

WARHAMMER
AGE OF SIGMAR



THE RULES





THE RULES



THE RULES: DIGITAL DOWNLOAD

This download explains how to play games of Warhammer Age of Sigmar with your collection of Citadel Miniatures. It is divided into 4 sections:

CORE RULES (pg 5-27)

The Core Rules explain the basic concepts of the game, including how your units move, shoot, charge and fight. These rules are used in all games of Warhammer Age of Sigmar.

ADVANCED RULES (pg 28-40)

The Advanced Rules explain how to use special unit types like **WIZARDS** and **PRIESTS**, how to fill your army roster, how to score battle tactics, and more. This section also covers expanded rules for terrain.

GLOSSARY (pg 59-64)

The Glossary is an alphabetised list of important rules terms along with summarised definitions. It is a handy reference tool if you need a quick reminder of what a particular rule does.

CITADEL TERRAIN LIST (pg 65-66)

The Citadel Terrain List shows you which terrain types apply to which sets of Citadel Terrain as well as clarifying how many scenery pieces each terrain feature comprises.

The rules are numbered to make it easy to look up a rule referenced elsewhere. For example, if a rule told you to see 'Core Rules, 1.0', you would look up the rule numbered 1.0 in the Core Rules, which happens to be 'Core Concepts'.



BATTLEPACKS

While the rules explain how to play Warhammer Age of Sigmar, battlepacks provide a unique experience for each of your games.

The **battlepack** you choose will tell you which Advanced Rules to use, and it may include additional special rules. In addition, each battlepack contains a collection of scenarios called **battleplans** that explain things like where the armies deploy and how to win the battle. We'd recommend reading through the Core Rules first to understand the mechanics of the game and then picking a battlepack to play.

SPEARHEAD: FIRE AND JADE (pg 43-58)

Spearhead is the simplest way to play Warhammer Age of Sigmar, yet it has amazing tactical depth and re-playability. The armies used in games of Spearhead are pre-made, so you can walk straight into your nearest Warhammer store and grab a Spearhead army off the shelf!

The Spearhead battlepack *Fire and Jade* includes rules for you and your opponent to fight battles in the lush, overgrown jungles of Ghyran and on the fiery lava plains of Aqshy.

MATCHED PLAY: BORDER WAR (pg 41-42)

Matched Play is a gaming mode designed for balance and equal victory conditions for both players. The *Border War* battlepack (a truncated version of the *First Blood* battlepack in the Core Book) introduces you to Matched Play, providing conditions that give no particular advantage to either side in order to see which player is the cannier commander.



While some battlepacks focus on balance and competitive play, and others put the emphasis on the story, every Warhammer Age of Sigmar battle is an awe-inspiring spectacle with fully painted armies and terrain.



CORE RULES

THE MOST IMPORTANT RULE

While you're playing Warhammer Age of Sigmar, you might encounter a rules situation that you aren't sure how to resolve. If you're new to the game, we recommend discussing with your opponent and agreeing on a fair and reasonable solution so you can get on with the game as quickly as possible. Otherwise, the **Special Rules** section includes detailed instructions on how to resolve these situations.

RULES UPDATES

We are committed to supporting Warhammer Age of Sigmar rules via regular free updates based on community feedback. Please check warhammer-community.com to download the latest updates and FAQs. This book also includes the corrections from the official errata for the rules at the time of going to print.

RULES SUMMARIES

- ◆ Many pages in the rules have red boxes in the sidebar, such as this one.
- ◆ These give you short summaries of important rules.
- ◆ If you need to read a rule in full, refer to the main text.

DESIGNER'S NOTES

Many pages have grey boxes in the sidebar, like this one, that provide commentary on the rules or other supplementary information. These boxes provide additional insight or context, but do not contain any rules needed to play the game.

1.0 CORE CONCEPTS

Battles in Warhammer Age of Sigmar are fought on a surface that is referred to as the **battlefield**. Each battle uses a scenario called a **battleplan**, which will explain how to set up the battlefield and how to determine the winner.

Each player is the **commander** of an **army**. Each army belongs to a **faction** and is made up of groups of **models** called **units**. Models and units in your army are referred to as **friendly** models and units, and models and units in your opponent's army are referred to as **enemy** models and units.

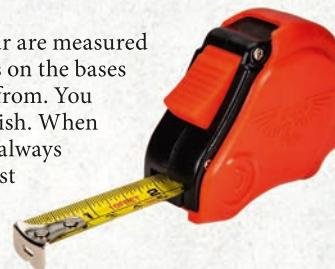
2.0 TOOLS OF WAR

To fight a battle, you will need:

- A tape measure
- Some dice
- A surface to play on (the battlefield)
- 2 armies of Citadel Miniatures

2.1 MEASURING DISTANCES

Distances in Warhammer Age of Sigmar are measured in **inches** ("), between the closest points on the bases of the models you're measuring to and from. You can measure distances whenever you wish. When measuring the distance between units, always measure the distance between the closest points on the bases of the closest models in each unit. If a model does not have a base, measure to and from the closest point on the model instead.



2.1.1 WITHIN AND WHOLLY WITHIN

A **model** is **within** a certain distance of something (e.g. another unit, a territory or an objective) if any part of its base is within that distance. A **model** is **wholly within** a certain distance of something if every part of its base is within that distance.

A **unit** is **within** a certain distance of something if any part of the base of any model in the unit is within that distance. A **unit** is **wholly within** a certain distance of something if every part of the bases of all the models in the unit is within that distance.

2.2 DICE

Warhammer Age of Sigmar uses six-sided dice, often abbreviated to **D6**.



- Some rules refer to '2D6', '3D6' and so on – in such cases, roll a number of dice equal to the number before 'D6' and add the results together.
- A roll of '2+' means a roll of 2 or more, a roll of '3+' means a roll of 3 or more, and so on.
- If a rule requires you to roll a **D3**, roll a dice and halve the total, rounding up. For D3 rolls, a roll of '2+' means a result of 2 or more after halving the total and rounding up.
- Effects that allow you to modify a dice roll are called **modifiers**.
- Some rules allow you to **re-roll** a dice roll, which means you get to roll some or all of the dice again. You cannot re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.
- If you are instructed to **roll off**, each player should roll a dice. Whichever player has a higher roll wins the roll-off. If the result is a tie, each player should roll off again until there is a clear winner, unless otherwise specified.

3.0 FACTIONS

Each army belongs to a **faction**, e.g. Stormcast Eternals or Skaven. Each faction has a set of **faction rules**, which include **battle traits**, **battle formations**, **enhancements** and **lores**. These can be found in various publications but most commonly in the faction's **battletome**.

4.0 WARSCROLLS

The rules for each unit are contained on a **warscroll**:



- 1 The **MOVE** characteristic determines how quickly the unit can move across the battlefield (see 15.0).
- 2 The **HEALTH** characteristic determines how many damage points can be allocated to a unit before a model in the unit is slain (see 18.2).
- 3 The **CONTROL** characteristic determines how well each model in the unit can contest objectives (see 32.2).
- 4 The **SAVE** characteristic determines how well armoured the unit is. This characteristic is the roll you need to equal or exceed to save a model from harm, so a lower value is better (see 17.0).
- 5 The **UNIT TYPE**.
- 6 The **KEYWORDS** that the unit has (see 5.1).
- 7 The **WEAPONS** the unit is armed with. Weapons are either **melee weapons**, used to make **combat attacks**, or **ranged weapons**, used to make **shooting attacks**. Each weapon has its own characteristics (see 16.0).
- 8 Any special **ABILITIES** the unit can use (see 5.0).

Ability icons give you an idea what kind of effect the ability has at a glance.

- ↗ Movement Ability
- ✗ Offensive Ability
- ◻ Defensive Ability
- ☒ Shooting Ability
- 🚩 Rallying Ability
- Special Ability
- Control Ability

5.0 ABILITIES

The vast majority of things that units can do in Warhammer Age of Sigmar are called **abilities**. This is an example of an ability:

1	Your Shooting Phase	1 Timing
2	SHOOT: <i>The warriors take aim and unleash a deadly volley.</i>	2 Name and description
3	Declare: Pick a friendly unit that has not used a RUN or RETREAT ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).	3 Declare instructions
4	Effect: Resolve shooting attacks against the target unit(s).	4 Effect
5	KEYWORDS CORE, ATTACK, SHOOT	5 Keywords

5.1 KEYWORDS

Some abilities have one or more **keywords** listed at the bottom of the ability on their **keywords bar**, e.g. the 'Shoot' ability shown above has the **CORE**, **ATTACK** and **SHOOT** keywords. Units also have a keywords bar on their warscroll.

