

WARHAMMER AGE OF SIGMAR

GENERAL'S HANDBOOK



PITCHED BATTLES
2022-23 – SEASON 1

The Mortal Realms have been despoiled. Ravaged by the followers of the Chaos Gods, they stand on the brink of utter destruction.

The fortress-cities of Sigmar are islands of light in a sea of darkness. Constantly besieged, their walls are assailed by maniacal hordes and monstrous beasts. The bones of good men are littered thick outside the gates. These bulwarks of Order are embattled within as well as without, for the lure of Chaos beguiles the citizens with promises of power.

Still the champions of Order fight on. At the break of dawn, the Crusader's Bell rings and a new expedition departs.

Storm-forged knights march shoulder to shoulder with resolute militia, stoic duardin and slender aelves. Bedecked in the splendour of war, the Dawnbringer Crusades venture out to found civilisations anew. These grim pioneers take with them the fires of hope. Yet they go forth into a hellish wasteland.

Out in the wilds, hardy colonists restore order to a crumbling world. Haunted eyes scan the horizon for tyrannical reavers as they build upon the bones of ancient empires, eking out a meagre existence from cursed soil and ice-cold seas. By their valour, the fate of the Mortal Realms will be decided.

The ravening terrors that prey upon these settlers take a thousand forms. Cannibal barbarians and deranged murderers crawl from hidden lairs. Martial hosts clad in black steel march from skull-strewn castles. The savage hordes of Destruction batter the frontier towns until no stone stands atop another. In the dead of night come howling throngs of the undead, hungry to feast upon the living.

Against such foes, courage is the truest defence and the most effective weapon. It is something that Sigmar's chosen do not lack. But they are not always strong enough to prevail, and even in victory, each new battle saps their souls a little more.

This is the time of turmoil. This is the era of war.

This is the Age of Sigmar.

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TO WAR!

Welcome to this season's Pitched Battles book for Warhammer Age of Sigmar. Inside you will find a wealth of content for matched play games in the war-torn setting of the Mortal Realms, in which you can achieve glory on the battlefield in contests of skill and generalship against fellow players.

MATCHED PLAY

People enjoy Warhammer Age of Sigmar for all manner of reasons. For some, the thrill comes in devising special scenarios and custom rules for games against close friends, while others enjoy furthering the stories of their armies and characters through embarking on intricate narrative campaigns. For a great many, however, it's the excitement of friendly competition that provides the greatest lure to battles in the Mortal Realms. There's nothing quite like assembling a finely crafted army, each unit and enhancement part of an interlocking web of tactics and strategy, before taking to the field to test your skills as a commander against like-minded opponents. Every year, tabletops around the world echo to the clash of rival armies, as players battle it out to prove themselves the mightiest generals.

It's really easy to get involved in matched play. All you need to do is select an army

using the rules in a matched play battlepack and then find an opponent who has done the same. This makes matched play great for games at a local club or store, as well as providing a baseline for organised matched play events, where multitudes of players gather to fight battles and connect with fellow hobbyists. It is these sort of events that this book has been designed to support. The battleplans and victory conditions within have been carefully devised to provide balanced and exciting games in which your own skills in army construction and battlefield command will be the greatest determiner of victory.

PITCHED BATTLES

Whereas the Contest of Generals battlepack in the Core Book is perfect for 'pick-up' matched play games, Pitched Battle battlepacks are designed to provide a baseline for events like the Grand Tournaments held at Warhammer World and similarly large independent events. By using these battlepacks, tournament



organisers and gamers can expect a level playing field no matter where the event is held. In addition, the results from such events can be standardised and used as a solid basis for analysing the current state of play, allowing our game designers to make the necessary balance adjustments to ensure that Warhammer Age of Sigmar is the best it can be.

SEASONAL REALM RULES

In addition to laying out the rules for selecting a Pitched Battle army and scoring a competitive event, Pitched Battle battlepacks are designed to provide each annual season of matched play with a suite of themed rules. As well as reflecting current events in the story of Warhammer Age of Sigmar, these 'realm rules' are intended to add a different set of tactical challenges to your games according to the season you are playing in, and to help keep the competitive scene fresh and your skills sharp. After all, would-be generals must learn to overcome all manner of battlefield challenges, from hostile terrain and different kinds of scenarios to new magical powers and core battalions for your warriors to employ. These seasonal rules are inspired by the rich and ongoing narrative of Warhammer

Age of Sigmar, allowing you and your army to fight in the grand struggles that define the realms.

This season, the matched play rules are focused on the continent of Gallet in the Realm of Beasts – an unforgiving land that soon separates the strong from the weak and favours those who can most swiftly adapt to its gruelling conditions. The return of Kragnos and the cosmic upheaval caused by Alarielle's Rite of Life have seen many armies converge upon Ghur, often in search of deposits of amberbone unearthed by the tectonic throes of the realm, or perhaps to investigate the appearance of the elemental entities known as 'incarnates'. Furthermore, the great conflicts in the neighbouring continent of Thondia in recent times have destabilised the balance of power in the Ghurish Heartlands, and many are the commanders who seek to seize every opportunity to further their own causes in these uncertain times.

Gallet, the Splintered Land, is a region characterised by scouring cyclones that sweep across its surface, carving unusual shapes out of its porous rock formations and howling through its many sinkholes and ravines. These conditions favour only the hardest

beings, and as a result, only brutish creatures such as ogors, orruks and gargants prosper here – at least above ground. Beneath the surface of Gallet it is a different world entirely. The continent is riddled with caverns and tunnels whose walls exhibit strange textures and formations, as though they were bored by gargantuan tunnelling beasts. Oft-times, beings tormented and battered by the conditions on the shattered plains above are driven down into these cavities, where they usually meet a gruesome end in the bellies of the insectile horrors that prowl the darkness. However, those who survive in this environment tend to grow strong. It is common knowledge among the civilised races that folk who have dwelt in Gallet for more than a few days are hardy indeed.

In this season's Pitched Battles, the wise general will put their stock in such veterans. In Gallet, battles are not won by glorious cavalry charges and flashy shock assaults, but in the meat grinder of the front line, where grit, experience, skill and a fighter's bonds with their comrades are the most valuable assets.





GALLET

Arid, cracked and constantly blasted by devastating cyclones, the continent of Gallet appears hostile to all but the hardiest forms of life. Yet – as everywhere in the Realm of Beasts – predators dwell here in vast numbers. Gallet's surface is riddled with chasms and honeycombed by underground caverns, and these deep places are home to nightmarish, chitinous invertebrates that emerge at night to feed.

At first glance, Gallet does not appear a striking continent. It lacks the rugged splendour of its northern neighbour, Thondia, where jutting mesas reach to the clouds and soaring mountain ranges seem to stretch on forever. By contrast, Gallet is bleak and wind-blasted, its few peaks worn away by hurricanes that periodically sweep from the Bitingsea. These roaring winds are strong enough to destroy crusading armies or bring down the walls of a free city; local legends insist they are caused by the bellows of the predator-continent Rhondhol, a landmass drawing incrementally closer to the Galletian coastline day by day.

Whether this is mere fantasy or not, the violent weather patterns that ravage Gallet make it dangerous to stay above ground without shelter. Only underground can travellers in Gallet find a measure of safety from the elements. Gallet is riddled with plunging canyons and ravines that descend for hundreds upon hundreds of leagues into darkness. The reason for this geological configuration is unclear; some Ghurish legends have it that long ago Gallet was invaded by creatures that bored great holes in its surface, while Azyrite scholars suggest that the damage is in fact caused by violent tremors from nearby Thondia, as the alpha-continent seeks to consume Gallet entirely. Still others blame the verminous skaven, for these destructive ratmen dig deep into Gallet's core with their warpstone-powered gnaw-engines, drawing up bubbling liquids rife with amber magic.

Far below the crust of this splintered continent is a cavernous and gloomy underworld, illuminated only by phosphorescent flora that seem to thrive without water or light. Though untroubled by raging hurricanes, dust storms or brutal squalls of skull-pounding rain, many of these subterranean caverns are vast enough to house entire cities. Yet there is a very good reason why even the God-King's intrepid folk have successfully established few such strongholds in Gallet.

SCUTTLING HORRORS

All forms of monstrous creature thrive in the Realm of Beasts, where the primal fury of the carnivore holds sway over all things. In Thondia, the lands are dominated by primordial giants, beasts as tall as watchtowers whose coming is heralded by the trembling of the earth. In Bjarl, it is beasts of ice and snow that are the alpha hunters, creatures immune – or at the least, inured – to the sub-zero temperatures and ferocious blizzards that ravage that frozen land.

In Gallet, the dominant form of life is the arthropod. Insectoid and arachnoid predators of all sizes and shapes thrive here, lurking in their underground nests whenever the winds begin to rage, and emerging when night has fallen to hunt for food. Some of these crawling things are no larger than a human's fist, while others are truly immense, such the Arachnarok Spiders which tuck themselves into crevices in canyon walls, bursting

forth whenever they sense a tremor of motion. Tribes of arachnid-worshipping Spiderfang Grots run rampant here, worshipping these multi-limbed behemoths with a wild-eyed fanaticism.

No matter their form or size, all these creatures are utterly deadly, whether they inject their prey with paralysing poisons or simply tear them apart with claws, pincers and mandibles. Those who seek shelter beneath the earth might think themselves safe at first, but then they will hear a distant click-clacking on stone, then a faint hissing that suddenly rises into a piercing screech as glistening, armoured shapes with too many legs and eyes spill from gaps in the rock to surround them.

A BURIED BOUNTY

Given the horrors lurking beneath the surface of Gallet, it seems unlikely that any sane being would wish to venture underground, let alone seek to found outposts or settlements there. Yet so rich in rare magical resources are the gloomy caverns that wind through the landmass that many great powers of the Mortal Realms have sent forth armies and militarised expeditions to secure these territories. Piles of glowing, fossilised bones can be found outside the lairs of underground monsters, their aura infusing the eggs of these creatures and causing their hatchlings to grow unusually large and aggressive. Were a student of the arcane to inspect these lambent skeletal remains, they would find them to be laced with great quantities of Ghurish realmstone.

Sometimes, the natural and magical become completely entwined: man-sized razorwasps mould their hives around clusters of amberbone, while Arachnaroks have been known to line their webs with the stuff, perhaps in an attempt to lure unwary prospectors into their domain. There are even rumours of bizarre, elemental beings formed from pure realmstone that manifest as swarms of insectoid vermin, shredding their victims in a whirlwind of barbed chitin.

In the Age of Sigmar, the rapid expansion of the God-King's empire is driven by realmstone, and vast amounts of this most precious and magically resonant resource are required to empower the construction of new cities and ensure that the gears of industry continue to churn. Such a potent source of amberbone cannot be abandoned and allowed to fall into the hands of civilisation's teeming enemies. So it is that the free cities of Ghur – Izalend and Excelsis foremost amongst them – have launched dozens of vast and well-equipped Dawnbringer

Crusades into the depths of Gallet, headed by Dispossessed mining companies and drill-headed engines of the Ironweld Arsenal.

Not only do these crusaders seek valuable deposits of amberbone, but also other vital assets: realmgates located within the yawning maws of long-dead titans, seams of rare minerals and precious silksteel – a substance woven by gigantic arachnids that is supple and feather-light but capable of turning aside a musket ball.

Many of these ventures have met a grim fate indeed, overwhelmed by billowing clouds of winged vermin. Others have become embroiled in ferocious underground fighting with old enemies of the God-King: rampaging tribes of troglodytic greenskins, cave-dwelling ogors or Chaos-worshipping raiders hoping to seize Gallet's priceless treasures for themselves. Such engagements rarely resemble the pitched battles that might be waged aboveground. The cramped and treacherous surroundings channel warriors into claustrophobic killing

grounds – tunnel mouths and low-roofed caverns, where rocks tumble from the ceiling to crush unfortunate soldiers and a single misstep might cause one to plunge into a bottomless abyss. Even by the standard of hostile Ghur, this is a truly horrendous environment in which to wage war.

'The eyes! The eyes in the walls! That ceaseless skittering, growing louder and louder and then... They are all around us! Do you understand? We are going to die in this place. At night they will come, crawling over each other in their mindless hunger, stabbing and slashing and biting until they have drained every last drop of blood from our bodies. They are coming!'

- Freeguild Sergeant Macklem Tavard, last survivor of the Twelfth Galletian Endeavour



TUNNELS OF DEATH

The lower reaches of Gallet are labyrinthine and treacherous, consisting of wide and winding tunnels chewed through the earth by long-dead burrowing titans. These passages offer the only reliable way of reaching the priceless deposits of amberbone that are scattered throughout the Galletian caverns, but they are filled with hazards and horrors beyond imagination.

Swelteringly hot, almost entirely lightless and filled with sinkholes that can drop unwary warriors hundreds of feet to their death, the tunnels beneath the surface of Gallet are a horrific place in which to fight. This is not to mention the native fauna, which range from acid-spitting worms to airborne arachnids that latch onto their victim's face, plunging their venom-filled fangs into eyes and throats. Even the bioluminescent fungi and mosses that cover the walls are lethal; both can emit

spores that cause the flesh of any who inhale them to break out in hideous growths and eventually consume the host from the inside out.

It is not surprising that those Dawnbringer Crusades which venture into such a nightmarishly hostile environment suffer horrendous attrition rates. Merely forcing a path through one narrow tunnel to another can cost scores of lives, as enemies emerge from hidden crevices to cut marching

columns in half, dooming isolated vanguards to a gruesome fate. Even in the thick of a subterranean skirmish, the participants must be wary of stepping too close to cracks in the walls; they can never know when a talon or barbed tentacle might lash out, curling around their body before dragging them into the darkness. The screams and sounds of splintering bone that follow are enough to turn the stomach of the most hardened soldiers.

Murderous locations such as the Arachnar Caves and Underchasm Gulch have become infamous amongst the ranks of the Freeguilds, their names synonymous with suffering and death. Any young corporal who learns he is destined for such a battlefield turns weak at the knees, and most at least contemplate absconding – until they recall the punishments handed out by Sigmar's Devoted for this dereliction of duty. Even those Dawnbringer Crusades that have successfully established Sigmarite strongpoints far underground find themselves under constant attack, desperately clinging on to the resources they have claimed and hoping against hope that reinforcements find them soon. Their Nexus Siphon is all that shields them from the swarms of foes encircling them, its geomantic energy providing a barrier of spiritual protection that fades a little every day.

Only the most formidable and resilient warriors thrive in such surroundings – those possessed of indomitable courage and superior skill at arms.



VETERANS OF THE TUNNEL WARS

Bled dry by the attritional nature of the fighting beneath Gallet, the warring factions struggling to control realmgates or deposits of amberbone turn to their most trusted veterans, warriors who have survived the worst that this hellish underworld has to throw at them. Accustomed to fighting in near total darkness in terrain where a single misplaced step could lead to one's doom, these experienced troops provide a formidable spine around which their comrades can rally. The tactics and equipment of such units vary wildly; some are hulking brutes possessed of supernatural resilience, while others are hard-bitten combat engineers or expert marksmen. What they share in common is an unconquerable spirit that allows them to endure the most inhospitable environments imaginable, whilst continuing to fight with skill and cunning.

Dawnbringer Crusades make use of many such veteran formations. Foremost amongst these are battle-hardened Stormcast Eternals; most commonly Liberators and Vindictors experienced in the brutal and unglamorous business of front-line combat. Yet the God-King's mortal armies are as varied as they are numerous, and even the humblest troop formations may come to earn themselves a fearsome reputation. Sigmar's subterranean campaigns in Gallet have called upon the tunnel-fighting skills of duardin Longbeards, the disciplined precision of Freeguild Handgunners and the agility and skill of aelven Shadow Warriors. Of these, only a small percentage survive long enough to conquer their fears and master the unique challenges of warfare beneath the surface of Gallet. Those that do are worth their weight in gold to any Dawnbringer commander.

Tenacity and skill are well and good, but in Gallet sheer fortitude is perhaps the most precious gift. The ogors of the roving mawtribes are particularly well suited to the harsh conditions beneath Gallet's crust, protected as they are by thick layers of blubber that even spears and talons have trouble penetrating. Raw strength, too, has its obvious benefits, as does a pig-headed refusal to admit defeat. Musclebound orruks such as Ironjawz and Kruleboyz often develop a taste for the brutal, close-quarters savagery of underground fighting. On the other end of the scale, the lifeless footsoldiers of Nagash are particularly well equipped to endure the unendurable. Neither soul-forged Ossiarch warriors nor

spectral Nighthaunt are capable of experiencing the creeping sense of dread that mortal troops must suffer through, and they are untroubled by the lack of light and fresh air.

Not every veteran of the Galletian wars is a well-drilled soldier or a lumbering brute. Some species are simply naturally suited to the demands of subterranean combat, even in such a uniquely deadly environment. The twisting and treacherous confines provide ambush specialists like skaven Clanrats or knife-wielding grot Stabbas the opportunity to outflank superior foes; gangs of these killers prowl the Galletian caverns in search of unwary victims to stab in the back.

Mulmo the Flatulent scowled as another of the little rat-things began to hack and slash at his knees with a rusty cleaver. The ogor reached down and grabbed the skaven by the scruff of its neck, lifted it up and bit its arm off at the shoulder. Its resultant squealing hurt his ears, so he lobbed it into a throng of its own kind.

Mulmo followed up by unloading his gun into the sprawling mass of bodies. There was a deafening blast, and the unfortunate skaven were transformed into a cloud of pinkish mist and flopping body parts.

'Poor eating', he muttered, grimacing as he ground the beast's stringy meat beneath his teeth. 'Beginning to think this trek was a waste of time.'

'Them lot might taste better,' said his fellow Leadbelcher, Bronzebelly Brong, pointing at several hulking shapes that had emerged from a rough-hewn tunnel ahead and were now tearing a path through the mass of skaven towards the ogors. Heads and limbs were sent flying in their wake.

'What's this then?' said Uggroch, scratching his beard.

They looked like rats, all right, but much bigger, their thickly muscled limbs covered with suture-marks and scars. Greenish drool spilled from between their yellowed fangs, each the size of a manling sword.

'Who cares what they are?' said Mulmo. 'Let's just make sure they're nice and roasted before we have a taste.' He reached out and snatched the nearest gnoblar, a skinny little runt that clutched a barrel with an unlit fuse at one end. The Leadbelcher touched his blazing taper to the fuse and then flung both gnoblar and smoking keg right at the feet of the oncoming rat-monsters.

Nothing happened for a few moments, and then a thunderous fireball erupted from the blast-keg, followed by a billowing cloud of ash and dust. Screams and shrieks echoed all around as shrapnel-torn skaven staggered to and fro. Then came a ferocious roar, and one of the rat-monsters barrelled out of the smoke and flames, its mantle of mangy fur still burning and its blood-shot eyes fixed upon Mulmo.

'Come on then, big 'un,' said Mulmo, grinning and hefting his cannon as the creature charged straight for him. 'Let's see if you go down any better than these scrawny morsels.'



BATTLEPACK: PITCHED BATTLES 2022-23 – SEASON 1

This battlepack presents this season's rules for playing Pitched Battles as part of a matched play event. Each season we will provide a new set of rules that includes an exclusive setting for your battles to take place in, new grand strategies, battle tactics, realm rules and battleplans. This season is set in Gallet, the Splintered Land.

GETTING STARTED

Below is a step-by-step guide to help you prepare for the first few Pitched Battles you play. These steps outline the essential details you'll need to get a Pitched Battle up and running in no time!

1. First, you need to do is agree on the points limit for the battle (pg 9).
2. Next, pick 1 faction for your army and consult the Pitched Battles table to see the restrictions that apply when picking your units (pg 9).
3. Then, record the details of your army on your army roster. This includes the grand strategy you have selected, the units you have included and the enhancements you have picked for them (pg 10).
4. Finally, determine the battleplan you will play (pg 11), making sure that you have read the realm rules before the battle begins (pg 12-13). All that remains is to fight the battle itself!

PITCHED BATTLES

Battles fought using this battlepack are Pitched Battles. The following rules apply to battles fought using this battlepack:

1. POINTS LIMIT

You and your opponent will first need to agree on a points limit for the battle. The points limit for the battle can be either 1000 or 2000. After you have agreed on a points limit, look it up on the Pitched Battles table below. The table lists the restrictions on what the players can include in their armies.

PITCHED BATTLES		
Points Limit	1000	2000
Leader Units	1-3	1-6
Battleline Units	2+	3+
Behemoth Units	0-2	0-4
Artillery Units	0-2	0-4
Endless Spells and Invocations	0-2	0-3
Reinforced Units	0-2	0-4
Allied Units	0-200	0-400
Recommended Minimum Battlefield Size	44" x 60"	
Recommended Minimum Number of Terrain Features	8	

2. PICK YOUR ARMY

Next, you must pick your army following the restrictions below.

FACTION

You must pick 1 faction for your army. All of the units in your army must be from a single faction.

BATTLEFIELD ROLES

The Pitched Battles table lists the minimum number of Leader and Battleline units you must include in your army and the maximum number of Leader, Behemoth and Artillery units you can include in your army.

Your general must have the Leader battlefield role. A model that has both the Leader and Behemoth battlefield roles counts as 1 Leader and 1 Behemoth in your army. If a unit has both the Battleline and Behemoth battlefield roles, that unit does not count toward the maximum number of Behemoth units you can include in your army.

BATTALIONS

You can include core battalions in your army but you cannot include warscroll battalions.

See page 46 for a list of publications whose rules you are allowed to use when picking your army.

Remember that allied units are ignored when determining if the units in the army are from a single faction (core rules, 27.1).

UNDERSTRENGTH AND REINFORCED UNITS

The Pitched Battles table lists how many reinforced units you can include in your army. Only Battleline units can be reinforced twice. You cannot include understrength units in a Pitched Battle army.

ALLIED UNITS

The maximum number of points that you can spend on allies from your points allowance is shown on the Pitched Battles table. Allied units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army.

ENDLESS SPELLS AND INVOCATIONS

The Pitched Battles table lists the maximum number of endless spells and invocations you can include in your army. You cannot include the same endless spell or invocation more than once in your army.

3. FILL OUT YOUR ARMY ROSTER

Once you have picked your army, record the details on your army roster and show it to your opponent before setting up your army at the start of the battle. Your roster must include a list of the units, battalions, endless spells and invocations in your army; what size the units are; which units are in each battalion; the army's faction; the grand strategy you have picked; which units are allies; and which model is the army's general.

Use the Notes column on the roster to record the command models you have chosen for each unit, the spells and prayers that are known by the **WIZARDS** and **PRIESTS** in your army, any artefacts of power you have given to **HEROES** in your army, and the command trait you have chosen for your general. If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, these keywords must be written down when the unit is added to the roster.

GRAND STRATEGIES

When you are filling out your army roster, you can pick 1 grand strategy. Your grand strategy represents what your army is trying to accomplish, and achieving it can make all the difference in a closely fought battle. The rules for how to use grand strategies can be found on page 14.

4. TO WAR!

After you and your opponent have filled out your army rosters, it's time to determine the battleplan that you will use. In addition, the following pages detail special rules that apply to battles fought using this battlepack.

PITCHED BATTLE BATTLEPLANS

The players roll off and the winner rolls a dice. On a 1-3, Battleplan Table 1 is used; on a 4-6, Battleplan Table 2 is used (see opposite). Then, their opponent rolls a dice to determine which battleplan is used for the game.

D6 Battleplan Table 1

- 1 *The Prize of Gallet* (pg 22)
- 2 *The Realmstone Cache* (pg 24)
- 3 *Battlelines Drawn* (pg 26)
- 4 *The Lurkers Below* (pg 28)
- 5 *In the Presence of Idols* (pg 30)
- 6 *The Nidus Paths* (pg 32)

D6 Battleplan Table 2

- 1 *The Mighty and the Cunning* (pg 34)
- 2 *Head-on Collision* (pg 36)
- 3 *Won't Back Down* (pg 38)
- 4 *The Silksteel Nests* (pg 40)
- 5 *Close to the Chest* (pg 42)
- 6 *Turf War* (pg 44)

BATTLE TACTICS

Battle tactics are secondary objectives that the armies can attempt to achieve as the opportunity presents itself during the battle. Each battle tactic you pick will give you a new goal for your army to aim for in each of your turns. The rules for how to use battle tactics can be found on page 15.

REALM RULES

You must use the realm rules on pages 12-13.

TERRAIN FEATURES

The Pitched Battles table (pg 9) lists the recommended minimum number of terrain features to be set up on the battlefield. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

FACTION TERRAIN

Faction terrain features must be set up more than 3" from all other terrain features and more than 3" from all objectives. These restrictions are in addition to the set-up rules in the battletome in which they appear. If it is impossible for a faction terrain feature to be set up, it is not used.

MYSTERIOUS TERRAIN

The defender must roll on the Mysterious Terrain table from the core rules (28.1.3) to determine additional scenery rules that apply to any terrain features that do not have a warscroll. Roll on the Mysterious Terrain table for each applicable terrain feature after it has been set up.

ALTERNATING DEPLOYMENT

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

STEALING THE INITIATIVE

Do not roll off to determine who has priority in the first battle round. Instead, the player who finished deploying their army first has priority in the first battle round.

Some events will have battlefields with terrain features that have been set up before both players arrive at the table, or the position of terrain features may have been predetermined by a third party. If this is the case, the players roll off to determine who is the attacker and defender as normal, with the attacker picking the territory in which they wish to deploy and setting up the first unit. If a faction terrain feature must be set up before any other terrain features and the battlefield has already been set up by a third party, set up that faction terrain feature before territories are determined.



REALM RULES

REGION OF WAR: GALLET, THE SPLINTERED LAND

The following rules reflect what it is like to do battle in the cracked and cyclone-scoured lands of Gallet in Ghur. Only the hardest fighters survive for long amidst this continent's unforgiving environments.

SPECIAL RULES

Masters of the Splintered Land: *Whether through brute strength, great cunning or sheer skill at arms, there are certain warriors who seem to thrive amidst the harsh conditions of Gallet.*

Friendly Battleline units that have a Wounds characteristic of 4 or less and do not have mounts gain the **GALLETIAN VETERANS** keyword.

Proving Grounds: *Gallet is scarred with caverns and craters that echo to the territorial clashes between its indigenous fauna. In times of war, these hollows swiftly become blood-soaked fighting pits amongst which the most fearsome warriors fight for dominance.*

At the start of each battle round, after the players have determined who will take the first turn, the player who will take the second turn can pick 1 objective on the battlefield to be the **proving ground** until the end of that battle round. The same objective cannot be picked as the proving ground more than once per battle, and only 1 objective can be marked as the proving ground at any one time. Only models in units with the **GALLETIAN VETERANS** keyword can contest an objective marked as the proving ground.

The Bonds of Battle: *Warriors accustomed to fighting in the cramped tunnels and caverns beneath the surface of Gallet have learned ways of bringing more of their number to bear in close confines. For those of a savage disposition, this may simply mean combining their brawn and mass with that of their fellows to bull over and crush the enemy, while more disciplined fighters may have trained to aim strikes over the heads of their comrades or through gaps in the front rank.*

When a model in a **GALLETIAN VETERANS** unit makes an attack with a melee weapon, you can target an enemy unit within ½" of another model from that **GALLETIAN VETERANS** unit instead of using the weapon's Range characteristic for that attack. If you do so, the attacking model must be within ½" of another model from its own unit that is within ½" of the target.

REALMSPHERE MAGIC

All **WIZARDS** know the following spell in addition to any others that they know:

Gaze of Ghur: *Harnessing every ounce of their power, the wizard channels the predatory hunger of the Amber Realm itself, invoking in the foe a primal fear that drives them to focus all their efforts upon self-preservation rather than the objectives they have been assigned.*

Gaze of Ghur is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. When determining the number of models in that enemy unit that are contesting an objective, your opponent must halve that number, rounding down.

REALM COMMAND

Each player can use the following command ability in addition to any other that they can use:

Overwhelming Assault: *At a roared command, a group of warriors charges forwards as a single mass, utilising their superior numbers to barrel over their foes or otherwise put them on the defensive.*

You can use this command ability at the end of your charge phase. The unit that receives the command must be a **GALLETIAN VETERANS** that has 10 or more models. Pick 1 enemy unit within 1" of that unit that has a Wounds characteristic of 4 or less and roll a dice. If the roll is greater than the number of models in that enemy unit, the strike-last effect applies to that enemy unit in the following combat phase.

CORE BATTALIONS

You can include any of the following core battalions in your army in addition to those found in the core rules. In addition, you cannot include the same core battalion from those shown below more than once in your army.

EXPERT CONQUERORS



Dominant Force: *These warriors exude an aura of dominance. Once they commit themselves to a task, few are those able to contest their overwhelming might.*

GALLETIAN VETERANS units only. Each model in this battalion counts as 3 models for the purposes of contesting objectives.

BOUNTY HUNTERS



Headhunters: *These warriors have been tasked with dismantling the pillars of the opposition's power.*

If the target of an attack made with a melee weapon by a model in this battalion is a **GALLETIAN VETERANS** unit, add 1 to the Damage characteristic of that weapon for that attack.

UNIT ICONS

(Mandatory/Optional)

  **Commander:** Leader

  **Sub-commander:** Leader with a Wounds characteristic of less than 10

  **Troops:** Unit that is not Leader, Artillery or Behemoth

  **Artillery:** Artillery

  **Monster:** Behemoth that is not Leader

GRAND STRATEGIES

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

No Place for the Weak: When the battle ends, you complete this grand strategy if there are no Battleline units from your opponent's starting army on the battlefield.

Tame the Land: When the battle ends, you complete this grand strategy if you control all of the objectives on the battlefield that are wholly outside your territory.

Defend What's Ours: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.

Take What's Theirs: When the battle ends, you complete this grand strategy if there are more friendly units than enemy units wholly within your opponent's territory.

Demonstration of Strength: When the battle ends, you complete this grand strategy if there are 3 or more **GALLETIAN VETERANS** units from your starting army on the battlefield.

Show of Dominance: When the battle ends, you complete this grand strategy if there are any friendly **GALLETIAN VETERANS** units in each quarter of the battlefield.

STARTING ARMIES

Several grand strategies and battle tactics refer to a player's 'starting army'. A player's starting army is made up of the units in the army that were set up before the first battle round, including any reserve units. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play.

BATTLE TACTICS

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

Gaining Momentum: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn and you control more objectives than your opponent at the end of this turn.

An Eye for an Eye: You complete this battle tactic if 1 or more friendly units were destroyed in the previous turn and 1 or more enemy units are destroyed during this turn.

Desecrate their Lands: Pick 1 terrain feature or faction terrain feature that is partially or wholly within your opponent's territory. You complete this battle tactic if you control that terrain feature at the end of this turn.

This One's Mine!: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by the model picked to be your general.

Head-to-Head: Pick 1 enemy **GALLETIAN VETERANS** unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by a friendly **GALLETIAN VETERANS** unit or an ability of a friendly **GALLETIAN VETERANS** unit.

Outmuscle: Pick 1 enemy **GALLETIAN VETERANS** unit that has any models contesting an objective marked as the proving ground (pg 12). You complete this battle tactic if no models from that enemy unit are contesting the proving ground at the end of this turn.

Against the Odds: Pick 1 unit from your starting army on the battlefield. You complete this battle tactic if, at the end of this turn, any models from that unit are contesting an objective you control and that objective is not being contested by any enemy **GALLETIAN VETERANS** models.

