behaviour table can be found below. The boss behavioural tables for Nighthaunt, Khorne Bloodbound and Gloomspite Gitz can be found on pages 100-105.

Each behaviour table has three columns, each with four 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.

Adversary units finish any sort of move as a single group, with all models within 1" horizontally, and 6" vertically, of at least one other model from their unit.

MINION BEHAVIOUR TABLE			
D6	In Combat <i>Any models within 3" of any enemy models.</i>	Close <i>Any models more than 3" from but within 12" of any enemy models.</i>	Far <i>All models more than 12" from any enemy models.</i>
1	Steadfast	Steadfast	Steadfast
2-3	Hold	Hold	Hold
4-5	Hold	Charge	Advance
6	Rampage	Charge	Advance



STEADFAST

The unit does nothing. In addition, it is not picked to fight in combat phase this turn. However, until the start of the adversary army's next turn, add 1 to save rolls for attacks that target this unit.

HOLD

If this unit has any missile weapons that are in range, it shoots at the closest enemy unit. Otherwise, the unit does nothing in the action phase of this turn.

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 then attempts to make a charge move towards the closest enemy unit. The first model moved in the unit must be the model closest to that enemy unit.
3. If the first model moved can finish its charge move within $\frac{1}{2}$ " of the closest 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 closest enemy unit.

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.

RAMPAGE

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

THE COMBAT PHASE

In the combat phase, alternate picking units from your army and from the adversary army to fight, starting with a unit from the army whose turn is taking place. Each time an eligible unit from the adversary army is picked to fight, each model in that unit then piles in towards the closest enemy model and attacks the unit it belongs to with all of its melee weapons that are in range.

ALLOCATING WOUNDS

When wounds are allocated to a unit in the adversary army, pick which model in the unit to allocate the wounds to (with any restrictions that normally apply).

At the end of any turn, if an adversary unit is split into two or more groups, no models are removed from that unit. Instead, the next time that unit makes any kind of move, the models must reform back into a single group. If they are unable to do so, that unit cannot move.

THE BATTLESOCK PHASE

When models flee from an adversary unit, do the following:

1. When removing models, you must attempt to keep the unit in coherency if possible.
2. Command models, and those with weapons different to what the rest of the unit is armed with, should only be removed after all other models have been removed.

USING ADVERSARY ABILITIES

Abilities on the warscrolls of adversary units that automatically come into effect are always used (for example, the Ethereal ability found on many Nighthaunt warscrolls or the Chilling Horde ability on the Chainrasp Horde warscroll).

If a rule says you can re-roll a charge roll or part of the attack sequence, do so if the roll would fail after any modifiers are applied.

If there are multiple adversary units that can attempt to unbind a spell, the players can pick which adversary unit does so.

For abilities that are more difficult to use, the following pages will explain how they are used.



NIGHTHAUNT

The Nighthaunts are malevolent spirits cursed to an eternity of suffering for the crimes they committed in life. Enslaved to the will of Nagash, Supreme Lord of the Undead, they are a terrifying blight upon the living.

NIGHTHAUNT MINIONS

To generate Nighthaunt minion adversary units, roll a dice on the chart below. If the result has models that are not in your collection, re-roll the result or pick an option for which you have the appropriate models.

D6	Warscroll	Unit Size (models)
1	Chainrasp Horde	Double the size of the adventuring party + D3
2	Glaivewraith Stalkers	The size of the adventuring party
3	Grimghast Reapers	The size of the adventuring party + D3
4	Myrmourn Banshees	The size of the adventuring party
5	Bladegheist Revenants	The size of the adventuring party + D3
6	Spirit Host	Half the size of the adventuring party (rounding up)

NIGHTHAUNT SPECIAL RULES

The following special rules apply to Nighthaunt minion adversaries.

Myrmourn Banshees

Spell-eaters: In the enemy hero phase, this model will attempt to unbind the first spell that is cast within 30" of it that another unit does not attempt to unbind.

NIGHTHAUNT BOSSES

To generate Nighthaunt bosses, roll a dice on the chart below. If the result has a model that is not in your collection, re-roll the result or pick an option.

D6	Warscroll
1	1 Knight of Shrouds on Ethereal Steed
2	1 Guardian of Souls with Nightmare Lantern
3	1 Lord Executioner

BOSS ACTIONS

In addition to the actions dictated by their behaviour table, Nighthaunt bosses 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 with Nightmare Lantern

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: In the enemy hero phase, this model will attempt to unbind the first spell that is cast within 30" of it that another unit does not attempt to unbind.