Keywords let you know which abilities can be used or which units can be picked as targets for an ability. For example, the 'Charge' ability can only be used by a unit if it did not use an ability with the **RUN** or **RETREAT** keyword earlier in the turn. The singular and plural forms of a keyword are synonymous for rules purposes.

5.2 USING ABILITIES

The **timing** of an ability tells you when it can be used. When using an ability, follow these steps:

1. **Declare the Ability:** Tell your opponent which ability is being used. If the ability has **Declare** instructions, resolve them at this step.
2. **Use Reactions:** Starting with the player using the ability, the players alternate using any abilities with an appropriate **Reaction** timing. Players can choose to pass instead of using a reaction, but once both players consecutively pass, no further reactions to that ability can be used.
3. **Resolve the Effect:** Follow the instructions in the **Effect** part of the ability.

5.3 THE RULES OF ONE

- A unit cannot use more than 1 **CORE** ability per phase (see 14.0).
- A unit cannot use the **same ability** more than once per phase, unless specified otherwise.
- A unit cannot be affected by the **same passive ability** more than once at the same time. For example, if a unit is within range of two different terrain features that have the 'Cover' passive ability, the effect only applies to it once.

5.4 PASSIVE ABILITIES

Abilities that have the **Passive** timing are called **passive abilities**. Passive abilities are not declared. The effects of passive abilities always apply if the conditions of the ability are met, and they must be applied if it is possible to do so.



ABILITIES EXAMPLE

Ben and Jes are fighting a battle, and Ben's Rat Ogors have charged into Jes's Liberators. It is Ben's turn to pick a unit to fight. The following example shows how abilities are used, but don't worry too much about the specific abilities, as they will be explained later in the rules.

1

Ben uses the 'Fight' ability. The first step is to resolve any Declare instructions for the ability. In this case, Ben picks his unit of Rat Ogors to use the ability, then they make a pile-in move. Finally, Ben picks Jes's Liberators unit as the target of all the Rat Ogors' attacks.

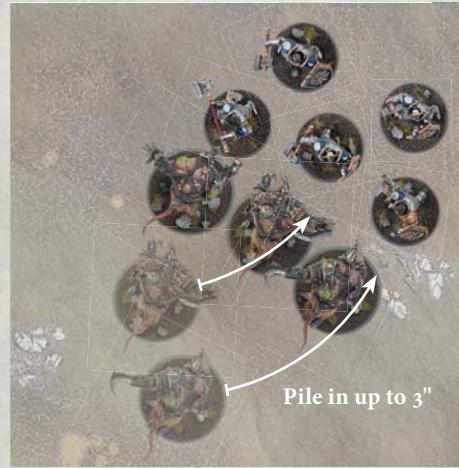
X Any Combat Phase

FIGHT: *Locked in a deadly melee, the fighters strike out at their foes.*

Declare: Pick a friendly unit that is **in combat** or that charged this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT



Pile in up to 3"

2

After declaring the ability, Ben has the first opportunity to use any **reactions**. As 'Fight' has the **ATTACK** keyword, Ben is able to use the 'All-out Attack' ability to improve his Rat Ogors' attacks.

X Reaction: You declared an ATTACK ability

1

ALL-OUT ATTACK: *The warriors fight with a frenzied vigour.*

Used By: The unit using that **ATTACK** ability.

Effect: Add 1 to **hit rolls** for attacks made as part of that **ATTACK** ability. This also affects weapons that have the **Companion** weapon ability.

After Ben uses 'All-out Attack', Jes uses the 'All-out Defence' ability to try to protect his Liberators against the upcoming onslaught. Ben then passes on using any further reactions, then Jes does the same.

U Reaction: Opponent declared an ATTACK ability

1

ALL-OUT DEFENCE: *The soldiers close ranks to hold off an incoming attack.*

Used By: A unit targeted by that **ATTACK** ability.

Effect: Add 1 to **save rolls** for that unit in this phase.

'All-out Attack' and 'All-out Defence' are examples of **Advanced Rules**, which are used in certain battlepacks.

3

Now that the Declare instructions have been resolved and both players have had a chance to use reactions, Ben can resolve the **effect** of the ability, resulting in 2 Liberators being slain (see 18.3).

X Any Combat Phase

FIGHT: *Locked in a deadly melee, the fighters strike out at their foes.*

Declare: Pick a friendly unit that is **in combat** or that charged this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units to be the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT



- If any part of another model can be seen by an observing model, both the target model and its unit are **visible** to that observing model.

In some cases, it might not be immediately clear whether a model is visible. If so, stoop down to get a look from behind the observing model. If any part of the other model is visible, even if it is just the tip of a spear, then that model is visible for rules purposes.

6.0 VISIBILITY

A target model is **visible** to another model (which we'll call the 'observing model') if you can draw a straight line through the air (whether horizontal, diagonal or vertical) from any point on the observing model to any point on the target model that does not intersect any objects except for other models in the observing model's unit. A target unit is visible to an observing unit if at least 1 model in the target unit is visible to at least 1 model in the observing unit. A model is always considered to be visible to itself.



Even though only half of this Liberator can be seen, he counts as being visible. A model is visible no matter how much of the model is blocked from sight or how little of it is visible; if any part of the model can be seen, it is visible.



An observing model's visibility can be blocked by enemy models. The Plaguebearer in this shot is not visible to the Liberator because it is hidden by the Great Unclean One.

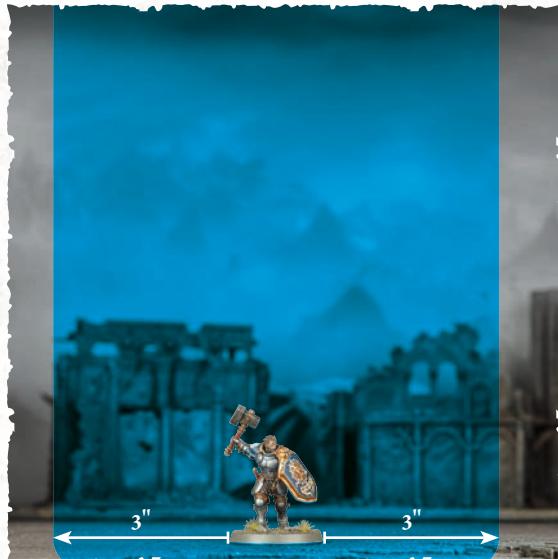


The Liberator at the back of this unit can see through their fellows. Models don't block the visibility of other models in their unit – it is assumed that they fight in such a way as to not obstruct one another's attacks.

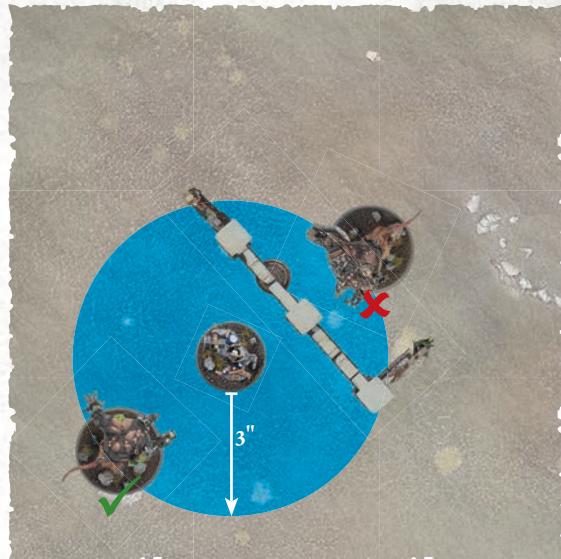
7.0 COMBAT RANGE

Each model has a **combat range** that extends 3" horizontally from its base and any distance vertically from that circle to form a cylinder. The combat range of a unit extends 3" horizontally and any distance vertically from every model in that unit. Units from opposing armies that are within each other's combat range and that are **visible** to each other are **in combat** with each other. When a unit that is not in combat enters the combat range of a visible enemy unit, it **moves into combat**. A model is considered to be in combat with an enemy unit if that unit is within the model's combat range and visible to it.

