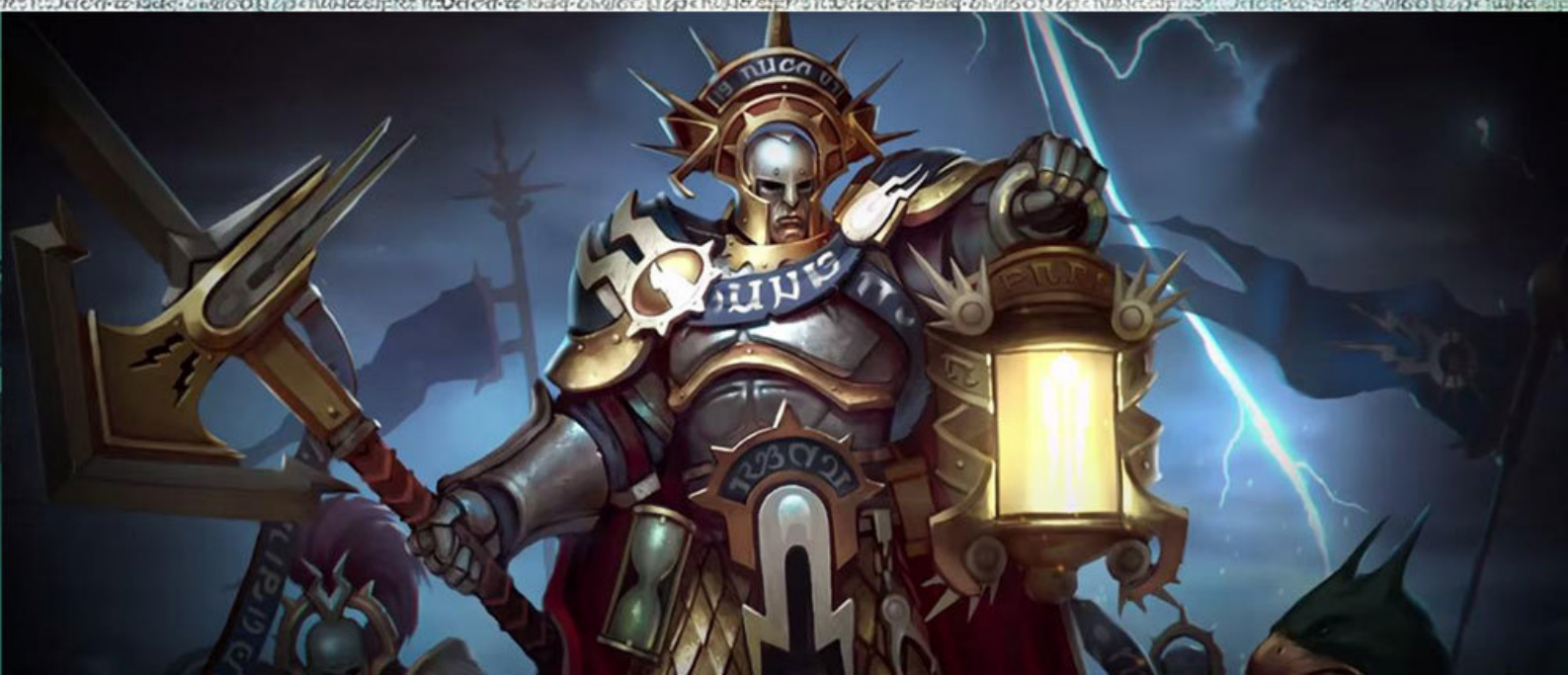




HINTERLANDS

SKIRMISH CAMPAIGNS IN THE MORTAL REALMS





*I*t was with the blood of thousands sacrificed across Ghyran with which our cities were forged anew. It has been our unshakable faith in Sigmar that lays the foundations of civilisation and brings order to these lands once more. And yet, I feel never before have we faced peril so great, never before have we stood so close to the brink of chaos...

Heed my words for these are the darkest of times that approach.

There are whispers to the south. Those of change, those of bloodshed, those of fear. There is a new threat growing and this time it lies not beyond our borders but within.

Traders bring word of cities fallen to disorder and anarchy, of insidious cults that grow like vile cancers in the once free cities and poison the minds of those who forget the sacrifices we made in the Season of War.

They speak of dark magics abound, of strangers with twisted visages and of an ancient and terrible name not heard in this realm since the Age of Chaos...

They speak of Tzeentch.

I have sent out my agents to reach you.

Each takes a different route to Azyrheim for I doubt all will arrive. I have trusted to them each a shard of Realmstone for my instinct tells me this rock of arcane power lies at the heart of the dangers we face. With it you must bring word of our plight and aid our call with haste, else all we have fought for will be cast to ruin.

May Sigmar guide us all.

- letter from Hanniver Gausser,
Archmancer of Deepdale,
to the Theogonist Council in Azyrheim.

CONTENTS

INTRODUCTION..... 2

HINTERLANDS

SKIRMISH CAMPAIGN 3

Skirmish Rules	3
Campaign Rules	4
Command Traits	5
Underdog Gambits	6

BATTLEPLANS 7

The Lost Artefact	7
The Ritual	8
Assassinate	8
Breakthrough	9
Convergence	9

WARBAND

ROSTERS 10

REALM MASTER

CAMPAIGNS 12

Introduction	12
Rules	13

THE CURSE OF BRYOR

GHYUL 14

DESIGNER'S NOTES 16



BY SAM JAMES

THIS IS NOT AN OFFICIAL GAMES WORKSHOP PUBLICATION

The content of this book is in no way affiliated with Games Workshop and is 100% unofficial. The content within is a fan project and made for personal use. All the photographs of miniatures are my own. Art has been sourced from the Internet. Please get in touch if I have used anything you would like to be removed.

You can follow me on twitter @_devianttactics

Thanks for reading!

Sam (aka "bottle")





HINTERLANDS

SKIRMISH CAMPAIGNS IN THE MORTAL REALMS

Welcome to the *Hinterlands*, adventurer, here you'll find a guide to playing exciting skirmish campaigns in the Mortal Realms. There are two types of campaigns to be found within; the basic *Skirmish Campaign* where players each control a warband of a dozen models or so, and the *Realm Master Campaign* in which each player controls a single Hero and they must work together to overcome the challenges the Realm Master sets for them. *Read on to find out more!*

This book expands upon the *Warhammer Age of Sigmar* rules sheet and accompanying *General's Handbook* to support skirmish battles and campaigns.

These games differ from a standard game of *Age of Sigmar* because rather than taking the role of general to a vast army you instead led but a handful of troops on a daring mission.

Here, each model will be much more valuable in the heat of battle and you will come to give them names and watch them grow with experience and skills from game-to-game.

This allows you to explore the Mortal Realms in new and exciting ways and once you have a few games under your belt, you'll find everything you need in here to really bring your campaigns to life.

THE HINTERLANDS SKIRMISH CAMPAIGN

The first section of this book outlines the rules needed to play skirmish battles and campaigns. The rules are designed to make as few changes to the *Age of Sigmar* rules sheet as possible. Once you have played a few games you will find a surprising depth to them

It does not take much preparation to start a campaign with your friends, especially if you are already veteran gamers with *Age of Sigmar* - and what's better, this campaign makes the perfect excuse to put together a new collection of Citadel Miniatures from outside your existing armies as your Warband need never be more than 15 models!

REALM MASTER CAMPAIGNS

The second section in this book focuses on *Realm Master campaigns*, narrative based campaigns where half a dozen players can take part in each battle and work together as a team.