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.



NIGHTHAUNT BOSS BEHAVIOUR TABLE

D6	In Combat <i>Within 3" of any enemy models.</i>	Close <i>Any models more than 3" from but within 12" of any enemy models.</i>	Far <i>More than 12" from any enemy models.</i>
1	Spectral Summons	Spectral Summons	Spectral Summons
2-3	Twilight Translocation	Twilight Translocation	Twilight Translocation
4-5	Deathless Vigour	Deathless Vigour	Deathless Vigour
6	Rampage	Charge	Advance

SPECTRAL SUMMONS

Add 1 Nighthaunt minion unit to the adversary army and set it up wholly within 6" 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.

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.

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 as well.

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 then attempts to make a charge move towards the same enemy unit.
3. If the model can finish its charge move within $\frac{1}{2}$ " 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.

ADVANCE

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



KHORNE BLOODBOUND

The cannibal warriors of the Bloodbound crash into the foe like an unstoppable, gore-streaked axe blade. Their numberless battle-hungry warriors are the bane of civilisation.

KHORNE BLOODBOUND MINIONS

To generate Khorne Bloodbound minion adversary groups, roll a dice on the chart below. If the result has models that are not in your collection, re-roll the result or pick an option that you have the appropriate models for.

D6	Warscroll	Unit Size (models)
1	Bloodreavers	Double the size of the adventuring party + D3
2	Blood Warriors	The size of the adventuring party + D3
3	Wrathmongers	The size of the adventuring party
4	Skullreapers	The size of the adventuring party
5	Flesh Hounds	The size of the adventuring party
6	Khorgorath	1

KHORNE BLOODBOUND SPECIAL RULES

The following special rules apply to Khorne Bloodbound minion adversaries.

Flesh Hounds

Collars of Khorne: In the enemy hero phase, this model will attempt to unbind the first spell that is cast within 30" of it that another unit does not attempt to unbind.

Khorgorath

Taker of Heads: This unit will use its Taker of Heads ability at the end of the combat phase.

KHORNE BLOODBOUND BOSSES

To generate Khorne Bloodbound bosses, roll a dice on the chart below. If the result has a model that is not in your collection, re-roll the result or pick an option.

D6	Warscroll
1	1 Mighty Lord of Khorne
2	1 Bloodseccrator
3	1 Bloodstoker

BOSS ACTIONS

In addition to the actions dictated by their behaviour table, Khorne Bloodbound bosses each have their own special actions as described below.

Mighty Lord of Khorne

Collar of Khorne: In the enemy hero phase, this model will attempt to unbind the first spell that is cast within 30" of it that another unit does not attempt to unbind.

Bloodseccrator

Banner of Wrath: At the start of the combat phase, roll a dice for each enemy unit within 8" of the bearer. On a 4+ that unit suffers D3 mortal wounds.

Bloodstoker

Whipped to Fury: At the start of the action phase, this model will use its Whipped to Fury ability. When it does so, the closest other friendly unit within range of the ability is picked as the target of the ability. If there are no eligible units, then this model is picked as the target. The effect of the ability lasts until the start of the next action phase.



KHORNE BLOODBOUND BOSS BEHAVIOUR TABLE			
D6	In Combat <i>Within 3" of any enemy models.</i>	Close <i>Any models more than 3" from but within 12" of any enemy models.</i>	Far <i>More than 12" from any enemy models.</i>
1	Mighty Blow	Summon Flesh Hounds	Summon Flesh Hounds
2-3	Mighty Blow	Murderlust	Murderlust
4-5	Rampage	Murderlust	Advance
6	Rampage	Charge	Advance

MIGHTY BLOW

Pick 1 enemy unit within 3" of this model. That unit suffers D3 mortal wounds.

SUMMON FLESH HOUNDS
Add 1 FLESH HOUNDS unit to the adversary army and set it up wholly within 6" of this model.

MURDERLUST

1. The model makes a normal move of D6". It must finish the move as close as possible to the closest enemy unit.
2. Then, all other units in the adversary army that are not within 3" of any enemy units make a normal move of D6" (roll for each). This does not count as their activation.

RAMPAGE

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

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 then 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.

ADVANCE

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



GLOOMSPITE GITZ

The Gloomspite Gitz infest the dank places of the Mortal Realms like a proliferous fungus. Though by their very nature anarchic, when these creatures unite under a common cause, they are capable of wholesale destruction.