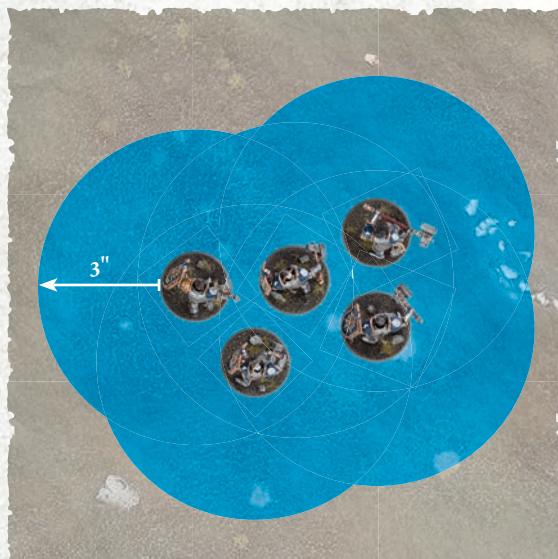
- ♦ A unit's combat range extends 3" out from every model in that unit.
- ♦ If any enemy models are within a unit's combat range and visible to it, that unit is in combat.



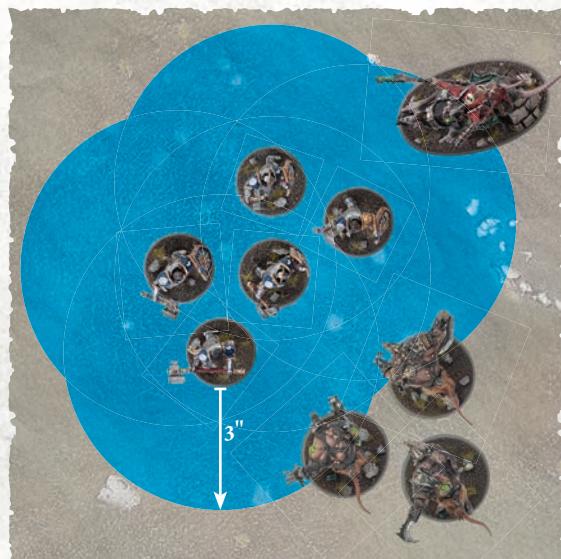
A model's combat range extends 3" horizontally outwards from it in all directions and an infinite distance vertically. Note that this is measured from the edge of its base, not the centre.



Even though both Rat Ogors are within the combat range of the Liberator, the Rat Ogor behind the wall is not visible to the Liberator and is therefore not in combat.



A unit's combat range extends 3" horizontally and any distance vertically from all models in the unit. As you can see, this forms a sort of 'cloud'.



A unit is in combat with a visible enemy unit if any of its models are within the combat range of that enemy unit. Even though 1 Rat Ogor is not within the Liberators' combat range, its unit is still in combat.



Unless specified otherwise in the battlepack or battleplan:

- ◆ Set up objectives.
- ◆ Set up terrain.
- ◆ Determine territories.
- ◆ Deploy armies.
- ◆ The player who lost the roll-off to choose territories decides who begins deployment.

SETTING UP FOR BATTLE

8.0 THE ARMIES

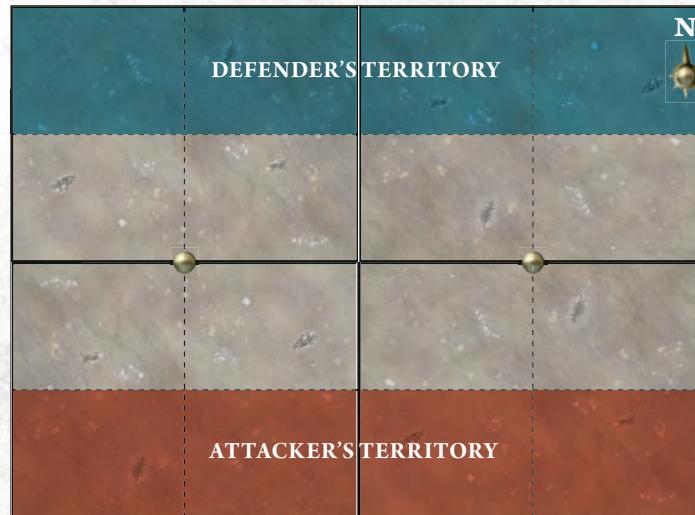
Before starting a battle, both players will need an **army**. Some battlepacks use pre-made armies, while others include rules on how to fill your army roster.

9.0 BATTLEPLANS

Before any battle, you'll need to pick a **battleplan**. A variety of battleplans are available in each **battlepack**, and additional battleplans are available in other publications. Each battleplan is a scenario to play – it outlines **territories**, **objectives** and **victory conditions**, in addition to any special rules that apply to that battle.

9.1 BATTLEFIELD MAP

Each battleplan includes a **battlefield map** that is divided into **quarters**. The map will show the locations of any **objectives** and the players' **territories**. Each battlepack or battleplan will indicate the recommended battlefield size based on the size of game you are playing.



9.1.1 SETTING UP OBJECTIVES AND TERRAIN FEATURES

Many battlefields have key locations called **objectives**, and almost all battlefields have **terrain features** such as buildings, ruins and woods. Unless otherwise specified, players should first set up objective markers at the locations indicated by a gold circle (●) on the deployment map, then set up terrain features in a mutually agreeable manner. Many battlepacks and battleplans include further instructions for setting up terrain.

9.1.2 TERRITORIES

Unless otherwise specified in the battlepack or battleplan, after terrain has been set up, the players should roll off. The winner decides which territory belongs to which player. Their opponent decides which player begins deployment.

- A unit is **within** a territory if any part of the base of any model in the unit is within that territory.
- A unit is **wholly within** a territory if every part of the base of every model in the unit is within that territory.
- The area of the battlefield that is neither player's territory is **neutral territory**.

10.0 THE DEPLOYMENT PHASE

Once the battlefield is ready, the players must **deploy** their armies. This is done in a special phase called the **deployment phase**. The deployment phase happens once per battle, before the start of the first battle round (see 12.0).

STEP 1 – DEPLOY FACTION TERRAIN FEATURES

Some factions have **faction terrain features**, which have their own warscrolls and are set up using **DEPLOY TERRAIN** abilities. The player who begins deployment must use **DEPLOY TERRAIN** abilities first, followed by their opponent.

STEP 2 – DEPLOY ARMIES

Unless otherwise specified in the battleplan, the players alternate using **DEPLOY** abilities to deploy their units, starting with the player who begins deployment. Once one player has no more **DEPLOY** abilities to use, their opponent must continue to use **DEPLOY** abilities until they also have no more to use.

STEP 3 – USE DEPLOYMENT PHASE ABILITIES

After both players have finished deploying their units, the player who begins deployment can use any **Deployment Phase** abilities that are **not** **DEPLOY** or **DEPLOY TERRAIN** abilities, in the order of their choosing, then their opponent can do the same.

10.1 UNIVERSAL DEPLOYMENT PHASE ABILITIES

• Deployment Phase

DEPLOY UNIT: *Additional forces take to the field.*

Declare: Pick a **unit** from your army roster that has not been **deployed** to be the target.

Effect: Set up the target unit wholly within friendly territory and more than 9" from enemy territory. After you have done so, it has been **deployed**.

KEYWORDS **DEPLOY**

• Deployment Phase

DEPLOY FACTION TERRAIN: *The army has taken to the field surrounding an important and powerful landmark.*

Declare: Pick a friendly **faction terrain feature** that has not been **deployed** to be the target.

Effect: Set up the target faction terrain feature wholly within friendly territory, more than 3" from all objectives and other terrain features. After you have done so, it has been **deployed**.

KEYWORDS **DEPLOY TERRAIN**

- ♦ Player who begins deployment can use any **DEPLOY TERRAIN** abilities, followed by their opponent.
- ♦ Players alternate using **DEPLOY** abilities.
- ♦ Player who begins deployment must use any other Deployment Phase abilities, then their opponent can do so.