One player takes the role of the Realm Master who is akin to a *Games Master* from a roleplaying game. This player creates the narrative and battleplans the other players take part in as well as controls the adversaries they face in battle.

A Realm Master campaign can take a little more preparation but the rewards are even greater. The best part is it is perfect for new players as they need only a couple of models to begin playing!

HINTERLANDS

SKIRMISH CAMPAIGNS IN THE MORTAL REALMS

BY SAM JAMES

The following 4 pages of rules are designed to allow you to take part in exciting skirmish battles and campaigns with your friends. Your warband will grow in size and gain skills from battle to battle as you seek fame and fortune, but tread carefully for your models can also gain lasting injuries! To use these 4 pages of rules you will require the Warhammer: Age of Sigmar rules and also the General's Handbook.

UNITS

Units do not have to stay within 1" coherency. Instead, models are set up individually and each is treated as its own separate unit.

Collectively this is called your **Warband**.

You do not need to fulfill the minimum size of the **Warscroll** when choosing models for your **Warband**.

You can choose different weapon options for each model from the Warscroll when available.

UPGRADES

One model from a Warscroll may take a single upgrade for every 3 models from that Warscroll you have in total in your **Warband**.

Upgrades include champions, Standard Bearers, Musicians and any special weaponry.

For example: if your Warband contained ten FREEGUILD GUARD. They could have a mix of swords, halberds, spears or militia weapons and three of them could take an upgrade.

STANDARD BEARERS & MUSICIANS

The abilities of Standard Bearers and Musicians apply to all models from the same **Warscroll** within 6".

HINTS & TIPS

It may take some common sense to decide which upgrades are; **champions, standard bearers, musicians or special weapons** as the Warscroll will not explicitly say.

Discuss with your friends if you find any odd cases.

GENERAL

One model is chosen to be your general as normal. If playing a campaign (see page 4) your general must be the same in every battle.

Command abilities are not used.

THE BATTLEFIELD

Battles in the *Hinterlands* should have a lot more scenery than a normal game of *Warhammer Age of Sigmar*. A good guide is 2-3 large pieces for each 2 foot square and small pieces of scatter terrain placed between.

MYSTERIOUS LANDSCAPES

Only D3+3 pieces of scenery are given rules from the **Scenery Table** or its **Scenery Warscroll**. Players each roll a dice before Set-Up with the winner choosing a scenery feature to be given rules and alternating thereafter.

If players are using the Scenery Table to decide which rules a piece of terrain uses, the following modifications are made:

Damned: If a player sacrifices a model to this terrain feature as outlined in the *Age of Sigmar* rules, then all friendly models also within 3" of the terrain feature can add 1 to hit rolls until the next hero phase.

Inspiring: Each time a model within 3" of this terrain feature suffers a wound or mortal wound, roll a D6. If the result is a 6 the wound is ignored.

Sinister: Any models that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Add -1 rend to any **melee weapon** attacks made by models that cause fear.

SCATTER TERRAIN

Small pieces of scenery such as walls, fences, rocks, barrels and bushes are considered 'scatter terrain' and have the following rule:

Barricade: If a model is within 1" of a piece of scatter terrain, then it receives the benefits of cover against attacks made by enemy models that are on the other side of it.

THE RULES OF ONE & THREE

The '**Rules of One**' are in use. There are also two additional '**Rules of Three**':

The 1st Rule of Three: In any phase a single model may not attack or use an ability against more than **three** enemy models.

The 2nd Rule of Three: In a single turn a player may only inflict up to **three Mortal Wounds** onto enemy models. Any additional abilities or attacks which generate further Mortal Wounds instead inflict a normal wound with a rend characteristic of '-' and a damage value of 1.

DESIGNER'S NOTES

These rules are to prevent abilities like the Knight Azyros' '**The Light of Sigmar**' and Mortal Wounds being too powerful.

BATTLESHOCK

The Battleshock rules are not used in a *Hinterlands* battle. Instead players are given the option to rout, (see below).

ROUT

Sometimes it may be advantageous to flee from battle to fight another day. At the start of the player's turn they may choose to rout. All remaining models are removed from play as if *slain* and the game immediately ends.

If playing a campaign these models do not roll on the **Injury** table and still earn D6 experience points for surviving (see **page 4**).

REINFORCEMENTS

Any spells or abilities that either bring new models into battle or resurrect already *slain* models cannot be used.

This includes summoning spells and also abilities such as the **ICON AND STANDARD BEARER** for **SKELETON WARRIORS**.

The only exception to this rule is the '**Master of Necromancy**' **COMMAND TRAIT** as discussed on **page 5**.

HINTERLANDS CAMPAIGN RULES

Out in the wilderness of the Hinterlands fame and fortune awaits. However, this is not a tale for the weak of heart. Here is a dangerous place and for as many Warbands who have returned to their homelands rich, tenfold their number have perished without trace...

WARBAND RECRUITMENT

To play a campaign each player must recruit a **Warband** using **gold coins**. Players begin with **150 gold coins** from which they can choose any models from a single **Grand Alliance** to be part of their Warband.

To calculate a model's cost, take the units points cost from the **General's Handbook Pitched Battle Profile** and divide it by the minimum size of the unit (rounding up).

For example a single **LIBERATOR** would cost **20 gold coins** and a **MOONCLAN GROT** would cost **6 gold coins**.

During the campaign you will earn more gold coins. You can recruit more models after each battle if you have the required amount of gold coins.

Your **Warband** cannot exceed 15 models in total.

HEROES

Models that contain the **HERO** keyword cost half their points value in gold coins, however you are limited on how many heroes your **Warband** can have.

No more than half the models in your **Warband** may be **HEROES**.

HEROES begin the campaign with half their wounds rounded up.

RESTRICTIONS

The following models cannot be included in your **Warband**:

Any models with the **Battlefield Role 'Behemoth'**.

Any models with both the **Battlefield Role 'Artillery'** and the keyword **WARMACHINE**.

Any **'Named Characters'**.

Warscroll Battlions also cannot be included.

DESIGNER'S NOTES

The **Warband** restrictions allow certain **MONSTERS**, **WAR MACHINES** and **'Artillery'** units to be taken. For example a **KHORGORATH** is allowed (as it is not a **'Behemoth'**), as are **WARPLOCK JEZAILS** and **GYROCOPTERS**.

D6 Injury

- 1 **Critical Injury:** The model's Wounds characteristic is permanently reduced by D3. If it falls to zero the model is **killed** and it is removed from your Warband
- 2 **Major Injury:** Roll D6: 1-3 = -1 Save, 4-6 = -1 Movement
- 3 **Minor Injury:** One randomly selected weapon suffers -1 to hit
- 4 **Slow Recovery:** The model must sit out of the next battle
- 5 **Full Recovery:** May fight as normal in the following battle
- 6 **Miraculous Full Recovery:** May fight as normal in the following battle and also earns 2D6 experience

INJURY

Models *slain* during a battle can receive crippling injuries or even be killed outright. At the end of the game roll on the chart above for each *slain* model.

If the player's **general** is *killed* they must choose another model to be the general at the start of the next battle.

RETIRING FIGHTERS

Some models may gain such crippling injuries that the player wishes to retire the model from the Warband (*for example if their movement is reduced to 0*).

A player can retire any models after a battle and immediately regains half the model's value in gold coins (rounding up).