Barge Through Enemy Lines: You complete this battle tactic if there are 2 or more units from your starting army wholly within your opponent's territory at the end of this turn. If 2 or more of those units are **GALLETIAN VETERANS** units, score 1 additional victory point.



SCORING SHEET

At the conclusion of a Pitched Battle, the player who has scored the most victory points is declared the winner. Victory points can be achieved in a variety of different ways, so it is vital to be able to track the methods by which victory points are attained and the number of victory points scored by a player. We have provided a scoring sheet template, opposite, so that you can effectively track the progress of your battles.

On the scoring sheet, there's a space at the top to record the **points limit** of the battle and the **battleplan** being played. Beneath that are two coloured sections: one to record the information of the **attacker** and one to record the information of the **defender**.

After determining who will be the attacker and who will be the defender, write each player's

name at the top of the appropriate coloured section along with the **grand strategy** they picked.

There are spaces in both the attacker and the defender sections to note all of the **battle tactics** they pick during the battle and if they are completed. In addition, there are spaces to track the number of **objectives** that each player controls at the end of

each of their turns, as well as the number of **victory points** they have scored.

At the end of the battle, both players can mark if they completed their grand strategy and add up the number of victory points they scored. Then, they can mark the **result** of the battle in the section at the bottom of the sheet.



SCORING SHEET

Points Limit	☐ 1000	☐ 2000	Battleplan:	
--------------	-------------------------------	-------------------------------	-------------	--

Attacker's Name:				
Attacker's Grand Strategy:				
Battle Round	Battle Tactic	Battle Tactic Completed?	Number of Objective Markers Controlled	Victory Points Scored
1		☐		
2		☐		
3		☐		
4		☐		
5		☐		
Grand Strategy Completed?		☐	Victory Points Total	

Defender's Name:				
Defender's Grand Strategy:				
Battle Round	Battle Tactic	Battle Tactic Completed?	Number of Objective Markers Controlled	Victory Points Scored
1		☐		
2		☐		
3		☐		
4		☐		
5		☐		
Grand Strategy Completed?		☐	Victory Points Total	

Result		
Attacker Major Victory ☐	Defender Major Victory ☐	Draw ☐
Attacker Minor Victory ☐	Defender Minor Victory ☐	

BATTLE READY

Playing Warhammer Age of Sigmar is a shared experience, and everyone wants their games to look and feel awesome. To support this, Pitched Battle events require you to have a fully painted, 'Battle Ready' army. Here we explain what that means and where to find online tutorials and painting guides to get your army ready for action!

There is no atmosphere quite like that of a Pitched Battle event, where every participant can bask in the glory of incredible-looking armies and some friendly competition.

To make these events as memorable as we can, every unit in your army must be painted to a Battle Ready standard. Battle Ready means your models are fully painted with a decorated or textured base. This is considered to be the minimum standard of miniature painting for a Pitched Battle tournament.

The Citadel Colour range includes all the paints and hobby supplies you'll need to paint your miniatures quickly and efficiently. In fact, Contrast paints were created especially to help you get your armies Battle Ready in no time – just one coat of Contrast paint provides both colour and depth – while Technical paints give you a textured base with one application. It's never been easier to get your army ready for a tournament!

CITADEL COLOUR

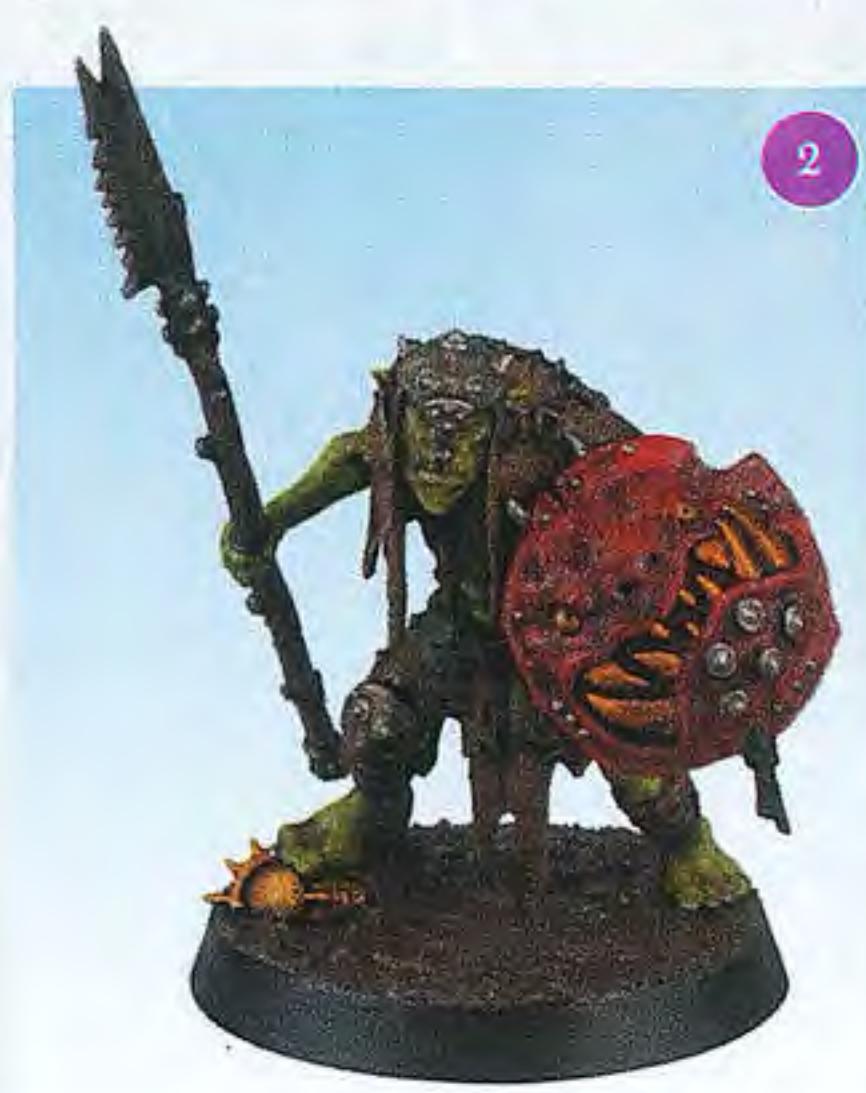
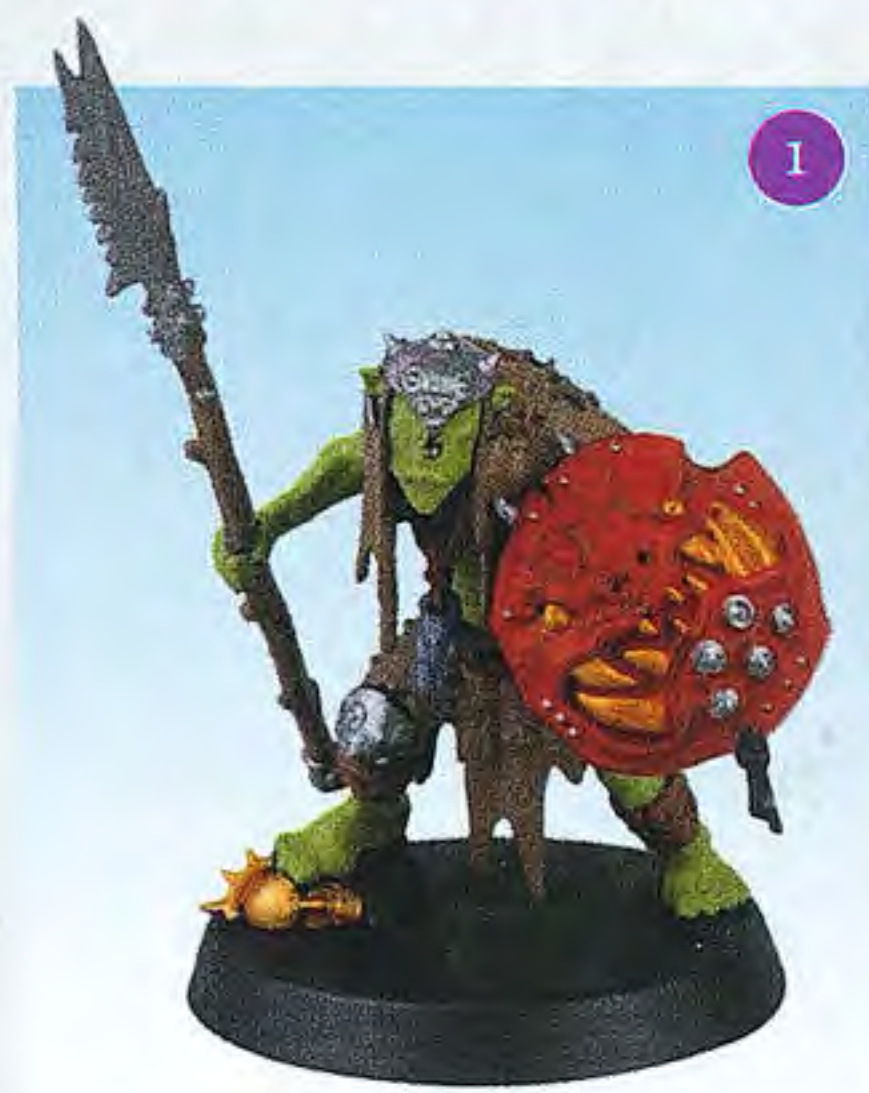
CitadelColour.com is the ultimate resource for painting Warhammer models; it's an entire website dedicated to helping you paint your miniatures. Here, you'll find step-by-step video guides to getting your force to a Battle Ready standard fast, plus suggestions for army themes, top tips and even advanced techniques for when you want to take your painting to the next level!



You can find all of the paints and tools you need to bring your miniatures to life at warhammer.com and in your local Warhammer store. There are also many independent retailers who stock our products.

When your models have been built, you can begin the satisfying process of bringing them to life with your paintbrush. Whatever your skill level, painted miniatures look great whether arranged on a cabinet shelf or charging across a tabletop battlefield, and the sense of achievement from painting them just can't be beaten. It always pays to take your time

choosing the right colour scheme for your army; this will help to imbue your models with character, and define who they are. Once you're ready to begin, Games Workshop offers a huge range of paints and brushes, along with all the information, advice and guides you'll need to go from beginner to accomplished painter in no time.



Using the Citadel Colour System, you can follow an easy three-step process to quickly get your warriors looking 'Battle Ready'. After priming your miniatures with spray paint, you will first apply some flat colour using Base paints (1). Then, an application of Shade paints (2) will add depth to the detail. Finally, you will use Layer paints (3) to pick out the raised surfaces and add some highlights. Achieving great results with your painting really is that simple!

If you want to get your army painted as fast as possible, then Contrast paints are for you. When used over special Contrast primer spray, they provide both depth and vibrancy in one application, allowing you to get your miniatures Battle Ready in no time. The Gutrippa and Vindictor below were painted using just one paint for each colour!

CLASSIC METHOD



CONTRAST METHOD





BATTLEPLANS



BATTLEPLAN THE PRIZE OF GALLET

In Gallet, tectonic shifts and the mysterious creators of the tunnels beneath its surface have exposed many rich deposits of amberbone. Claim these nodes for yourself whilst denying them to the foe.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

AMBERBONE DEPOSITS

In this battle, victory points scored for objectives you control can only be scored if the objective has been **activated**. At the start of each battle round, after the players have determined who will take the first turn, the player who will take the second turn must pick 1 objective on the battlefield to be activated.



Activated objectives remain activated for the rest of the battle. In addition, the objectives on the border of a player's territory cannot be activated until the start of the second battle round.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

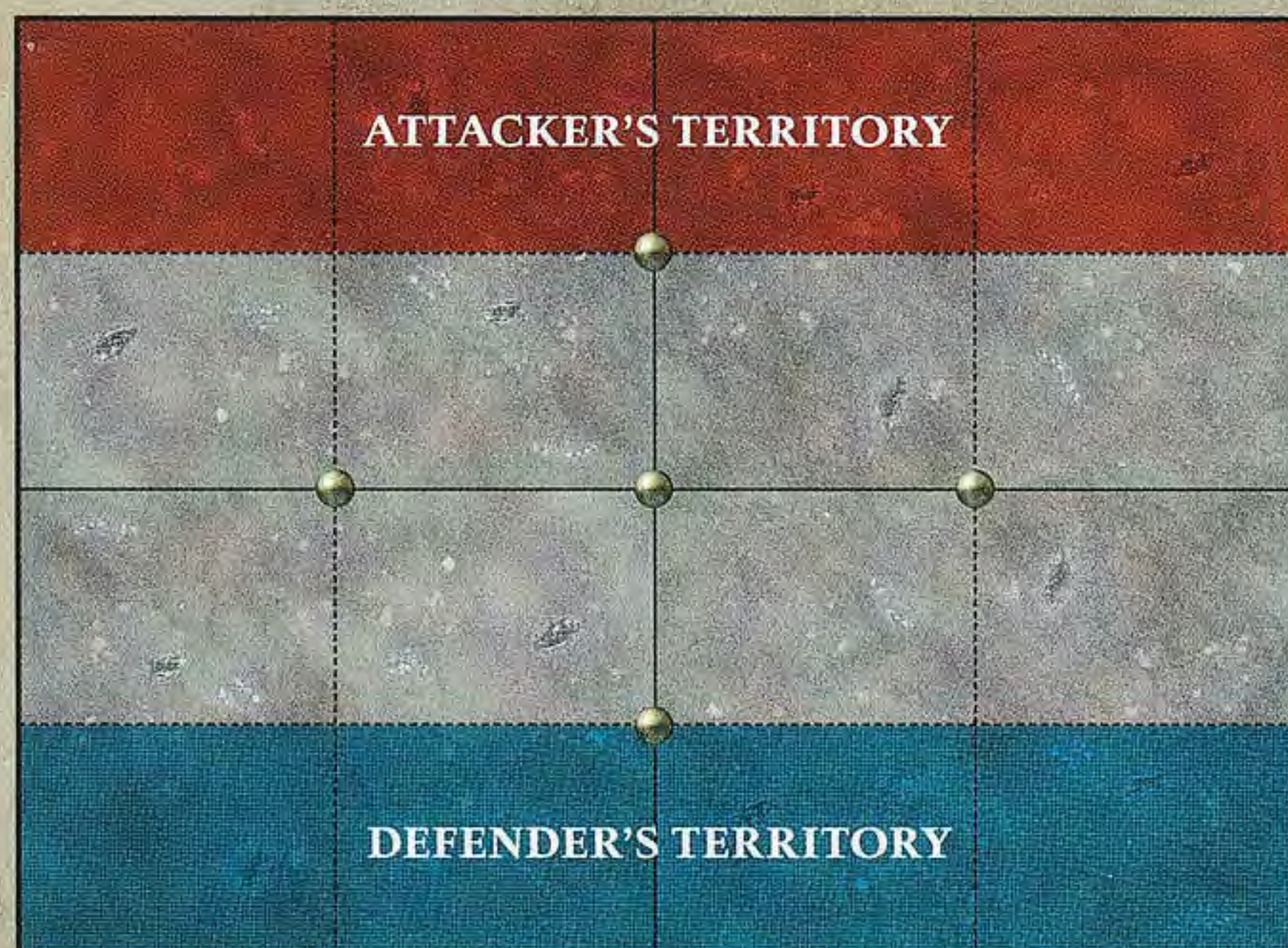
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

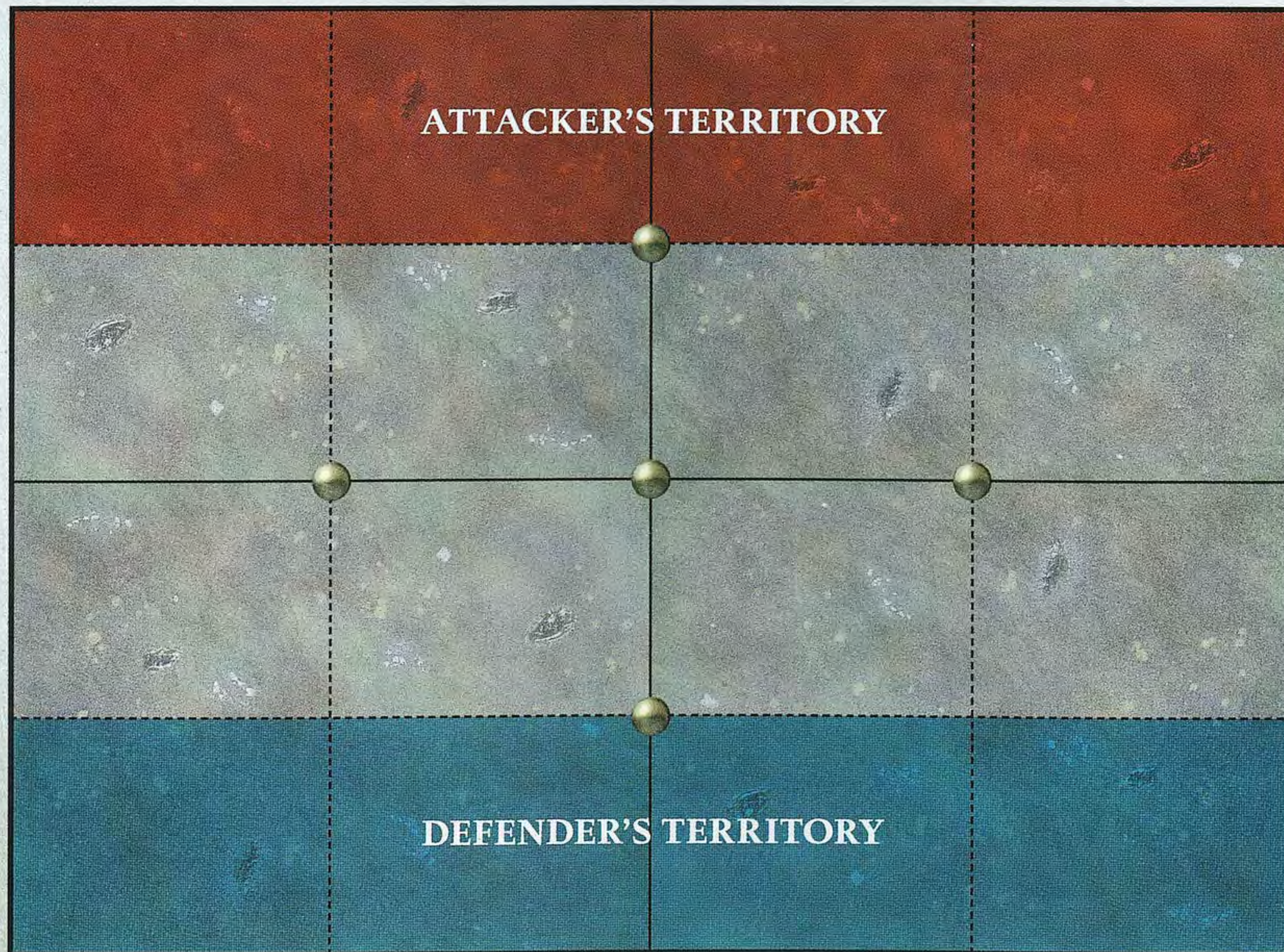
The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



THE PRIZE OF GALLET



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN THE REALMSTONE CACHE

Alarielle's great Rite of Life has stirred the Realm of Beasts, such that the lands themselves seem to shift and growl with predatory urges. In these times, the power of amberbone appears to have grown even more potent, rendering the most concentrated nodes of the realmstone quite volatile...

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating

deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

UNSTABLE REALMSTONE

At the start of the third battle round, before determining who will take the first turn, the Realmstone Cache detonates and scatters fragments of realmstone across the battlefield. The defender must remove the objective at the centre of the battlefield and roll a dice. The roll determines the locations of the scattered fragments. Place 2 new objectives on the battlefield in the locations determined by the roll.

Designer's Note: *The locations of the scattered fragments do not change, even if the objective at the centre of the battlefield is moved to a different location before the cache detonates.*

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.



GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

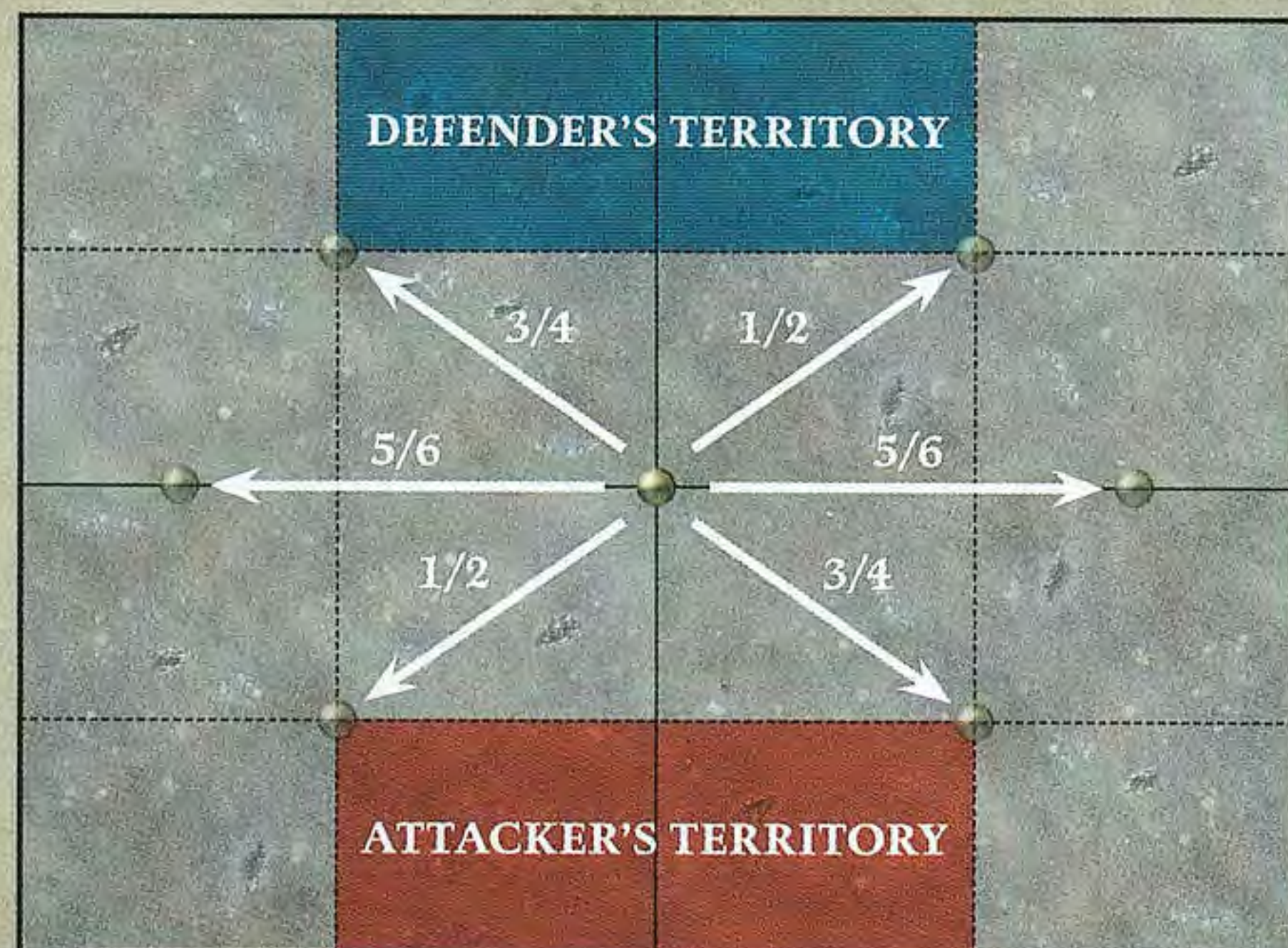
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

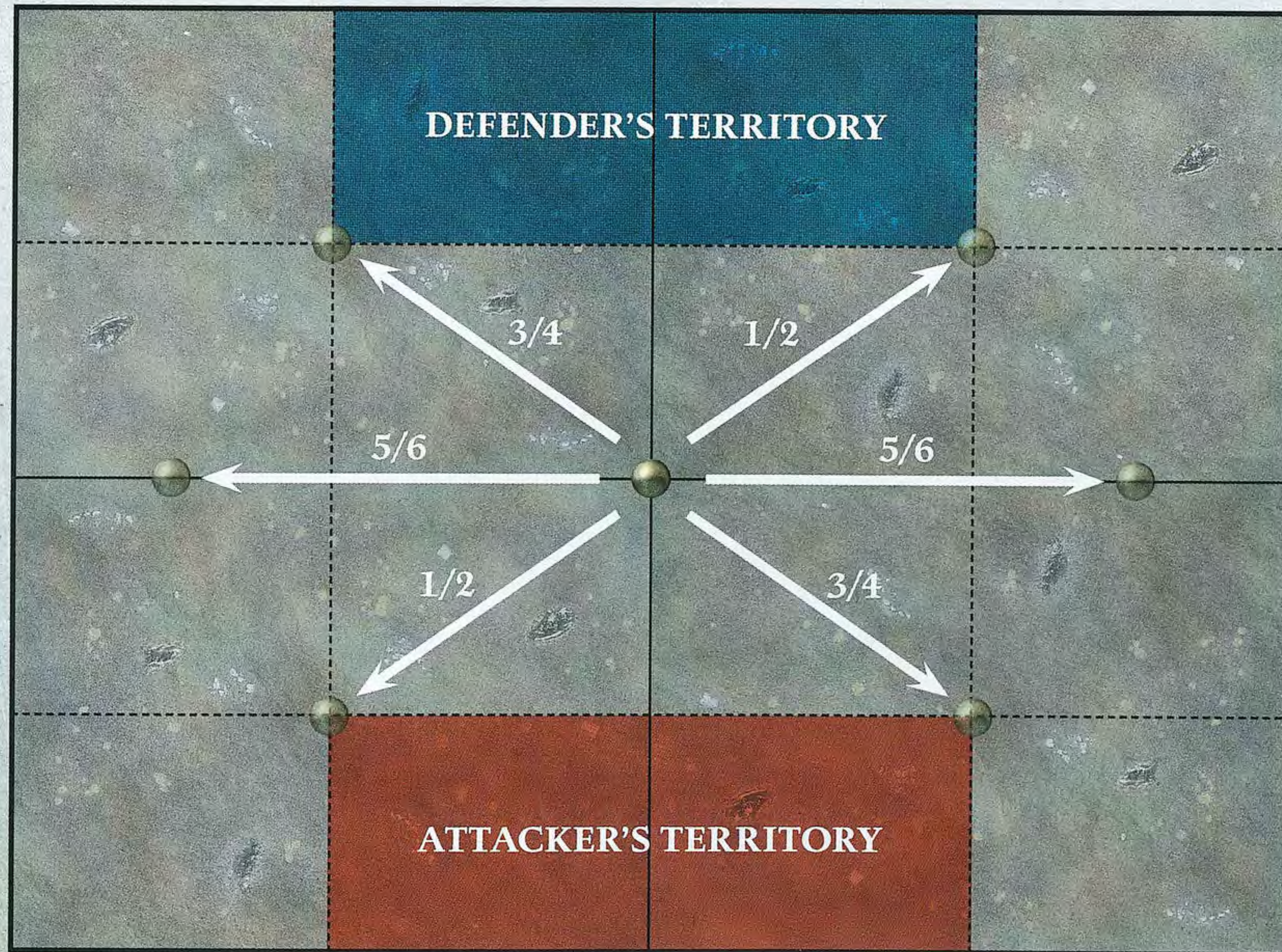
The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



THE REALMSTONE CACHE



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN BATTLELINES DRAWN

In this enclosed space, each side must form a line of battle whilst seeking to collapse that of their opponent. There is no opportunity for a surprise attack; victory will be decided at the front ranks.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their

territory and more than 9" from enemy territory.



HOLD FAST

In this battle, the players fight for control of the 4 quarters of the battlefield instead of objectives. Each quarter is controlled in the same manner as an objective (core rules, 18.1.1), except that models must be wholly within a quarter to be able to contest it. In addition, each quarter counts as an objective for the purposes of grand strategies, battle tactics and abilities.

CONFINED CAVERNS

In this battle, units cannot be removed from the battlefield with an effect that would allow them to be set up again later in the battle.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one quarter of the battlefield.
- Score 1 victory point if you control two or more quarters of the battlefield.
- Score 1 victory point if you control more quarters of the battlefield than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLELINES DRAWN



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one quarter of the battlefield.
- Score 1 victory point if you control two or more quarters of the battlefield.
- Score 1 victory point if you control more quarters of the battlefield than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN THE LURKERS BELOW

The path to victory in this place is infested with scuttling predators that prowl the shadows. You must either cull them or drive them off before you make progress, lest you leave your rear lines vulnerable as you advance.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.



THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

CONQUEROR'S MOMENTUM

In this battle, you must control the objective on the border of your territory before you can contest the objective at the centre of the battlefield. In addition, you must control the objective at the centre of the battlefield before you can contest the objective on the border of your opponent's territory.

DEADLY DENIZENS

Objectives cannot be controlled in the first battle round.