• Deployment Phase

DEPLOY REGIMENT: *A mighty hero leads their retinue into battle.*

Declare: Pick a **regiment** from your army roster to be the target. No units in that regiment can have already been **deployed**.

Effect: Keep using **DEPLOY** abilities without alternating until all units in that regiment have been **deployed**. You cannot pick units that are not in that regiment as the target of any of those **DEPLOY** abilities.

KEYWORDS **DEPLOY**

A **regiment** is a collection of units. It is one of the main building blocks of an army (see ‘Army Composition’ in the Advanced Rules).

Some factions have special **DEPLOY** abilities, such as the ‘The Celestial Realm’ ability of the Stormcast Eternals.

THE BATTLE

- ◆ The battle lasts a fixed number of **battle rounds**.
- ◆ Each battle round contains 2 **turns**.
- ◆ The player whose turn is taking place is the **active player**.
- ◆ Each turn contains 7 **phases**.
- ◆ In each phase, the active player uses abilities first, then their opponent does the same.



- ◆ The active player uses Combat Phase abilities that are **not FIGHT** abilities, then the opponent does the same.
- ◆ Players alternate picking a unit to use a **FIGHT** ability, starting with the active player.
- ◆ Each unit **must** use a **FIGHT** ability if it is able to.

11.0 BATTLE SEQUENCE

Each battle lasts a number of **battle rounds**, specified in the battleplan. During each battle round, each player will take a **turn**. Each turn is broken down into multiple **phases** (see 13.0).

12.0 START OF BATTLE ROUND

At the start of each battle round, follow these steps:

- Determine the Active Player:** If it is the **first** battle round, the player who finished setting up their army first decides who will take the first turn (unless otherwise specified in the battlepack or battleplan).

If it is **not** the first battle round, the players make a roll-off called the **priority roll** and the winner decides who will take the first turn. If the roll-off is a **tie**, the player who took the first turn in the **previous** battle round decides who will take the first turn in the **current** battle round.

When it is a player's turn, regardless of whether they take the first or second turn, they are referred to as the **active player**.

- Determine the Underdog:** Whichever player has the fewest victory points is the **underdog** for the battle round. If the players are tied (e.g. in the first battle round), then there is no underdog, unless otherwise specified.

- Start of Battle Round Abilities:** The active player can use any **Start of Battle Round** abilities first, then their opponent can do the same.

13.0 TURN PHASES

Each player's turn is broken down into 7 **phases**, as shown on the left. In each phase, the active player can use any abilities with the '**Your (...) Phase**' or '**Any (...) Phase**' timing in the order of their choosing. For example, in the **Movement Phase**, the active player could use abilities with the **Your Movement Phase** or **Any Movement Phase** timing.

Once the active player has finished using abilities, their opponent can then use any abilities with an '**Enemy (...) Phase**' or '**Any (...) Phase**' timing, in the order of their choosing.

13.1 FIGHT ABILITIES

Abilities with the **FIGHT** keyword follow a different sequence to other abilities. When the players are using **Combat Phase** abilities as described in 13.0, they cannot use **FIGHT** abilities.

After the players have finished using **Combat Phase** abilities that are **not FIGHT** abilities, they must alternate picking 1 eligible unit to use a **FIGHT** ability, starting with the active player. Each unit in combat **must** use a **FIGHT** ability if it is able to.

Once a player has no more units that are eligible to use a **FIGHT** ability, the other player continues to pick units that are eligible to use a **FIGHT** ability, one after another, until there are no more units that are eligible to use a **FIGHT** ability.

Active player's
Combat Phase
abilities
(**not FIGHT**)

Opponent's
Combat Phase
abilities
(**not FIGHT**)

Players alternate
using **FIGHT** abilities,
starting with the
active player

14.0 UNIVERSAL CORE ABILITIES

The following **CORE** abilities can be used by any unit. Remember that each unit can use a maximum of 1 **CORE** ability per phase (see 5.3).

14.1 MOVEMENT PHASE

↗ Your Movement Phase

NORMAL MOVE: *The warriors advance across the battlefield.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: That unit can move a distance up to its **Move** characteristic. That unit **cannot** move into combat during any part of that move.

KEYWORDS **CORE, MOVE**

↗ Your Movement Phase

RUN: *The unit rushes into position.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Make a **run roll** of D6. That unit can move a distance up to its **Move** characteristic added to the **run roll**. That unit **cannot** move into combat during any part of that move.

KEYWORDS **CORE, MOVE, RUN**

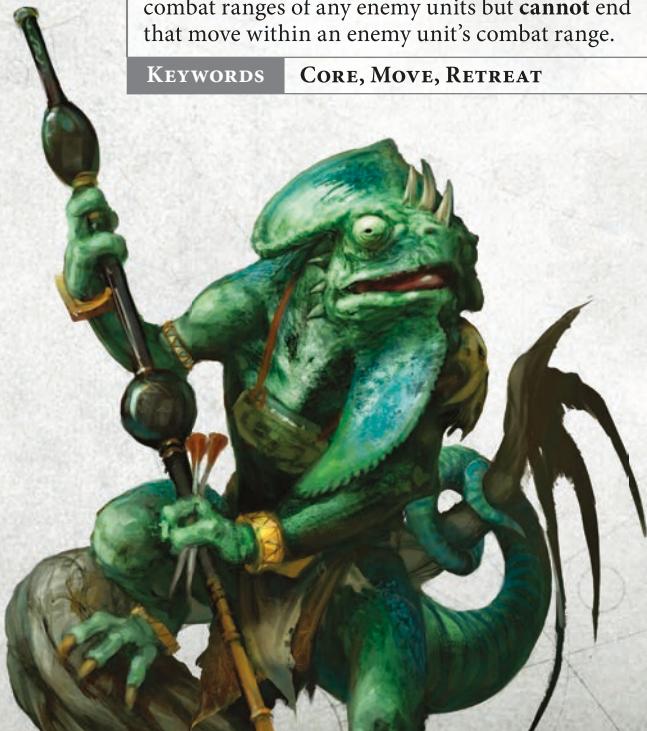
↗ Your Movement Phase

RETREAT: *The fighters disengage from combat, though at the cost of lowering their defences.*

Declare: Pick a friendly unit that is **in combat** to use this ability.

Effect: Inflict D3 **mortal damage** on that unit. That unit can move a distance up to its **Move** characteristic. That unit **can** move through the combat ranges of any enemy units but **cannot** end that move within an enemy unit's combat range.

KEYWORDS **CORE, MOVE, RETREAT**



14.2 SHOOTING PHASE

↗ Your Shooting Phase

SHOOT: *The warriors take aim and unleash a deadly volley.*

Declare: Pick a friendly unit that has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).

Effect: Resolve **shooting attacks** against the target unit(s).

KEYWORDS **CORE, ATTACK, SHOOT**

14.3 CHARGE PHASE

↗ Your Charge Phase

CHARGE: *With a mighty battle cry, the warriors charge into combat with the enemy.*

Declare: Pick a friendly unit that is **not in combat** and has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, make a **charge roll** of 2D6.

Effect: That unit can move a distance up to the value of the **charge roll**. That unit **can** move through the combat ranges of any enemy units and **must** end that move within $\frac{1}{2}$ " of a visible enemy unit. If it does so, the unit using this ability has **charged**.

KEYWORDS **CORE, MOVE, CHARGE**

14.4 COMBAT PHASE

✗ Any Combat Phase

FIGHT: *Locked in a deadly melee, the fighters strike out at their foes.*

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move** (see 15.3). Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS **CORE, ATTACK, FIGHT**

- ◆ When moving a unit, move any number of models in that unit.
- ◆ Each model can turn and pivot, but no part of its base can move farther than the maximum distance.
- ◆ Units can move any distance up to the maximum specified in the ability.
- ◆ Units must end their move in coherency.