EXPERIENCE

Models gain experience and grow stronger over time. Models can earn experience after each battle as follows:

- Survives (not killed) (+ D6 exp)
- Each enemy model *slain* (+ 5 exp)
- Each enemy **HERO** *slain* (+ 10 exp)
- Each enemy **MONSTER** *slain* (+ 15 exp)
- Each enemy **WAR MACHINE** *slain* (+ 15 exp)

These experience points do not stack if a *slain* enemy model fulfills multiple. For example a **model slain** with both the **HERO** and **MONSTER** keywords awards 15 experience points not 30.

LEVELING UP

Models begin the campaign at the level equal to their wounds characteristic, (*e.g. a model with 2 wounds begins the campaign at level 2 and has 10 experience points*).

As models earn more experience points they have the chance to level up. Each time a model gains a level they earn an **advancement** (see page 5).

Make sure you keep a note of their total experience points from game to game. There is a space provided on the Warband Roster to do so.

Models with the **HERO** keyword are already renowned champions and begin the campaign at level 5 regardless of their starting wounds characteristic.

After totaling the experience points earned from a battle, consult the table below to see if a model has gained a level.

Exp Points	Level
0-9	1
10-19	2
20-29	3
30-39	4
40-49	5 - Hero
50-69	6
70-89	7
90-109	8
110-129	9
130+	10 - Mighty Hero

ADVANCEMENT TABLE

Each time a model gains a level the player can roll on the **Advancement Table** for them.

2D6 Advancement

- 2 +D3 Wounds
- 3 +1 Save
- 4-5 +1 Move
- 6-8 **Weapon Skill***
(Roll D6: 1-3 = +1 to hit, 4-6 = +1 to wound)
- 9-10 +1 Wound
- 11 **Weapon Finesse***
(Roll D6: 1-3 = -1 Rend, 4-6 = +1 Damage)
- 12 +D3 Wounds

*Apply to one weapon of choice.

WIZARD ADVANCEMENT

If a model with the keyword **WIZARD** rolls an 11 on the **Advancement Table** the Player may choose instead to increase the number of spells it can attempt to cast and unbind by one.

MIGHTY HEROES

Once a model reaches level 10 they do not advance any further. However, you may wish to continue counting the total experience earned by this legendary warrior (for bragging rights, of course).

ALLEGIANCE ABILITIES

The Allegiance Abilities as outlined in the *General's Handbook* and *Battletomes* are not used. Instead each Warband general may choose a unique **COMMAND TRAIT** depending upon the Grand Alliance it owes allegiance to.

There are two Command Traits to choose from for each allegiance. When you first create your Warband, a Command Trait must be picked for your general and cannot be changed thereafter.

If your general is *killed*, you can pick a new Command Trait for the model chosen to replace them.

ORDER COMMAND TRAITS

If your Warband owes its allegiance to **ORDER** you may pick one Command Trait for your general from the following:

Legendary Fighter: Add 1 to the number of attacks your general makes with one melee weapon each combat phase.

Reckless: You can re-roll run and charge rolls for your general and all friendly **ORDER** models within 6" of your general.

CHAOS COMMAND TRAITS

If your Warband owes its allegiance to **CHAOS** you may pick one Command Trait for your general from the following:

Spiteful Destroyer: Add 1 to the wound rolls made for the general's melee weapons.

Lord of War: Pick D3 friendly **CHAOS** models within 6" of your general in the hero phase. Add 1 to the hit rolls for those models until your next hero phase.

DESTRUCTION COMMAND TRAITS

If your Warband owes its allegiance to **DESTRUCTION** you may pick one Command Trait for your general from the following:

Wild Fury: Once the general suffers a wound you can add 1 to both the hit and wound rolls for your general.

Rampaging Destroyer: Roll a D6 in your hero phase for each model in your Warband within 6" of the general. Each model can move a number of inches equal to the dice roll as if it were the movement phase.

DEATH COMMAND TRAITS

If your Warband owes its allegiance to **DEATH** you may pick one Command Trait for your general from the following:

Death Incarnate: In your hero phase, pick an enemy model within 3" of your general and roll 2D6. If the result is equal or exceeds the enemy model's Bravery, it suffers D3 mortal wounds.

Master of Necromancy: This Command Trait can only be chosen if your general is a **WIZARD**. If so, your general knows the *Summon Undead Minions* spell in addition to any others:

SUMMON UNDEAD MINIONS

This spell has a casting value of 6. If successfully cast, you can set up D3 models from those in your Warband which have been *slain* if they are from eligible warscrolls (see below). The models are set up within 18" of the caster and more than 9" away from the enemy. These models cannot move in the following movement phase.

The models are no longer treated as *slain* at the end of battle, unless they are removed as a casualty once more. However, enemy models still earn experience each time they slay the model.

Models summoned together need to be from the same warscroll. Models from the following warscrolls are eligible for this spell:

- CRYPT GHOULS
- GRAVE GUARD
- SKELETON ARCHERS
- SKELETON WARRIORS
- ZOMBIES
- TOMB GUARD

RULES

UNDERDOG GAMBITS

More often than not battles are uneven affairs. However, cunning leaders will do all they can to mitigate the odds when they find themselves outnumbered by the enemy.

Favours can be bought, allies mustered and traps placed within the shadows. The notoriety of a Warband can often be its downfall as others plot against them.

THE UNDERDOG

Before playing a battle it is important to determine if either Warband is the underdog as they will gain benefits to be used during the battle.

Add up the total cost in **gold coins** for each of the Warbands and compare the two scores. Exclude any models which suffered a '**Slow Recovery**' result on the Injury Table (page 4) last battle.



This score is known as your '**Underdog Rating**' and there is space on your Warband Roster to add this for quick reference.

If one Warband's total cost is less than the other it is the underdog.

GAMBITS

The underdog may roll once on the table below.

If the other Warband is worth double the cost in **gold coins** the underdog may roll twice on the table below.

The Gambits rolled for on the table below will only apply for this battle and cannot be saved for future battles.



UNDERDOG GAMBITS TABLE

D6 Gambit

- 1 **A Betrayed Promise:** Whatever plans were made, whoever's aid you sought, it has not come to fruition. Met only by the howling wind, you are alone this fight.
- 2 **Insider Secrets:** You have learned of the enemy's plans and have the chance to seize the initiative. After set-up is complete, you can make a bonus move with D3 models as if they were moving in the movement phase.
- 3 **Minor Benefactor :** You have been given an enchanted trinket or perhaps an invocation of blessing. Nominate a model during set-up and choose from the following:
 1. You can re-roll all the failed hit rolls made by this model in one combat phase.
 2. You can re-roll all the failed wound rolls made by this model in one combat phase.
 3. You can re-roll all the failed save rolls made by this model in one combat phase.
- 4 **Hidden Agent:** You have tasked one in your Warband to remain in the shadows and strike at a critical moment. During set-up you can nominate one model to be your hidden agent. Instead of setting up the model, place it to one side. At the start of any of your combat phases you can reveal the hidden agent; set the model up within 3" of an enemy model. This model can pile-in and attack as normal.
- 5 **Powerful Benefactor:** A great ally has aided you in this battle. Choose from the following:
 1. Nominate one model in your Warband to carry a Quick Silver Potion. You can use the potion once per battle at the start of a combat phase. This model attacks in the combat phase before any other models, and before the player whose turn is taking place picks a unit to attack with.
 2. Nominate one model in your Warband to carry a Talisman of Protection. During the battle each time this model suffers a wound or mortal wound, roll a dice. If the result is a 4 or higher, the wound is ignored.
 3. Nominate one **WIZARD** in your Warband. During the battle this **WIZARD** knows the **SUMMON BALEWIND VORTEX** spell.
- 6 **Poison Blade :** Into your hands has fallen a vial of one of the many toxins to be found across the Mortal Realms. From the deadly poisons of Chaos to flasks of holy water blessed by Sigmarite priests, what you have is anathema to the enemy.

