

QUICK REFERENCE



TURN SEQUENCE

1. HERO PHASE	2. MOVEMENT PHASE	3. SHOOTING PHASE	4. CHARGE PHASE	5. COMBAT PHASE	6. BATTLESOCK PHASE
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COMMAND POINTS

At the start of each battle round, after determining who will take which turn:

- the player who will take the first turn receives 1 command point.
- the player who will take the second turn receives 2 command points.

At the start of each hero phase, *each* player receives 1 command point if their general is on the battlefield.

At the end of the battle round, any command points that have not been used are lost.

HERO PHASE

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** 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**.

SPELLS

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.

PRAYERS

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.

COMMAND ABILITIES

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.

MOVEMENT PHASE

COMMAND ABILITIES

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.

ADDITIONAL REFERENCE

In your movement phase, friendly units more than 3" from all enemy units can make a **normal move** or **run**. Friendly units within 3" of an enemy unit can **retreat**.

QUICK REFERENCE



SHOOTING PHASE

ATTACK COMMAND ABILITIES

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.

ADDITIONAL REFERENCE

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.

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.

CHARGE PHASE

COMMAND ABILITIES

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 9" of that enemy unit and more than 3" from all other enemy units. The unit that receives the command can shoot in that phase, but when it does so, you must subtract 1 from hit rolls for its attacks and it can only target the unit that made the charge move.

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 commands 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.

COMBAT PHASE

ATTACK COMMAND ABILITIES

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.

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

BATTLESHOCK PHASE

COMMAND ABILITIES

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.