GLOOMSPITE GITZ MINIONS

To generate Gloomspite Gitz minion adversary groups, roll a dice on the chart below. If the result has models that are not in your collection, re-roll the result or pick an option that you have the appropriate models for.

D6	Warscroll	Unit Size (models)
1	Stabbas	Double the size of the adventuring party + D3
2	Shootas	Double the size of the adventuring party + D3
3	Squig Herd	The size of the adventuring party + D3
4	Squig Hoppers	The size of the adventuring party
5	Fellwater Troggoths	Half the size of the adventuring party (rounding up)
6	Rockgut Troggoths	Half the size of the adventuring party (rounding up)

GLOOMSPITE SPECIAL RULES

The following special rules apply to Gloomspite Gitz minion adversaries.

Fellwater Troggoths

Regeneration: Each time this unit activates, it uses its Regeneration ability.

Rockgut Troggoths

Regeneration: Each time this unit activates, it uses its Regeneration ability.

Throwin' Boulders: When this unit 'holds' and is within 12" of any enemy unit, it uses its Throwin' Boulders ability, picking the closest enemy unit as the target.

GLOOMSPITE GITZ BOSSES

To generate Gloomspite Gitz bosses, roll a dice on the chart below. If the result has a model that is not in your collection, re-roll the result or pick an option.

D6	Warscroll
1	1 Loonboss
2	1 Fungoid Cave-Shaman
3	1 Loonboss on Giant Cave Squig

BOSS ACTIONS

In addition to the actions dictated by their behaviour table, Gloomspite Gitz bosses each have their own special actions as described below.

Loonboss

I'm Da Boss, Now Stab 'Em Good!: At the start of the combat phase, this model will use its I'm Da Boss, Now Stab 'Em Good! command ability. When it does so, the closest other friendly unit within range of the command ability (24") 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.

Fungoid Cave-Shaman

Spore Maws: 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 Spore Maws spell. Enemy WIZARDS can attempt to unbind the spell as normal.

Unbind: In the enemy hero phase, this model will attempt to unbind the first spell that is cast within 30" of it that another unit does not attempt to unbind.

Loonboss on Giant Cave Squig

Redcap Mushrooms: The first time this model is picked to activate while it is within 3" of any enemy units, it uses its Redcap Mushrooms ability.



GLOOMSPITE GITZ BOSS BEHAVIOUR TABLE			
D6	In Combat <i>Within 3" of any enemy models.</i>	Close <i>Any models more than 3" from but within 12" of any enemy models.</i>	Far <i>More than 12" from any enemy models.</i>
1	Savage Underhand Blow	Cunning Plans	Cunning Plans
2-3	Cowardly Git	Cowardly Git	Cowardly Git
4-5	Drink Fungus Brew	Drink Fungus Brew	Drink Fungus Brew
6	Rampage	Charge	Advance

SAVAGE UNDERHAND BLOW

Pick 1 enemy unit within 3" of this model. That unit suffers D3 mortal wounds.

CUNNING PLANS

Add 1 Gloomspite Gitz minion unit to the adversary army. Set up the first model in that unit 9" away from this model. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

COWARDLY GIT

Remove this unit from the battlefield and set it up anywhere on the battlefield more than 6" from any enemy models.

DRINK FUNGUS BREW

Roll a D3 and apply the following effect:

- 1 – This model suffers 1 mortal wound.
- 2 – Heal D3 wounds that have been allocated to this model.
- 3 – Heal all 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 as well.

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 then 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.

ADVANCE

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



FIGHTING BATTLES

The following rules are used in each battle you fight during the campaign.

THE BATTLEFIELD

The battlefield should be roughly 30" x 22" in size. Before each battle, you will need to set up the battlefield with scenery pieces from your collection. Each battlefield needs 3+D3 scenery pieces, and each quarter of the battlefield should have at least 1 scenery piece placed within it. Otherwise, the players should feel free to set up an exciting battlefield with an atmospheric location. Perhaps your

heroes are battling amidst the ruins of an ancient city or within one of the dark forests of the realms.

ORIENTATING THE BATTLEFIELD

Once you have set up the battlefield, nominate one long battlefield edge and roll a dice. On a 1-3 that battlefield edge is the adversary battlefield edge; on a 4+ it is the adventuring party battlefield edge.