During set-up secretly note down one model to carry the *Poison Blade*. Once per battle the *Poison Blade* can be used in any combat phase instead of attacking normally. Choose an enemy model within 1". That model immediately suffers D6 mortal wounds.



HINTERLANDS BATTLEPLANS

Your Warband will face many perils and challenges across the Hinterlands of the Mortal Realms, from retrieving lost artefacts of power to stopping the deadly rituals of the enemy. Each will require a different tactical approach to secure victory and only the most cunning of leaders will be victorious in all...

Presented in this section are five unique battleplans for players to use in a *Hinterlands* campaign. Each offers not only an interesting array of tactical challenges but also the narrative foundation of your campaign. Great stories of heroes and villains are waiting to be told and as you play through the different battleplans your Warband will grow and evolve.

All battles are presumed to be fought on a 4' x 4' board and with double the amount of terrain you would usually use for a game of *Age of Sigmar*.

CHOOSING A BATTLEPLAN

To choose a battleplan one player must roll a D6 and consult the table opposite. In the case of a 6 the underdog can choose which battleplan to play (see *page 6* for rules on the underdog).

D6 BATTLEPLAN

- | | |
|---|-------------------------|
| 1 | The Lost Artefact |
| 2 | The Ritual |
| 3 | Assassinate |
| 4 | Breakthrough |
| 5 | Convergence |
| 6 | The underdog may choose |

OTHER BATTLEPLANS

All battleplans found in *Age of Sigmar* can be used in a *Hinterlands* campaign and players are encouraged to incorporate their favourite battleplans into the campaign. The battleplans may require some tweaks to work with the skirmish game rules, you can see *The Ritual* and *Breakthrough* presented here for ideas on how to adapt them.

CAMPAIGN OUTCOMES

Hinterlands battleplans all have **campaign outcomes**. These decide how many *gold coins* each player earns as well as providing extra bonuses for the winner based on the narrative of the battleplan.

Each of the five battleplans presented here have unique campaign outcomes but if you wish to quickly adapt other *Age of Sigmar* battleplans for your *Hinterlands* campaign you may wish to use the following generic campaign outcome:

The winning player earns 25 + D6 gold coins. The losing player earns 10 + 2D6 gold coins. The winner may also roll on the triumph table presented in the Age of Sigmar rules.

THE LOST ARTEFACT

In search of an ancient artefact your Warband has learned of a scroll that tells of its whereabouts.

As you close in on the location of the scroll you discover you are not the only Warband that seeks it...

THE SCROLL FRAGMENTS

The scroll is broken into five fragments that are scattered across the battlefield. Before sides are chosen both players take it in turns to place the fragments. Roll a D6 to decide who goes first. The scroll fragments must be placed within 6" of the centre line and cannot be placed within 6" of another.

SET-UP

The players each roll a D6 and the winner chooses a table edge. The players alternate setting up models, one at a time starting with the winner of the dice roll. Models must be set up in their own territory (see map), more than 12" from enemy territory.

THE FIRST TURN

The player who finishes setting up first chooses who takes the first turn.

PICKING UP SCROLL FRAGMENTS

Models can pick up scroll fragments if they move over them in any phase. The fragment is removed from the battlefield and the carrying model is noted down. Models can carry any number of fragments.

If a model carrying scroll fragments is *slain* the player must place all fragments back on the battlefield within 3" of the model.

VICTORY

At the end of the fifth battleround count how many fragments each player is carrying. If one player carries more they are immediately declared the winner and the game ends. If neither player has more continue playing and check at the end of each subsequent battleround until a winner can be declared.

CAMPAIGN OUTCOME

The winning player earns 25 + D6 *gold coins*. The losing player earns 10 + 2D6 *gold coins*.

The winning player can also attempt to find the ancient artefact. After the battle is complete roll a D6. On the roll of a 4 or more the artefact has been discovered. The artefact is randomly chosen from your *Grand Alliance Allegiance Abilities* as shown in the *General's Handbook* on *page 156*.

If you roll a 1, 2 or 3 the scroll fragments are insufficient to learn the location of the artefact but next time you win this battleplan you may add 1 to your dice result.



BATTLEPLAN THE RITUAL

One of the Warbands seek to perform a powerful ritual. This could be a pact with the Dark Gods to bring malevolent creatures into the Mortal Realms or an invocation of blessing to cleanse the land of evil. The ritual must be stopped at all costs by the rival Warband.

THE WARBANDS

For this battle one Warband must be the Ritualist, the other is the Disruptor. Both players roll a D6 and the winner may choose. The Disruptor may choose the table side.

THE ARTEFACT

Before set-up the Artefact is placed in the Ritualist's territory on the centre line within 1" of the board edge (see map).

SET-UP

The players alternate setting up models, one at a time starting with the Ritualist. Models must be set up in their own territory (see map), more than 12" from enemy territory.

THE FIRST TURN

The Disruptor may choose which player takes the first turn.

THE RITUAL

The Ritualist must roll a dice in each of their hero phases. The ritual is complete when the cumulative total of all ritual rolls is 20 or more.

DESTROYING THE ARTEFACT

In the Disruptor's hero phase, if any models are within 1" of the artefact they may attempt to destroy it. Roll a D6. On a roll of a 4 or more the artefact has been shattered.

VICTORY

The battle ends when either the ritual is complete or the artefact is destroyed. If the ritual is completed the Ritualist wins the battle. If the artefact is destroyed the Disruptor wins the battle.

CAMPAIGN OUTCOME

The winning player earns 25 + D6 **gold coins**. The losing player earns 10 + 2D6 **gold coins**.

If the winning player was the Ritualist they earn the following triumph:

Blessed: You can change the result of a single dice roll to the result of your choosing next battle.

If the winning player was the Disruptor they earn the following triumph:

The Destroyer: Add 1 to the Wounds characteristic of the model who shattered the artefact for the rest of the campaign.



ASSASSINATE

When a Warband grows in power its enemies often seek to silence the leader. In the shadows lurk blades ready to strike the moment the leader is caught off guard.

The general of one Warband has been marked as such a target and the other Warband has been tasked to assassinate them.

THE WARBANDS

For this battle one Warband must be the Assassin, the other is the Prey. The underdog (see page 6) will be the Assassin. In the case of a draw, roll a dice to decide.

SET-UP

The Prey first sets up their general within 6" of the centrepiece (see map). The Assassin then sets up their Warband within 6" of any table edge.

The Prey then separates their remaining models into three groups as evenly sized as possible and rolls a D6 for each. If the roll is a 5 or 6 the group is set up within 6" of the centre point. For any other result the group is set up in reserve (see later).

THE FIRST TURN

The Prey may choose which player takes the first turn.

RESERVES

In the Prey's hero phase the player may see if any groups in reserve enter the battle. Roll a D6 for each group in reserve. If the result is a 3 or more the group enters the battle. Models may be deployed within 1" of any board edge and must be at least 3" away from any enemy models. They may move and fight as normal this turn.