BATTLE LENGTH

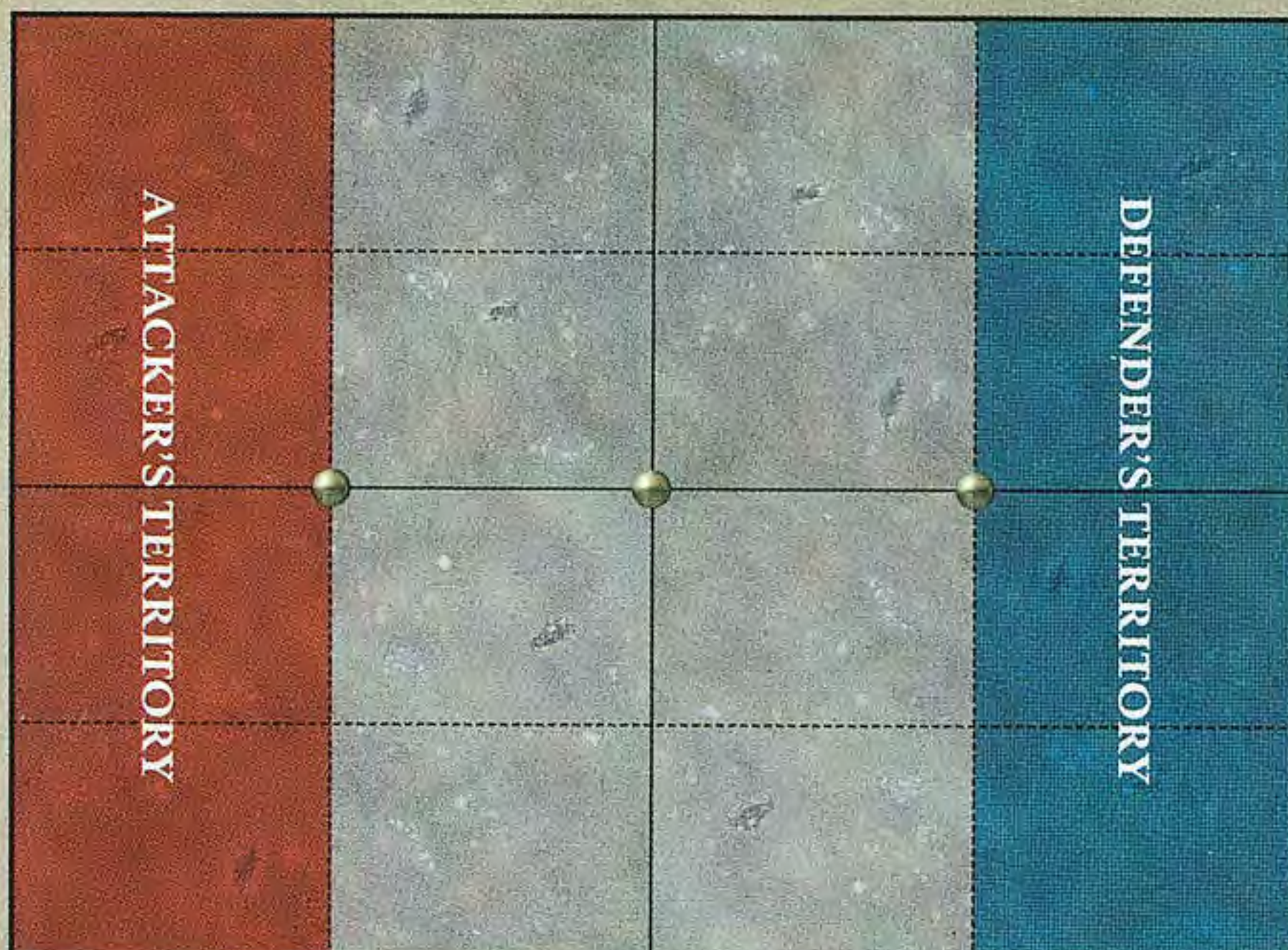
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

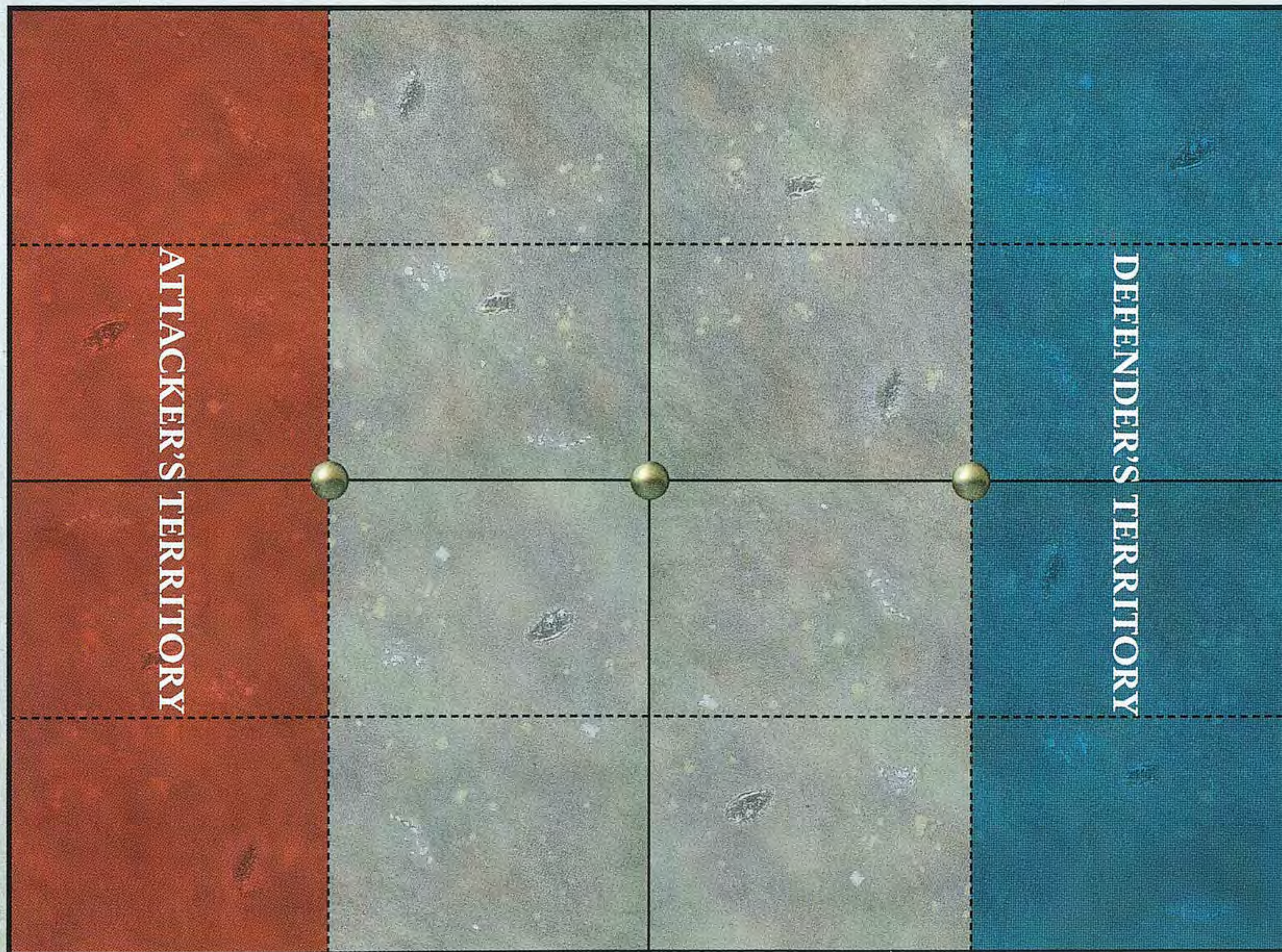
Starting from the third battle round, a player immediately wins a **major victory** if they control all of the objectives on the battlefield.

If neither player has won a **major victory** by the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



THE LURKERS BELOW



GLORIOUS VICTORY

Starting from the third battle round, one player immediately wins a **major victory** if they control all of the objectives on the battlefield.

If neither player has won a **major victory** by the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

BATTLEPLAN IN THE PRESENCE OF IDOLS

Famed warriors march to war on both sides this day, acting as anchors in their respective battle lines. However, their martial pride drives them to square off against one another in an attempt to assert dominance. These clashes between champions could prove crucial in determining the outcome of this engagement.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.



INSPIRING ICONS

After deployment but before determining who will take the first turn in the first battle round, each player must pick 3 different friendly units on the battlefield, starting with the attacker. The units each player picks are their **idol units** for the battle.

Halve the number of models that flee due to a failed battleshock test (rounding down) while their unit is wholly within 6" of any idol units in their army.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point for each enemy idol unit that was destroyed by a friendly idol unit during that turn.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

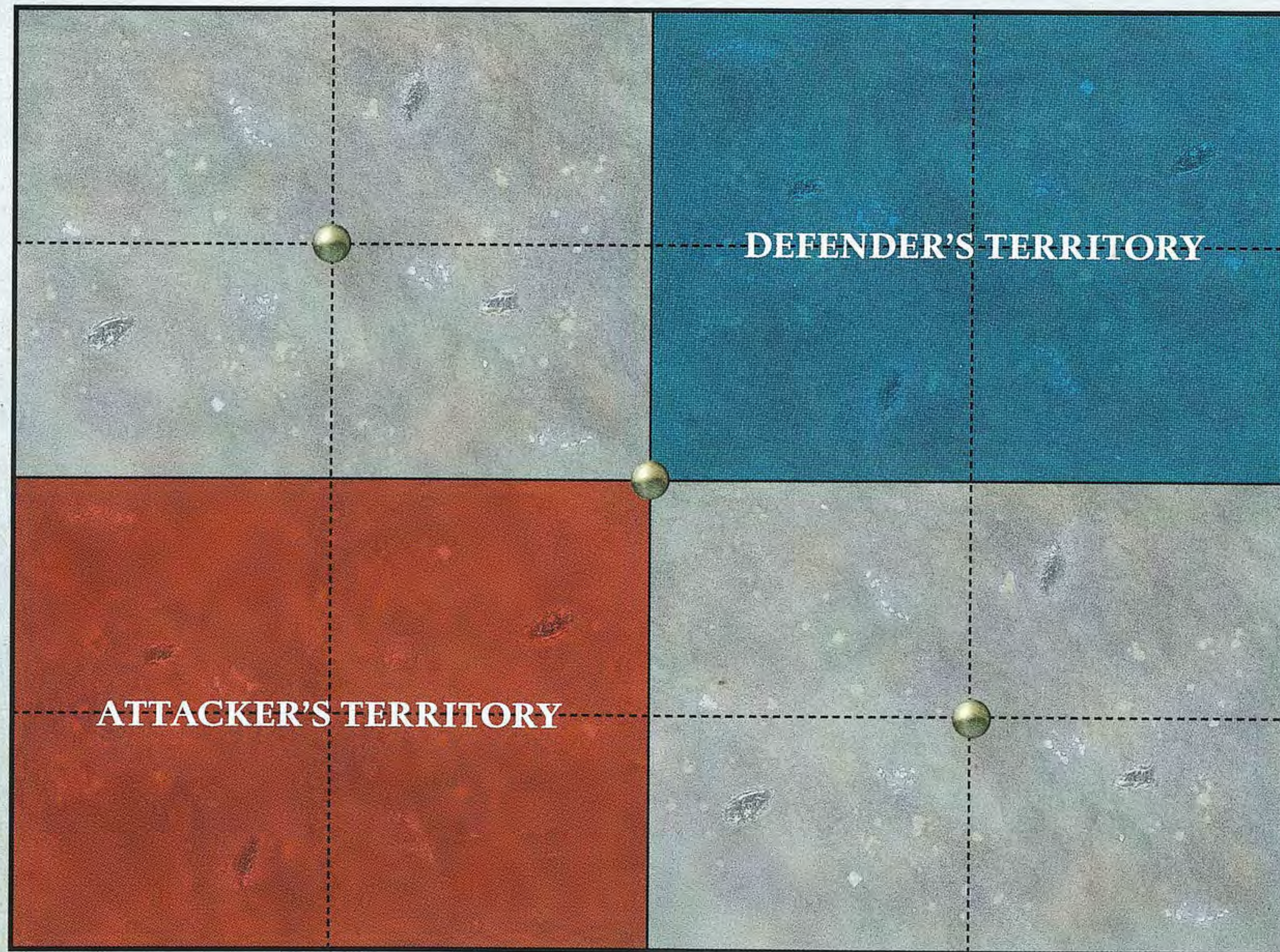
The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



IN THE PRESENCE OF IDOLS



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point for each enemy idol unit that was destroyed by a friendly idol unit during that turn.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN THE NIDUS PATHS

This area is riddled with tunnels and holes, as though it were the hive of some colony of monstrous insects. Right now, pondering what may have created them will do you no good, for the enemy approaches. However, these twisted paths might well provide the perfect opportunity to launch a surprise attack...

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

THE NIDUS PATH

The battlefield hosts 4 tunnels called **nidus paths**. Each nidus path is located at a corner of the battlefield edge as shown on the map.

At the end of their movement phase, players can pick 1 friendly unit wholly within 6" of a nidus path. If they do so, they must remove that unit from the battlefield and set it up again wholly within 6" of that nidus path's twin, more than 9" from all enemy units.

For example, if a unit is removed from the battlefield via nidus path B in the top-left corner of the map, that unit must be set up again wholly within 6" of nidus path B in the bottom-right corner of the map.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

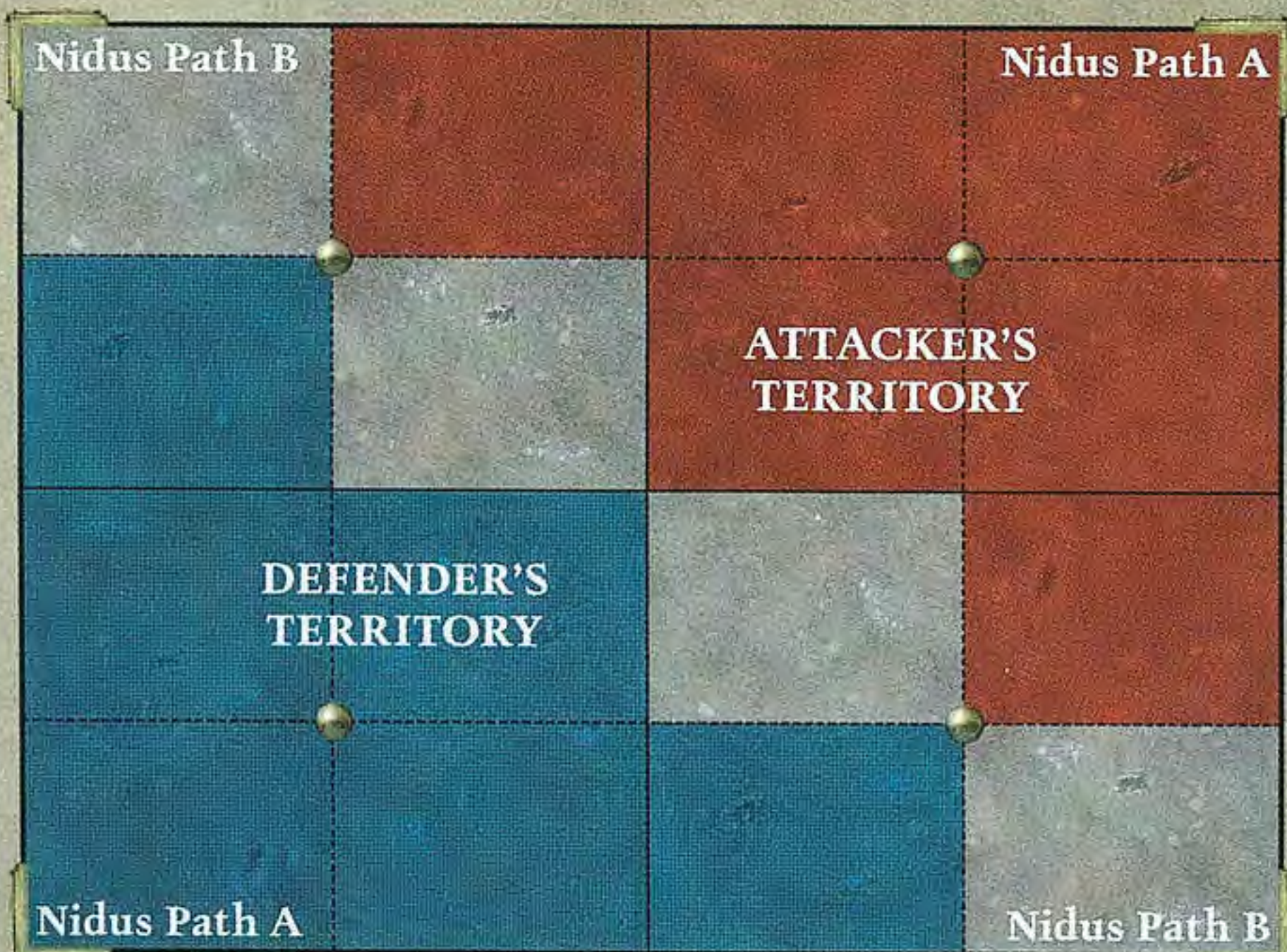
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

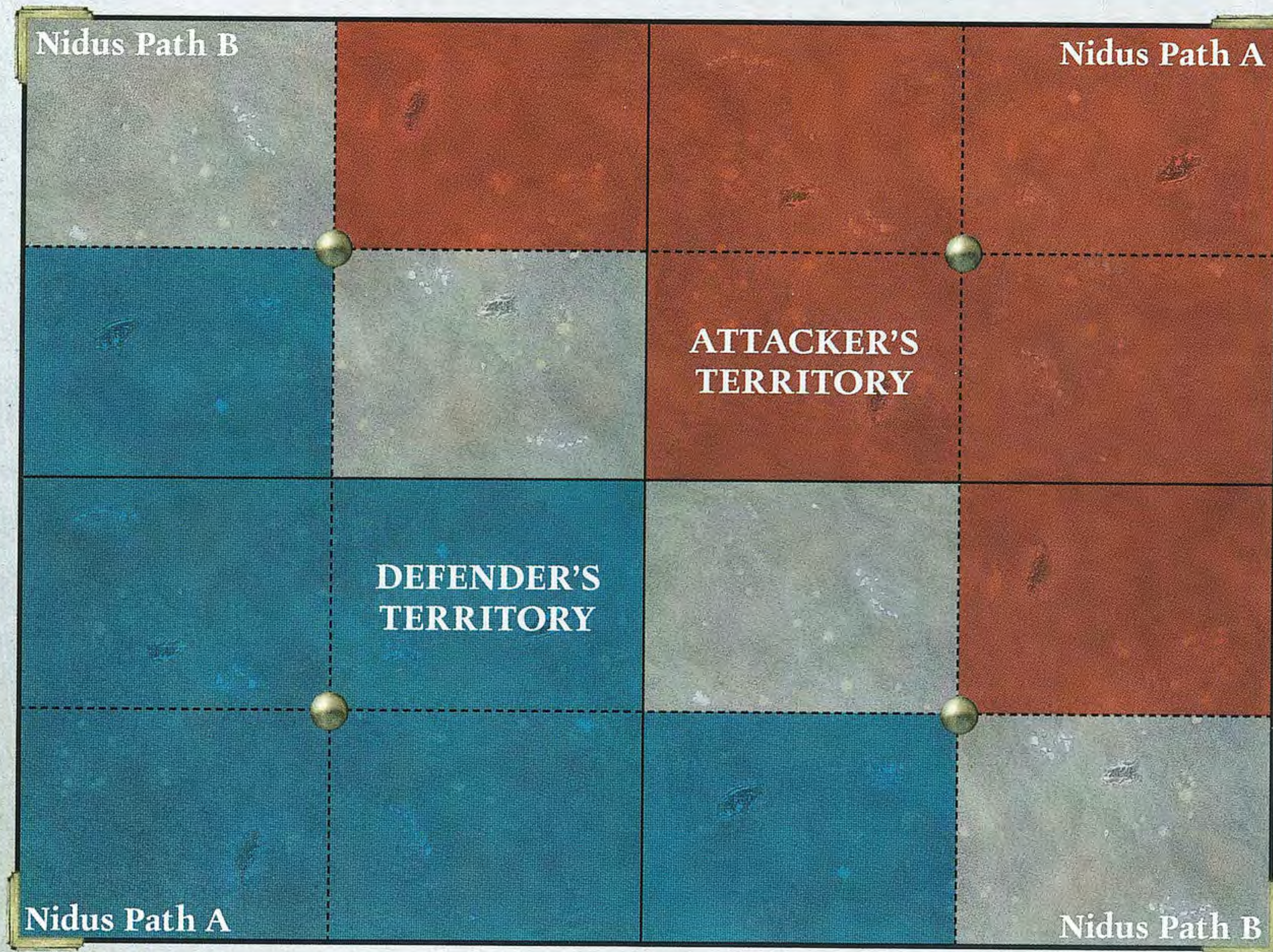
The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



THE NIDUS PATHS



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN

THE MIGHTY AND THE CUNNING

This is no place for the weak. Victory here will be decided by those who have confronted the worst the realms have to offer and survived to spit fate in the eye.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

ON THEIR TERMS

In this battle, the same objective can be picked as the proving ground more than once per battle.

SHATTER THEIR STRENGTH

You score 2 victory points each time an enemy **GALLETIAN VETERANS** unit is destroyed. Score 1 additional victory point if that enemy **GALLETIAN VETERANS** unit was contesting an objective when it was destroyed.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

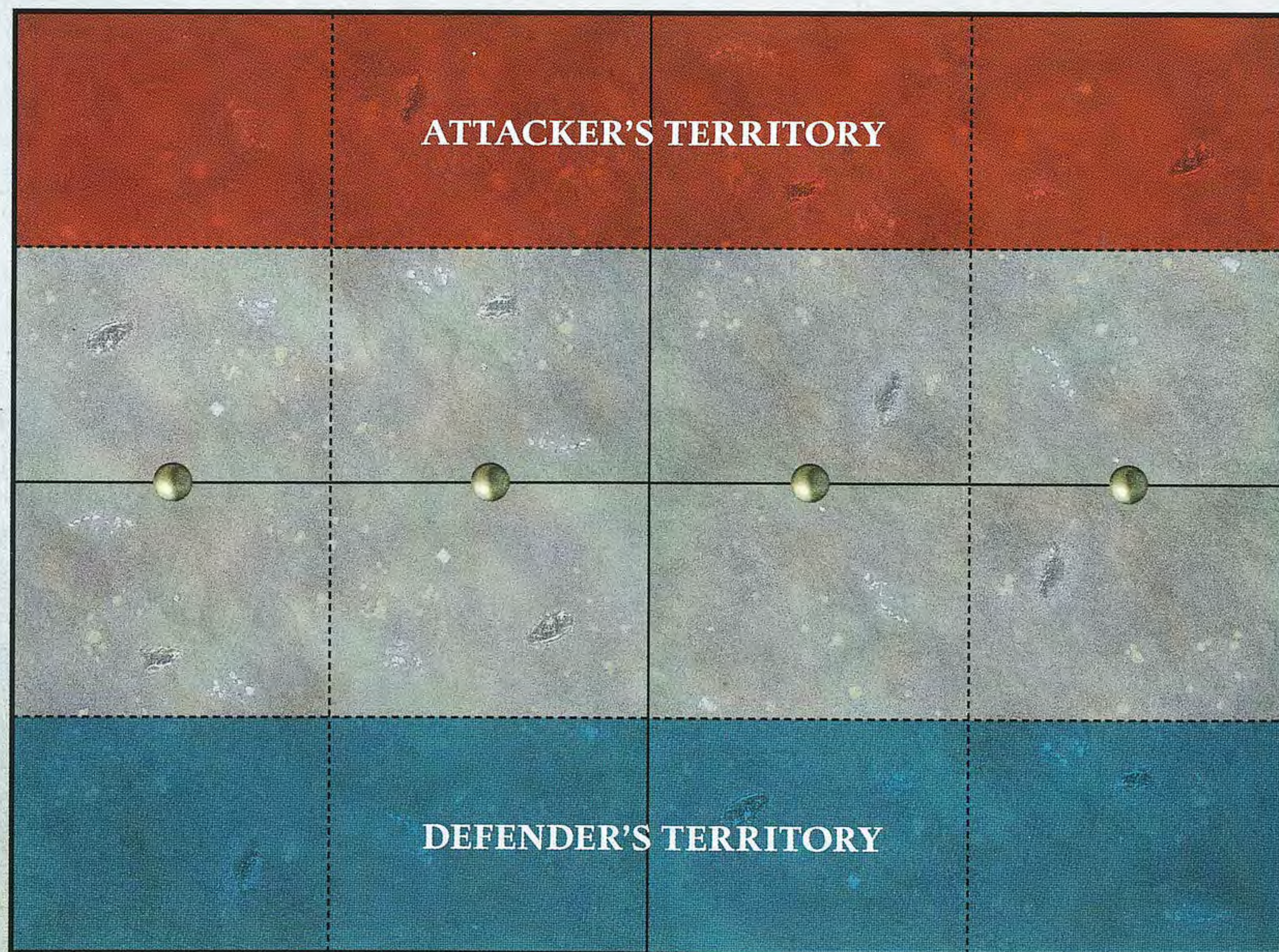
If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



ATTACKER'S TERRITORY			
DEFENDER'S TERRITORY			

THE MIGHTY AND THE CUNNING



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN HEAD-ON COLLISION

Focus all of your might and crush your enemy in a headlong assault. Trample those who fall and tear out the throat of your prey – Ghur demands it!

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

DEADLY DENIZENS

In this battle, objectives cannot be controlled in the first battle round. Players do not gain control of objectives after set-up is complete (core rules, 18.1.1).



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control the objective wholly within your territory.
- Score 2 victory points if you control the objective at the centre of the battlefield.

- Score 4 victory points if you control the objective wholly within your opponent's territory.
- Score 1 victory point if you gained control of an objective this turn and there are any friendly **GALLETIAN VETERANS** units within 6" of that objective.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

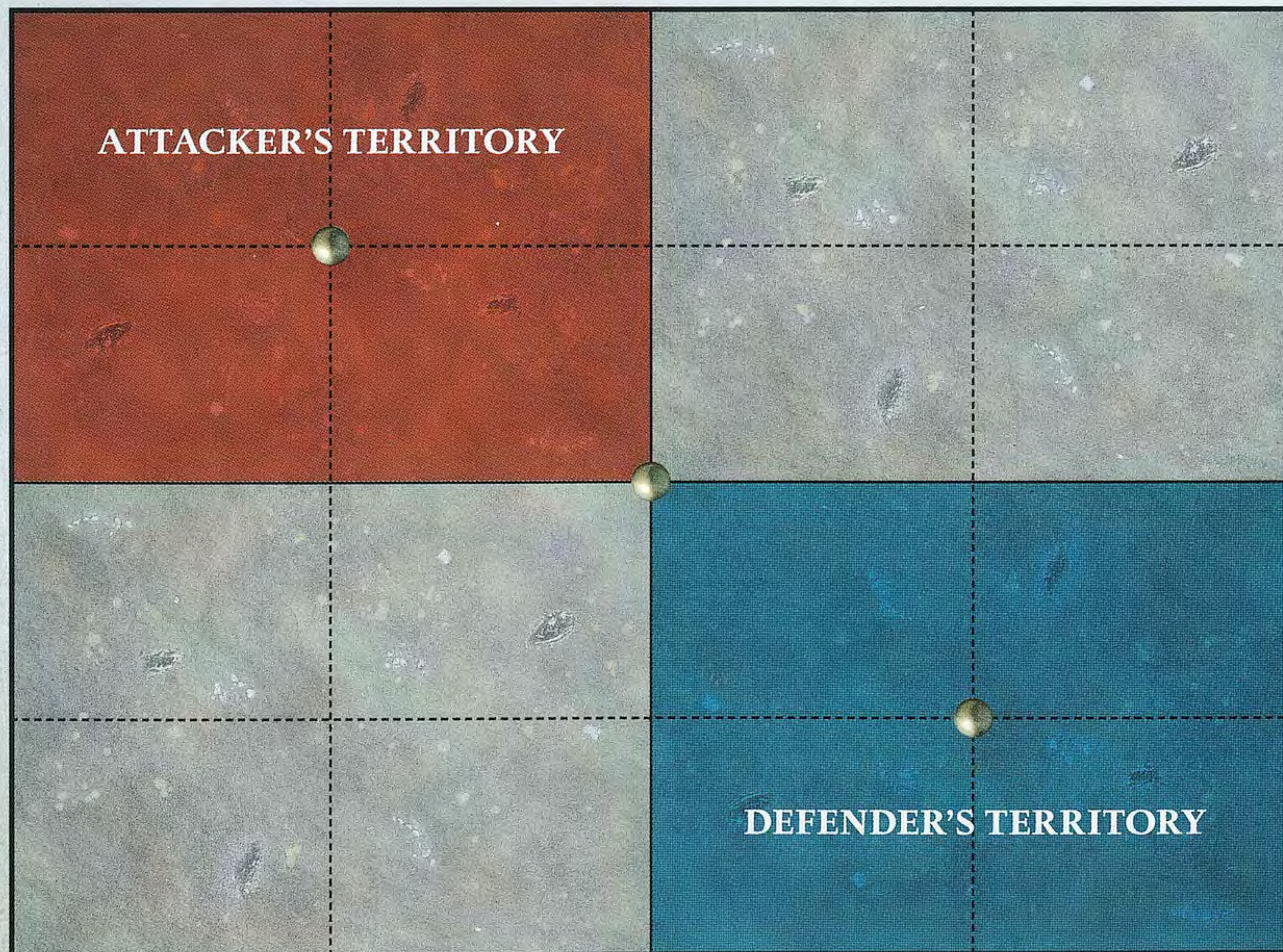
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If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



HEAD-ON COLLISION



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control the objective wholly within your territory.
- Score 2 victory points if you control the objective at the centre of the battlefield.
- Score 4 victory points if you control the objective wholly within your opponent's territory.
- Score 1 victory point if you gained control of an objective this turn and there are any friendly **GALLETIAN VETERANS** units within 6" of that objective.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN WON'T BACK DOWN

Like alpha wolves guarding a fresh kill, your troops will not relinquish their gains easily – a trait that you can use to your advantage. Harness your warriors' determination to safeguard the assets you manage to seize in this place.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

RALLY POINTS

In this battle, if a player uses the Rally command and the unit that receives the command is wholly within 6" of an objective they control, when they roll a dice for a slain model from that unit, they can return 1 slain model to that unit on a 5+ instead of only a 6. If that unit is a **GALLETIAN VETERANS** unit, they can return 1 slain model to that unit on a 4+ instead.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

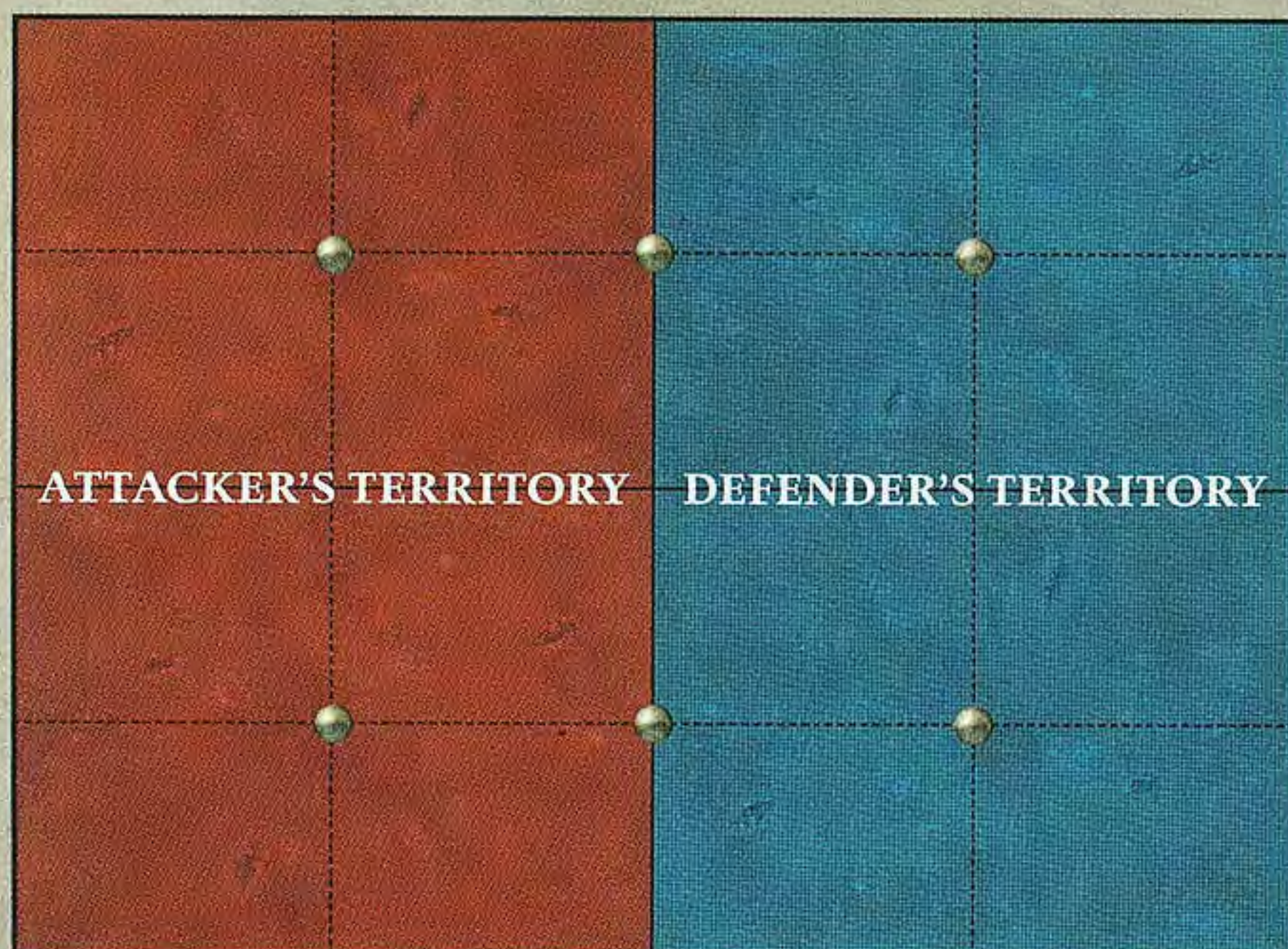
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