THE LOOT TABLE

Each time the adventuring party wins a minor victory, the players roll once (in total) on the loot table opposite to see what rewards the adventuring party gains. If the adventuring party wins a major victory, roll twice instead.

To roll on the loot table, you will need to roll a D66. To do so, roll a six-sided dice twice. The first roll determines the ten, and the second roll determines the unit. For example, if you rolled a 3 followed by a 5, the roll would be 35.



LOOT TABLE	
D66	Result
11-16	Nothing But Dust Your party finds nothing.
21-26	Map Fragment <i>This torn piece of a map suggests there is treasure to be found close by.</i> Keep a record of how many Map Fragments you find. When the tally reaches 3, you receive the 'Relic' option from the Loot table, and then the record is reset to 0.
31-33	Healing Potion <i>This glass bottle is filled with a sparkling crimson liquid that heals and refreshes.</i> 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, you can heal up to D3 wounds allocated to that HERO. Then, the HERO that used this item is no longer carrying it.
34-36	Spectral Lantern <i>This lantern illuminates the way forward in a ghoulish green light, but it is soon spent.</i> Keep a record of how many Spectral Lanterns you find. Each time you roll on the exploration table, you can choose to spend 1 of your Spectral Lanterns to re-roll both dice. You must accept the second result.
41-43	Aqshian Flamewood Stake <i>Even the incorporeal forms of gheists are immolated in flames when a sharpened stake of Aqshian Flamewood is driven into them.</i> 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.
44-46	Scroll of Translocation <i>Arcane glyphs dance around this scroll, hinting at the magic it holds.</i> 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.
51-53	Grave-sand Ossuary <i>It is said that the grave-sand contained within these ossuaries gives one control over death itself.</i> 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.
54-56	Potion of Aqua Ghyranis <i>A liquid that sparkles like ground crystal, a few drops of this potion can heal grievous wounds in an instant.</i> 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.
61-66	Relic <i>You have found a powerful treasure to aid you in battle.</i> 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.

BATTLEPLAN WILDERNESS BATTLE

With enemies enclosing in, you must fight your way to victory and purge these lands of their taint.

THE ARMIES

The players use their adventuring party as their army.

The adversary army includes D3+1 minion units.

THE BATTLEFIELD

Set up the battlefield as shown below.

SET-UP

Set up the adventuring party first, anywhere wholly within their territory. Then, set up the adversary units wholly within their territory.

BATTLE LENGTH

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

AMBUSH

Danger lurks in every shadow for the adventuring party, and in the heat of battle, they need to be careful of the enemy closing in from all sides.

At the start of each battle round after the first, the players roll a dice. On a 1, add 1 minion unit to the adversary army. Set up that unit on the battlefield wholly within the adventuring party's territory.

GLORIOUS VICTORY

At the end of a battle, if all the models in the adversary army were slain, and none of the models in the adventuring party were slain, the adventuring party wins a **major victory**.

Instead, if all the models in the adversary army were slain and some of the models in the adventuring

party were slain, the adventuring party wins a **minor victory**.

Otherwise, if all the models in the adventuring party were slain, the adversary army wins a **major victory** and the campaign ends.



BATTLEPLAN DEFEAT THE WARLORD

A mighty enemy stands before you, but to defeat them, you must first cut a swathe through the legion of warriors that seeks your blood.

THE ARMIES

The players use their adventuring party as their army.

The adversary army is made up of 1 boss unit and a D3 minion units.

THE BATTLEFIELD

Set up the battlefield as shown below.

SET-UP

Set up the adventuring party first, anywhere wholly within their territory. Then, set up the adversary units wholly within their territory. The boss unit cannot be the closest unit to any of the models in the adventuring party.

BATTLE LENGTH

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

REINFORCEMENTS

This powerful enemy keeps many of their warriors close by, ready to come to aid should the alarm be raised.

At the start of each battle round after the first, the players roll a dice. On a 1, add 1 minion unit to the adversary army. Set up that unit on the battlefield wholly within the adventuring party's territory.



GLORIOUS VICTORY

At the end of a battle, if all the models in the adversary army were slain, and none of the models in the adventuring party were slain, the adventuring party wins a **major victory**.

Instead, if all the models in the adversary army were slain and some of the models in the adventuring party were slain, the adventuring party wins a **minor victory**.

Otherwise, if all the models in the adventuring party were slain, the adversary army wins a **major victory** and the campaign ends.

REWARD

If the **HERO** that slew the boss adversary (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.