VICTORY

During this battle the Prey cannot rout. If the Prey's general is slain the battle ends immediately and the Assassin is declared the winner. Otherwise from the end of turn five and onwards roll a D6. On the result of a 4 or more the battle ends and the Prey is declared the winner.

CAMPAIGN OUTCOME

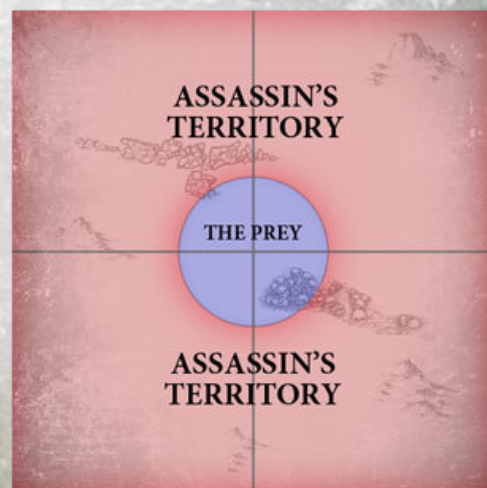
The winning player earns 25 + D6 **gold coins**. The losing player earns 10 + 2D6 **gold coins**.

If the winning player was the Assassin they earn the following triumph:

Critical Strike: Add -1 to the Rend characteristic of the weapon that slew the general for the rest of the campaign.

If the winning player was the Prey they earn the following triumph:

Thick Skin: Add 1 to your general's Wounds characteristic for the rest of the campaign.



BATTLEPLAN BREAKTHROUGH

One of the Warbands seek to break through the enemy lines. This could be to deliver an important message or to strike deep into the heart of the enemy territory. The other Warband will do all it can to prevent them.

THE WARBANDS

For this battle one Warband must be the Invader, the other is the Blocking Force. Both players roll a D6 and the winner may choose. The Invader may choose the table side.

SET-UP

The Invader has the advantage of surprise. The represent this the Blocking Force player sets up their Warband first within 18" from enemy territory. The Invader then sets up their entire Warband within 6" of their table side.

THE FIRST TURN

The Invader may choose which player takes the first turn.

LEAVING THE BATTLEFIELD

The Invader seeks to leave the board via the opposite table edge. Models may leave the battlefield at the end of the Invader's turn if they are within 6" of the opposite table edge.

VICTORY

During the battle if 25% of the Invader's models leave from the opposite board edge (see above), the battle ends immediately and the Invader is declared the winner.

Otherwise, at the end of the sixth battle round the game ends and the Blocking Force is declared the winner.

CAMPAIGN OUTCOME

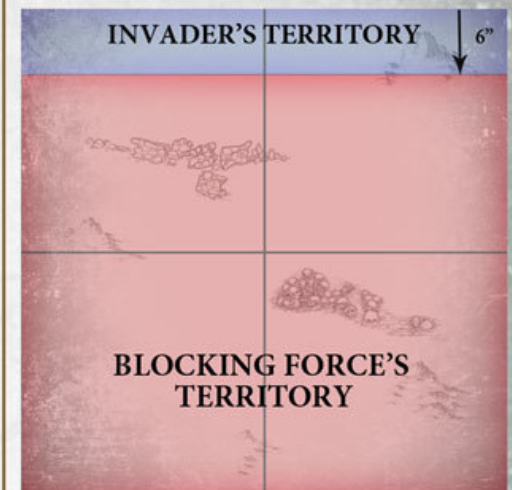
The winning player earns 25 + D6 *gold coins*. The losing player earns 5 + 2D6 *gold coins*.

If the winning player was the Invader they earn the following triumph:

Swiftstride: Add 1 to the Move characteristic of every model which escaped off the opposite table edge.

If the winning player was the Blocking Force they earn the following triumph:

Empowered: Add 1 to your general's Wounds characteristic for the next battle.



CONVERGENCE

A meteorite was witnessed the night now past crashing into the hinterlands beyond. This gift from the heavens can mean only one thing, Realmstone, a rock with great power that is sought all across the Mortal Realms.

Your Warband has broken into two parties to track the fallen meteorite but as you close in on its location you find you are not alone...

SET-UP

In the centre of the board place a marker to represent the deposit of Realmstone.

Each player must split their Warband into two groups as evenly sized as possible. The players then each roll a D6 and the winner chooses opposite table corners, (see map). The players alternate setting up their groups, one at a time starting with the loser of the dice roll. Models must be set up within 12" of their table corners.

THE FIRST TURN

The players roll a D6 and the winner chooses who takes the first turn.

VICTORY

At the end of the fifth battleround count how many models each player has within 6" of the Realmstone. If one player has more they are immediately declared the winner and the game ends. If neither player has more continue playing and check at the end of each subsequent battleround until a winner can be declared.

CAMPAIGN OUTCOME

There are smaller shards of Realmstone to be found scattered across the area allowing both Warbands to earn a good share of gold coins.

The winning player earns 30 + 2D6 *gold coins*. The losing player earns 15 + 3D6 *gold coins*.

The winning player can also choose how to use the recovered deposit of Realmstone. Pick **one** of the following:

Ensorcill Weapon: Add 1 to the Damage characteristic of one weapon for the rest of the campaign.

Ensorcill Armour: Add 1 to the Save characteristic of one model for the rest of the campaign.

Arcane Talisman: Add 1 to the casting and unbinding rolls of one WIZARD in your Warband for the rest of the campaign.



VICTORY COUNT

ALLEGIANCE

WARBAND NAME

UNDERDOG RATING

GOLD COINS



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:			EXP:			
WEAPONS	RNG	ATK	HIT	WND	RND	DMG
NOTES:						



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:



TRIUMPHS



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:



NAME:						
WARSCROLL:						
LEVEL:				EXP:		

WEAPONS	RNG	ATK	HIT	WND	RND	DMG

NOTES:

KILL COUNT

DEATH COUNT

BATTLE COUNT

REALM MASTER CAMPAIGNS



INTRODUCTION

A Realm Master campaign is an exciting new way to play *Warhammer Age of Sigmar*. Here battles are not a contest between players, instead they must work together to defeat a common enemy. With just a small band of heroes, players will fight against untold hordes of monsters, demons and other evil things controlled by the Realm Master. If you have ever been inspired by books or video games where a brave warrior and his companions battle against the odds to pull off heroic deeds beyond measure then these are the rules for you!

All across the Mortal Realms can be found tales of heroes and dastardly villains, but not all take place upon the epic battlefields described in *Warhammer Age of Sigmar*. There are tales too of a single hero or a small band working together to thwart an evil plaguing the lands. It could be a Knight Questor of the Stormcast Eternals on a noble mission for his God-King or a band of stoic Duardin tasked with returning a precious artefact to their homelands. In a Realm Master campaign you can really let your imagination run riot and come up with a narrative as big or small as you would like.

To start the campaign you will need 2 or more players (preferably 4-6) and Citadel Miniatures to represent both the band of heroes and the adversaries they will face. As each player will control only a handful of models a Realm Master campaign is also a great way to introduce new players to the exciting world of *Age of Sigmar*.

The following section outlines basic rules and offers ideas on how to run a campaign but it is important to remember these rules serve as a guideline only. The spirit of a Realm Master campaign is to create an enjoyable narrative and you will want to add in as much detail or extra rules as your group enjoys.

THE REALM MASTER

At the start of the campaign you must choose one player in your group to be the REALM MASTER. This player will have the most important job and so it should usually be the player with the most experience (*and also the largest collection of Citadel Miniatures to hand!*) It will be the Realm Master's job to control the dark hordes the heroes will battle against and to create the battleplans and narrative of the campaign.