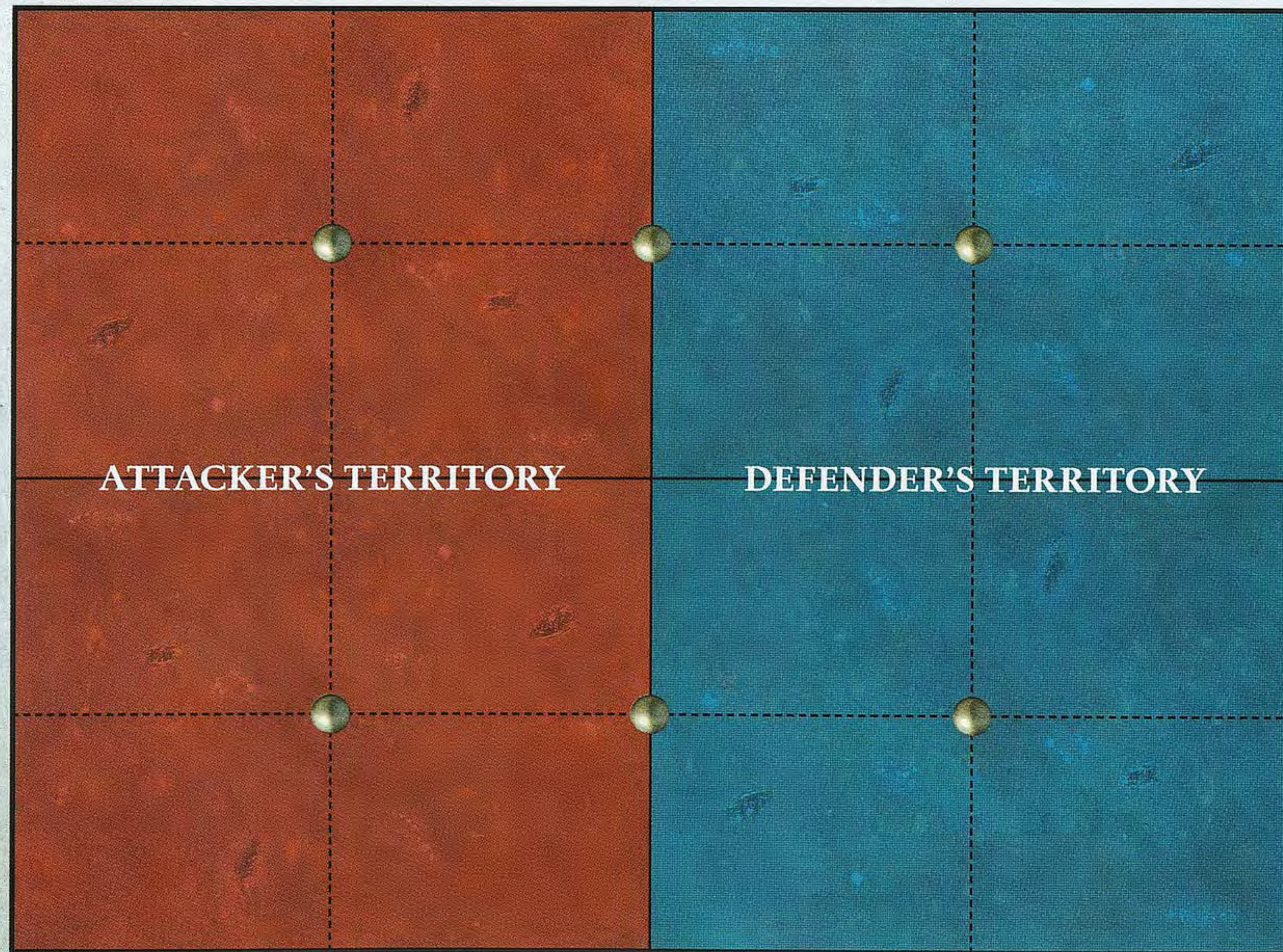
The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



WON'T BACK DOWN



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN THE SILKSTEEL NESTS

Silksteel fetches a hefty price in the markets of the realms. Your scouts have reported a cavern in the vicinity replete with the stuff, and you intend to lay claim to its bounty before the enemy does the same. Your rushed efforts to harvest the resource may well draw the attention of its unsettling creators, but this is a risk that you are willing to take!

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

PILLAGING OBJECTIVES

From the start of the second battle round, after you score victory points, you can pillage 1 objective that you control, that is wholly within your opponent's territory and that is within 1" of a friendly unit. If you do so, you score 1 additional victory point. The objective is then removed from play. You cannot pillage more than 1 objective per turn.

SCUTTLING HORRORS

After an objective has been pillaged, before it is removed from play, the player whose turn is taking place must roll 2D6 for each unit within 9" of the pillaged objective. If the roll is equal to or greater than the Bravery characteristic of that unit, that unit suffers D3 mortal wounds.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

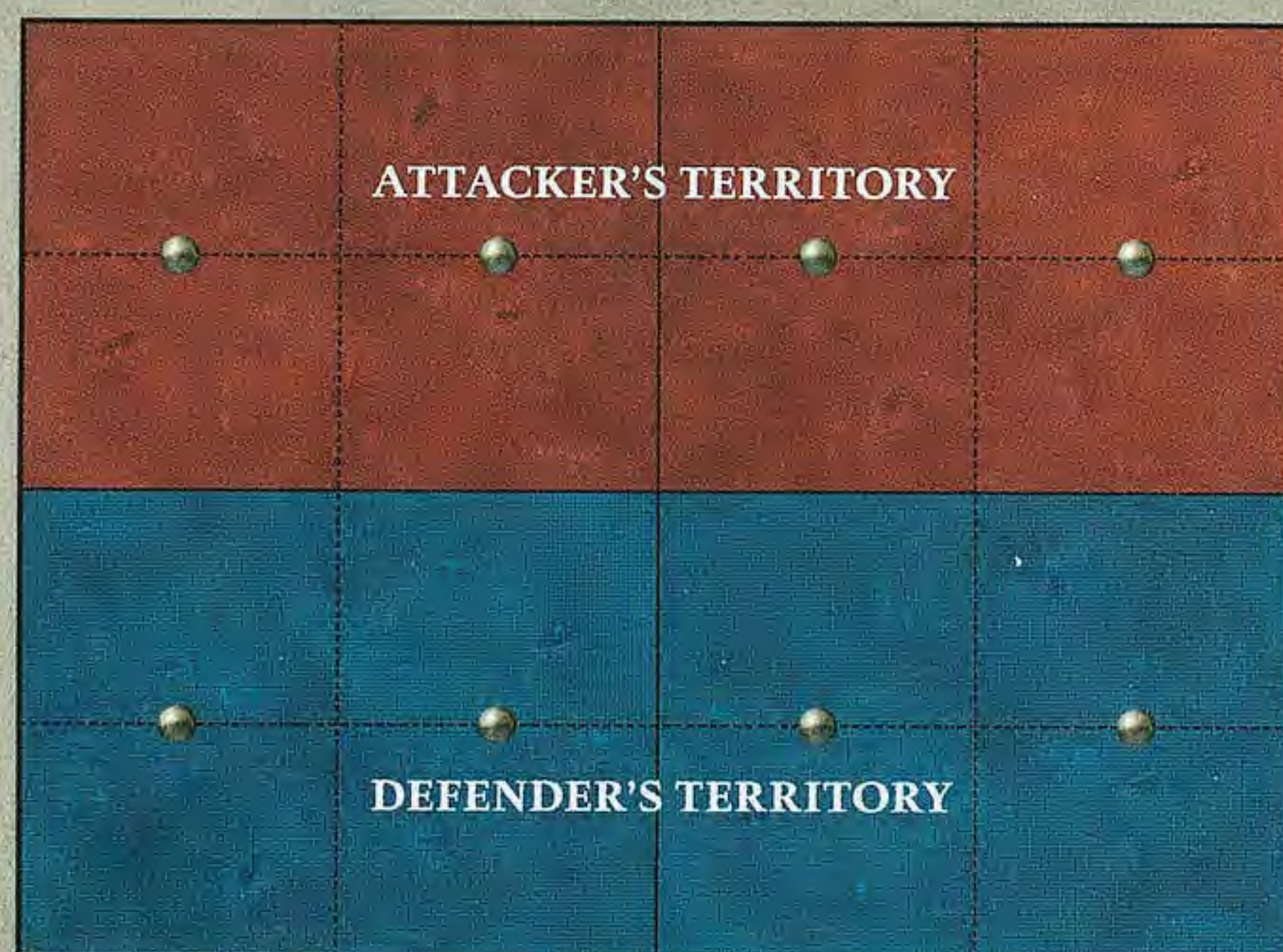


BATTLE LENGTH

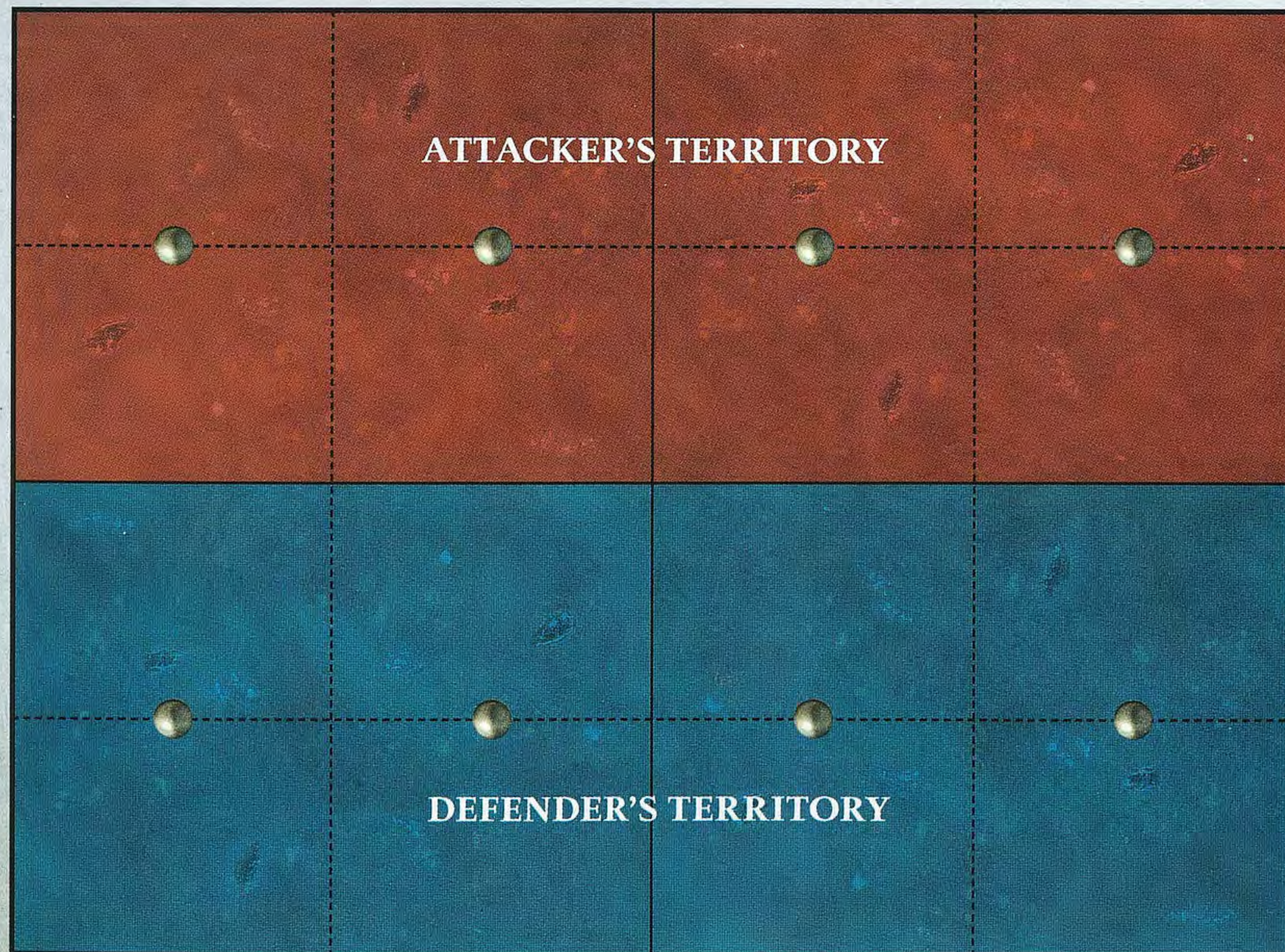
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**. If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



THE SILKSTEEL NESTS



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN CLOSE TO THE CHEST

This vast cavern is rich in the treasures of Ghur, though your learned advisors inform you that some are more valuable than others. Seize what you can, and make use of your runners to ensure that the most lucrative artefacts do not fall into the enemy's hands.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.



ALPHA OBJECTIVE

The map shows which objectives belong to which player. At the start of each player's turn, the opposing player picks 1 of their own objectives to be the **alpha objective** for that turn. For example, if it is attacker's turn, the defender picks 1 of the defender's objectives (as shown on the map) to be the alpha objective that turn.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point if you control the alpha objective.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

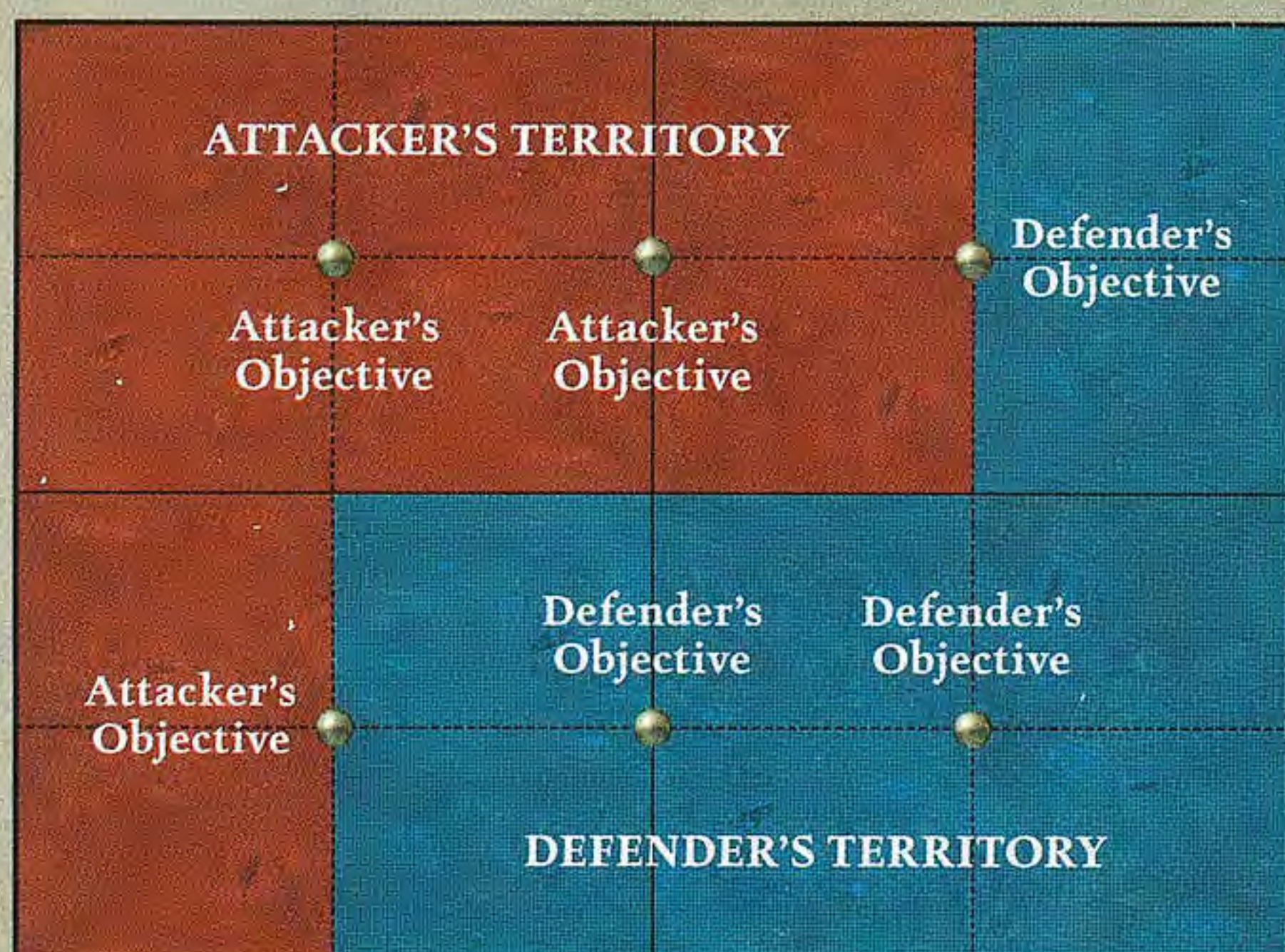
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

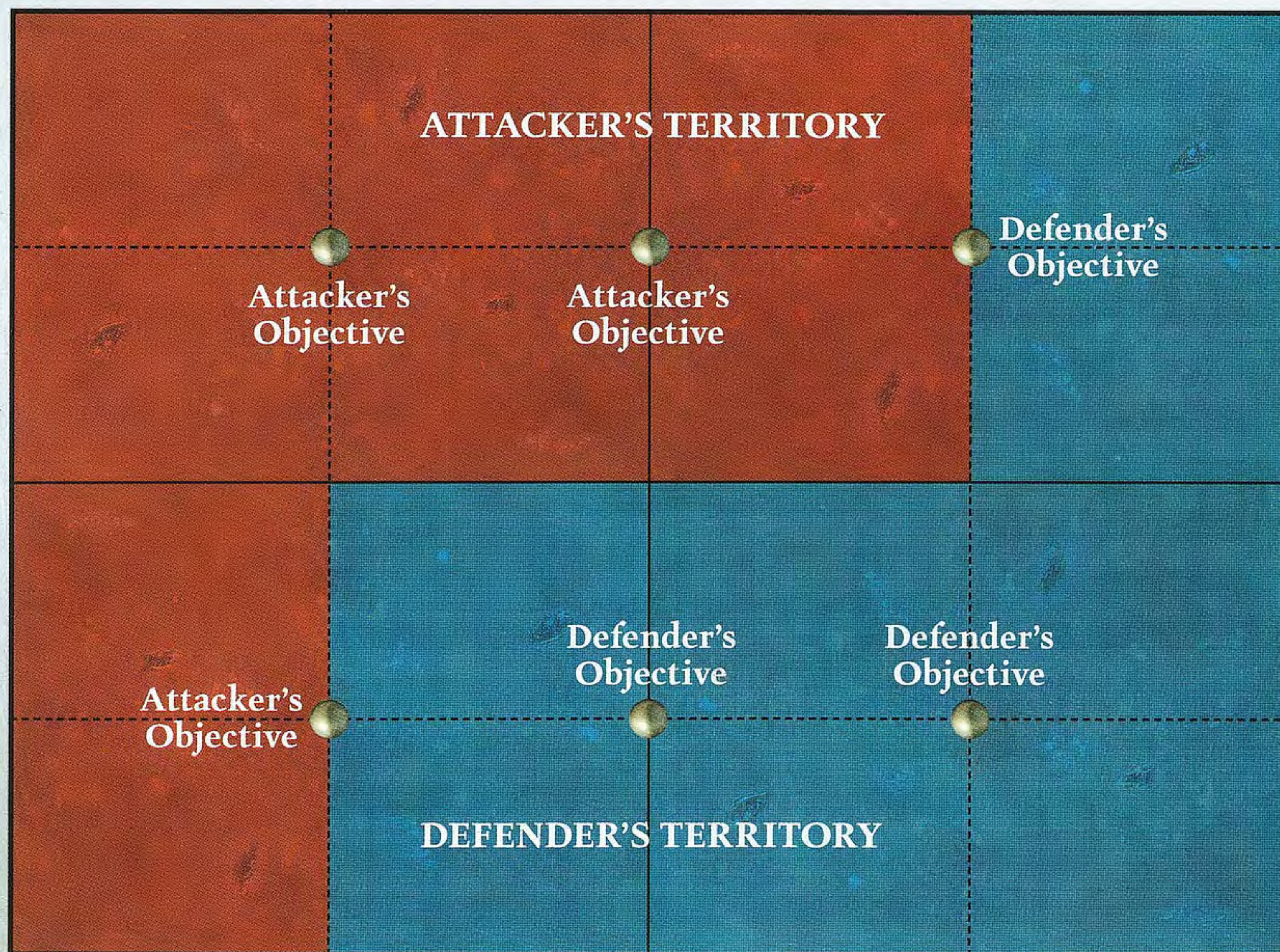
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If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



CLOSE TO THE CHEST



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point if you control the alpha objective.
- Score 2 victory points if you completed the battle tactic you picked that turn.

BATTLEPLAN TURF WAR

All bets are on the table in this confrontation. The time for clever manoeuvres is over; victory will be determined in the cut and thrust of close combat, where a warrior can see the whites of their opponent's eyes and the sweat of the combatants hangs over the melee like a reeking pall.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with

the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

NO RESERVES

All units must be set up on the battlefield before the battle begins. If a unit is set up in reserve, all of the models in the unit are slain and the unit is destroyed.



CLAUSTROPHOBIC KILLING GROUNDS

Summoned units cannot shoot or charge in the turn in which they were added to your army.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control both objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

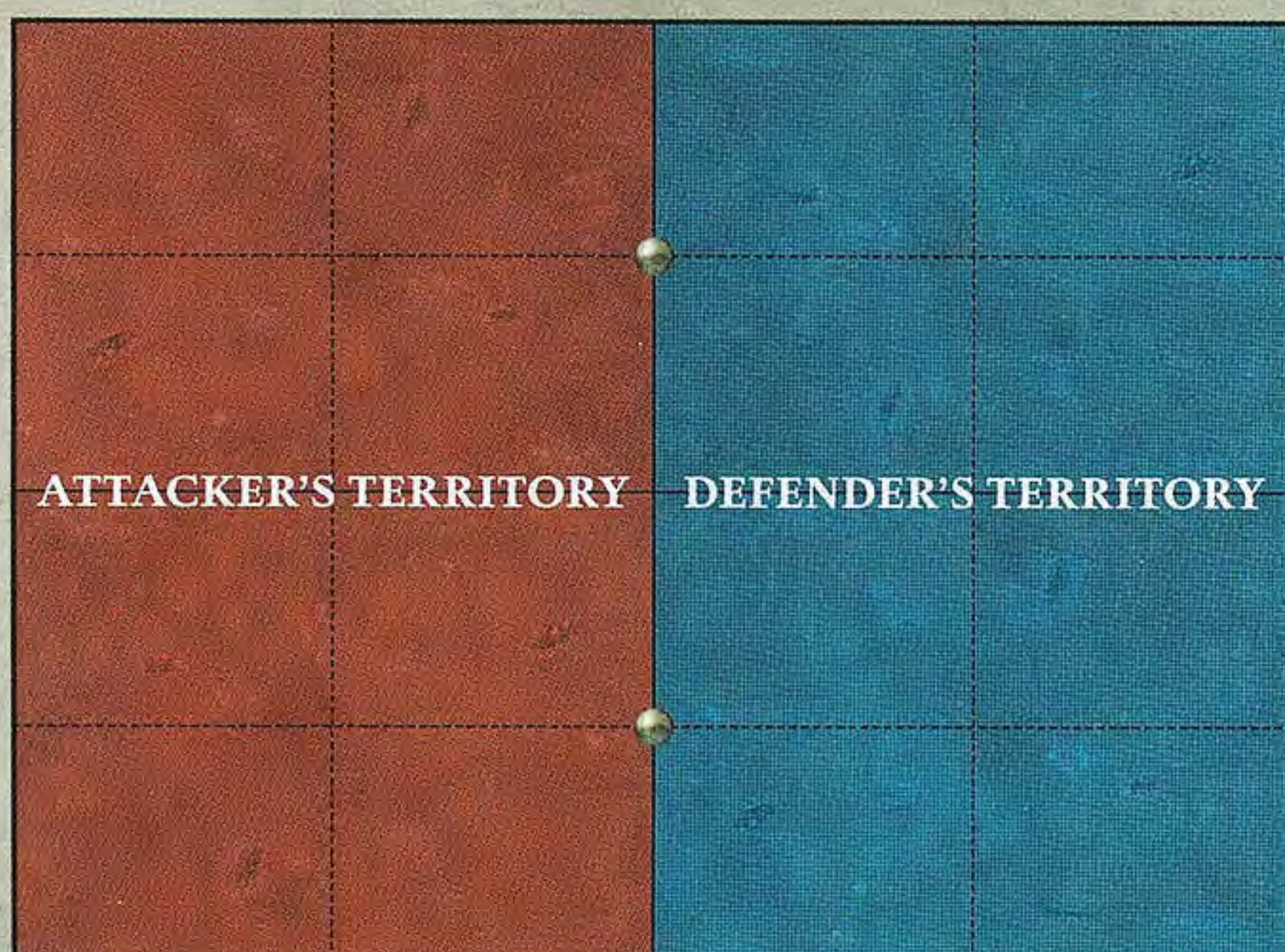
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

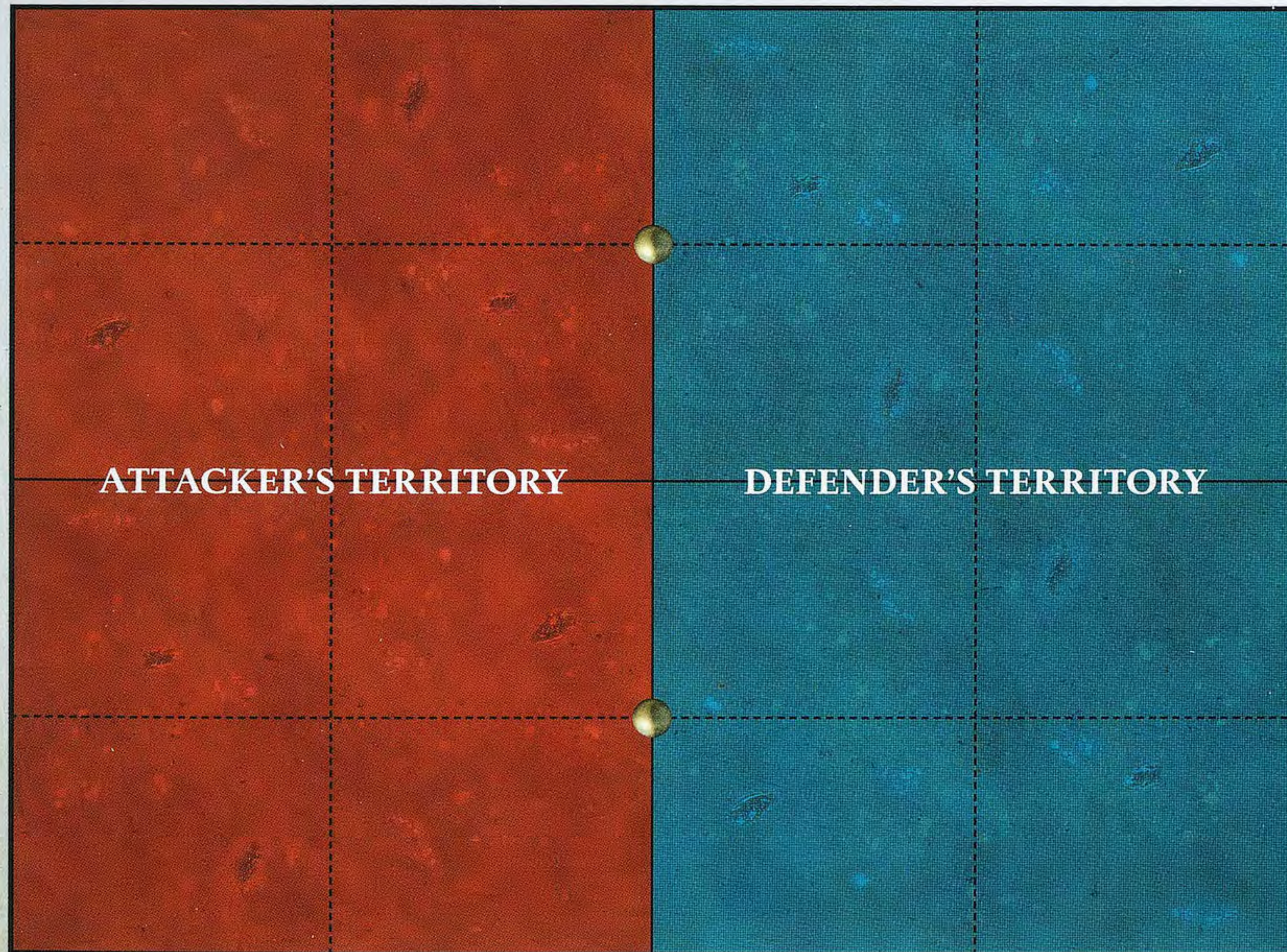
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If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



TURF WAR



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control both objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn

PITCHED BATTLE PUBLICATIONS

2022-23 – SEASON 1

As Warhammer Age of Sigmar continues to grow, naturally we will continue to write rules for the game. However, when you are playing competitively, sometimes it's hard to know which of these rules are 'legal' – in other words, which rules you can use in Pitched Battles. On this page we've provided a handy at-a-glance list which shows you all the publications whose rules you are allowed to use in Pitched Battles.