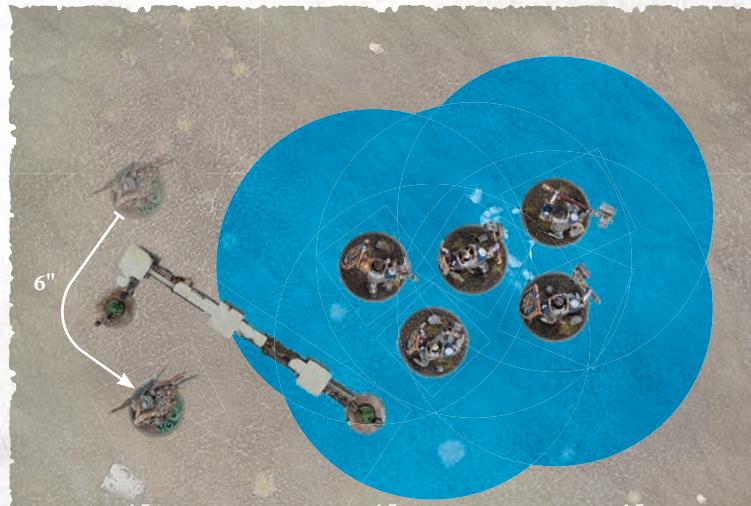
MOVEMENT

15.0 MOVEMENT

Some abilities allow a unit to move. When a unit moves, each model in that unit can move, one at a time, in the order chosen by that unit's commander.

When a model moves, it can pivot and change direction as often as you like, but no part of that model's base can move a greater total distance than the maximum allowed by the ability used. Models cannot move beyond the edge of the battlefield or through other models, and they can never end a move standing on top of another model (the base counts as part of the model).

A model's base is assumed to remain parallel with the battlefield as it moves. If a model ends its move on an uneven surface, it must be able to stand up by itself with its base as close to parallel with the battlefield as possible (in other words, models cannot lie flat on the battlefield or lean against terrain to stop them from falling over).



This Grey Seer is using the 'Normal Move' ability to change its position on the battlefield. No part of that move can be within the combat range of the Liberators, so the Grey Seer has to stay outside the area marked in blue.

- ◆ After finishing a move, a unit must be in a single group.
- ◆ Coherency range is $\frac{1}{2}$ " horizontally.
- ◆ Each model must be within coherency range of a different model from the same unit.
- ◆ While a unit has 7+ models, each model must be in coherency with 2 other models in the unit.

15.1 COHERENCY

Any time a unit is **set up** or **ends a move**, it must be in a single group. A unit is considered to be in a coherent group if each model in that unit is within **coherency range**, measured horizontally, of **at least 1 other model** in that unit (ignore differences in height between the two models).

For the majority of units, **coherency range is $\frac{1}{2}$ "**, though some units (particularly those with large models with overhanging parts) have a longer coherency range noted on their warscroll for ease of play. While there are **7 or more** models in a unit, that unit is considered to be in a coherent group if each model in that unit is within coherency range of **at least 2 other models** in that unit.

If it is not possible for a unit to end a move in a single coherent group, that move cannot be made.

15.2 MOVING ACROSS TERRAIN

When a model moves, it can move over **terrain features** but not through them. A model can be moved over terrain features that are **1" or less in height** as if they were not there. A model can be moved vertically in order to **climb up or down** any terrain features that are taller than 1", counting the vertical distance as part of its move. Models cannot end a move mid-climb.

15.2.1 JUMPING DOWN

When a model that is on a terrain feature moves, it can **jump down** from the edge of the terrain feature to land on a lower part of the same or a 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. Then, that model can jump down any distance, but doing so immediately ends their move. Models cannot end any kind of move mid-jump – if it is not possible to end the move as a result, that move cannot be made.



As a model moves across terrain, its base is assumed to stay in contact with the terrain feature and parallel to the battlefield. Models can climb up or down terrain. They can jump down too, but this ends their move.

- ◆ Models can move freely over terrain features 1" or less in height.
- ◆ Models can climb up and down terrain features, and they can jump down from a higher ledge.
- ◆ Models cannot end a move mid-climb or mid-jump.

15.3 PILE-IN MOVES

Some abilities, such as **FIGHT** abilities, allow a unit to make a short move called a **pile-in move** to get into a better position for combat. To do so:

If your unit is in combat: Pick an enemy unit your unit is **in combat** with to be the **target** of the pile-in move. Each model in your unit can move up to 3". That move can pass through the combat ranges of any enemy units, but each model must end that move **no further from** the **target** unit. At the end of the move, your unit must still be in combat with all units that it was in combat with at the start of the move.

If your unit is not in combat: Each model in your unit can move 3" in any direction. That move can pass through and end within the combat ranges of any enemy units.

15.4 FLYING

Units with the **FLY** keyword have the following passive ability:

Passive

FLY: Soaring above the battlefield, this unit can reach destinations that are inaccessible to other troops.

Effect: As this unit moves, it ignores other models, terrain features and the combat ranges of enemy units. It cannot end its move in combat unless specified in the ability that allowed it to move. Ignore any vertical distance moved for this unit.

- ◆ Pile in: move up to 3".
- ◆ If in combat, the unit must end the move closer, or at least as close, to the target enemy unit.

When moving flying units, move them horizontally in any direction, ignoring intervening models and terrain, and place them where you wish, so long as they are allowed to end their move on that spot. Note that some units have the **FLY** keyword even if that unit can't really fly. This often represents units that bounce, bound or skitter across the battlefield so adeptly that they might as well be flying!

ATTACKING

16.0 PICKING TARGETS

When declaring an **ATTACK** ability for a unit, you must pick the target unit(s) for its **attacks**. The number of attacks each model can make is equal to the **Attacks** characteristic of the **weapons** it is using. In most cases, models attack with every weapon on their warscroll (melee weapons for combat attacks, ranged weapons for shooting attacks), though some warscrolls specify that certain models in the unit are armed with special weapons or that the unit must pick between multiple weapons when it attacks.

If the unit is **in combat**, it can only target units that are in combat with it. If a model has more than one attack, you can split the attacks between eligible targets as you wish.

- **Combat attacks** are made with **melee weapons**. The target unit(s) must be within the **combat range** of the attacking model and **visible** to it. The model must attack with all of the melee weapons it is armed with.
- **Shooting attacks** are made with **ranged weapons**. The target unit(s) must be within a distance equal to the **Range** characteristic of the weapon being used and **visible** to the attacking model. Models **cannot** make shooting attacks if their unit is **in combat**, unless otherwise specified (see 20.0 Weapon Abilities).

17.0 THE ATTACK SEQUENCE

Resolve steps 1-4 below for each attack made against a target unit, one attack at a time. If you picked more than one target unit for the **ATTACK** ability, resolve all the attacks made against one unit before moving on to the next, in an order of your choosing. Once you are familiar with the attack sequence, see ‘Fast Dice Rolling’ (see 17.3) if you want to speed up play.

1. **Hit Roll:** Roll a dice. If the roll equals or exceeds the attacking weapon’s **Hit** characteristic, the attack scores a **successful hit**: move on to the next step. If not, the attack **fails** and the attack sequence ends. Unmodified hit rolls of 1 always fail. If an unmodified hit roll for an attack made with a weapon is a **6**, that attack is a **critical hit**.
2. **Wound Roll:** Roll a dice. If the roll equals or exceeds the attacking weapon’s **Wound** characteristic, the attack **successfully wounds**: move on to the next step. If not, the attack **fails** and the attack sequence ends. Unmodified wound rolls of 1 always fail.
3. **Save Roll:** The commander of the **target** unit rolls a dice, subtracting the attacking weapon’s **Rend** characteristic from the roll. Unmodified save rolls of 1 always fail. If the roll equals or exceeds the **Save** characteristic of the target unit, the attack **fails** and the attack sequence ends. If not, it is a **successful attack**: move on to the next step.
4. **Determine Damage:** The attack **inflicts** a number of **damage points** on the unit equal to the **Damage** characteristic of the weapon. Inflicted damage points are added to a temporary **damage pool** for the target unit.

After completing these steps for all of the attacks made as part of that **ATTACK** ability, the attacks for that ability are **resolved** and you can move on to the **damage sequence** (see 18.0).

Critical hits have no effect on their own but often trigger additional effects (see 20.0 Weapon Abilities).