The Realm Master's role is not to win every game with impossible odds but to create a fun and challenging experience for the other players. You can think of the Realm Master as like a movie director whose job is to create a compelling story for the other players to take part in. If you are creative and enjoy crafting stories, well, you would be perfect!

At the end of this section you will find an example battleplan, '*The Curse of Bryor Ghyul*', where you will be able to see the possibilities a Realm Master campaign offers as well as how to link the narrative from one battle to the next.

THE HEROIC WARBAND

The other players in the campaign work together as the HEROIC WARBAND. Each will have a single hero to command and a handful of henchmen or followers too. This allows many more players to take part in a game with 4 or 5 players plus the Realm Master being ideal. (See page 8 for the rules on recruiting the Warband).

Players are encouraged to give a name to their heroes and to think of a background story for each as this will really enrich the narrative of the campaign and might even drive your decisions, (*for example does your hero, the Fyreslayer Khazzim Flamebeard, make a brash charge in the pursuit of Ur-gold?*). Getting into the spirit of your heroes and making decisions you think they would do is a great way to bring your games to life and is what a Realm Master campaign is all about.

On the next page you will find all the rules for choosing your heroes and the henchmen that will follow them into battle.

CHOOSING A THEME

The story of the campaign is a collaborative effort between the players and the Realm Master, so before the campaign begins it can be a good idea for everyone to discuss which heroes they would like to use and to think about any theme or dynamic you may wish to explore.

For example if the group wanted to create an atmosphere of 'horror' for the campaign they might look to bringing heroes from the *Devoted of Sigmar* such as the WITCH HUNTER and WARRIOR PRIEST with the Realm Master using enemies taken from *Grand Alliance: Death*.

Another idea is basing the heroes on characters from a favourite *Black Library* novel and choosing key battles they fought to create the battleplans and narrative.

In other cases there might not be a specific theme the group wishes to follow but it is still a good idea for players to discuss which heroes they wish to take to make sure they compliment each other and have a good synergy of skills and abilities.

HINTS & TIPS

One hero that will be valuable in any Heroic Warband is a **BATTELMAGE** from the Collegiate Arcane with the Jade Specialisation. The *Lifesurge* spell that can heal D3 wounds has saved many heroes from an early demise.

PLAYING THE CAMPAIGN

For the most part the battles in the campaign can use the *Hinterlands Skirmish Campaign* rules as presented earlier. Models in the Heroic Warband will earn experience, gain advancements and run the risk of injury in the same manner.

There are a few key differences however and these will be covered on this page.

WARBAND RECRUITMENT

At the start of the campaign each player must choose a single hero to control. There is no cost in *gold coins* and heroes start with the number of wounds on their Warscroll rather than just 3. However there are a few restrictions for players when choosing a hero as follows:

Heroes can be chosen from any Warscroll with the keywords **ORDER** and **HERO** as long as they do not contain the keyword **MONSTER**, nor can heroes be *Named Characters*.

HENCHMEN

As well as choosing a hero, each player can choose henchmen to accompany them. Players are given 30 *gold coins* each to spend on henchmen at the start of the campaign and recruiting them follows the same rules as outlined on page 5 of the *Hinterland Skirmish Campaign* rules with the following restrictions:

Henchmen can be chosen from any warscroll with the keyword **ORDER** as long as they do not contain the keywords **HERO**, **WIZARD**, **MONSTER**, **CREW** or **WAR MACHINE**.

Players can each have up to 3 henchmen at any one time.

REPLACING HEROES & HENCHMEN

If a hero or henchman is *killed* (see the Injury Table on page 4) they can be replaced. A new hero can be chosen using the previous restrictions and new henchmen can be recruited if the player has sufficient *gold coins*.

Some models may gain such crippling injuries that the player wishes to retire the model from the Warband (*for example if their movement is reduced to 0"*).

A player can retire any models after a battle. In the case of the hero the player keeps any *gold coins* they may have but loses any Artefacts carried by the hero. In the case of henchmen the player immediately regains half the model's value in *gold coins* (rounding up).

DESIGNER'S NOTES

The rules for Warband Recruitment limit the heroes & henchmen to **ORDER** because more often than not it is the "good guys" that these narratives focus on.

However, if the groups wishes it could be exciting to have a Warband from one of the other Grand Alliances such as a **CHAOS** Warband all vying for the favour of their gods or maybe even a mix of Grand Alliances where desperate allies are thrown together!

WILDERNESS AND SETTLEMENTS

After a battle the Realm Master may declare the Warband to be in the '*wilderness*', or in a '*settlement*'.

If the heroes are in the wilderness they are far from civilisation and as such unable to recruit any new heroes or henchmen to the Warband.

This can be used by the Realm Master to add drama to the campaign, for example, as the Warband gets closer to their ultimate goal they may find their numbers depleted through battle.

If the heroes are in a settlement they can recruit new heroes and henchmen as normal but the Realm Master may choose to apply themed restrictions. For example, if the only settlement close to the campaign is a Duardin Forge-City the Realm Master may place a restriction that all new heroes and henchmen must have the **DUARDIN** keyword.

BATTLEPLANS

In a Realm Master campaign it is up to the Realm Master to choose the battleplans. These could be custom battleplans such as the '*Curse of Bryor Ghyul*' as presented at the end of this section or it could be any one of the battleplans found across the *Age of Sigmar* campaign books (For example, '*The Ritual*' makes for a very thematic battle)

The Realm Master will usually set the scene before the battle starts to explain the narrative around the battleplan and how it is linked to the outcome of the previous battle played.

TREASURE TABLE

If players are victorious in a battle each can roll on the Treasure Table below afterwards. If the result was a *major victory* they can +1 to the result.

D6 Treasure

- 1 **Dust and Bones:** Nothing
- 2 **Scattered Coins:** D6 gold coins
- 3 **Coins and a Trinket:** D6 + 5 gold coins
- 4 **Stash of Coins:** 2D6 + 5 gold coins
- 5 **Horde of Coins:** 2D6 + 10 gold coins
- 6 **Arcane Artefact:** Randomly select an artefact from your Alligiance Artefacts which can be kept or sold for 3D6 + 10 gold coins



REALM MASTER BATTLEPLAN

THE CURSE OF BRYOR GHYUL

*M*ist creeps across the waters and the dockside decking of Bryor Ghyul as night draws in upon the lakeside town. In the town square the lone temple bell begins to chime and in the air the frosty chill of winter can be felt.

Bryor Ghyul has been gripped with terror these past few weeks as tales of evil spirits stalking the streets are abound. There has been a series of gruesome murders with no culprit found and the simmering tension among the townsfolk is tonight coming to boil. For the morning brought more news, this time not of murders but instead of kidnappings. Three young girls from the town were taken the night before and now the townsfolk have riled into an angry mob that has spilled into the streets.

Each of you have arrived at the town for reasons your own, but it is impossible not to get caught up in the fever pitch here. The smudge of burning torches seen through the mist and the glimmer of pitchforks and other makeshift weapons in the firelight drives the night away as the crowds approach, the distant murmur accompanying them grows into a thundering roar as the mob goes from house to house, street to street, calling all inside to join them on this witch hunt. It is not long before they arrive at each of the inns you stay at and one-by-one you are beckoned out onto the streets to join them as together you ascend Sepulchre Hill, straight to the ancient graveyard of Bryor Ghyul.