CORE

- Warhammer Age of Sigmar Core Book
- General's Handbook: Pitched Battles 2022-23 – Season 1
- Pitched Battle Profiles 2022-23 – Season 1

BATTLETOMES

- Battletome: Beasts of Chaos
- Battletome: Blades of Khorne
- Battletome: Cities of Sigmar
- Battletome: Daughters of Khaine
- Battletome: Disciples of Tzeentch
- Battletome: Flesh-eater Courts
- Battletome: Fyreslayers
- Battletome: Gloomspite Gitz
- Battletome: Hedonites of Slaanesh
- Battletome: Idoneth Deepkin
- Battletome: Kharadron Overlords
- Battletome: Lumineth Realm-lords
- Battletome: Maggotkin of Nurgle
- Battletome: Nighthaunt
- Battletome: Ogor Mawtribes
- Battletome: Orruk Warclans
- Battletome: Ossiarch Bonereapers
- Battletome: Seraphon
- Battletome: Skaven
- Battletome: Slaves to Darkness
- Battletome: Sons of Behemat

- Battletome: Soulblight Gravelords
- Battletome: Stormcast Eternals
- Battletome: Sylvaneth

EXPANSIONS

- Wrath of the Everchosen
- Broken Realms: Morathi
- Broken Realms: Teclis
- Broken Realms: Be'lakor
- Broken Realms: Kragnos

OTHER PUBLICATIONS

- Compendium: Monstrous Arcanum (excluding Warhammer Legends: Monstrous Arcanum)
- White Dwarf Battletome Updates
- Season of War: Thondia

ERRATA

Periodically we release rules errata documents for our publications that correct any errors. This includes things like outright mistakes, rules that didn't quite work the way we intended them to, and rules that have had an unforeseen and undesirable impact on the current gaming 'meta'. The errata in these documents are always considered to be a part of the publications that they are correcting, and so we don't list these documents separately here. Consequently, any rules errata for publications that are legal in a given Pitched Battle season are, by extension, also legal.



ENDLESS SPELLS UPDATE

In this section you will find the endless spell warscrolls originally from *Warhammer Age of Sigmar: Malign Sorcery* and *Soul Wars: Forbidden Power*. Many of these warscrolls have had their rules updated to accompany this season's Pitched Battles battlepack (2022-23 – Season 1), and they take precedence over all versions with an earlier publication date or no publication date.

Endless spells are one of the most exciting aspects of playing Warhammer Age of Sigmar, bringing a physical representation of arcane power to your games and synergise with the units in your army in many interesting ways.

Because endless spells work quite differently to the units in your army, an entire section of the core rules (19.3-19.5) is devoted entirely to these autonomous magical manifestations and how they fit into the turn sequence.

The abilities of many endless spells affect units from both players' armies, so before you summon one, it's important to consider that doing so may well advantage your opponent as well as you! For example, you may find that the Purple Sun of Shyish you summoned turns your general into a glittering amethyst statue! This is very much in keeping with the lore of the Age of Sigmar, after all, for arcane forces by their very nature are highly unpredictable, and with great power comes great risk...

The endless spells in this section are far from being the only endless spells that are available. There are many endless spells that are summonable only by wizards of a certain faction, such as the Lumineth Realm-lords' Rune of Petrification or Mork's Mighty Mushroom of the Gloomspite Gitz. The endless spell warscrolls for such endless spells are found in the battletome of the faction that can summon them.

BATTLEPACK



ENDLESS SPELL WARSCROLL HORRORGHAST

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 12". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Prey on Fear: *Horrorghasts devour the terror of their victims, growing more powerful as fear and panic spread like wildfire.*

Units within 12" of this endless spell cannot receive commands in the battleshock phase. In addition, if a unit fails a battleshock test within 12" of this endless spell, add D3 to the number of models that flee.



Arcane predators that feast upon fear, Horrorghasts haunt the deathly wilds of Shyish, taking on the appearance of whatever will most terrorise their prey – most often the pitiless gaze of Nagash, the Great Necromancer.



Sweeping suddenly into existence like a reaper's blade, the Aethervoid Pendulum cuts through armour, flesh and even the fabric of the realms themselves with equal ease.

ENDLESS SPELL WARSCROLL AETHERVOID PENDULUM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster. When this endless spell is set up, pivot the model so that the tip of the pendulum blade is pointing in the direction you wish the endless spell to move.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly. When you move this endless spell, it must move in a straight line in the direction the tip of the pendulum blade is pointing.

Scything Blade: *A single pass of the pendulum's blade is enough to decimate enemy ranks, sending out gory showers of severed limbs and decapitated heads as it swings.*

After this endless spell has moved, roll a dice for each unit that has any models that it passed across, and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds.

ENDLESS SPELL WARSCROLL CHRONOMANTIC COGS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

Mechanisms of Time: *The workings of the Chronomantic Cogs show the passing of seconds and aeons alike. By manipulating the cogs, a spellcaster can speed up time around them, allowing warriors to quickly close with their enemies. In the same vein, a wizard can slow time's passage so as to avoid incoming blows and provide themselves a chance to cast further spells.*

If a player has any friendly **WIZARDS** within 6" of this endless spell at the start of their hero phase, they can change whether this endless spell is increasing or decreasing the flow of time.

When you set up this endless spell, you must decide if it is increasing or decreasing the flow of time.

If it is increasing the flow of time, players can re-roll charge rolls for friendly units that are wholly within 12" of this endless spell.

If it is decreasing the flow of time, players can re-roll casting rolls for friendly **WIZARDS** that are wholly within 12" of this endless spell.



Like the procession of the heavens, the rotations of the Chronomantic Cogs control the passage of time, allowing wizards to speed or slow the events that are unfolding around them.

ENDLESS SPELL WARSCROLL EMERALD LIFESWARM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Bounteous Healing: *Squirming into the gaps between rent flesh and broken bones, the insects of the Emerald Lifeswarm seal the wounds of the living and return the dead to the fight through restorative magics.*

After this endless spell has moved, the commanding player can pick 1 unit within 3" of it. They can heal up to D3 wounds allocated to that unit or, if no wounds are allocated to it, they can return a number of slain models to that unit that have a combined Wounds characteristic of D3 or less.



Imbued with the healing powers of Ghyran, an Emerald Lifeswarm buzzes across the battlefield, seeking out the dead and dying and restoring their lives and vigour.

ENDLESS SPELL WARSCROLL GEMINIDS OF UHL-GYSH

PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the parts of the endless spell within 6" of each other and wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly. The parts of this endless spell must remain within 6" of each other.

Tendrils of Shadow and Light: *Where the Shadow Geminid leaves behind a noxious dark mist populated by illusions, the Light Geminid radiates incinerating light and bestows mind-destroying truths.*

After this endless spell has moved, roll a dice for each unit that has any models that it passed across, and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers 1 mortal wound. In addition, if a mortal wound caused by this ability is allocated to a unit and not negated, that unit cannot issue or receive commands until the start of the next combat phase.



Drawn from the twilight demi-realm between Hysh and Ulgu, the Geminids lash out with the raw magic of light and shadow, annihilating flesh and alternately filling minds with horrific lies and unbearable truths.



ENDLESS SPELL WARSCROLL MALEVOLENT MAELSTROM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Morbid Detonation: *As it gorges itself on magic and the howling spirits of the dead, the maelstrom eventually collapses under the weight of its own existence in a nova of devastating energy.*

After this endless spell is summoned, place a D6 beside it with the '1' facing up. Each time a spell is successfully cast by a unit within 12" of this endless spell and not unbound, after the effects of the spell have been resolved, increase the value of the dice beside this endless spell by 1 (to a maximum of 6). In addition, each time a model is slain within 12" of this endless spell, increase the value of the dice beside this endless spell by 1 (to a maximum of 6).

At the end of the combat phase, if this endless spell is on the battlefield, roll a dice and add the value of the dice beside this endless spell to the roll. On a 10+, each unit within 12" of this endless spell suffers D3 mortal wounds. Then, this endless spell is removed from play.

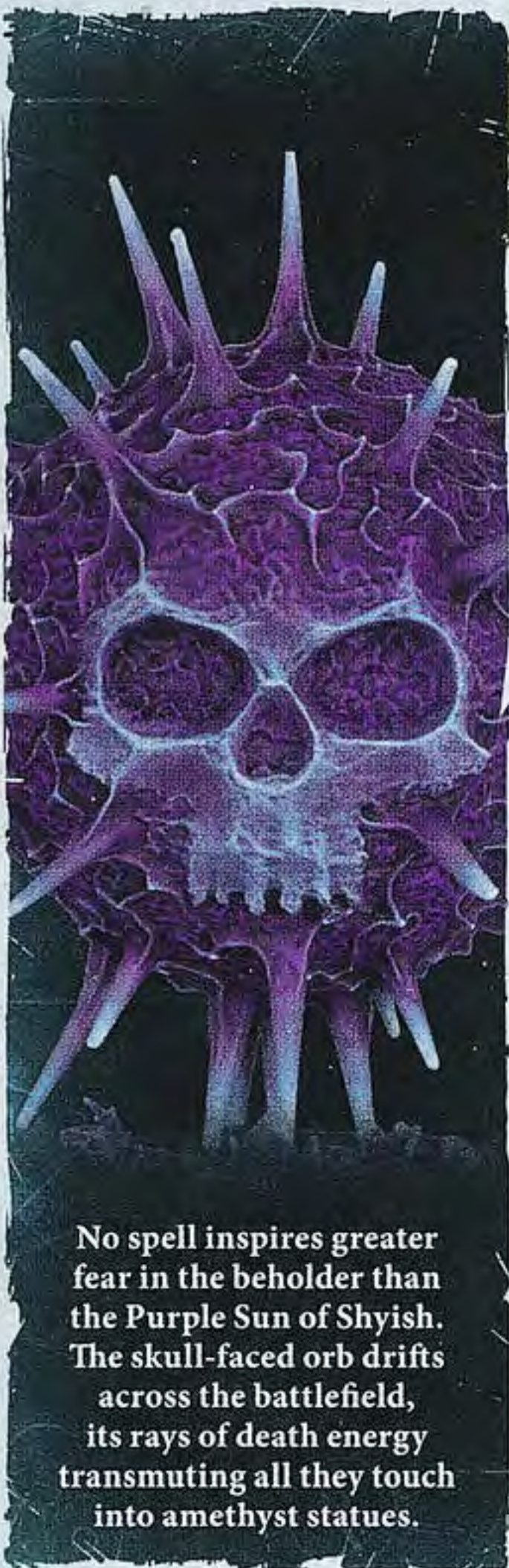


ENDLESS SPELL WARSCROLL PRISMATIC PALISADE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

Blinding Light: *The radiant beams projected from this barrier confound the aim of all within sight of it, and they grow wider by the moment.*

Units within 6" of this endless spell cannot make shooting attacks. Add 3" to the range of this ability at the start of each battle round after the turn it was summoned.



ENDLESS SPELL WARSCROLL

PURPLE SUN OF SHYISH

SUMMONING: This endless spell is summoned with a spell that has a casting value of 8 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

End Given Form: *All those touched by the dire rays of the Purple Sun of Shyish meet their final fate, their bodies crystallised and their souls ripped away to the Realm of Death.*

Subtract 1 from save rolls for attacks that target units within 6" of this endless spell. In addition, roll a dice for each unit within 3" of this endless spell after this endless spell has moved. On a 1, 1 model from that unit is slain.

No spell inspires greater fear in the beholder than the Purple Sun of Shyish. The skull-faced orb drifts across the battlefield, its rays of death energy transmuting all they touch into amethyst statues.



ENDLESS SPELL WARSCROLL

QUICKSILVER SWORDS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Dancing Blades: *With startling rapidity and efficiency, and seemingly possessed of vengeful purpose, the Quicksilver Swords cut through the enemy lines, their keen-edged blades severing not only limbs but also spirits from their bodies.*

After this endless spell has moved, you can pick 1 unit that has any models it passed across and roll 12 dice. For each 5+, that unit suffers 1 mortal wound. In addition, mortal wounds caused by this ability cannot be negated.

Borne aloft on currents of Chamonian energy, the Quicksilver Swords fly across the battlefield in tight formations before fanning out to eviscerate and behead those in their path.



ENDLESS SPELL WARSCROLL

RAVENAK'S GNASHING JAWS



Savage, unrelenting and eternally hungry, the spell known as Ravenak's Gnashing Jaws chomps its way through entire regiments of infantry, transporting its mangled prey into the stomach of a great pit-beast in Ghur.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 3D6" and can fly. You can re-roll the dice that determines how far this endless spell can move if it was summoned in the same turn.

Ravening Hunger: *Rampaging across the battlefield in a blur of bestial motion, the gnashing, razor-sharp teeth of Ravenak's Gnashing Jaws rip apart anyone and anything within reach.*

After this endless spell has moved, pick 1 unit that has any models it passed across or that is within 1" of it at the end of its move and roll a dice. On a 2+, if the roll for this endless spell's move was greater than that unit's Move characteristic, that unit suffers a number of mortal wounds equal to the difference between that unit's Move characteristic and the roll for this endless spell's move.

ENDLESS SPELL WARSCROLL

SOULSNARE SHACKLES



Decrepit chains clatter and rusted manacles grind as the Soulsnare Shackles snap at their prey, seeking to clamp down on the spirits of their victims so that they can drag them back to the Great Oubliette in Shyish.

PARTS: This endless spell has 3 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 8". If successfully cast, set up the parts of the endless spell wholly within 3" of each other and wholly within range of the caster.

Bound for the Great Oubliette: *These manacles latch onto not just the bodies of combatants but their very souls, draining them of vigour and life as they drag their quarry to a vast dungeon in Shyish.*

Units within 6" of this endless spell cannot run or attempt a charge. In addition, at the start of the movement phase, roll a dice for each unit within 6" of this endless spell. On a 6, that unit suffers D3 mortal wounds.

ENDLESS SPELL WARSCROLL

SUFFOCATING GRAVETIDE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Pulled to the Grave: *Those warriors caught in the path of a Suffocating Gravetide find themselves buffeted by churning earth and dragged by the spectral forms of the restless dead.*

After this endless spell has moved, for each unit that has any models it passed across, roll a number of dice equal to the number of models in that unit. For each 6, that unit suffers 1 mortal wound.



The spirits of the dead rise from the ground and surge forwards in a Suffocating Gravetide to smother the living, burying their victims and dragging their souls down to the Realm of Death.

ENDLESS SPELL WARSCROLL

THE BURNING HEAD

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Flaming Skull: *The Burning Head crashes into the enemy battle line with volcano-force, reducing all around it to ash before expending its arcane power in a single burst of rage.*

After this endless spell has moved, if any units are within 3" of it, roll a dice for each unit within 3" of this endless spell. On a 2+, that unit suffers D3 mortal wounds. After this endless spell causes any mortal wounds with this ability, it is removed from play.



Formed from the fires of Aqshy, the Burning Head is a blazing skull that scorches its way across the battlefield, incinerating ranks of troops and inflaming the anger of those who draw close.



Comprising a pair of shadowy mirrors, the Umbral Spellportal links two points on the battlefield, allowing wizards to cast their destructive magics and enchanting boons at incredible distances.

ENDLESS SPELL WARSCROLL UMBRAL SPELLPORTAL

PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up the parts of the endless spell wholly within range of the caster.

Arcane Passage: When looking upon an Umbral Spellportal, those versed in magic see a shadowy reflection of what lies on the other side of its twinned construct; while physical matter cannot travel through the portal, aetheric energy knows no such restriction.

Once per turn, if a **WIZARD** successfully casts a spell within 1" of this endless spell, the range, visibility and effect of that spell can be measured from 1 part of this endless spell instead of the caster. Spells that summon endless spells do not benefit from this effect.

In addition, once per turn, if a predatory endless spell starts a move within 6" of this endless spell, instead of making a move with it, the commanding player can remove that predatory endless spell from the battlefield and set it up again anywhere within 6" of the other part of this endless spell. An endless spell set up in this manner does not count as having moved.



A nightmarish fusion of bone and tortured spirit-stuff, a Soulscream Bridge disintegrates and consumes the souls of the fallen in order to tear open a makeshift pathway across reality.

ENDLESS SPELL WARSCROLL SOULSCREAM BRIDGE

PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 24". If successfully cast, set up the parts of the endless spell wholly within range of the caster.

Deathly Passage: Those who pass across a Soulscream Bridge travel the tides of deathly magic, bypassing physical obstructions.

At the start of the movement phase, the player whose turn is taking place can remove 1 friendly unit that is wholly within 6" of a part of this endless spell from the battlefield and set it up again wholly within 6" of the other part of this endless spell and more than 9" from all enemy units.

A unit cannot be removed and set up again in this way more than once per phase. A unit removed and set up again in this way cannot make a normal move or run in the same phase.



These cracked prisms of black stone orbit the battlefield in pairs, necromantic energy spilling from their breached surfaces in a sickening stream, sapping the spirit and life force of all those it passes over.

ENDLESS SPELL WARSCROLL

SHARDS OF VALAGHARR

PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up the parts of the endless spell wholly within 12" of each other and wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. When you pick this endless spell to move, remove 1 of its parts from the battlefield and set it up again wholly within 12" of its other part.

Ensnaring Soul-drain: *The foul energies of the Shards of Valagharr link one prism to another, ensnaring nearby creatures in a web of animus-draining magic.*

After this endless spell has moved, draw a straight line between the closest points of each part of this endless spell. Each unit passed across by this line is ensnared until the end of that turn. Halve the Move characteristic of a unit that is ensnared. In addition, a unit that is ensnared cannot fly or be removed from the battlefield with an effect that would allow it to be set up again in the same turn.



The splintered echo of an ancient underworld deity, Lauchon the Soulseeker sails the swirling tides of death, drawn by the lure of powerful spirits. Spellcasters can join his macabre odyssey, if they are willing to offer a fitting sacrifice.

ENDLESS SPELL WARSCROLL

LAUCHON THE SOULSEEKER

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 18" and can fly.

Soul Price: *The Soulseeker knows the location of every spirit in the realms, and can swiftly guide a spellcaster to that which they seek. In return, it demands a heavy toll.*

Before the commanding player moves this endless spell, they can pick 1 friendly **WIZARD** wholly within 3" of this endless spell. Remove that **WIZARD** from the battlefield. After this endless spell has moved, set that **WIZARD** up again wholly within 3" of this endless spell and more than 9" from all enemy units. After that **WIZARD** has been set up, it suffers 1 mortal wound. That **WIZARD** can make a normal move or run in the following movement phase.



THE RULES

This section explains how to play games of Warhammer Age of Sigmar with your collection of Citadel Miniatures. It also includes the Player's Code, a handy set of guidelines that will help you and your opponent get the most out of your games.

THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.'

We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code', which you can see opposite.

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

THE CORE RULES

The core rules are the foundation of playing games of Warhammer Age of Sigmar. These rules show you how your models move, cast magic spells, shoot their missile weapons, charge into battle and fight with their close-range weapons – basically everything you need to start waging war with your Citadel Miniatures! The core rules provide you with the key mechanics that govern how everything works – from battle-hardened infantry to gigantic monsters – allowing you to quickly build up from your first few simple games to grand spectacles of large-scale conflict.

OFFICIAL ERRATA

This book includes the corrections from the Official Errata for the Warhammer Age of Sigmar core rules at the time of going to print.



● THE PLAYER'S CODE ●

CARDINAL RULES

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

PRINCIPLES

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



Some words appear in **rules bold**. This indicates that these are important terms that are used throughout the rules for Warhammer Age of Sigmar.

The title for each core rule has a section number. These will help you quickly find a rule that is referenced elsewhere in the core rules. For example '(see 2.0)' means that you should refer to section 2.0 – The Battlefield.

Citadel Miniatures are also used to represent terrain features (see 17.0), endless spells (see 19.3) and invocations (see 20.3). However, only the Citadel Miniatures that represent the warriors in your army are considered to be 'models' for rules purposes.



A model with a base.

THE CORE RULES

The following rules explain how to use your collection of Citadel Miniatures to play a game of Warhammer Age of Sigmar.

1.0 CORE CONCEPTS

This section of the core rules contains important principles that are used in all games of Warhammer Age of Sigmar.

1.1 FACTIONS, BATTLETOMES AND BATTLEPACKS

To play a game of Warhammer Age of Sigmar, first you must pick the **factions** you wish to include in your **army** (see 1.4). Each faction has its own **battletome**, which contains the **warscrolls** (see 1.3.1), **Pitched Battle profiles** (see 25.0) and **allegiance abilities** (see 27.0) for that faction. Then, you and your opponent must agree upon a **battlepack** to use (see 28.0). The battlepack contains instructions on how to pick your army, set up the battlefield (see 2.0), and what you need to do in order to win the battle.

1.2 MODELS

The Citadel Miniatures that make up your army are referred to as **models**. Most models have a plastic **base** that allows them to be stood on the battlefield and that are used when measuring distances to or from the model (see 1.5.1). The base is considered to be part of the model for rules purposes. A model cannot be set up or end a move on top of another model, either wholly or partially.

1.2.1 FRIENDLY AND ENEMY MODELS

Models from your army are referred to as **friendly** models, and models from your opponent's army are referred to as **enemy** models. If a rule states that it affects models without specifying whether they are friendly or enemy, then it affects friendly **and** enemy models.

1.2.2 REMOVED FROM PLAY

Sometimes models will be **removed from play**, most commonly if they are **slain** (see 14.2) or **flee** (see 15.1) or to make their unit **coherent** (see 1.3.3). Place models that have been removed from play to one side, so they are no longer on the battlefield. They are no longer part of your army.

1.3 UNITS

Models are organised into **units**. A unit is a group of one or more models that use the same warscroll (see 1.3.1). The number of models in a unit is shown on its Pitched Battle profile (see 25.0). A unit is destroyed when the last model in the unit is removed from play.

1.3.1 WARSCROLLS

Every unit has a **warscroll**, which provides information that is needed to use it in a game. You can find out more about warscrolls in section 22.0. Warscrolls are also provided for endless spells (see 19.3), invocations (see 20.3) and faction terrain features (see 23.0).

1.3.2 KEYWORDS

Every warscroll includes a list of **keywords** that apply to all of the models in a unit that uses that warscroll. Keywords appear in **KEYWORD BOLD** in the rules and are used to identify one or more units. For example, a rule might say that it applies to **STORMCAST ETERNALS** units. This means that the rule would apply to all units that have the **STORMCAST ETERNALS** keyword on their warscroll.

1.3.3 UNIT COHERENCY

Units must be set up and finish every move as a single **coherent** group. A unit with **2 to 5 models** is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 1 other model in the unit. A unit with **more than 5 models** is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 2 other models in the unit. If a friendly unit is not coherent at the end of a turn or after you set it up, you must remove models in the unit from play, one at a time, until it is coherent.

1.4 ARMIES

Each player in a game of Warhammer Age of Sigmar is the **commander** of an **army**. All of the units in your army must be from the factions you picked for your army (see 1.1). The battlepack you are using will explain how to pick the units in your army (see 28.0). An **army roster** that can be used to record the units in your army is included at the end of the rules.

1.4.1 ENDLESS SPELLS, INVOCATIONS AND FACTION TERRAIN

Your army can include 1 **endless spell** (see 19.3) for each **WIZARD** in your army and 1 **invocation** (see 20.3) for each **PRIEST** in your army. In addition, your army can include 1 **faction terrain feature** (see 23.0).

1.4.2 YOUR GENERAL

After you have picked your army, you must pick 1 model in your army to be your **general**. Generals are used to generate **command points** (see 6.0).

The singular and plural forms of a keyword are synonymous for rules purposes. For example, a 'BLOODLETTER unit' means the same as a 'BLOODLETTERS unit'.

Units that are set up in a location other than on the battlefield, for example, reserve units (see 3.1), are always considered to be set up in a coherent group.

A warscroll



KEYWORDS ORDER, STORMCAST ETE



Each model in the Vindictors unit must be within 1" of at least 1 other model in the unit. Each model in the Guttrippaz unit must be within 1" of at least 2 other models in the unit (see 1.3.3).

*Sometimes a rule will say that a model or unit needs to be **wholly within** a distance of something else. A **model** is wholly within a certain distance of something if every part of its base is within the stated distance. A **unit** is wholly within a certain distance of something if every part of the bases of all of the models in the unit are within the stated distance.*

In most cases, modifiers are cumulative. However, some dice rolls, such as hit and wound rolls, will specify that the roll cannot be modified by more than +1 or -1. When this is the case, add up all the modifiers that apply, and if the total is more than +1 or -1, treat it as being either +1 or -1 as appropriate.

1.5 TOOLS OF WAR

In order to play a game of Warhammer Age of Sigmar, you will need some six-sided dice and a ruler or tape measure marked in inches (").

1.5.1 MEASURING DISTANCES

Distances in Warhammer Age of Sigmar are measured in inches ("). The distance between two models is measured between the closest points on the bases of the models. If a model does not have a base, measure to and from the closest point on the model instead. You can measure distances whenever you wish.

When measuring the distance between units, always measure between the closest models from each unit. For example, a unit is within 12" of another unit as long as at least one model in one of the units is 12" or less from at least one model in the other unit.

Sometimes a rule will require you to draw a straight line between two models or two points on the battlefield. When this is the case, the line is an imaginary one and is assumed to be 1mm wide.

1.5.2 DICE

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to **D6**). Often when a dice is rolled, a **target number** must be equalled or exceeded for the roll to be a **success**. A target number is usually written as a number followed by a plus sign. For example, if a roll requires a roll of 3 or more to be a success, the target number would be '3+'.

Some rules refer to 2D6, 3D6, and so on. These are referred to collectively as **xD6** rolls. When making an xD6 roll, roll a number of dice equal to 'x' and add them together. A **double** is a 2D6 roll where the dice used to make the roll show the same number before modifiers are applied. If a rule requires you to roll a **D3**, roll a dice and halve the total, rounding up.

1.5.3 ROLLING OFF

Sometimes a rule may require the players to **roll off**. To roll off, each player rolls a dice, and whoever rolls highest wins. If a roll-off is tied, roll off again. You cannot re-roll or modify the dice when you roll off.

1.5.4 RE-ROLLS

Some rules refer to **re-rolls**. To make a re-roll, roll the dice used for the roll again. You cannot re-roll a dice roll more than once. If a rule allows you to re-roll an xD6 roll, you must re-roll all of the dice used for the roll.

1.5.5 DICE ROLL MODIFIERS

Sometimes a **modifier** will apply to a dice roll. Modifiers are applied after re-rolls. Rules that refer to an **unmodified** roll are referring to the dice roll after re-rolls have been made but before modifiers are applied. If a rule instructs you to pick or change a roll, do so after re-rolls are made but before modifiers are applied.



1.6 ABILITIES AND EFFECTS

Every warscroll includes **abilities**, each of which has an **effect**. When an ability is used, its effect is applied. In addition, most effects have **restrictions**. Abilities can also be found in sets of allegiance abilities (see 27.0) and in the rules for battalions (see 26.0). An example ability is shown below:

Hawk of the Celestial Skies: *The sight of Yndrasta's seraphic form soaring overhead inspires her warriors with immeasurable resolve.*

Do not take battleshock tests for friendly **STORMCAST ETERNALS** and **CITIES OF SIGMAR** units wholly within 12" of this unit.

1.6.1 ABILITIES AND PHASES

Most abilities are used in one of the phases of a turn (see 5.0). Abilities can only be used in the phase specified in their rules.

An ability may say that it is used at the **start of the phase** or at the **end of the phase**. If it does not specify, then it is used **during the phase**. Abilities that are used at the start of a phase are used before anything else happens in the phase, while abilities used at the end of the phase are used after anything else happens in the phase. Abilities that are used during a phase can be used at any time in the phase, as long as they are used after abilities that are used at the start of the phase and before abilities that are used at the end of the phase.

1.6.2 SIMULTANEOUS EFFECTS

If the effects of two or more abilities would be applied at the same time in a turn, the player whose turn is taking place applies the effects of their abilities first, one at a time, in the order they desire. Their opponent then does the same.

If the effects of two or more abilities would be applied at the same time other than during a turn, the players roll off and the winner applies the effects of their abilities first, one at a time, in the order they desire. Their opponent then does the same.

1.6.3 CONTRADICTORY EFFECTS

When the effects of two or more abilities are contradictory, the last one that was applied takes precedence.

1.6.4 TRIGGERED EFFECTS

The effects of some abilities are applied when a dice roll **triggers** them. For example, the effect of an ability might be triggered if the unmodified hit roll for an attack is 6. A triggered effect is applied immediately after the roll that triggered it. If two or more effects are triggered by the same roll, only one of those effects can be applied. The player who made the roll must pick which effect is applied.

1.6.5 SHOOTING OR FIGHTING MORE THAN ONCE

The effects of some abilities allow a unit to shoot (see 10.1) or fight (see 12.1.1) more than once in the same phase. However, the effect of an ability cannot allow a unit to shoot or fight more than twice in the same phase (this is an exception to the principle that the effects of abilities take precedence over core rules).

If the effect of an ability contradicts a core rule, then the effect takes precedence.

The effect of the 'Hawk of the Celestial Skies' ability is that the player commanding the unit with the ability does not take battleshock tests for the listed units; the restriction is that the effect only applies to those units if they are wholly within 12" of the unit with the ability.

*Effects that allow a unit to fight at the start or end of the combat phase are called **strike-first effects** and **strike-last effects** respectively. Special rules apply to when units with these effects attack (see 12.4).*

*When something is **affected** by an ability, it means that the effect of that ability is applied to the thing in question.*

If the effect of an ability modifies a core rule, then all restrictions that apply to the core rule still apply unless the effect specifically notes otherwise.

*Some abilities have an area of effect. For example, Yndrasta's 'Hawk of the Celestial Skies' ability affects all friendly **STORMCAST ETERNALS** and **CITIES OF SIGMAR** units wholly within 12" of her. In such cases, the effect of the ability is considered to be applied as soon as the affected unit is within the specified distance, not necessarily when it benefits from the effect.*

If the players agree, they can use a battlefield that has been modelled to include hills and slopes. When this is the case, the hills and slopes are considered to be open ground.

Reserve units are picked as part of your army before the battle begins, while summoned units are units added to your army once the battle is underway. Models that have been removed from play can be used as part of a summoned unit.

2.0 THE BATTLEFIELD

The **battlefield** is a flat surface upon which the models can stand, such as a dining table or the floor. The size of the battlefield will be determined by the battlepack you have decided to use (see 28.0). The terrain on the battlefield is represented by scenery pieces from the Warhammer Age of Sigmar range, which are called **terrain features** in the rules (see 17.0). The battlepack you are using will tell you how to set up the terrain features (see 28.2.3). The rest of the battlefield is **open ground**.

3.0 DEPLOYMENT

After the battlefield has been prepared, you and your opponent must **deploy** your armies. The battlepack you are using will explain how deployment takes place (see 28.2.4).

3.1 RESERVE UNITS AND SUMMONED UNITS

Sometimes a rule will allow you to set up a unit in a location other than the battlefield as a **reserve unit**. A unit that is added to your army once the battle is underway is called a **summoned unit**.

When you set up a reserve unit, either during deployment or once the battle is underway, you must tell your opponent that the unit is **in reserve** and keep it to one side instead of placing it on the battlefield. At the start of the fourth battle round, units that are still in reserve are destroyed. Units cannot cast spells or use abilities while they are in reserve unless the spell or ability specifically says it can be used by reserve units.



4.0 BATTLE ROUNDS

A battle is fought in a series of **battle rounds**. At the **start of the battle round**, the players make a **priority roll** and then each player takes 1 **turn**. Each turn is split into 6 **phases**. Once the second turn has finished, it is the **end of the battle round** and then a new one begins.

4.1 THE PRIORITY ROLL

At the start of each battle round, the players must roll off. This is called the **priority roll**. The winner has **priority** in that battle round and must decide who will take the first turn and who will take the second turn.

In the event of a tied priority roll, do not roll off again. Instead, if it is the first battle round, the player who finished deploying their army first has priority. Otherwise, the player who went first in the previous battle round has priority.