Keep track of the number of damage points in the damage pools of target units. Placing dice next to those units is a handy way of doing this.

17.1 ATTACK MODIFIERS AND CAPS

Modifiers to **hit rolls**, **wound rolls** and **save rolls** are **capped** to prevent overwhelming combinations of abilities. When making a **hit roll** or a **wound roll**, add up all positive and negative modifiers that apply to the roll, then cap the result at a **maximum of +1** (if positive) or a **minimum of -1** (if negative).

When making a **save roll**, add up all the positive and negative modifiers that apply to the roll, then cap the result at a **maximum of +1**. Note that, unlike **hit rolls** and **wound rolls**, there is **no cap** on the amount that can be **subtracted** from **save rolls**.

17.2 MORTAL DAMAGE

Some abilities inflict **mortal damage**. If an ability inflicts mortal damage on a unit, add that number of damage points to the unit's damage pool for that ability (see 18.2 Allocating Damage).

17.3 FAST DICE ROLLING

In order to speed up play, it is often possible to make several attacks at once. If you choose to do so, all of the attacks must have the same **Hit**, **Wound**, **Rend** and **Damage** characteristics, the same **weapon abilities** (if any – see 20.0), and they must target the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls and finally all of the save rolls. Then, add up all the damage points inflicted on the target unit and move on to the damage sequence (see 18.0).

If the attack sequence ends for an attack made while fast dice rolling, it doesn't stop the attack sequence for all the attacks, just that specific attack.



The bold advance of the Stormcast Eternals enrages a pack of Rat Ogors, triggering a mad charge. These hulking Skaven aim to tear apart their foes with brute strength and ferocity before a counter-attack can be launched.



18.0 THE DAMAGE SEQUENCE

After resolving the effect of any ability that inflicts damage points on a unit, follow the steps below. If the ability inflicted damage points on more than one unit, follow the steps below for each of those units, one at a time. Each commander allocates damage points to their own units, in the order of their choosing, starting with the active player.

- 1. Resolve ward saves** for all damage points in the target unit's damage pool, if applicable (see 17.0).
- 2. Allocate the damage points** in the unit's damage pool and remove slain models (see 18.3).

18.1 WARD SAVES

Units with the **WARD** keyword have the 'Ward Save' passive ability. The number after the **WARD** keyword indicates the **ward value** for the ward save. If a unit had **WARD (5+)**, for example, its ward value would be 5. If a unit has more than one ward save, only the ward save with the lowest value applies to it; the other has no effect.

U Passive

WARD SAVE: *Whether through their uncanny reflexes, unnatural toughness or a source of mystical protection, these warriors can avoid otherwise lethal attacks.*

Effect: In step 1 of the damage sequence (see 18.0), make a **ward roll** of D6 for each **damage point** in this unit's **damage pool**. If the roll equals or exceeds this unit's **ward value**, remove that damage point from the damage pool.

18.2 ALLOCATING DAMAGE

After resolving the effect of any ability that inflicts damage points (whether via attacks, mortal damage or both), you must **allocate** the damage points.

When **allocating** damage points to a unit, the damage points in its damage pool are allocated to it one at a time. Each time the number of damage points allocated to the unit equals the **Health** characteristic of that unit, 1 model in that unit is **slain** (and removed from play) and the number of damage points allocated to that unit is reset to 0. Keep allocating damage points until there are none left in the damage pool.

If the number of damage points allocated to a unit is not enough to slay a model, keep track of the number of damage points currently allocated to the unit (most players place a dice or markers next to the unit). While a unit has any damage points allocated to it, it is **damaged**.

18.3 SLAIN MODELS

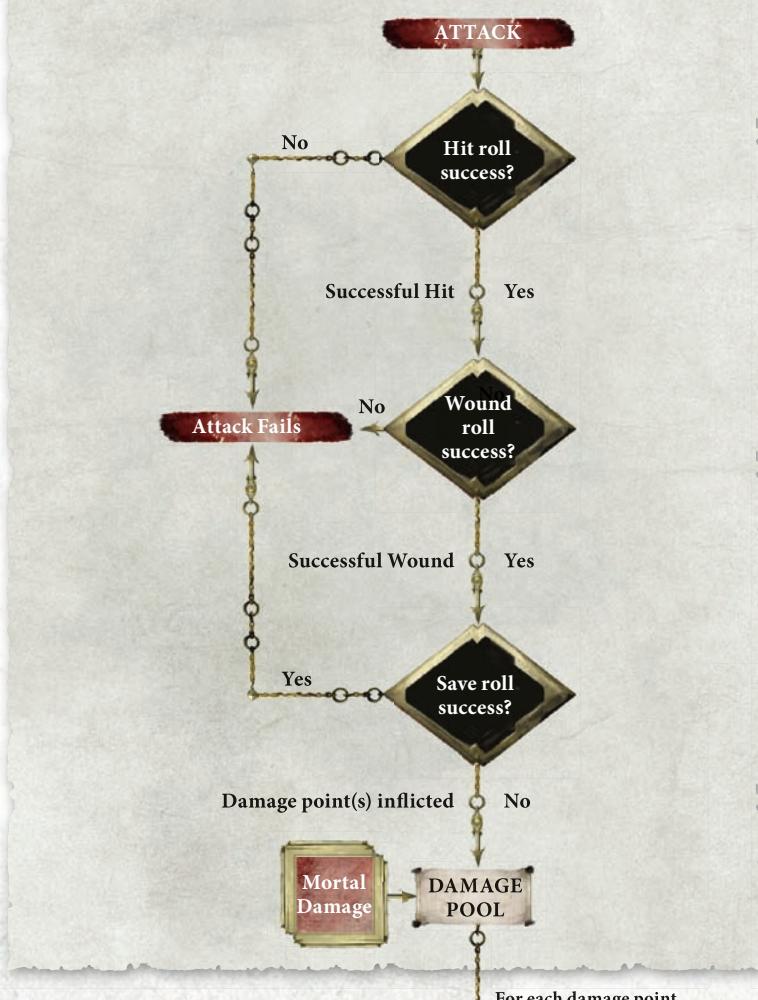
The commander of a unit must pick which model(s) in the unit are slain. However, after each slain model is removed, the unit must be in a single coherent group (see 15.1). If this is not possible, continue to remove models, one at a time, until the unit is in a single coherent group. You must remove the fewest models possible to make the unit a single coherent group.

18.4 DESTROYED UNITS

When the last model in a unit is slain, the unit is **destroyed** and all remaining damage points inflicted on that unit have no effect. Similarly, if something causes a unit to be destroyed, all models in the unit are slain and removed from play.

ATTACKING DIAGRAM

ATTACK SEQUENCE



DAMAGE SEQUENCE



- ◆ Attacker makes a **hit roll** of D6. If the roll equals or beats the weapon's **Hit** characteristic, it is a **successful hit**.
- ◆ Attacker makes a **wound roll** of D6. If the roll equals or beats the weapon's **Wound** characteristic, it is a **successful wound**.
- ◆ Defender makes a **save roll** of D6. Subtract the attacking weapon's **Rend** characteristic from the roll. If the result is less than the defending unit's **Save** characteristic, it is a **successful attack**.
- ◆ Inflict an amount of **damage** on the target equal to the attacking weapon's **Damage** characteristic.
- ◆ Resolve ward saves.
- ◆ Allocate damage points.
- ◆ Unmodified **hit rolls**, **wound rolls** and **save rolls** of 1 always fail.

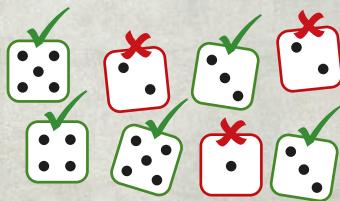


ATTACKING EXAMPLE

Erik's Stormcast Eternals are facing off against Emma's Skaven in a close game of Spearhead. Erik's Liberators have charged (see 14.3), and in the declare step of the 'Fight' ability, they have piled in towards Emma's Clawlord (see 15.3) and targeted that unit with all of their attacks (see 16.0). In this example we'll be using fast dice rolling to speed up play.