As the mob arrives at the rusted iron gates of the graveyard a bestial shriek pierces the night and silences the crowd at once. There is a moments pause before more inhuman cries sound from the inky blackness beyond. No one dares stand forward.

From the back of the crowd a few shout out, 'Who here is brave enough to venture within?' rasps an old crone, 'Where is our noble Lord and his guards?'

A plump and fleshy man dressed in luxurious garments is pushed to the front of the crowd. He pulls out a handkerchief

to wipe the sweat from his ashen brow, his hands visibly shaking, 'I-I-I, Arton von Grimfell, nobleman of Bryor Ghyul,' he stammers, 'Will hereby send my household guard to rescue the three maidens who have been snatched away by the evil which lurks beyond. C-C-Come forward, my men...'

There is another silence, the crowd is filled with anticipation as slowly five men dressed in mismatch armour and armed with swords and shields move forward to join the nobleman at the front.

One and all, their faces are filled with terror, drained of colour and with wide bloodshot eyes. They look ready to flee if not for being bound by service to do the nobleman's bidding. The old sergeant steps forwards, looks across the crowd and clears his throat ready to speak out. He is interrupted by another bloodcurdling cry, this banshee-shriek even louder than those before.

You can all see in the sergeant's face that his courage has been broken, yet in front of the crowd he still stands, his cold expression resigned to his fate. He clears his throat again and speaks to the crowd, 'Bear witness, for though we venture beyond to battle the evil now plaguing our town, us five are too few, without aid we can accomplish naught... Who here will join us, I ask?'

The crowd is hushed into silence until one of you, perhaps motivated by honour, justice or simply the lure of gold, steps forward to the front of the crowd. One by one the rest of you step forward too and you see a fire return to the old sergeant's eyes, he stands a little straighter and smiles, 'Strangers? You would help our town in this time of need?'

The nobleman, Arton von Grimfell, stuffs his handkerchief into a pocket and claps his hands. His calm composure a stark contrast to a few moments before, 'It is decided then! These valiant strangers have heard our plea and come to our aid. Strangers, will you not introduce yourselves?' he says with eager eyes.

PLAYER INTERACTION

The Realm Master asks each of the players to introduce their heroes and mentions that if every player gives a characterful description the party will be rewarded.

Example 1: *"My hero is a human bright wizard known as Otto Cindermark. Befitting of his arcane powers he has a fiery temper and is quick to anger. He sells his services for gold but will help those in need with a noble cause."*

If the Realm Master feels the players have given characterful descriptions of their heroes, the Realm Master can add the following line:

After your heroes have introduced themselves an old priest steps forward out of the crowd accompanied with the cloying smells of incense and spices. He begins to bless each of you in turn as he says, 'Go on, in the name of holy Sigmar, to banish this evil that has befallen you. May Sigmar aid you his strength in this time of need.'

All players receive +1 to their wound score

'Go now, brave heroes and return only when this evil has been defeated and our three maidens are returned to us,' says the nobleman, Arton von Grimfell, 'we await your return here.'

The nobleman is interrupted by one final shriek. A shrill and piercing cry that thunders out of the graveyard and into the night. The crowd at last lose their nerve and flee back down the hill towards the town. The plump nobleman, Arton, in quick pursuit.

The sergeant draws his sword and turns towards the rusted iron gates of the graveyard entrance. 'Well,' he says grimly, 'we've got a job to do. Follow me...'

THE HEROIC Warband

This Battleplan is suitable as an introduction to a Realm Master campaign.

Each player chooses a hero before the battle is played but does not yet receive 30 gold coins and cannot recruit any henchmen.

THE HOUSEHOLD GUARD

The household guard are represented by 5 FREEGUILD GUARD with Swords and Shields. One model is the Sergeant.

Each player gets to control one of the Household Guard in addition to their hero with any remainder being randomly allocated.

THE HEROES' OBJECTIVES

An evil lurks within this graveyard and the Heroes have been tasked with rooting it out, but first you must pinpoint which of the mausoleums leads to the crypt below from where this malicious power emanates.

You will not be uncontested. Already soulless minions of undeath roam the graveyard beyond so draw your weapon and step with caution...

THE REALM MASTER'S FORCES

The Realm Master should bring enough models to suitably challenge the players but to not overbear them.

To represent the evil denizens of the graveyard any model with the DEATH keyword is appropriate, especially those with the MALIGNANT, NIGHTHAUNT or DEADWALKERS keywords.

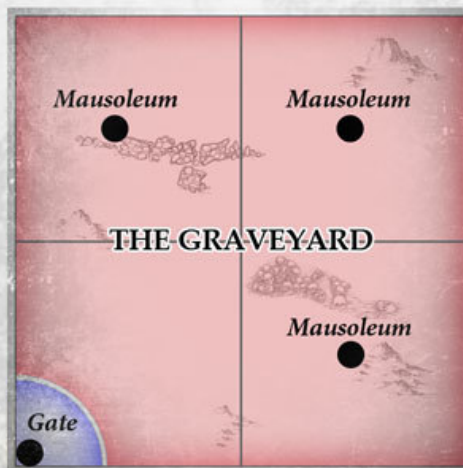
If this is the players' first battle, you may wish to refrain from anything too powerful. Perhaps not taking anything with the HERO or MONSTER keyword.

Having the adversaries arrive in waves can help create a spooky atmosphere as well as gauge the strength of the Heroic Warband.

THE BATTLEFIELD

The battle takes place in a haunted graveyard of crumbling stone walls, old mausoleums, and twisted trees. A Garden of Morr scenery set makes a perfect addition.

A gate must be placed in the corner of one of the table quarters and a mausoleum placed in the centre of each of the other quarters as shown in the map below.



SET-UP

Players set up their models first. Each must be within 6" of the graveyard gate.

The Realm Master then sets up any models they choose anywhere on the battlefield that is at least 12" from one of the players' models.

The Realm Master may bring in reinforcements in any of their Hero Phases and again these must be at least 12" from any of the players' models.

FIRST TURN

The Heroic Warband takes the first turn.

THE MAUSOLEUMS

In the Hero Phase any HERO within 3" of a mausoleum can *examine* it to see if it leads to the crypt below.

Roll a D6 and add the number of the current battleround. If the total exceeds 10 a secret doorway is opened and models can enter the crypt by moving within 3" of the mausoleum.

If the D6 roll is ever a 1 the mausoleum is found to be a dead-end and no further examination checks can be made against it. If only one mausoleum remains as a possible entry to the crypt then any rolls of a 1 instead add 1 to the total number needed to identify the doorway.

VICTORY

If one of the Heroes enters the crypt the players win a *minor victory*. If all of the Heroes enter the crypt and none are *slain* before so, the players win a *major victory*.

CONTINUING THE NARRATIVE

So what's next for the band of heroes? They have entered the crypt and must now put a stop to the nefarious evil plaguing the town of Bryor Ghyul. The fate of the three young girls from the town will be revealed too.

The Realm Master is encouraged to make the next battleplan to follow on from this one. As it takes place immediately afterwards you may wish to restrict the players recruiting new heroes and henchmen for the moment.

A great source of inspiration for scenarios are the *Age of Sigmar Realmgate Wars* campaign books for they contain many battleplans that could be adapted for this adventure or the next, so what are you waiting for?

The Mortal Realms await...