4.1.1 STARTING COMMAND POINTS

After determining who will take which turn, the player who will take the first turn receives 1 **command point** (see 6.0) and the player who will take the second turn receives 2 command points.

5.0 TURN SEQUENCE

When it is your turn, you must carry out the phases in your turn in the following **turn sequence**.

- 1 Hero Phase (see 7.0)
- 2 Movement Phase (see 8.0)
- 3 Shooting Phase (see 10.0)
- 4 Charge Phase (see 11.0)
- 5 Combat Phase (see 12.0)
- 6 Battleshock Phase (see 15.0)

When a rule refers to one of **your** phases (for example, **your hero phase**), it means that phase in your turn.

When a rule refers to **the** or **a** phase (for example, **the hero phase** or **a hero phase**), it means that phase in either player's turn.

Command abilities that are used in the hero phase can be found on the next page. Those that are used in other phases appear later in the core rules.

6.0 COMMAND POINTS

Command points allow you to use **command abilities**. You receive command points at the start of the battle round after priority is determined (see 4.1). In addition, if your general is on the battlefield at the start of the hero phase, you receive 1 command point. At the end of the battle round (see 16.0), any command points that have not been used are lost.

6.1 USING COMMAND ABILITIES

To use a command ability, you must spend 1 command point, pick 1 friendly model to **issue** the command, and pick 1 friendly unit to **receive** the command. Unless noted otherwise, the models that can issue commands and the units they can issue them to are as follows:

- Unit champions can issue commands to their own unit (see 22.3.2).
- **HEROES** can issue commands to units that are wholly within 12" of them.
- **Generals** can issue commands to units that are wholly within 18" of them.
- **TOTEMS** can issue commands to units that are wholly within 18" of them.

Each command ability will say when it can be used and what effect it has on the unit that receives it. A model cannot issue more than 1 command in the same phase and a unit cannot receive more than 1 command in the same phase. In addition, you cannot use the same command ability more than once in the same phase (even for different units).

7.0 HERO PHASE

At the start of the **hero phase**, starting with the player whose turn is taking place, *each* player can pick 1 **HERO** to perform a heroic action (see 7.1), and *each* player receives 1 command point if their general is on the battlefield (see 6.0). In addition, in your hero phase, you can use friendly **WIZARDS** to attempt to cast spells (see 19.0), friendly **PRIESTS** to chant prayers and attempt to banish invocations (see 20.0), and both to attempt to dispel endless spells (19.3). In the enemy hero phase you can use friendly **WIZARDS** to attempt to unbind spells (see 19.2).

7.1 HEROES AND HEROIC ACTIONS

A unit with the **HERO** keyword on its warscroll is a **HERO**. At the start of the hero phase, you can carry out 1 **heroic action** from the table below with 1 friendly **HERO**. The effect of the heroic action is treated in the same way as the effect of an ability for rules purposes (see 1.6).

HEROIC ACTIONS



Heroic Leadership: Pick 1 friendly **HERO** and roll a dice. Add 2 to the roll if your general has been slain. On a 4+, you receive 1 command point that can only be spent during that turn to allow that **HERO** to issue a command.



Heroic Willpower: Pick 1 friendly **HERO** that is not a **WIZARD**. If it is the enemy hero phase, that **HERO** can attempt to unbind 1 spell in that phase as if they were a **WIZARD**. If it is your hero phase, that **HERO** can attempt to dispel 1 endless spell in that phase as if they were a **WIZARD** (you can still only attempt to unbind or dispel the same spell or endless spell once in the same phase).



Their Finest Hour: Pick 1 friendly **HERO**. Add 1 to wound rolls for attacks made by that **HERO** until the end of that turn, and add 1 to save rolls for attacks that target that **HERO** until the end of that turn. You cannot carry out this heroic action with the same **HERO** more than once in the same battle.



Heroic Recovery: Pick 1 friendly **HERO** that is more than 3" from all enemy units and make a heroic recovery roll by rolling 2D6. If the roll is less than that **HERO**'s Bravery characteristic, you can heal up to D3 wounds allocated to that **HERO**. If the roll is equal to that **HERO**'s Bravery characteristic, you can heal 1 wound allocated to that **HERO**.

7.2 HERO PHASE COMMAND ABILITIES

You can use the following command ability in the hero phase (see 6.1):

Rally: *At a shouted command, injured warriors stagger back to their feet and prepare to fight once more.*

You can use this command ability at the start of the hero phase. The unit that receives the command must be more than 3" from all enemy units. Roll 1 dice for each slain model from that unit. For each 6, you can return 1 slain model to that unit.

8.0 MOVEMENT PHASE

In your **movement phase**, you can pick 1 friendly unit that is more than 3" from all enemy units and declare that it will make a **normal move** or that it will **run**, or you can pick 1 friendly unit that is within 3" of an enemy unit and declare that it will **retreat**.

Once you have moved the models in that unit, you can pick another friendly unit and declare that it will make a normal move, run or retreat, and so on, until as many units as you wish have either made a normal move, run or retreated. Once you have made a normal move, run or retreated with a unit, you cannot pick it again in that phase.

8.1 NORMAL MOVE

When you pick a unit to make a **normal move**, you can move each model in that unit a distance in inches equal to or less than the **Move** characteristic shown on the unit's warscroll. Units cannot move within 3" of enemy units when making a normal move.

8.2 RETREAT

When you pick a unit to **retreat**, you can move each model in that unit a distance in inches equal to or less than the Move characteristic shown on the unit's warscroll. The unit must end the move more than 3" from all enemy units. You cannot shoot or attempt a charge later in the turn with a unit that has retreated.

8.3 RUN

When you pick a unit to **run**, you must make a **run roll** for the unit by rolling a dice. Add the run roll to the Move characteristic of all models in the unit until the end of that phase. You can then move each model in that unit a distance in inches equal to or less than their modified Move characteristic. No part of a run can be within 3" of an enemy unit. You cannot shoot or attempt a charge later in the turn with a unit that has run.

8.4 MOVEMENT PHASE COMMAND ABILITIES

You can use the following command abilities in the movement phase (see 6.1):

At the Double: *Eager for battle, the warriors pick up their pace and surge towards the enemy.*

You can use this command ability after you declare that a friendly unit will run. That unit must receive the command. The run roll is not made for that unit. Instead, 6" is added to that unit's Move characteristic in that phase. The unit is still considered to have run.

Redeploy: *As the enemy draw close, battle-hardened warriors adjust their position to leave their foe at a disadvantage.*

You can use this command ability in the enemy movement phase after an enemy unit finishes a normal move, run or retreat. The unit that receives the command must be within 9" of that enemy unit and more than 3" from all enemy units. You can make a D6" move with the unit that receives the command, but it must finish the move more than 3" from all enemy units and cannot shoot later in the turn.

The rules that explain how to make a move with a model can be found on the next page.

You can either choose for a unit to run or choose for it to retreat. It cannot do both.

9.0 MOVEMENT

You can change the position of a model on the battlefield by making a **move** with the model. Models can be moved in the movement phase (see 8.0), the charge phase (see 11.0) and the combat phase (see 12.0), and some abilities allow you to move a model at other times, such as in the hero phase.

To move a model, first trace a **path** over the surface of the battlefield showing the route the model will travel. You can trace the path in any direction or combination of directions, as long as it does not pass through other models or over the edge of the battlefield, and as long as the length of the path is not greater than the distance the model is allowed to move.

Then, move the model along the path to the new location. You can pivot the model freely as you move it along the path. No part of the model's base can pass across the base of another model or over the edge of the battlefield, and at the end of the move no part of the model's base can be further from its starting location than the distance the model is allowed to move.

9.1 UNIT COHERENCY

After you have moved all of the models in a unit, it must be coherent (see 1.3.3). If it is impossible for a unit to be coherent after it has moved, you cannot move that unit.

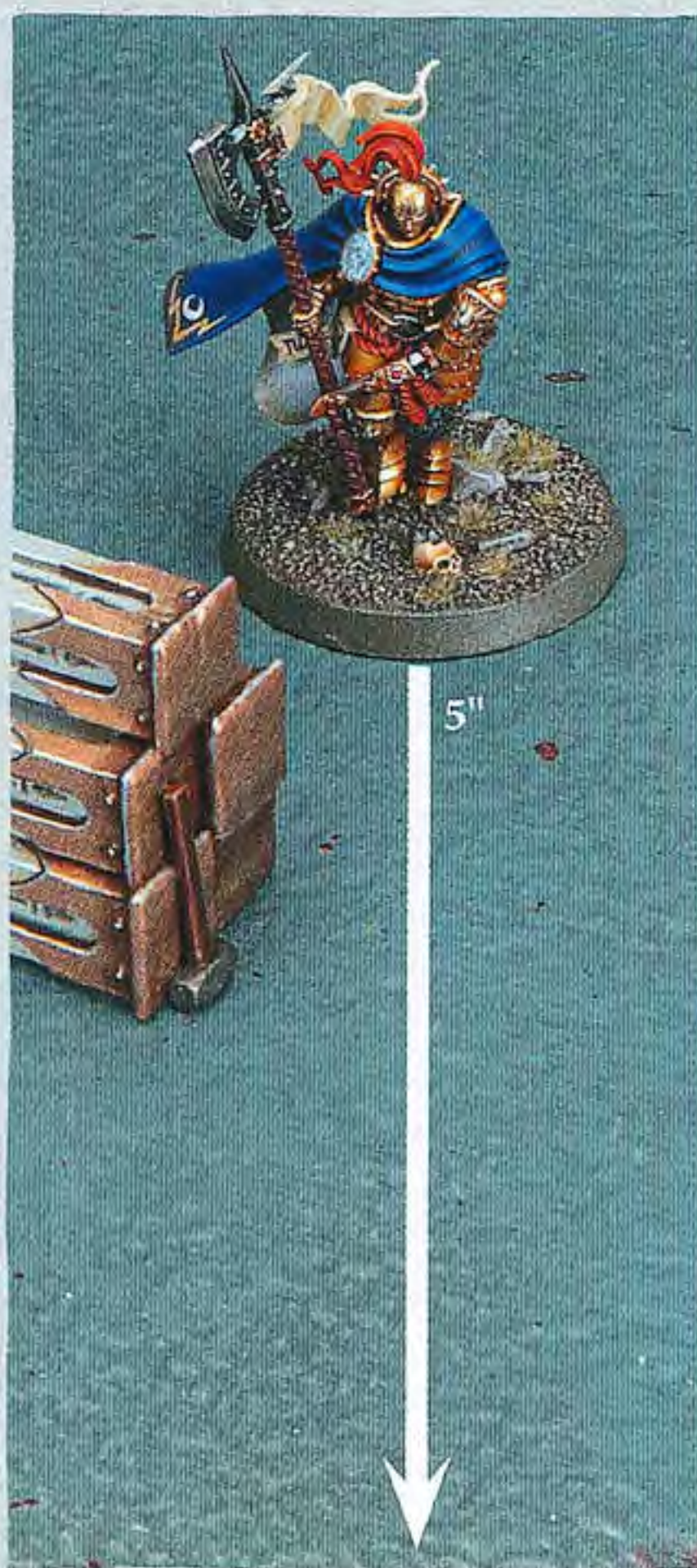


9.2 REMAINING STATIONARY

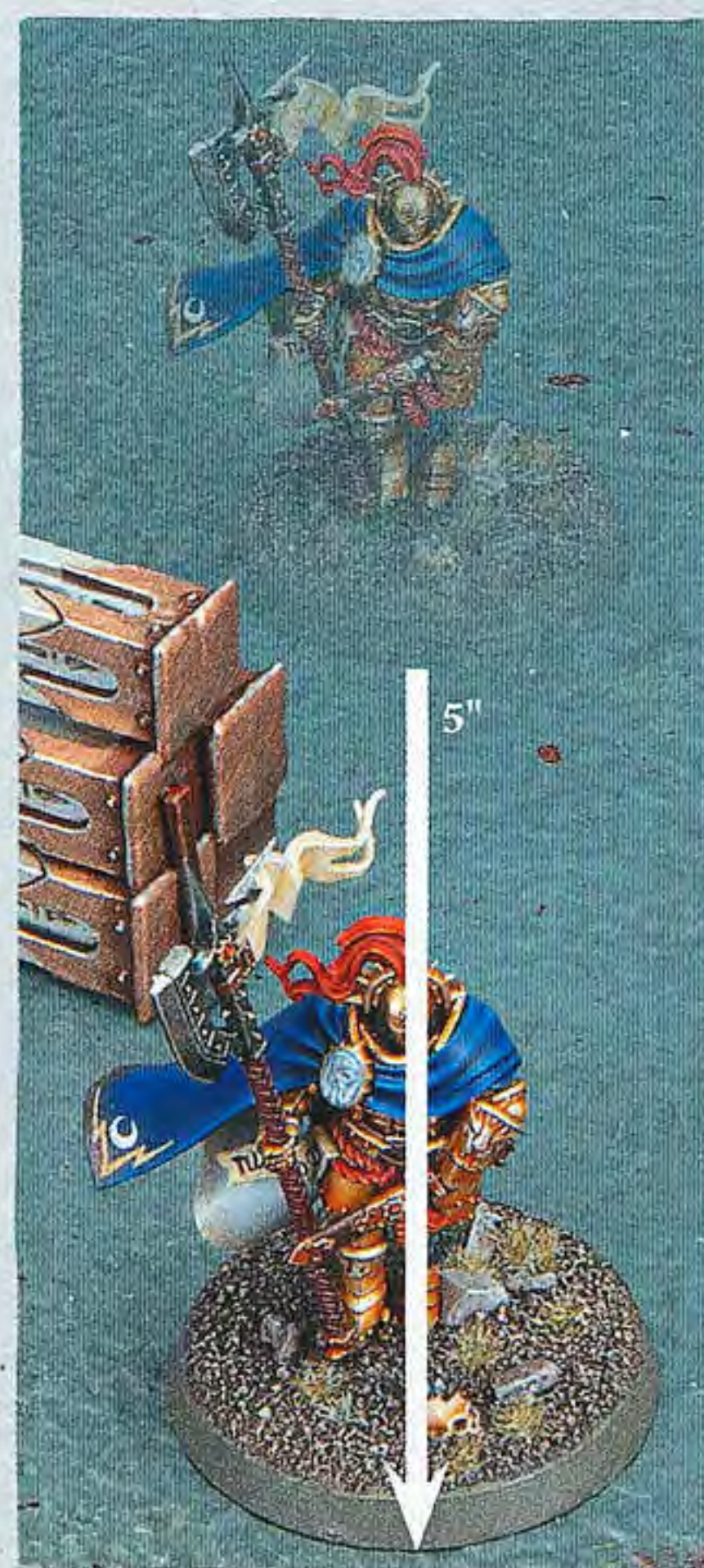
If you make a move with any models in a unit, all of the models in the unit are considered to have made a move in that phase. If you wish, instead of making a move with a unit, you can choose for it to remain **stationary**. If you do so, you cannot move any of the models in the unit in that phase, but none of the models in the unit are considered to have made a move in that phase.



Pick a model you wish to move.



Trace the path of the model's move. The path cannot be longer than the move distance (see 9.0).



Move the model along the path. No part of its base can end the move further from its starting location than the move distance (see 9.0).

9.3 TERRAIN

When you move a model, you can trace the path of its move over **terrain features** but not through them. When you move the model, it follows the path along the surfaces of the terrain features but its base is assumed to remain parallel to the surface of the battlefield as it does so.

9.3.1 JUMPING DOWN FROM TERRAIN FEATURES

When you move a model that is on a terrain feature, you can say it will jump down from the edge of the terrain feature to land on a lower part of the same or different terrain feature or to land on the battlefield. To do so, you must trace the path of the model's move to the edge of the terrain feature and then directly down to the surface below. The distance the model drops down counts towards the distance it has moved.

9.4 FLYING

If the warscroll used by a model says that it can **fly**, you can ignore other models and terrain features when you trace the path of its move across the battlefield (it flies over them). In addition, when a model that can fly starts or finishes a move on a terrain feature, instead of tracing its move across the battlefield, you can trace it 'through the air', as shown in the diagram below.

A flying model cannot finish a move on top of another model or finish a normal move, run or retreat within 3" of an enemy unit.

9.4.1 PASSING ACROSS

Some abilities require a model that can fly to **pass across** another model. For it to pass across another model, the path of the flying model's move must be traced across part of the other model's base.



The Vindicator on the left climbs the wall to the top of the ruin (see 9.3). The Praetor in the centre jumps down from the ruin to the ground below (see 9.3.1). Yndrasta flies from the ground to the top of the ruin (see 9.4). Even though the length of the path traced for each of the models is the same, Yndrasta has actually covered more distance because she is able to take a more direct route by flying through the air (see 9.4).

The rules for making an attack can be found in section 13.0.

A unit can shoot at an enemy unit that is within 3" of another friendly unit without penalty.

When shooting with a unit, you do not have to shoot with all of the models in the unit if you do not want to. This is different to when you are making combat attacks with a unit, in which case all of the models in the unit must attack if they are able to (see 12.3).

A unit cannot shoot if it ran or retreated earlier in the turn.

A unit cannot attempt a charge if it ran or retreated earlier in the turn or if it is within 3" of an enemy unit.

You do not have to pick a target for a charge attempt before making the charge roll.

10.0 SHOOTING PHASE

In your shooting phase, you can pick a friendly unit and **shoot** with it. When you shoot with a unit, you make **shooting attacks** with each model in the unit until you have shot with all the models you want to. You can then pick another friendly unit that has not shot and shoot with it, and so on, until you have shot with as many of your units as you wish.

10.1 SHOOTING ATTACKS

When you make **shooting attacks** with a model, it attacks with any of the missile weapons it is armed with (see 13.1.1).

10.1.1 SHOOTING NEAR ENEMY UNITS

A unit that is within 3" of any enemy units can only target enemy units that are within 3" of it.

10.1.2 LOOK OUT, SIR!

You must subtract 1 from the hit roll (see 13.3) for an attack made with a missile weapon if the target is an enemy **HERO** within 3" of an enemy unit that has 3 or more models. The **Look Out, Sir!** rule does not apply if the enemy **HERO** has a Wounds characteristic of 10 or more.

11.0 CHARGE PHASE

In your charge phase, you can pick a friendly unit that is within 12" of an enemy unit to **attempt a charge**. You can then pick another friendly unit within 12" of an enemy unit to attempt a charge, and so on, until you have attempted a charge with as many units as you wish. A unit cannot attempt a charge more than once in the same phase.

11.1 CHARGE MOVES

When you attempt a charge with a unit, make a **charge roll** for the unit by rolling 2D6. You can then make a **charge move** with each model in that unit by moving the model a distance in inches that is equal to or less than the charge roll. The first model you move in a unit attempting a charge must finish the move within ½" of an enemy unit. If this is impossible, no models in the unit can make a charge move.

11.2 CHARGE PHASE COMMAND ABILITIES

You can use the following command abilities in the charge phase (see 6.1):

Forward to Victory: *Nothing will stop these ferocious warriors from reaching combat.*

You can use this command ability after you make a charge roll for a friendly unit. That unit must receive the command. You can re-roll the charge roll for that unit.

Unleash Hell: *These warriors have prepared their missile weapons so they can unleash a devastating volley at the last possible moment.*

You can use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 6" of that enemy unit and more than 3" from all other enemy units. Models from the unit that receives the command that are within 6" of the target unit can shoot in that phase, but when they do so, you must subtract 1 from hit rolls for their attacks and they can only target the unit that made the charge move.

12.0 COMBAT PHASE

In the combat phase, the players alternate picking a friendly unit to **fight**, starting with the player whose turn is taking place.

12.1 FIGHT SEQUENCE

When it is your go to pick a unit to fight, you must either pick 1 eligible friendly unit to **fight** or you must **pass**. A unit is eligible to fight if it is within 3" of an enemy unit and it has not fought in that phase, or if it made a charge move in the same turn and it has not fought in that phase. You cannot pass if there is a friendly unit that is eligible to fight.

12.1.1 FIGHT

When you pick a unit to **fight**, first you can make a pile-in move with each model in the unit (see 12.2) and then you must make combat attacks with the models in the unit (see 12.3). That unit has then fought.

12.1.2 PASS

If you **pass**, you do nothing and the option to fight or pass goes back to your opponent. If both players pass in succession, the combat phase ends unless there are any units with strike-last effects (see 12.4).

12.2 PILE IN

You can move a model making a **pile-in move** up to 3". When you make a pile-in move with a model, it must finish the move no further from the nearest enemy unit than it was at the start of the move.

12.3 COMBAT ATTACKS

After you have made all of the pile-in moves for a unit, you must make **combat attacks** with each model in the unit that is within range of an enemy model (see 13.1.2).

12.4 STRIKE-FIRST AND STRIKE-LAST EFFECTS

Some abilities have an effect that allows a unit to fight at either the start or the end of the combat phase. These effects are called **strike-first effects** and **strike-last effects** respectively. The rules in sections 1.6.1-1.6.3 do not apply to these effects: use the rules here instead.

If a strike-first effect applies to any units, those units fight before all other units fight. If a strike-last effect applies to any units, those units fight after all other units fight.

If a strike-first effect applies to units from both players' armies, the players alternate fighting with those units, starting with the player whose turn it is. Similarly, if a strike-last effect applies to units from both players' armies, the players alternate fighting with those units, starting with the player whose turn it is. If a strike-first effect and a strike-last effect apply to the same unit at the same time, then they cancel each other out and neither effect applies to that unit.

12.5 STRIKE-FIRST AND STRIKE-LAST SEQUENCING

1. Start of combat phase abilities are used
2. Units with strike-first effects attack
3. Units without strike-first/strike-last effects attack
4. Units with strike-last effects attack
5. End of combat phase abilities are used

Both sides fight in the combat phase.

A unit that is not within 3" of the enemy at the start of the combat phase is allowed to fight later during that combat phase if an enemy unit finishes a move within 3" of it later in that phase. This means that units with strike-first effects can still be picked to fight later in the phase even if they were not within 3" of an enemy unit at the start of the phase.

In the combat phase, you must pick a unit to fight with if you have any eligible to do so, and the models in the unit must attack with all of the weapons they are allowed to use that are within range of an enemy unit.

The rules for making an attack can be found on the next page.

Example: The player whose turn is taking place has two units with strike-first effects (units A and B) and one with a strike-last effect (unit C), while their opponent has one unit with a strike-first effect (unit D) and two units with no strike-first or strike-last effects (units E and F). The players alternate fighting with the strike-first units, starting with the player whose turn is taking place, so unit A fights, then unit D, and then unit B. Next, units with no strike-first or strike-last effects fight, so units E and F fight. Finally units with strike-last effects fight, so unit C fights.

13.0 ATTACKING

When you shoot or fight with a unit, you make **attacks** with the **weapons** the models in the unit are **armed** with. The weapons that the models in a unit are armed with are listed on the unit's warscroll.

Missile weapons are used when models make shooting attacks, and **melee weapons** are used when models make combat attacks.

13.1 PICKING TARGETS

When you shoot or fight with a unit, before you make any attacks, you must pick the **target** unit (or units) for all of the attacks that will be made by the models in the unit. Only enemy units can be picked as the target for an attack. Once the targets for the unit's attacks have been picked, you can make the attacks in the order you wish.

13.1.1 SHOOTING ATTACKS

When a friendly unit shoots, you can make **shooting attacks** with any of the missile weapons the models in the unit are armed with that they are allowed to use (including missile weapons used by mounts).

The target of a shooting attack must be within a number of inches of the attacking model equal to the **Range** characteristic of the weapon being used to make the attack. The range must be measured to the closest **visible** model in the target unit (if you are unsure whether a model is visible, stoop down and take a look from behind the shooting model). Models can see through other models in their unit.

Some missile weapons have a Range characteristic with a **minimum range** (e.g. 6"-48"). Units wholly within the minimum range cannot be targeted with these weapons.

13.1.2 COMBAT ATTACKS

When a friendly unit fights, you must make **combat attacks** with all of the melee weapons the models in the unit are armed with that they are allowed to use (including melee weapons used by the unit's mounts, if there are any).

The target of a combat attack must be within a number of inches of the attacking model equal to the Range characteristic of the weapon being used to make the attack (the target does not have to be visible).

13.2 NUMBER OF ATTACKS

The number of attacks you make with a weapon is equal to its **Attacks** characteristic. Make the attacks one at a time, unless you are making combined attacks (see 13.2.1). If a weapon has an Attacks characteristic of more than 1, you can split the attacks between target units.

Some models are armed with two of the same weapon (often referred to as paired weapons). When this is the case, the Attacks characteristic for the weapon will already take the extra weapon into account, or the model will have an ability to represent the model dual-wielding.

13.2.1 COMBINED ATTACKS

You can make **combined attacks** if all of the attacks are made by models from the same unit, with the same type of weapon, against the same target unit, and where the same re-rolls and modifiers apply to the attacks. If this is the case, make all of the hit rolls at the same time, then make all of the wound rolls, and finally make all of the save rolls.



A unit of Man-skewer Boltboyz prepares to loose some close-range shots at a unit of Annihilators.

13.3 ATTACK SEQUENCE

Use the following **attack sequence** for each attack made by a friendly model. In some cases, you can roll the dice for multiple attacks at the same time (see 13.2.1).

1. Hit Roll

Roll a dice. If the roll equals or beats the attacking weapon's **To Hit** characteristic, the attack scores a **hit** and you must make a **wound roll**. If not, the attack **fails** and the attack sequence ends. An unmodified hit roll of 1 always fails and an unmodified hit roll of 6 always hits. A hit roll cannot be modified by more than +1 or -1 (this is an exception to the principle that abilities take precedence over core rules).

Sometimes an ability will allow a single hit roll to score two or more hits. If this is the case, make all of the wound and save rolls for those hits at the same time.

2. Wound Roll

Roll a dice. If the roll equals or beats the attacking weapon's **To Wound** characteristic, the attack **wounds** the target and your opponent must make a **save roll**. If not, the attack **fails** and the attack sequence ends. An unmodified wound roll of 1 always fails and an unmodified wound roll of 6 always wounds. A wound roll cannot be modified by more than +1 or -1 (this is an exception to the principle that abilities take precedence over core rules).

3. Save Roll

Your opponent rolls a dice, modifying the roll by the attacking weapon's **Rend** characteristic. If the roll equals or beats the target unit's **Save** characteristic, the target is **saved** and the attack sequence ends. If not, the attack is **successful** and you must determine the **damage** that is inflicted on the target. An unmodified save roll of 1 always fails. A save roll cannot be modified by more than +1 (this is an exception to the principle that abilities take precedence over core rules).

Designer's Note: *Save rolls do not always succeed on an unmodified roll of 6, and they can be modified by more than -1.*

4. Damage

Each successful attack inflicts damage on the target unit equal to the **Damage** characteristic of the weapon used for the attack.

13.3.1 ALLOCATE WOUNDS

Once all of a friendly unit's attacks have been made, add up the damage that was inflicted on each target unit. The player commanding each target unit must **allocate** a number of wounds to that unit equal to the damage that was inflicted on it (see 14.1). Once all of the damage inflicted by a unit's attacks has been allocated, that unit's attacks have been **resolved**.



13.4 ATTACK COMMAND ABILITIES

You can use the following command abilities during an attack. Command abilities that affect an attack must be used before the attack sequence for that attack has started (this is an exception to the principle that abilities take precedence over core rules).

All-out Attack: *With a singular purpose, these warriors attack with all of their might.*

You can use this command ability when you pick a friendly unit to shoot in your shooting phase or fight in the combat phase. That unit must receive the command. Add 1 to hit rolls for attacks made by that unit until the end of that phase.

All-out Defence: *With consummate skill, these cunning warriors protect themselves from attack.*

You can use this command ability when a friendly unit is picked as the target of an attack in the shooting or combat phase. That unit must receive the command. Add 1 to save rolls for attacks that target that unit until the end of that phase.

14.0 WOUNDS

Units suffer **wounds** when damage is inflicted on them by attacks (see 13.0) and when **mortal wounds** are caused to them (see 14.5).

14.1 ALLOCATING WOUNDS

Wounds are **allocated** to the models in a unit 1 wound at a time. You can allocate the wounds caused to your units as you see fit. However, once you have allocated a wound to a model, you cannot allocate wounds to other models in the unit until that model is slain (see 14.2). If a unit is destroyed, all wounds that remain to be allocated to the unit are negated and have no effect.

14.2 SLAIN MODELS

Once the number of wounds allocated to a model equals its **Wounds** characteristic, the model is **slain** and you cannot allocate any more wounds to it. A slain model is removed from play (see 1.2.2) after all of the wounds caused to its unit have been allocated and all attacks that inflicted damage on the unit have been resolved.

14.2.1 RETURNING SLAIN MODELS

Some abilities allow you to return slain models to a unit. Set up the models, one at a time, within 1" of a model from their unit that was not returned to the unit earlier in the phase. Slain models can only be set up within 3" of an enemy unit if a model in the unit they are returning to that was not returned to the unit in the same phase is already within 3" of that enemy unit.

14.3 WARDS

Some abilities allow you to roll a dice to negate a wound or mortal wound. Abilities of this type are referred to as **wards**, and the dice roll is referred to as a **ward roll**. Unless stated otherwise, the ward roll is made before the wound is allocated to the model in question. Up to 1 ward roll can be made for each wound or mortal wound. If the ward roll is successful, the wound or mortal wound is negated and has no effect on the model.

14.4 HEALING WOUNDS

Some abilities allow you to **heal** wounds that have been allocated to a model. For each wound that is healed, reduce the number of wounds allocated to the model by 1, to a minimum of 0. You cannot heal wounds on a model that is slain.

14.5 MORTAL WOUNDS

Some attacks, spells and abilities cause **mortal wounds**. Do not make hit, wound or save rolls for mortal wounds. Instead, the damage inflicted on the target is equal to the number of mortal wounds that were caused.

Mortal wounds caused while a unit is attacking are allocated at the same time as wounds caused by the unit's attacks: after all of the unit's attacks have been made. Mortal wounds caused at other times are allocated as soon as they are caused. Mortal wounds are allocated in the same way as wounds and are treated in the same manner as wounds for rules purposes.



One of these Praetors has been slain by the Killaboss. It is removed from play by being placed to one side.

15.0 BATTLESHOCK PHASE

In the **battle shock phase**, the players must take a **battle shock test** for each friendly unit that had models slain in that turn. The player whose turn is taking place takes all their battle shock tests first, followed by the other player.

15.1 BATTLESHOCK TESTS

You must make a **battle shock roll** for each friendly unit that has to take a battle shock test. To make a battle shock roll, roll a dice and add the number of models in the unit that were slain in that turn to the roll. If the battle shock roll is greater than the unit's **Bravery** characteristic, the battle shock test has been **failed**. If the test is failed, for each point by which the battle shock roll exceeds the unit's Bravery characteristic, 1 model in that unit must **flee**. You decide which models flee. A model that flees is removed from play.

15.2 SPLIT UNITS

If a friendly unit is not coherent at the end of a turn, you must remove models in the unit from play, one at a time, until it is coherent (see 1.3.3).

15.3 BATTLESHOCK PHASE COMMAND ABILITIES

You can use the following command abilities in the battle shock phase:

Inspiring Presence: *The stoic leaders of these mighty warriors never falter, inspiring their comrades to fight no matter the odds.*

You can use this command ability at the start of the battle shock phase. The unit that receives the command does not have to take battle shock tests in that phase.