1

Erik's 4 Liberators armed with Warhammers attack first. They can each make 2 attacks (as a Warhammer has an **Attacks** characteristic of 2), and Erik needs to make **hit rolls** equal to or higher than their **Hit** characteristic of 3+. The Liberators score 5 successful hits out of 8 attacks.

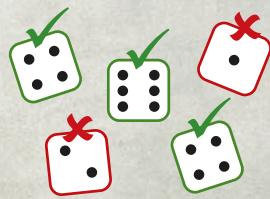


Erik's hit rolls



2

Erik then makes a **wound roll** for each of the 5 hits. The Warhammers have a **Wound** characteristic of 3+. The Liberators successfully wound with 3 of their attacks.



Erik's wound rolls



3

Emma makes a **save roll** for each of the 3 successful wounds. Her Clawlord has a **Save** characteristic of 4+, but the Warhammers have a **Rend** characteristic of 1, so Emma must subtract 1 from each roll, meaning she now needs to roll a 5 or more.

The Clawlord successfully saves 1 of the 3 attacks, resulting in 2 damage points being added to his **damage pool** (1 for each Warhammer, as they have a **Damage** characteristic of 1).



Emma's save rolls



4

Erik repeats this process with the remaining Liberator in the unit, who wields a mighty Grandhammer. He scores 2 hits, one of which is a **critical hit** of 6. This result triggers the Grandhammer's **Crit (Mortal)** weapon ability, which inflicts 2 mortal damage (see 17.2), directly adding 2 damage points to the damage pool.



Erik's hit rolls



Erik's wound roll

Erik then makes a wound roll for the other hit, which **successfully wounds**.



4

Clawlord's damage pool

	Melee Weapons	Attacks	Hit	Wound	Rend	Damage	Ability
	Grandhammer	2	3+	2+	1	2	Crit (Mortal)

5

Emma makes a **save roll** for the successful wound, and again must subtract 1 from the roll due to the Grandhammer's **Rend** characteristic of 1. Unfortunately, her **save roll** is unsuccessful, resulting in another 2 damage points being added to the **damage pool**, as the Grandhammer has a **Damage** characteristic of 2.

The Liberators' attacks are **resolved**, so Emma must move on to the damage sequence.



Emma's save roll



6

Clawlord's damage pool

6

The Clawlord is in grave peril, with 6 damage points in the damage pool (and only 7 **Health!**). Fortunately, he has **WARD (6+)**, which gives him one last chance to avoid the damage. Emma makes a **ward roll** for each of the 6 damage points in the damage pool, and 2 of those rolls are sixes, meaning 2 damage points are removed from the damage pool.

The remaining 4 damage points are **allocated** to the Clawlord. Emma places a dice next to the Clawlord to keep track of the number of damage points that are currently allocated to that unit.

The Clawlord is now **damaged** – luckily for Emma, this allows her Clawlord to use his 'Cornered Rat' ability to exact revenge on the dastardly Liberators...



Emma's ward rolls



There may be situations when a unit that has **STRIKE-FIRST** is not in combat at the start of the phase, but because of moves such as pile-in moves, it is ‘pulled into combat’ later in the phase. In such cases, **STRIKE-FIRST** has no effect on that unit because it was not in combat at the start of the phase.

Abilities that allow a unit to use a **FIGHT** ability immediately after another unit do not override the **STRIKE-FIRST** or **STRIKE-LAST** constraints, so you could not pick a unit with **STRIKE-LAST** to fight immediately after a unit with **STRIKE-FIRST**.

The **Companion** weapon ability restricts things like mounts from benefiting from most effects that augment a unit’s capabilities.

SPECIAL RULES

19.0 STRIKE-FIRST AND STRIKE-LAST

If there are any **STRIKE-FIRST** units in combat after any non-**FIGHT** combat phase abilities have been used, other units cannot be picked to use a **FIGHT** ability until those units have been picked to use a **FIGHT** ability. After all those **STRIKE-FIRST** units have fought, the active player picks the next unit to fight.

If there are any **STRIKE-LAST** units in combat, they cannot be picked to use a **FIGHT** ability if there are any units in combat that do not have **STRIKE-LAST** and have not yet used a **FIGHT** ability.

If a unit has **STRIKE-FIRST** and **STRIKE-LAST**, treat it as if it had neither.

20.0 WEAPON ABILITIES

Some weapons have one or more of the passive **weapon abilities** below. If a weapon has multiple weapon abilities that apply on a critical hit, before the attack sequence starts, the commander of the attacking model must pick 1 of those abilities to use.

UNIVERSAL WEAPON ABILITIES

Anti-X (+1 Rend): Add 1 to this weapon’s **Rend** characteristic if the target has the keyword after ‘Anti-’ or fulfils the condition after ‘Anti-’. Multiples of this ability are cumulative. For example, if a weapon has both **Anti-charge (+1 Rend)** and **Anti-HERO (+1 Rend)**, then add 2 to the **Rend** characteristic of the weapon for attacks that target a **HERO** that charged in the same turn.

Charge (+1 Damage): Add 1 to this weapon’s **Damage** characteristic if the attacking unit charged this turn.

Companion: Unless otherwise specified, this weapon is not affected by friendly abilities that affect weapon characteristics or the attack sequence, except for those that apply negative modifiers to it (e.g. ‘Covering Fire’).

Crit (2 Hits): If an attack made with this weapon scores a **critical hit**, that attack scores 2 hits on the target unit instead of 1. Make a **wound roll** for each hit.

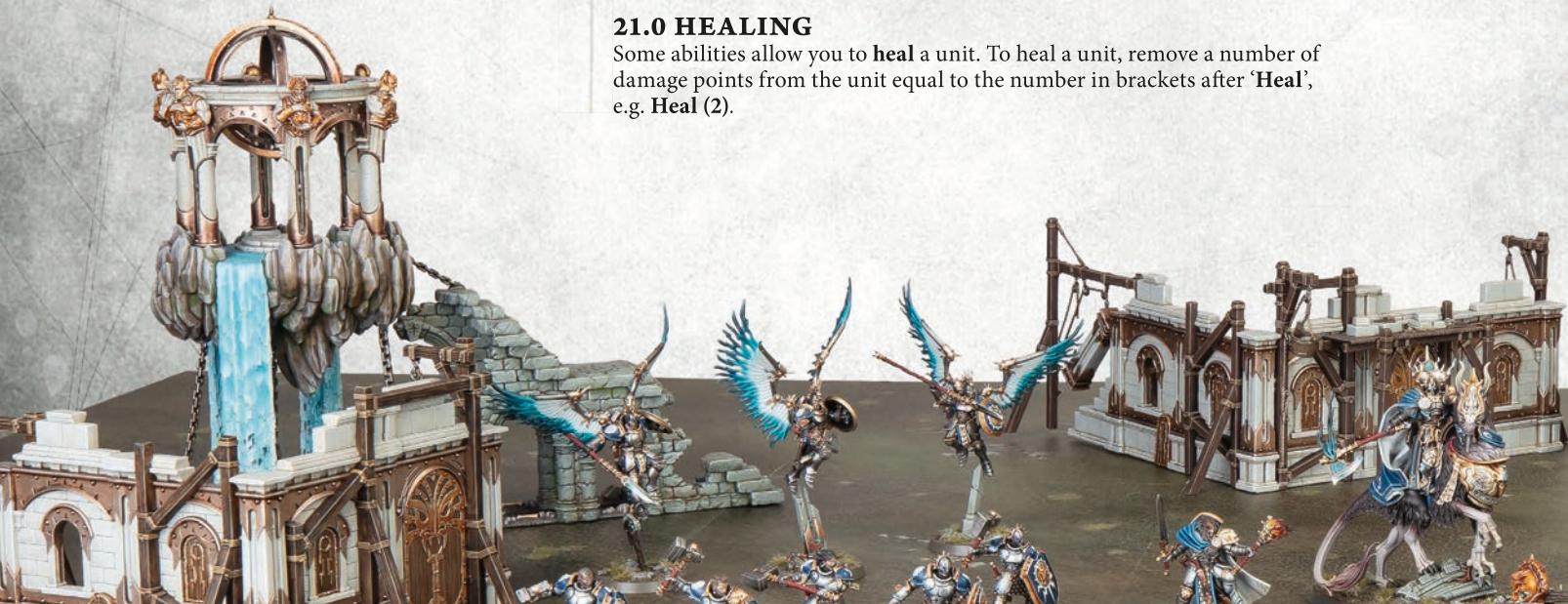
Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

Crit (Mortal): If an attack made with this weapon scores a **critical hit**, that attack inflicts **mortal damage** on the target unit equal to the **Damage** characteristic of that weapon and the attack sequence ends.