HINTERLANDS VERSION II

DESIGNER'S NOTES

In October 2016 the first full version of the *Hinterlands* rules was released. I was thrilled and taken aback by the response from the community and so I would like to extend the biggest thank you to everyone who gave the system a go, sent me feedback, (almost every change in this update was brought about by your feedback), and especially a big thank you if you enjoy the rules and are having fun.

I wanted to talk about the reasoning behind some of the changes to this update and I hope you'll be inspired and excited about all the new narrative gaming opportunities it opens up.

A NEW HINTERLANDS

The philosophy behind *Hinterlands* has always been to keep everything as simple and intuitive as possible. I have wanted to make as few changes to the core *Age of Sigmar* rules as needed and when new mechanics are brought in I have tried to incorporate ideas already present in *Age of Sigmar* so that nothing feels out of place. There were times with the first version where I lost sight of that, so I have made a number of tweaks where needed.

It is also important to note that the *Hinterlands* rules do not set out to be a carbon copy of Games Workshop's classic game, *Mordheim*. While it is a similar style of skirmish gaming I really wanted to embrace everything we love about *Age of Sigmar* and hopefully this will resonate through the new changes.

BATTLEPLANS

The biggest change is the new battleplans. Not only the scenarios themselves but also the way they interact with the rest of the rules. With this update I have tried to make everything modular. That means you can adapt, add, remove or replace any of the individual components without affecting the other components. In the original *Hinterlands* the gold coins were tied to a treasure token mechanic and the battleplans all had to revolve around these treasure tokens too. This meant creating new battleplans required a lot of effort on the part of the players.

This is no longer the case. Not only are the five new battleplans fully modular, (you can adapt them as much as you like), players are now able to add in any battleplan found across the wealth of *Campaign Books*, *Battletomes* and gaming supplements *Age of Sigmar* has. This is thanks to the new *Campaign Outcome* system that rewards both the winner and loser without the need for treasure tokens.

This will really open up your games of *Hinterlands* and allow you to play a limitless variety of scenarios, (even playing all the existing *Age of Sigmar Battleplans* once would be a mighty achievement!)

UNDERDOG GAMBITS

One of the common themes in the feedback from players was that after a few games the strong Warbands kept getting stronger and the weak Warbands kept getting weaker. Traditional campaign systems often try to mitigate this simply by throwing more experience and loot at the underdog, and while this may help over the course of a campaign it doesn't stop the battle itself from being very one-sided. With that in mind the new *Underdog Gambits* mechanic was introduced. It gives the weaker Warband a hidden ace up their sleeve and a chance to turn the tide of battle in their favour *no matter the odds!* Hopefully it will also enrich the narrative of your games and create some fantastic stories.

As with the Battleplans above, this mechanic is entirely modular. You can tailor it to taste, (is the '*Poison Blade*' too powerful? Try reducing it to D3 mortal wounds), or you could remove it entirely and just give the underdog more experience and gold if you're after a more traditional campaign. It's all up to you and your gaming group!

COMMAND TRAITS

Another exciting change is the introduction of two command traits for each *Grand Alliance*. Some are new and some are adapted from ones you will already be familiar with, but for Warbands of any *Grand Alliance* you'll now have to

make the tough choice between your general being a force multiplier or making them an unstoppable killing machine!

OTHER CHANGES

There have been a number of tweaks here and there as well. The scenery rules have been reverted back to the *Age of Sigmar* rules, with scatter terrain working like *Walls & Fences*. Battleshock has been removed until a meaningful system can be introduced and things like the advancement table have been altered to make gaining extra wounds a lot harder to achieve.

Moving forward I would love to hear your feedback on what works and what could be improved. As a community working together we can continue to improve these rules. In the meantime, happy gaming!

RUNNING A TOURNAMENT

Holding a *Hinterlands* tournament is not only a great idea, it's now even easier than ever to tailor to your liking, and this has to do with the modularity discussed before. You could of course run a *Hinterlands* tournament straight out of the book but if, for example, you wanted to make the games more balanced and tactical why not use the *Pitched Battle Scenarios* from *The General's Handbook*? All could work with the smallest of tweaks, (perhaps change the scoring mechanic in some of the battleplans to a single model rather than five).

If you wanted to frame the tournament around a specific narrative event you could alter the *Command Traits*, *Battleplans* and *Triumphs* to fit thematically, (for example *Triumphs* could be selected randomly from a custom deck of cards). The possibilities are endless.

Lastly, as games of *Hinterlands* are fast and fun, you can fit a lot of games into a single day or two. I would love to see a tournament adapt these rules for an event, and if you could host it near Bristol or Cardiff UK, well that would be even better!

Sam James (aka "bottle")
Twitter: @_deviantftactics



FAQ & ERRATA

The following page lists commonly asked questions by players and addresses parts of the Hinterlands rules which are not clear. Rather than constantly update the Hinterlands file, this FAQ will grow throughout the lifetime of Version 2 so check the TGA Forums regularly for updates.

Q: Are models who suffer a 'Slow Recovery' result on the Injury Table (page 4) and miss the next game included in a Warband's Underdog Rating?

A: No, they are not.

Q: Are the Sylvaneth and Tzeentch Spell Lore's allowed in Hinterlands games?

A: No, they are not intended to be used as they fall under 'Allegiance Abilities' outlined on page 5, (which are replaced by Hinterlands specific 'Command Traits').

As well as Spell Lore's, this also includes any extra abilities granted by a battletome including *prayers, mount traits, artefacts* and anything else.

The reasoning behind not allowing them is to prevent any possible rules conflicts that could arise. Many of the abilities and spells could need errata to help them work with the Hinterlands rules.

However, there is no reason a gaming group could not decide to include them as a house rule. In fact, this is encouraged.

If you are keen to allow some of the flavour the battletomes bring without making them too powerful another option is to create two unique 'Command Traits' for the faction allegiance based upon characterful spells or Allegiance Abilities.

I also encourage you to share any house rules you create so that other gaming groups can use the rules for their games too. The best place to do so is on the TGA Forum thread.

Q: Hero Models begin a campaign at level 5 (and now in version 2.2, multi-wound models also start at higher levels). Do these models roll advancements for their starting level?

A: No, they do not. Models such as HEROES and multi-wound models are already powerful fighters and the starting level is a reflection of this rather than granting them further abilities.

Q: I want to use my Mortal Wounds in a later phase, (for example I want to use the Knight Heraldor's 'Thunderblast' in the shooting phase), can I choose for abilities that generate Mortal Wounds in an earlier phase to instead inflict normal wounds and save my Mortal Wounds for later?

A: No, you cannot. Any abilities that generate Mortal Wounds will do so until you have inflicted three Mortal Wounds. The only way to store Mortal Wounds for later is to not use those earlier abilities!

Q: If my opponent saves a Mortal Wound does it count towards my limit of three per turn?

A: No, it does not. For example if you cause 3 Mortal Wounds with *Arcane Bolt* and your opponent has an ability that saves against one of them. You can still inflict a further Mortal Wound with another ability later in the turn.

Q: If I use an ability that generates multiple Mortal Wounds on an enemy model with a single wound how many of my Mortal Wounds does it use up?

A: Even if the enemy model has only a single wound you must still determine how many Mortal Wounds the ability generates and all count towards your limit of three.

Q: When working out the cost in gold coins, some models will result in a decimal. For example WARPLOCK JEZZAILS are 140 points for three models. How do I calculate the gold cost?

A: In the case of any decimals, the cost of a model should be rounded up. For example a WARPLOCK JEZZAIL would cost **47 gold coins**.