If a slain model is returned to its unit in the same turn that it is slain, it still counts as having been slain in that battle round for the purposes of battle shock tests.

Models removed from play as a result of their unit being split have fled. Models that have fled are treated as having been slain for rules purposes, unless noted otherwise.

16.0 END OF BATTLE ROUND

The **end of the battle round** is reached once the battle shock phase of the player taking the second turn has finished. The players must then check the battlepack they are using to see if the battle ends or if any special actions must be carried out. If the battle did not end, all command points that the players have remaining are lost and a new battle round begins.



Two models from this unit of Gutrippaz, with a Bravery characteristic of 5, have been slain. A battle shock roll of 3 is made for the unit, and 2 is added to the roll. The modified roll is not greater than 5, so no models flee.

Terrain is represented by **scenery pieces**, while the warriors in your army are represented by **models**. A group of one or more scenery pieces is a **terrain feature**, and a group of one or more models is a **unit**.

Terrain that is too small to have an effect on a battle, or is otherwise inconsequential, is called **scattered terrain**. Its use is purely decorative, and you can ignore it when moving units, making attacks or checking visibility.

A list of the scenery pieces we make for Warhammer Age of Sigmar and the scenery rules that apply to them can be found at warhammer.com.

17.0 TERRAIN

The terrain over which a battle takes place is represented by **scenery pieces** from the Warhammer Age of Sigmar range called **terrain features**. The battlepack you are using will tell you how to set up terrain features (see 28.0), and the rules for movement explain how models can move over and onto terrain features (see 9.3). Terrain features cannot be picked as the target of an attack unless noted otherwise.

17.0.1 WHOLLY ON TERRAIN

Sometimes a rule will require you to determine if a model is **wholly on** a terrain feature. A model is wholly on a terrain feature if its base is touching the terrain feature and no part of its base extends beyond the edge of the terrain feature. If a model does not have a base, it is wholly on a terrain feature if it is touching the terrain feature and no part of the model extends beyond the edge of the terrain feature.

17.0.2 BEHIND TERRAIN

A target unit is considered to be **behind** a terrain feature if all of the following criteria are met:

- The target unit is more than 3" from the attacking unit.
- All of the models in the target unit are within 1" of a terrain feature.
- It is impossible for the attacker to draw a straight line from the closest point of a model in the attacking unit to the closest point of a model in the target unit without that line passing across a terrain feature.

17.0.3 FACTION TERRAIN

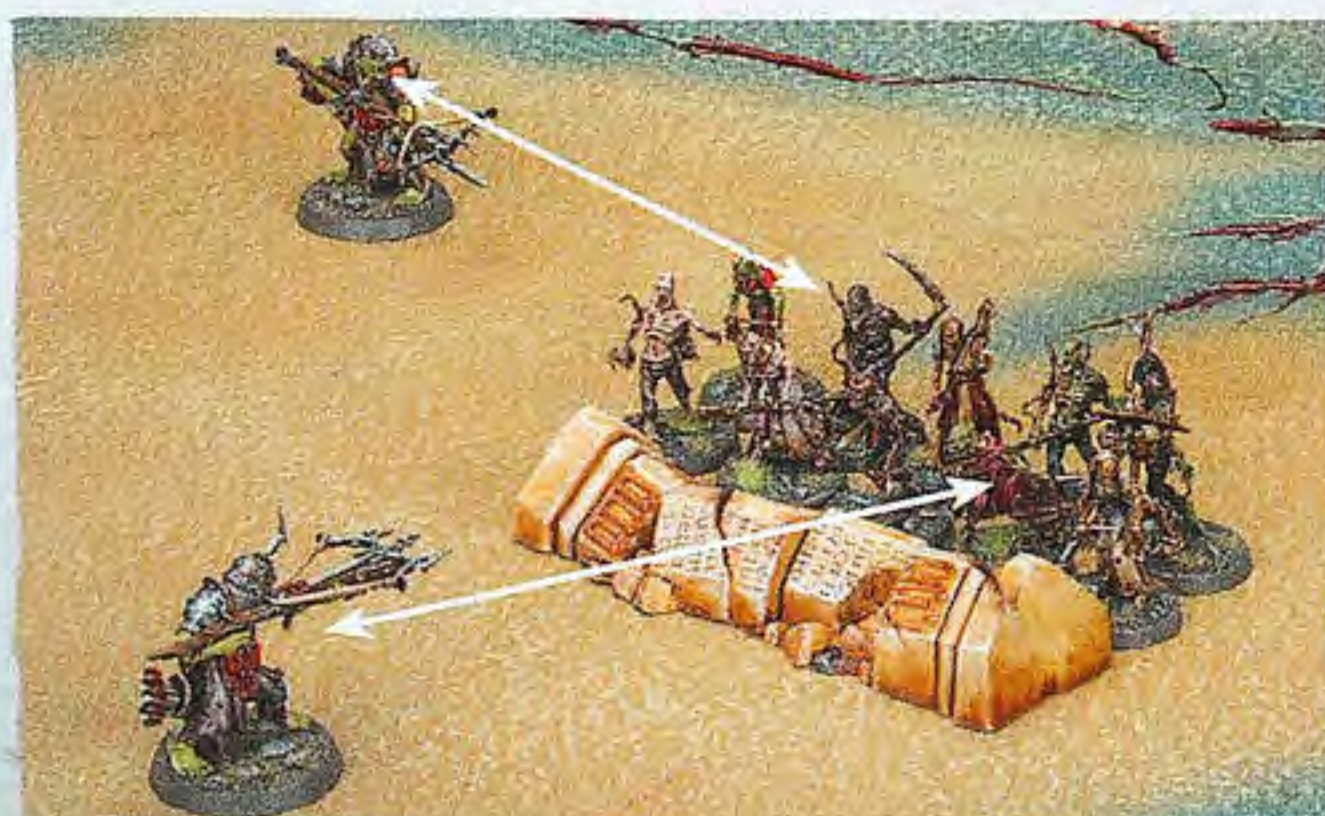
Faction terrain is a special type of terrain that is taken as part of an army. A **faction terrain feature** has a faction terrain warscroll (see 23.0), which will tell you how it is set up and what additional rules apply to it.

17.1 SCENERY RULES

Terrain features have one or more **scenery rules**. The scenery rules for a terrain feature are determined by its size and appearance as described below.

17.1.1 COVER

A target unit is in **cover** if all of the models in the unit are wholly on a terrain feature or behind a terrain feature. Add 1 to save rolls for attacks that target a unit that is in cover. A unit that has a Wounds characteristic of 10 or more or that has made a charge move in the same turn does not receive the benefit of being in cover.



The unit by the terrain feature is in cover from the model in front of it but not from the model to its side.



The model on the left is not wholly on the terrain feature because its base overlaps the edge of the terrain feature.

17.1.2 DEFENSIBLE TERRAIN

Defensible terrain features are structures that it is possible for entire units to enter and defend, such as intact buildings or fortifications like towers or bastions. Defensible terrain features can be garrisoned (see 17.2). You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.

17.1.3 LARGE AND VERY LARGE TERRAIN

Terrain features that are extremely big are referred to as **large** or **very large** terrain features. A terrain feature that is more than 12" and up to 19" across at its widest point is a large terrain feature. A terrain feature that is more than 19" across at its widest point is a very large terrain feature.

Large and very large defensible terrain features can be garrisoned by more models than normal defensible terrain features (see 17.2). In addition, if the battlepack you are using for a battle specifies the number of terrain features that you can set up on the battlefield, then each large terrain feature counts as 2 terrain features towards the number of terrain features on the battlefield, and each very large terrain feature counts as 4 terrain features towards the number of terrain features on the battlefield.

17.1.4 WYLDWOOD TERRAIN

Forests and woods in games of Warhammer Age of Sigmar are called **wyldwoods**. Targets that lie within them are concealed from sight by thick foliage. If the scenery pieces that make up a wyldwood terrain feature are formed into a circle with an area of open ground inside the circle, then the area of open ground inside the circle is considered to be part of the wyldwood terrain feature.

Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across more than 3" of a wyldwood terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by wyldwood terrain features.



This unit is wholly on the wyldwood because the open ground enclosed by the wyldwood scenery pieces is treated as being part of the terrain feature.

If restrictions preclude any of the models in a unit from garrisoning a defensible terrain feature, then that unit cannot garrison it.

A friendly unit can garrison a defensible terrain feature that is within 3" of an enemy model as long as the terrain feature is not being garrisoned by the enemy.

A model in a garrison can still do anything it could do if it were on the battlefield, apart from moving. For example, it can cast spells, issue commands, and so on. When it does so, measure the range and visibility from the terrain feature.

A defensible terrain feature that has been demolished is left on the battlefield. It can no longer be garrisoned but models can move onto and across it.

Most defensible terrain features include areas upon which models can stand. Garrisoning models can be placed on these areas but are treated as being in the garrison for rules purposes.

17.2 GARRISONS

Units can **garrison** defensible terrain features (see 17.1.2). Up to 60 models can garrison a very large terrain feature, up to 30 models can garrison a large terrain feature, and up to 15 models can garrison other defensible terrain features. Models with a Wounds characteristic of 10 or more cannot garrison terrain features. Units and models garrisoning a terrain feature are in that terrain feature's garrison.

17.2.1 JOINING A GARRISON

During deployment, a friendly unit can be set up in a defensible terrain feature's garrison if the terrain feature is wholly within an area in which friendly units can be set up. In addition, a friendly unit can garrison a defensible terrain feature instead of making a normal move if all of the models in the unit are within 6" of the terrain feature and no enemy models are in the terrain feature's garrison. Units that garrison a terrain feature are removed from the battlefield and are assumed to be 'inside' the terrain feature. Friendly units must treat terrain features that are being garrisoned by enemy units as if they were enemy models.

Subtract 1 from hit rolls and add 1 to save rolls for attacks that target a unit in a garrison. The range and visibility to and from models in the unit are determined using the terrain feature instead of the models themselves.

17.2.2 LEAVING A GARRISON

A friendly unit in a garrison can **leave** the garrison at the end of your movement phase. If it does so, set it up so that all models in the unit are within 6" of the terrain feature and more than 3" from all enemy units. A unit cannot join and leave a garrison in the same turn.

17.2.3 DEMOLISH

Sometimes a rule will allow you to **demolish** a defensible terrain feature. When a defensible terrain feature is demolished, all units garrisoning it must leave and it is no longer treated as defensible. If a defensible terrain feature is being garrisoned when it is demolished, roll a dice for each model in the garrison. On a 1, that model is slain. The surviving models from the garrison must then be set up within 6" of the terrain feature and more than 3" from all enemy units.

18.0 OBJECTIVES

Battles are fought to gain control of vitally important locations. These locations are called **objectives** and each is usually indicated with an **objective marker**.

18.1 OBJECTIVE MARKERS

The battleplan being used for a battle will show or explain how objectives are placed (see 28.2.3). When measuring distances to and from objectives, always measure to and from the centre of the objective marker. If an objective is placed on the border between two territories, it is considered to be within both of them.

18.1.1 OBJECTIVE MARKER CONTROL

After set-up is complete but before the first battle round begins, each player gains **control** of all objectives that are within 6" of any friendly models and more than 6" from all enemy models. In addition, at the end of each turn (after the battleshock phase), you must check to see if you have gained control of any objectives. To do so, you must count the number of friendly models that are **contesting** each objective (see 18.1.2). You gain control of an objective if there are more friendly models contesting it than enemy models. Once you gain control of an objective, it remains under your control until your opponent gains control of it.

18.1.2 CONTESTING OBJECTIVES

A model must be within 6" of an objective in order to contest it. If a friendly unit has models within 6" of two or more objectives, you must pick 1 of those objectives for the models from that unit to contest. Unless noted otherwise, each **MONSTER** counts as 5 models for the purposes of contesting objectives, and each model with a Wounds characteristic of 5 or more that is not a **MONSTER** counts as 2 models for the purposes of contesting objectives.

18.2 TERRAIN CONTROL

Sometimes a battleplan will require that you gain control of a terrain feature. Defensible terrain features are controlled by the player who has any units garrisoning them (if a defensible terrain feature is not being garrisoned, then neither player controls it). Other types of terrain feature are controlled in the same manner as an objective (see 18.1.1), except that friendly models must be within 3" of a part of the terrain feature to contest it, instead of needing to be within 6" of its centre.



The Stormcast Eternals control the objective. They count as having 12 models within 6" of the objective because the Lord-Celestant on Stardrake counts as 5 models and the Knight-Arcanum counts as 2 models.



An objective marker is simply an object, such as a coin or an appropriate miniature, that you use to mark the location of an objective on the battlefield. It is perfectly acceptable to move the marker to one side as long as you measure distances to the objective using the marker's original location.

If the way in which terrain features have been set up means that an objective has to be placed on a terrain feature, the objective marker is placed so that it stays in the indicated position horizontally but is as close to the battlefield as possible vertically. For example, if the location where you are required to place an objective is occupied by a multi-level ruin, the objective marker would need to be placed on the lowest level of that ruin.

*If a model has an ability that allows it to count as more than 1 model when contesting an objective, you must use that ability instead of counting it as 5 models if it is a **MONSTER** or 2 models if it is not a **MONSTER** but has a Wounds characteristic of 5 or more.*

*Sometimes an ability will allow a model that is not a **WIZARD** to attempt to cast or unbind spells. These models do so using the following rules and are affected by abilities that modify casting and unbinding rolls, but they are not **WIZARDS** for other rules purposes.*

The first sentence of a spell will always list the casting value of the spell. It will also list the range of the spell if it has one. The rest of the rule is the effect of the spell.

The range of a spell is always measured from the caster.

19.0 WIZARDS

A unit with the **WIZARD** keyword on its warscroll is a **WIZARD**. You can use a friendly **WIZARD** to **cast** spells that they **know** in your hero phase and to **unbind** spells in the enemy hero phase. The number of spells you can attempt to cast or unbind with a **WIZARD** is noted on their warscroll (see 22.0). All **WIZARDS** know the **Arcane Bolt** and **Mystic Shield** spells (see 19.2). In addition, a **WIZARD** knows all of the spells on their warscroll and on the warscrolls of endless spells (see 19.3) in the same army as them.

19.1 CASTING SPELLS

In your hero phase, you can **attempt to cast** spells with friendly **WIZARDS**. You cannot attempt to cast the same spell more than once in the same hero phase, even with a different **WIZARD**. In order to attempt to cast a spell, pick a friendly **WIZARD**, say which of the spells that they know will be attempted, and then make a **casting roll** by rolling 2D6. If the casting roll is equal to or greater than the **casting value** of the spell, the spell is **successfully cast**.

19.1.1 MISCASTS

On an unmodified casting roll of 2, the spell is **miscast**. The spell is not successfully cast, the caster suffers D3 mortal wounds, and the caster cannot attempt to cast any more spells in that hero phase.

19.1.2 UNBINDING SPELLS

If a spell is successfully cast, your opponent can pick 1 of their **WIZARDS** that is within 30" of the caster to attempt to unbind the spell before its effects are applied. In order to attempt to unbind a spell, first say which **WIZARD** will attempt to unbind it. Then make an **unbinding roll** by rolling 2D6. If the unbinding roll is greater than the roll used to cast the spell, then the spell is **unbound** and its effects are not applied. The number of spells a **WIZARD** can attempt to unbind is noted on their warscroll. Only 1 unbinding attempt can be made for each spell.

19.2 SPELLS

All spells have a **casting value** followed by an **effect**. In addition, a spell may have a **range**. The effect of the spell is treated in the same way as an effect of an ability for rules purposes (see 1.6).

Arcane Bolt: *The caster calls forth a ball of crackling arcane energy that hovers above their outstretched hand, ready to be hurled at a foe.*

Arcane Bolt is a spell that has a casting value of 5 and a range of 12". If successfully cast, at the start of any 1 phase before your next hero phase, you can pick 1 enemy unit within range and visible to the caster. That unit suffers 1 mortal wound. If that unit is within 3" of the caster, it suffers D3 mortal wounds instead of 1.

Mystic Shield: *The caster conjures up a shield of shimmering energy to protect themselves or an ally from harm.*

Mystic Shield is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Add 1 to save rolls for attacks that target that unit until your next hero phase.

19.3 ENDLESS SPELLS

An **endless spell** is a magical entity that is **summoned** to the battlefield by casting the spell on its **endless spell warscroll** (see 24.0). Unless noted otherwise, an endless spell cannot be attacked or be affected by abilities. You can move models across or through an endless spell as if it were not there, but you cannot finish a model's move on an endless spell.

19.3.1 SUMMONING ENDLESS SPELLS

In your hero phase, you can attempt to **summon** 1 endless spell with each friendly **WIZARD**. When the spell used to summon an endless spell is successfully cast and not unbound, the endless spell is set up on the battlefield as described on its warscroll. If any restrictions make it impossible to set up the endless spell, the casting attempt is unsuccessful.

19.3.2 DISPELLING ENDLESS SPELLS

At the start of the hero phase, each player can attempt to **dispel** 1 endless spell with each friendly **WIZARD** and friendly **PRIEST**. The player whose turn is taking place makes all of their dispelling attempts first. If a **WIZARD** attempts to dispel an endless spell, they can attempt to cast or unbind 1 fewer spell in that hero phase. If a **PRIEST** attempts to dispel an endless spell, they can chant 1 fewer prayer in that hero phase. The same player cannot attempt to dispel the same endless spell more than once per phase.

To attempt to dispel an endless spell, pick 1 endless spell that is within 30" of a friendly **WIZARD** or friendly **PRIEST** and that is visible to them. Then make a **dispelling roll** by rolling 2D6. If the roll is greater than the casting value of that endless spell, it is **dispelled** and removed from play. An endless spell cannot be summoned again in the turn that it is removed from play.

19.3.3 REMOVING ENDLESS SPELLS

An endless spell remains in play until it is removed from play. An endless spell is removed from play if:

- The endless spell is dispelled.
- The endless spell touches the edge of the battlefield after it is moved.
- A method on the endless spell's warscroll is used to remove it from play.

19.4 UNITS OF WIZARDS

WIZARDS are usually units consisting of a single model. If a unit with the **WIZARD** keyword has more than 1 model, it counts as a single **WIZARD** for rules purposes and you must pick 1 model in the unit with which to cast or unbind a spell before you attempt to cast or unbind it. Determine the range and visibility for the attempt using that model.

The battlepack you are using will tell you if you can include endless spells in your army. The endless spells you include in your army are not set up until they have been summoned.

*You cannot attempt to summon more than 1 endless spell with the same **WIZARD** in the same turn, even if they are allowed to attempt to cast more than 1 spell per hero phase.*

*The spell used to summon an endless spell is still a spell for rules purposes. It therefore counts as 1 of the spells a **WIZARD** is allowed to attempt to cast in your hero phase.*

After an endless spell is removed from play, it can be summoned again if the spell on its warscroll is successfully cast in a different hero phase (it cannot be set up on the turn it is removed).



CORE RULES

The distance a predatory endless spell can move will be noted on its warscroll. Some predatory endless spells can fly; this too will be noted on its warscroll. An endless spell is moved in the same way as a model, unless noted otherwise.

19.5 PREDATORY ENDLESS SPELLS

Many endless spells are immobile, and once summoned, they remain in the same location. However, some can move across the battlefield. These are noted on their warscroll as being a **predatory endless spell**. Predatory endless spells are moved at the end of the hero phase. If either player has any abilities that can be used at the end of the hero phase, they must be used after all predatory endless spells have been moved.

19.5.1 PREDATORY ENDLESS SPELL CONTROL

Before moving predatory endless spells, you must first determine which are **controlled** and which are **wild**. A predatory endless spell within 30" of the model that summoned it is controlled by that model. A **WIZARD** can control 1 predatory endless spell per hero phase. If there is more than 1 predatory endless spell that a friendly **WIZARD** could control, you must pick which they will control. Predatory endless spells that are not controlled are wild.

19.5.2 MOVING PREDATORY ENDLESS SPELLS

After determining control of predatory endless spells, the player whose turn is taking place moves all of the predatory endless spells controlled by friendly **WIZARDS**. Their opponent then does the same. Once all controlled predatory endless spells have been moved, the players alternate picking 1 wild predatory endless spell to move, starting with the player whose turn is taking place, until all of the wild predatory endless spells have been moved. A player must pick a wild predatory endless spell to move if any are eligible to do so and cannot pick a wild predatory endless spell that has already moved in that phase.

When a player picks a predatory endless spell to move, they are considered to be the commanding player of that predatory endless spell until the start of the next hero phase. All other endless spells are under the command of the player that summoned them.

20.0 PRIESTS

A unit with the **PRIEST** keyword on its warscroll is a **PRIEST**. Each friendly **PRIEST** can **chant** 1 prayer that they **know** in your hero phase. All **PRIESTS** know the **Bless** and **Smite** prayers. In addition, a **PRIEST** knows all prayers on their warscroll and on the warscrolls of invocations (see 20.3) in the same army as them.

20.1 CHANTING PRAYERS

In your hero phase, you can **chant** prayers with friendly **PRIESTS**. You cannot chant the same prayer more than once in the same hero phase, even with a different **PRIEST**. In order to chant a prayer, pick a friendly **PRIEST**, say which of the prayers that they know will be chanted, and then make a **chanting roll** by rolling a dice. If the chanting roll is equal to or greater than the **answer value** of the prayer, the prayer is **answered**.

20.1.1 DIVINE WRATH

On an unmodified chanting roll of 1, the chanting **PRIEST** suffers **divine wrath**. The prayer is not answered and the chanting **PRIEST** suffers 1 mortal wound.

20.2 PRAYERS

All prayers have an **answer value** followed by an **effect**. In addition, a prayer may have a **range**. The effect of the prayer is treated in the same way as an effect of an ability for rules purposes (see 1.6).

Bless: *The priest calls upon the gods to protect the faithful.*

Bless is a prayer that has an answer value of 4 and a range of 12". If answered, pick 1 friendly unit wholly within range and visible to the chanter. Until the start of your next hero phase, that unit has a ward of 6+.

Smite: *The priest calls upon the gods to vanquish a heretic.*

Smite is a prayer that has an answer value of 2 and a range of 48". If answered, pick 1 enemy **PRIEST** within range and visible to the chanter. That enemy **PRIEST** suffers 1 mortal wound. If the chanting roll was 6 or more, that enemy **PRIEST** suffers D3 mortal wounds instead of 1.

20.3 INVOCATIONS

An **invocation** is a divine entity that is **summoned** to the battlefield by chanting the prayer on its **invocation warscroll** (see 24.0). Unless noted otherwise, an invocation cannot be attacked or be affected by abilities. You can move models across or through an invocation as if it were not there, but you cannot finish a model's move on an invocation. Invocations are under the command of the player who summoned them.

20.3.1 SUMMONING INVOCATIONS

In your hero phase, you can attempt to **summon** 1 invocation with each friendly **PRIEST**. When the prayer used to summon the invocation is answered, the invocation is set up on the battlefield as described on its warscroll. If any restrictions make it impossible to set up the invocation, then the prayer is not answered.

20.3.2 BANISHING INVOCATIONS

At the start of your hero phase, you can attempt to **banish** 1 invocation with each friendly **PRIEST** instead of chanting a prayer with that **PRIEST** in that hero phase. The same player cannot attempt to banish the same invocation more than once per phase.

To attempt to banish an invocation, pick 1 invocation within 48" of a friendly **PRIEST** that is visible to them. Then make a **banishment roll** by rolling a dice. If the roll is greater than the answer value of that invocation, it is **banished** and removed from play. An invocation cannot be summoned again in the turn that it is removed from play.

20.3.3 REMOVING INVOCATIONS

An invocation remains in play until it is removed from play. An invocation is removed from play if:

- The invocation is banished.
- The invocation touches the edge of the battlefield after it is moved.
- A method on the invocation's warscroll or in an allegiance ability is used to remove it from play.

The range of a prayer is always measured from the chanter.

***PRIESTS** can attempt to dispel endless spells and banish invocations, but **WIZARDS** can only attempt to dispel endless spells.*

Because you cannot carry out the same monstrous rampage more than once in the same phase, this means that you can carry out a maximum of 4 monstrous rampages per phase (if you have enough MONSTERS in your army).

21.0 MONSTERS

A unit with the **MONSTER** keyword on its warscroll is a **MONSTER**.

21.1 MONSTROUS RAMPAGE

At the end of the charge phase, each player can carry out 1 **monstrous rampage** from the table below with each friendly **MONSTER**. The player whose turn is taking place carries out all of their monstrous rampages first. The same player cannot carry out the same monstrous rampage more than once per phase. The effect of the monstrous rampage is treated in the same way as the effect of an ability for rules purposes (see 1.6).

MONSTROUS RAMPAGES



Roar: Pick 1 enemy unit within 3" of this model and roll a dice. On a 3+, that unit cannot issue or receive orders in the following combat phase.



Stomp: Pick 1 enemy unit within 3" of this model that is not a **MONSTER** and roll a dice. On a 2+, that unit suffers D3 mortal wounds.



Titanic Duel: Pick 1 enemy **MONSTER** within 3" of this model. Add 1 to hit rolls for attacks made by this model that target that enemy **MONSTER** until the end of the following combat phase.



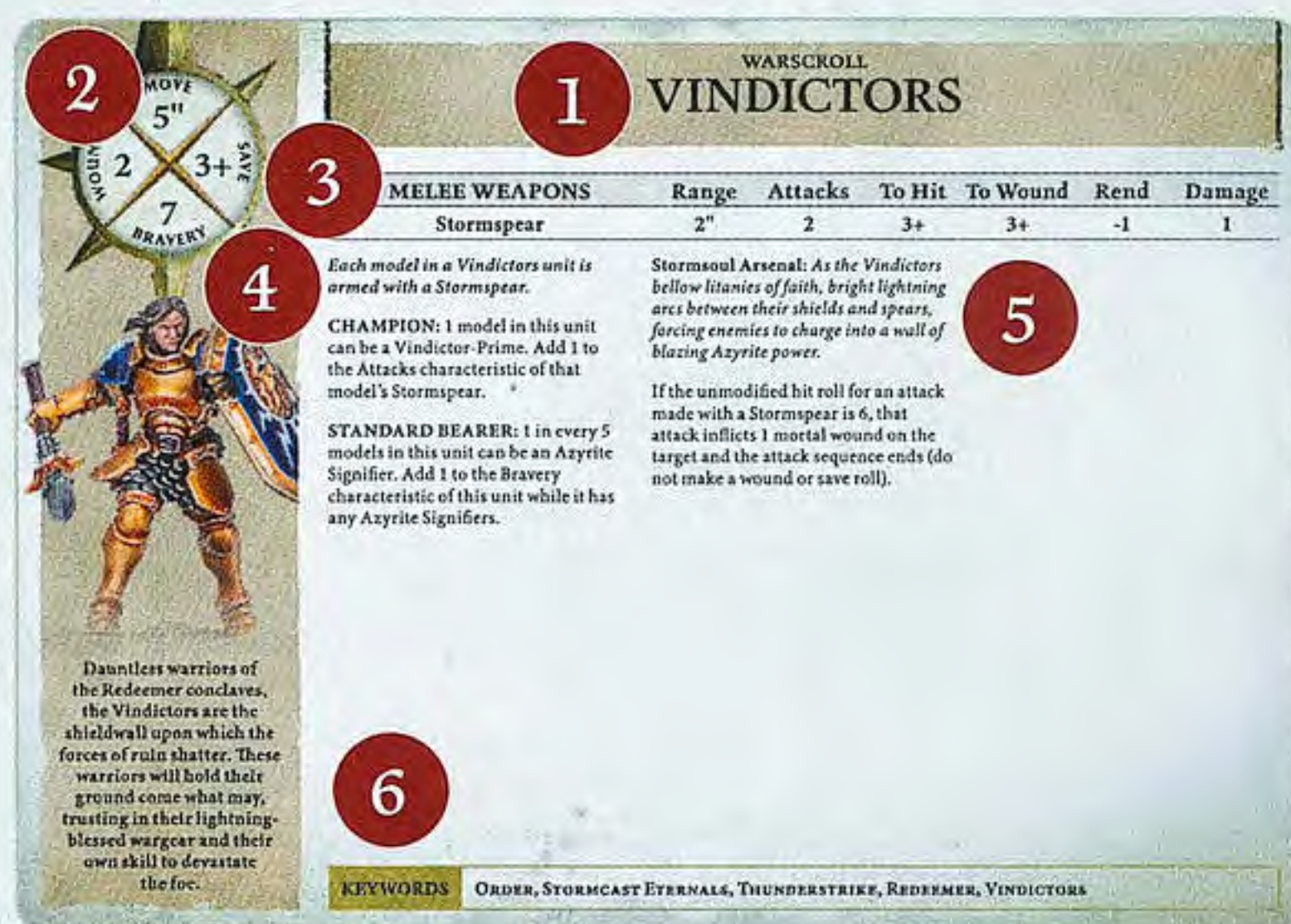
Smash To Rubble: Pick 1 faction terrain feature or defensible terrain feature within 3" of this model and roll a dice. On a 3+, the terrain feature is demolished if it was defensible (see 17.2.3), and the scenery rules on its warscroll cannot be used for the rest of the battle if it was a faction terrain feature.



The Monstrous Rampage rules reflect the fact that the sheer mass of some creatures is a weapon in itself. Some of these Ungors will surely be trampled by this Bastiladon if it thunders into them!

22.0 WARSCROLLS

Every set of Citadel Miniatures in the Warhammer Age of Sigmar range has its own **warscroll**, which provides you with all of the information needed to use those miniatures as a unit in a game.



22.1 NAME AND TYPE

Every warscroll has a **name** at the top, which corresponds to the name of the models used to make up the unit. Units that use the same warscroll are all considered to be of the same **type**.

22.2 CHARACTERISTICS

Warscrolls contain a set of **characteristics** that are referred to in the rules and that determine how the model can be used in the game.

22.2.1 CHARACTERISTIC MODIFIERS

Modifiers can never reduce a characteristic to less than 0.

22.2.2 REND MODIFIERS

While most modifiers add to or subtract from a characteristic, the Rend characteristic is **improved** or **worsened**. Modifiers can never make the Rend characteristic worse than '-'.

22.2.3 SAVE OF '-'

A Save characteristic of '-' means that you must roll a 7 or more when making a save roll for the unit. In most cases this will be impossible, so no roll needs to be made, but sometimes modifiers will make a roll of 7 possible, in which case you can attempt to make the roll.

22.2.4 RANDOM CHARACTERISTICS

Sometimes, the Move, Range, Attacks or Damage characteristics on a warscroll will show a **random characteristic roll** instead of a fixed value. When this is the case, the value of the characteristic is generated each time you need to use the characteristic, as described below. If a modifier applies to a random characteristic, determine the value of the characteristic first and then apply the modifier to it.

Random Move: If you need to know the value of a random Move characteristic for a unit, make the random characteristic roll shown on the unit's warscroll. The roll is the Move characteristic for all models in that unit for the rest of that phase.

When we republish a warscroll, the new version takes precedence over all versions with an earlier publication date or no publication date.

1. Name
2. Characteristics (model)
3. Characteristics (weapons)
4. Description
5. Abilities
6. Keywords

If a characteristic says 'See below', the warscroll will include an ability that explains how to determine it or what to do instead of using that characteristic.

Example: A Rend characteristic of -1 that is improved by 1 becomes Rend -2. A Rend characteristic of -1 that is worsened by 1 becomes Rend '-'.

Apply modifiers that multiply or divide a value before applying modifiers that add to or subtract from a value.

Example: A unit's Move characteristic might be 2D6", or a weapon's Damage characteristic might be D3.

If you are making multiple attacks with a random Attacks or Damage characteristic, generate the characteristics for each of the weapons separately and add them together.

Command models must be represented by the appropriate Citadel Miniatures. They are assumed to be armed with the same weapons as the other models in the unit unless noted otherwise, even if they are not shown on the model itself.

Wounds Suffered	Move
0-4	12"
5-8	11"
9-12	10"
13-16+	8"

Random Range: If you need to know the value of a random Range characteristic for a weapon being used by a unit, make the random characteristic roll shown on the unit's warscroll. The roll is the Range characteristic for all weapons of that type used by all models in that unit for the rest of that phase.

Random Attacks or Damage: If you need to know the value of a random Attacks or Damage characteristic for a weapon being used by a unit to make an attack, make the random characteristic roll shown on the unit's warscroll. The roll is the characteristic *for that attack*. If you need to know the value of a random Attacks or Damage characteristic for a weapon at a time other than when it is being used to make an attack, count it as having a value of 1.

22.3 DESCRIPTION

All warscrolls include a **description**, which will tell you what weapons the models in the unit are armed with. It may also include other important information, such as whether the unit is a **WIZARD**.

22.3.1 MOUNTS, COMPANIONS AND CREW

Sometimes the description on a warscroll will say whether the models in the unit have **mounts**, **companions** or a **crew**. When a model attacks, its mount, companions and crew attack too, and when the model is removed from play, its mount, companions and crew are removed too. For rules purposes, companions and crew are treated in the same manner as mounts.

22.3.2 COMMAND MODELS

Some units can include uniquely named **champions**, **standard bearers** or **musicians**. These are known collectively as **command models** and the warscroll may include upgrades that apply only to them or abilities that can only be used if they are part of the unit.

22.3.3 WEAPON OPTIONS AND UPGRADES

Many warscrolls allow **weapon options** or **upgrades** to be taken by '1 in every x' models. When this is the case, if the unit has fewer than 'x' models, the weapon or upgrade cannot be taken.

22.4 ABILITIES

Most warscrolls include one or more **abilities** (see 1.6). You must use the rules on a unit's warscroll if the unit is part of your army. The abilities section will also include information about any command abilities or magic the unit can use.

22.5 DAMAGE TABLES

Some warscrolls have a **damage table** that is used to determine one or more values for a model, such as the characteristics of the model and the weapons it uses or the values for abilities on its warscroll. Look up the number of wounds that are currently allocated to the model to determine the value in question.

22.6 KEYWORDS

Every warscroll includes a list of **keywords** that apply to the unit the warscroll describes and to each of the models in the unit (see 1.3.2). Sometimes you will be allowed to give a keyword to a unit for a battle. If you do so, treat the unit as having that keyword on its warscroll for the duration of the battle.

23.0 FACTION TERRAIN WARSCROLLS

The information needed to use a faction terrain feature in a battle is found on its **faction terrain warscroll**.

23.1 NAME

Every faction terrain warscroll has a **name** at the top, which corresponds to the name of the scenery piece or combination of scenery pieces that represent the terrain feature.

23.2 SET-UP

All faction terrain warscrolls include **set-up** instructions. These will tell you if the terrain feature consists of a single scenery piece or multiple scenery pieces, and how to set them up on the battlefield. The set-up instructions may also contain other important information that tells you how to use the faction terrain feature in a game.

23.3 SCENERY RULES

Faction terrain warscrolls include a list of **scenery rules** that the terrain feature has in addition to any other scenery rules that it may have. The effect of a scenery rule is treated in the same way as the effect of an ability for rules purposes (see 1.6).

24.0 ENDLESS SPELL AND INVOCATION WARSCROLLS

The information needed to use an endless spell in a battle is found on its **endless spell warscroll**. Similarly, the information needed to use an invocation in a battle is found on its **invocation warscroll**.

24.1 NAME

Every endless spell warscroll and invocation warscroll has a **name** at the top, which corresponds to the name of the miniature or combination of miniatures that represent the endless spell or invocation.

24.2 PARTS

This will tell you if the endless spell or invocation is made up of more than one **part**. Each part will have its own base and all of the parts together are considered to be a single endless spell or invocation. The warscroll will explain how the different parts must be set up.

24.3 SUMMONING

This entry on the warscroll lists the spell or prayer that is used to summon that endless spell or invocation.

24.4 ABILITIES

Endless spell and invocation warscrolls include **abilities** that apply to that endless spell or invocation.



1. Name
2. Set-up
3. Scenery Rules



1. Name
2. Parts
3. Summoning
4. Abilities

The effects of endless spell and invocation abilities are not the same as the effects of spells or prayers. Therefore, abilities that allow a unit to ignore the effects of spells or prayers will not work on them. For example, an artefact of power that allows the bearer to ignore the effects of spells will not allow them to ignore the effects of endless spell abilities.

When we republish a set of Pitched Battle profiles, the new version takes precedence over versions with an earlier publication date or no publication date.

1. Faction
2. Type
3. Unit Size
4. Points
5. Battlefield Role
6. Notes

The Pitched Battle profile for Liberators can be found in the table for the Stormcast Eternals faction.

During a battle, if a unit is at its maximum unit size, no further models can be added to it and any that would be added to it are removed from play.

25.0 PITCHED BATTLE PROFILES

Every unit in Warhammer Age of Sigmar has a **Pitched Battle profile**. Pitched battle profiles can be found in the latest 'Pitched Battle Profiles' book, and each battletome has the Pitched Battle profiles for all of the units found in it. You will need the Pitched Battle profiles when you pick your army (see 1.4).

1 STORMCAST ETERNALS						
WARSCROLL		UNIT SIZE	POINTS	BATTLEFIELD ROLE	6	NOTES
Vindictors	2	3	5	4	140	5 Battleline
Yndrasta, the Celestial Spear			1		300	Leader Single, Unique
Knight-Arcanum			1		150	Leader Single
Knight-Vexillor with Banner of Apotheosis			1		125	Leader Single
Lord-Imperatant			1		160	Leader Single
Annihilators			3		190	
Praetors			3		155	

25.1 FACTION

Pitched battle profiles are organised into tables, each of which contains the Pitched Battle profiles for one **faction** (see 1.1).

25.2 TYPE

The first entry in a Pitched Battle profile lists the **type** of unit that the Pitched Battle profile is for (see 22.1).

25.3 UNIT SIZE

These entries list the minimum number of models a unit must have. When you select a unit to be part of your army, you must take it at the minimum unit size unless it can be taken as an **understrength** unit or a **reinforced** unit (see below).

25.3.1 UNDERSTRENGTH UNITS

An **understrength** unit is one that has fewer models than its minimum unit size.

25.3.2 REINFORCED UNITS

A **reinforced** unit has twice as many models as its minimum unit size. If you can include reinforced units in your army, you can reinforce units with the Battleline battlefield role twice. A unit that is **reinforced twice** has 3 times as many models as its minimum unit size and counts as 2 units towards the number of reinforced units you can include in your army. If the description for a unit says that it is a single model, it cannot be reinforced.

25.4 POINTS VALUE

This entry lists the **points value** of a unit with this Pitched Battle profile. Points are used in some battlepacks when picking an army. For example, a battlepack may say you can take units in your army with a combined value of 1,000 points.

When this is the case, spending the appropriate number of points on a unit allows you to take 1 unit of that type, with any of the optional upgrades to which it is entitled and that you wish to take. If you take a reinforced unit, double the points value of the unit. If you take a unit that has been reinforced twice, triple the points value of the unit. If you take an understrength unit, you still have to pay the points value of a unit that has the minimum number of models.

25.5 BATTLEFIELD ROLES

Some units are assigned one or more **battlefield roles**, which appear in this entry on their Pitched Battle profile. Sometimes a battlepack or battleplan will limit the number of units with a specific battlefield role that you can take or require you to take a unit with a specific battlefield role. For example, a battlepack might say you must have at least 1 unit with the Leader battlefield role and cannot have more than 3 units with the Behemoth battlefield role.

25.5.1 CONDITIONAL BATTLEFIELD ROLES

Sometimes, the Notes column on a Pitched Battle profile will tell you to change the battlefield role of units of that type if certain conditions are met. For example, choosing a certain model to be your general can mean the battlefield role of certain units changes to Battleline. Where this is the case, unless noted otherwise, the unit loses all of the battlefield roles in the Battlefield Role column of its Pitched Battle profile and just has the battlefield role specified in the Notes column instead.

A unit that has a conditional battlefield role keeps it for the entire battle, even if the conditions that required it to have that battlefield role in the first place change during the battle (your general is slain, for example).

25.6 NOTES

This entry contains any special rules that apply if you want to take a unit that uses this Pitched Battle profile in your army.

25.6.1 UNIQUE AND SINGLE

If the Pitched Battle profile for a unit says '**Unique**' in the Notes column, it means that you cannot include more than 1 unit of that type in your army. If it says '**Single**', then units of that type cannot be reinforced.

25.7 TERRAIN, ENDLESS SPELLS AND INVOCATIONS

The Pitched Battle profiles table for a faction also includes the faction terrain, endless spells and invocations that are part of that faction (if there are any).

25.8 ALLIES

Below a faction's Pitched Battle profiles table, you will find a list of **allies** that can be taken in an army from that faction (see 27.1). The allies list will detail which factions you can take allied units from and any restrictions that apply to their use. Allied units cannot be generals.

Example: Royal Terrorgheists in a Flesh-eater Courts army from the Gristlegore subfaction become Battleline units. They are no longer Behemoth units as noted in the Battlefield Role column on their Pitched Battle profile.

When we republish a warscroll battalion, the new version takes precedence over versions with an earlier publication date or no publication date.

1. Name
2. Organisation
3. Unit Icon
4. Ability
5. Ability Icon

Usually, a unit can only belong to one battalion. However, some very large battalions include other, smaller battalions. In this case, it is possible for a unit to belong to two different battalions at the same time.

The only battalions that can use the one-drop deployment rule are core battalions that have the Unified battalion ability icon.

26.0 BATTALIONS

Battalions are formations of specific units that give you access to additional abilities. There are two types of battalion: **warscroll battalions** and **core battalions**. The battlepack you are using will say whether you can use battalions and which types of battalion you can use. Battalions are picked after you have picked the units for your army.

Warscroll Battalion



Core Battalion



26.1 ORGANISATION

Each battalion is made up of units from your army and can only be taken if the appropriate units from your army are available. The **organisation** section lists the units that can or must be included in the battalion.

In a warscroll battalion, the units are listed by unit type or keyword. For example, '1 Liberators unit' means a unit that uses the Liberators warscroll, while '1 **PALADIN** unit' means a unit that has the **PALADIN** keyword on its warscroll.

In a core battalion, the units are listed by **unit icon**. Refer to the key on the right to see which units are indicated by which unit icons. Units that must be included are indicated by **mandatory** unit icons, while units that can be taken are indicated by **optional** unit icons.

26.2 BATTALION ABILITIES

Each battalion has one or more **battalion abilities**. Battalion abilities are used in the same way as abilities on a warscroll (see 1.6).

The abilities for a warscroll battalion appear on the battalion's warscroll. The abilities for a core battalion are listed by **battalion ability icon**. Refer to the key on the right to see which battalion abilities are indicated by which battalion ability icons. If several battalion ability icons are separated by a '/', you must pick which of those abilities the battalion has when you take the battalion for your army.

26.2.1 ONE-DROP DEPLOYMENT

If a core battalion has the **Unified** icon (see right), then after you set up a unit from the battalion, you must set up **all** of the other units from the battalion, one after the other, and you are not allowed to set up units that are not part of the battalion until all of the units in the battalion have been set up. In addition, if the set-up instructions for a battle say that the players must alternate setting up units one at a time, then after you set up a unit from the battalion, you must set up **all** of the other units from the battalion, one after the other, before your opponent is allowed to set up another unit.

26.3 CORE BATTALIONS

You can include any of the following core battalions in your army if the battlepack you are using says that you can use core battalions.

WARLORD	BATTLE REGIMENT	GRAND BATTERY
VANGUARD	LINEBREAKER	COMMAND ENTOURAGE

UNIT ICONS

(Mandatory/Optional)

- Commander:** Leader
- Sub-commander:** Leader with a Wounds characteristic of less than 10
- Troops:** Unit that is not Leader, Artillery or Behemoth
- Artillery:** Artillery
- Monster:** Behemoth that is not Leader

BATTALION ABILITY ICONS

- Unified:** One-drop Deployment (see 26.2.1).
- Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the order being issued and without a command point being spent.
- Magnificent:** When you pick enhancements for your army (see 27.3), you can pick 1 extra enhancement.
- Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the order being issued and without a command point being spent.
- Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.
- Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the order being issued and without a command point being spent.

An army that is made up of two or more factions (not including allies) cannot use allegiance abilities, unless noted otherwise.

If all of the units in your army are from the Stormcast Eternals faction, then your army is known as a 'Stormcast Eternals' army. Likewise, if all of the units in your army are from the Ossiarch Bonereapers faction, your army is known as an 'Ossiarch Bonereapers army', and so on.

If you pick a subfaction for your army, your army is still considered to be an army from the faction that the subfaction is part of. For example, if you pick the Hammers of Sigmar subfaction for your army, your army is both a Stormcast Eternals army and a Hammers of Sigmar army.

If a rule forces you to give an enhancement to a Unique unit, the unit cannot use it during the battle and it has no effect.

27.0 ALLEGIANCE ABILITIES

If all of the units in your army are from a single faction, then you can use that faction's **allegiance abilities**. Allegiance abilities are split into two types: **battle traits** and **enhancements**. Sets of allegiance abilities are included in the battletomes published for Warhammer Age of Sigmar, and a set of **universal enhancements** that can be used by any army are included in section 27.5.

27.1 ALLIED UNITS

1 in 4 units in your army can be allies (see 25.8). Allied units are ignored when determining if the units in the army are from a single faction.

27.2 BATTLE TRAITS

Most **battle traits** are abilities that can be used by all or some of the units in the army. However, many battle traits have other effects, such as changing the way the player picks their army or allowing the player to summon new units mid-battle.

27.2.1 SUBFACTIONS

Some factions contain one or more **subfactions**. The battle traits for the faction will tell you how or if you can pick a subfaction for your army.

27.3 ENHANCEMENTS

Each set of allegiance abilities includes a number of **enhancements** that are given to specific units in an army. Enhancements are divided into **command traits**, **artefacts of power**, **spell lores**, **prayer scriptures**, **mount traits**, **triumphs** and one or more sets of **unique enhancements**.

Enhancements are picked after you have chosen the battalions for your army (see 26.0). You can always take 1 enhancement of each type for your army, and the battalions or battlepack you are using may allow you to take additional enhancements for your army.

27.3.1 ENHANCEMENT RESTRICTIONS

Enhancements cannot be given to Unique units (see 25.6.1) or allied units, unless noted otherwise. In addition, artefacts of power and command traits that affect attacks made by friendly models do not affect attacks made by their mounts, unless noted otherwise.

27.3.2 COMMAND TRAITS

Each time you take a **command trait** enhancement, you can pick 1 command trait and give it to your general. You can never pick more than 1 command trait for your army, and command traits can only be given to a general that is a **HERO**.

27.3.3 ARTEFACTS OF POWER

Each time you take an **artefact of power** enhancement, you can pick 1 artefact of power and give it to a **HERO** in your army. A **HERO** cannot have more than 1 artefact of power. An army cannot include duplicates of the same artefact of power.

27.3.4 SPELL LORES

Each time you take a **spell lore** enhancement, you can pick 1 spell for each **WIZARD** in your army from any of the spell lores available to that **WIZARD** (you can pick different spells from different spell lores for different **WIZARDS**). Each **WIZARD** knows the spell that you picked for them in addition to the other spells they know.

27.3.5 PRAYER SCRIPTURES

Each time you take a **prayer scripture** enhancement, you can pick 1 prayer for each **PRIEST** in your army from any of the prayer scriptures available to that **PRIEST** (you can pick different prayers from different prayer scriptures for different **PRIESTS**). Each **PRIEST** knows the prayer that you picked for them in addition to the other prayers they know.

27.3.6 TRIUMPHS

Each time you take a **triumph** enhancement, you can pick 1 triumph for your army. Each triumph you pick can be used only once per battle, and can only be used if the points total of your army is less than that of your opponent's army.

27.3.7 UNIQUE ENHANCEMENTS

Some sets of allegiance abilities include **unique enhancements**. Each set of unique enhancements will explain how they are used if you take one or more of them for your army.

27.3.8 MOUNT TRAITS

Some sets of allegiance abilities include **mount traits**. Each time you take a mount trait enhancement, you can pick 1 mount trait and give it to an eligible unit in your army. A unit cannot have more than 1 mount trait and an army cannot include duplicates of the same mount trait.

27.4 SUBFACTION ALLEGIANCE ABILITIES

Sometimes the rules for a subfaction will give you access to a further set of allegiance abilities. If the allegiance abilities for a subfaction include a command trait and the general of your army has the keyword for that subfaction, then that command trait must be the one you give to your general. If the allegiance abilities for a subfaction include an artefact of power and any **HEROES** in your army have the keyword for that subfaction, then that artefact of power must be the first artefact of power given to one of those **HEROES**.

*Most rules for artefacts of power refer to the **bearer**. The bearer is the model to which an artefact of power has been given (see section 27.5.2 for some examples).*

*Taking a spell lore enhancement allows every **WIZARD** in the army to know 1 spell from a spell lore.*

*Taking a prayer scripture enhancement allows every **PRIEST** in the army to know 1 prayer from a prayer scripture.*

If you are allowed to take more than 1 triumph, you can pick the same triumph more than once if you wish.

Many factions in Warhammer Age of Sigmar are very large and diverse. For example, the Ossiarch Bonereapers are organised into different 'Legions', each with their own fighting styles, relics and idiosyncrasies. Subfaction allegiance abilities allow you to theme your army even further, should you wish, and to reflect these differences in your battles.

27.5 UNIVERSAL ENHANCEMENTS

The following enhancements can be used by any army.

27.5.1 UNIVERSAL COMMAND TRAITS

Battle-lust: *This general is always eager for combat.*

You can re-roll run rolls and charge rolls for this general.

Skilled Leader: *This general directs their forces with consummate skill.*

If this general is on the battlefield at the start of your hero phase, roll a dice. On a 5+, you receive 1 extra command point.

High Priest: *This general is a wise and experienced cleric.*

You can re-roll chanting rolls for this general.

Heroic Stature: *This mighty general towers over those under their command.*

Add 1 to this general's Wounds characteristic.

Master of Magic: *This general's knowledge of the arcane is unsurpassed.*

Once per hero phase, you can re-roll 1 casting roll, dispelling roll or unbinding roll for this general.

27.5.2 UNIVERSAL ARTEFACTS OF POWER

Amulet of Destiny: *This amulet subtly influences the fate of the one who bears it.*

The bearer has a ward of 6+.

Vial of Manticore Venom: *This potent venom can be applied to a weapon's edge, rendering it even deadlier.*

Pick 1 of the bearer's melee weapons. Add 1 to wound rolls for attacks made with that weapon.

Arcane Tome: *The pages of this ancient grimoire grant the bearer arcane power.*

The bearer becomes a **WIZARD** that knows the Arcane Bolt and Mystic Shield spells. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. If the bearer is already a **WIZARD**, they can attempt to cast 1 additional spell instead.

Seed of Rebirth: *This seed-shaped gem hails from Ghyran, the Realm of Life.*

You can re-roll heroic recovery rolls for the bearer.

27.5.3 UNIVERSAL SPELL LORE

Flaming Weapon: *One of the caster's weapons is engulfed by arcane fire.*

Flaming Weapon is a spell that has a casting value of 4. If successfully cast, pick 1 of the caster's melee weapons. Add 1 to Damage characteristic of that weapon until your next hero phase.

Levitate: *The spellcaster makes themselves or an ally lighter than air.*

Levitate is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. That unit can fly until your next hero phase.

Ghost-mist: *At the wizard's command, a thick pall of mist descends over a nearby area of the battlefield.*

Ghost-mist is a spell that has a casting value of 5 and a range of 6". If successfully cast, pick 1 terrain feature within range and visible to the caster. Until your next hero phase, visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across more than 3" of that terrain feature. This effect does not block visibility to or from models with a Wounds characteristic of 10 or more.

27.5.4 UNIVERSAL PRAYER SCRIPTURE

Guidance: *The gods speak to their faithful, guiding them towards victory.*

Guidance is a prayer that has an answer value of 5. If answered, you receive 1 command point.

Heal: *The gods listen to the prayers of their followers, healing the wounds they have suffered.*

Heal is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 friendly model within range and visible to the chanter. You can heal up to D3 wounds allocated to that model.

Curse: *The priest calls upon the gods to render their enemies helpless before the battle zeal of the faithful.*

Curse is a prayer that has an answer value of 4 and a range of 9". If answered, pick 1 enemy unit within range and visible to the chanter. Until your next hero phase, if the unmodified hit roll for an attack that targets that unit is 6, that unit suffers 1 mortal wound in addition to any normal damage.

27.5.5 UNIVERSAL TRIUMPHS

Bloodthirsty: *Victory has made this army eager for the fight.*

Once per battle, after you make a charge roll for a friendly unit, you can say that it is bloodthirsty. If you do so, you can re-roll that charge roll.

Inspired: *The warriors of this army are filled with such conviction that they cut down their foes without pause or mercy.*

Once per battle, after you pick a friendly unit to shoot or fight, you can say that it is inspired. If you do so, add 1 to wound rolls for attacks made by that unit until the end of that phase.

Indomitable: *The dauntless warriors that make up this army will stand fast even in the face of overwhelming odds.*

Once per battle, after you take a battleshock test for a friendly unit, you can say it is indomitable. If you do so, no models from that unit will flee in that battleshock phase.



*Sometimes a battleplan will require you to pick the location in the Mortal Realms where the battle is taking place. Depending on the location you pick, one or more **realm rules** will apply in the battle. These rules will be included in the battlepack that is being used.*

28.0 BATTLEPACKS

Before you can wage war in a game of Warhammer Age of Sigmar, you must select a battlepack.

28.1 BATTLEPACK INSTRUCTIONS

All battlepacks include sections that explain how to select the units in your army and what **special rules** apply when fighting battles using the battlepack. These sections are followed by the **battleplans** that are used when fighting battles using that battlepack.

28.1.1 ARMY SELECTION

This section of the battlepack explains how to pick an army when you fight a battle using the battlepack.

28.1.2 SPECIAL RULES

This section of the battlepack will tell you which optional core rules, such as allegiance abilities and battalion abilities, you must use. It may also include additional special rules that are used when you fight a battle using that battlepack.

28.1.3 MYSTERIOUS TERRAIN

Some battlepacks will instruct one or both of the players to roll on the **Mysterious Terrain table**, below, to determine additional scenery rules that apply to certain terrain features. If this is the case, the rules for the battlepack will specify who rolls on the table and for which terrain features.

D6 Scenery Rule

- 1  **Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
- 2  **Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
- 3  **Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
- 4  **Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
- 5  **Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
- 6  **Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.

28.2 BATTLEPLANS

Every battlepack includes one or more battleplans. You will need to pick one of these battleplans to use for your battle. It will explain how to set up the battlefield and deploy your armies, how long the battle will last and how the winner is determined. A battleplan may also include additional special rules that are used when you fight a battle using that battleplan.

28.2.1 TITLE

Each battleplan has a unique name, which appears at the top. It also includes a short description of the circumstances of the battle to give you an idea of what the armies are trying to achieve.

28.2.2 THE ARMIES

Some battleplans include additional restrictions that apply when the players are picking their armies.

28.2.3 THE BATTLEFIELD

Each battleplan contains instructions that tell you how to set up terrain and objectives on the battlefield (if there are any). These instructions are used in addition to the instructions in the battlepack that is being used.

28.2.4 DEPLOYMENT

Each battleplan includes a set of instructions that explain how the players deploy their armies.

28.2.5 SPECIAL RULES

Many battleplans include one or more special rules. These may be unique abilities that certain units can use during the battle.

28.2.6 BATTLE LENGTH

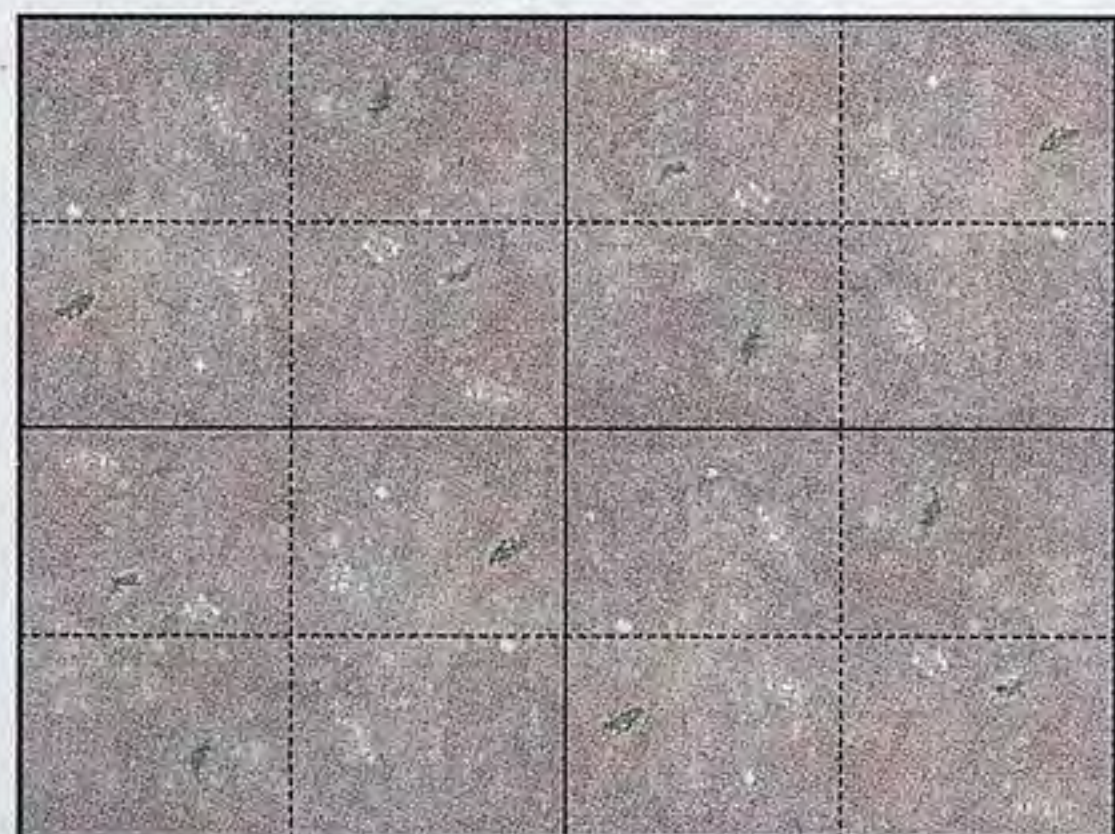
Each battleplan will tell you if the battle lasts for a certain number of battle rounds or if the battle ends after certain conditions have been met.

28.2.7 GLORIOUS VICTORY

Each battleplan will tell you how the winner of the battle is determined.

28.2.8 MAP

Each battleplan includes a map showing the location of each player's territory and any objectives that are being fought over. Rather than using measurements, each map shows the battlefield divided into 4 large quarters, each of which is divided into 4 small quarters. This allows you to use the same map for any size of battlefield. Some maps may include additional information, such as the location of certain terrain features or where to set up a specific model.



1. Title
2. The Armies
3. The Battlefield
4. Deployment
5. Special Rules
6. Battle Length
7. Glorious Victory
8. Map

Over the years we have published dozens of battleplans for Warhammer Age of Sigmar. Many of the older battleplans will not follow the format described here, but you should not let this stop you using them if you wish to. You will find it is very easy to update old battleplans for use with the latest version of the Warhammer Age of Sigmar rules.

When setting up the battlefield or during deployment, if the players are following different rules that would be carried out at the same time, then they must roll off and the winner carries out all of their instructions first, in any order they choose. Then their opponent does the same.

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RULES REFERENCE

COMMAND ABILITIES

ANY HERO PHASE

Rally: You can use this command ability at the start of the hero phase. The unit that receives the command must be more than 3" from all enemy units. Roll 1 dice for each slain model from that unit. For each 6, you can return 1 slain model to that unit.

YOUR MOVEMENT PHASE

At the Double: You can use this command ability after you declare that a friendly unit will run. That unit must receive the command. The run roll is not made for that unit. Instead, 6" is added to that unit's Move characteristic in that phase. The unit is still considered to have run.

ENEMY MOVEMENT PHASE

Redeploy: You can use this command ability in the enemy movement phase after an enemy unit finishes a normal move, run or retreat. The unit that receives the command must be within 9" of that enemy unit and more than 3" from all enemy units. You can make a D6" move with the unit that receives the command, but it must finish the move more than 3" from all enemy units and cannot shoot later in the turn.

YOUR CHARGE PHASE

Forward to Victory: You can use this command ability after you make a charge roll for a friendly unit. That unit must receive the command. You can re-roll the charge roll for that unit.

ENEMY CHARGE PHASE

Unleash Hell: You can use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 6" of that enemy unit and more than 3" from all other enemy units. Models from the unit that receives the command that are within 6" of the target unit can shoot in that phase, but when they do so, you must subtract 1 from hit rolls for their attacks and they can only target the unit that made the charge move.

ANY SHOOTING OR COMBAT PHASE

All-out Attack: You can use this command ability when you pick a friendly unit to shoot in your shooting phase or fight in the combat phase. That unit must receive the command. Add 1 to hit rolls for attacks made by that unit until the end of that phase.

ANY SHOOTING OR COMBAT PHASE

All-out Defence: You can use this command ability when a friendly unit is picked as the target of an attack in the shooting or combat phase. That unit must receive the command. Add 1 to save rolls for attacks that target that unit until the end of that phase.

ANY BATTLESHOCK PHASE

Inspiring Presence: You can use this command ability at the start of the battleshock phase. The unit that receives the command does not have to take battleshock tests in that phase.

SPELLS

Arcane Bolt: Arcane Bolt is a spell that has a casting value of 5 and a range of 12". If successfully cast, at the start of any 1 phase before your next hero phase, you can pick 1 enemy unit within range and visible to the caster. That unit suffers 1 mortal wound. If that unit is within 3" of the caster, it suffers D3 mortal wounds instead of 1.

Mystic Shield: Mystic Shield is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Add 1 to save rolls for attacks that target that unit until your next hero phase.

PRAYERS

Bless: Bless is a prayer that has an answer value of 4 and a range of 12". If answered, pick 1 friendly unit wholly within range and visible to the chanter. Until the start of your next hero phase, that unit has a ward of 6+.

Smite: Smite is a prayer that has an answer value of 2 and a range of 48". If answered, pick 1 enemy **PRIEST** within range and visible to the chanter. That enemy **PRIEST** suffers 1 mortal wound. If the chanting roll was 6 or more, that enemy **PRIEST** suffers D3 mortal wounds instead of 1.