Shoot in Combat: This weapon can be used to make shooting attacks even if the attacking unit is in combat.

21.0 HEALING

Some abilities allow you to **heal** a unit. To heal a unit, remove a number of damage points from the unit equal to the number in brackets after ‘Heal’, e.g. Heal (2).



22.0 RETURNING AND ADDING MODELS

Some abilities allow you to **return** slain models to a unit or **add** new models to a unit. In either case, set up those models, one at a time (see 15.1) within coherency range of the model(s) in that unit that were not returned or added this turn. If that unit has 7 or more models (including the model being set up), it must be set up within coherency range of at least 2 other models in that unit that were not returned or added this turn. The new models can only be set up in combat with an enemy unit if their unit is already in combat with that enemy unit.

- ♦ Returned models must be set up in **coherency** with the models in their unit that were not returned as part of that ability.
- ♦ Returned models can only be set up **in combat** with an enemy unit if their unit is already in combat with it.

23.0 TOKENS

Tokens are not considered to be models for rules purposes and can be ignored or moved out of the way for purposes of visibility, coherency or abilities. They cannot be picked as the target of abilities. Their purpose is to indicate persisting effects on units they are placed next to. Each time a unit with a token finishes a move or is set up, place the token next to the unit.

This Gryph-crow is a token.



24.0 SETTING UP UNITS

Some abilities allow you to set up a unit on the battlefield. When doing so, you must set up all models in that unit. If this is impossible, you cannot use that ability. A unit set up on the battlefield in a phase other than the deployment phase cannot use **MOVE** abilities in the movement phase of the same turn.

24.1 RESERVE UNITS

Some abilities allow you to set up units **in reserve**. These units are placed to one side instead of being set up on the battlefield. At the start of the fourth battle round, units that were set up in reserve using a **DEPLOY** ability and that are still in reserve are destroyed.

24.2 REPLACEMENT UNITS

Some abilities allow you to set up a **replacement unit**. When setting up that unit, it should have the same warscroll type, weapon options and number of models as the original unit, unless otherwise specified in the ability. Many of these abilities specify the proportion of models in the replacement unit (e.g. half the number of models from the original unit). In these cases, you can pick which models from the original unit are set up.

Because a replacement unit is treated as a completely new unit, it could, for instance, use a **Once Per Battle** ability on its warscroll even if the unit it replaced used that ability earlier in the battle.

The replacement unit is otherwise treated as a new unit; any keywords or abilities the original unit gained during the battle, and any persisting effects that applied to it, do not apply to the replacement unit. Each unit can only be replaced once, and you cannot replace replacement units.

25.0 GUARDED HEROES

All **HEROES** that are not **MONSTERS** or **WAR MACHINES** have the ‘Guarded Hero’ passive ability:

Passive

GUARDED HERO: *The leader is shielded by their warriors, who close ranks around them to protect them from harm.*

Understandably, **MONSTERS** and **WAR MACHINES** don’t benefit from the ‘Guarded Hero’ ability. These units are very conspicuous targets even if they are surrounded by their fellows!

Effect: If this **HERO** is within the combat range of a friendly unit that is **not a HERO**:

- Subtract 1 from **hit rolls** for **shooting attacks** that target this **HERO**.
- If this **HERO** is **INFANTRY**, they cannot be picked as the target of **shooting attacks** made by models more than 12" from them.



- ◆ When using a **random characteristic**, generate it each time it is needed for an ability.
- ◆ When using **random Damage**, generate it for each attack made.

26.0 RANDOM CHARACTERISTICS

Some warscrolls show a **random characteristic roll** instead of a fixed value. When this is the case, the value of the characteristic is generated by the commander of the unit in question each time an ability requires that characteristic.

In the case of random weapon characteristics, generate a **random Attacks** characteristic for each model in the attacking unit each time you declare an **ATTACK** ability, and generate a **random Damage** characteristic each time you inflict damage with that weapon (roll once for each attack).

27.0 MODIFIER ORDER

The effects of some abilities modify a characteristic or roll. Unless stated otherwise, a characteristic or roll cannot be modified to less than 1. The exception to this is Rend, which can be modified to a minimum of 0 ('-').

If a characteristic uses a **random characteristic roll** (see above), apply characteristic modifiers **after** that characteristic has been generated.

If a characteristic or roll is halved or would be modified to a value that is not a whole number, **round it down** to the nearest whole number.

Apply characteristic modifiers in the following order:

1. Modifiers that **set** a characteristic to a fixed value.
2. Modifiers that **multiply** or **divide** a characteristic.
3. Modifiers that **add to** or **subtract from** a characteristic.

If there are multiple modifiers of the same type (e.g. that set a characteristic), apply them in the Order of Effects (see 30.0).

The effects of some abilities (e.g. 'An Excess of Depravity') allow you to replace a roll with a fixed value. When doing so, you must replace the roll before rolling the dice for it.



Skaven technology is infamously unpredictable. Their warpstone-powered weapons are just as likely to belch out a thunderous volley as they are a single forlorn shot – or they might just explode without warning!

28.0 ADVANCED ABILITY RULES

- Unless stated otherwise, units using or picked as part of an ability must be on the battlefield.
- If an effect states that a unit **can** do something, its commander can choose whether to resolve that part of the effect or not.
- If an effect states that a unit **must** do something, its commander has no choice and must resolve that part of the effect. If this is impossible, no part of the effect is applied but the ability is still considered to have been used.
- When ‘this unit’ appears in ability text (most often on warscrolls), it means the unit that is using the ability.
- If an ability affects more than one unit, the player who used the ability can choose the order in which units are affected by it.
- When resolving an effect, if you need to roll a dice for multiple affected units, roll and resolve the effect for one unit before moving on to the next.
- If an ability instructs you to pick more than 1 unit, each unit you pick must be a different unit unless stated otherwise.

28.1 PERSISTING EFFECTS

Some abilities have effects that aren’t immediately resolved (e.g. ‘add 1 to save rolls for this unit for the rest of the turn’ or ‘this unit has **WARD (5+)** for the rest of the turn’). These effects count as the effects of passive abilities (see 5.4) for their duration.

28.2 ‘ONCE PER’ TIMINGS

The timing part of some abilities says **Once Per Phase**, **Once Per Turn** or **Once Per Battle**. If the ability is used by a unit, it can be used a maximum of one time in that phase, turn or battle by each unit that can use the ability. If the ability is used by a player, it can be used a maximum of one time in that timing window by that player.

Some abilities that are used by units say **Once Per Phase (Army)**, **Once Per Turn (Army)** or **Once Per Battle (Army)**. These abilities can be used a maximum of one time in that phase, turn or battle regardless of the number of units in the army that can use the ability.

29.0 CONTRADICTORY RULES

If two or more rules contradict, if one of those rules states that something **cannot** do something, this takes precedence over rules that state it **can** or **must** do that thing, unless the second rule specifically overrides the restriction of the first. For example, while the ‘Normal Move’ ability states you cannot move into combat during that move, the ‘Fly’ ability specifies to ignore the combat ranges of enemy models during a move.

Excepting the above, the effect of the most recently used ability takes precedence.

30.0 ORDER OF EFFECTS

The effects of passive abilities are considered to be applied more recently than the effects of other abilities and rules.

The effects of the active player’s passive abilities are considered to be applied more recently than the effects of their opponent’s passive abilities, whose passive abilities are considered to be applied more recently than the effects of neutral passive abilities (e.g. passive abilities on a terrain feature that is in neither player’s army). The active player chooses the order in which neutral passive effects are applied.

Some abilities have a delayed effect (e.g. ‘each time a friendly unit uses a **FIGHT** ability, after that ability has been resolved, **Heal (D3)** that unit’). If more than one of these effects would be resolved at the same time, the active player resolves the delayed effects of their abilities first, in an order of their choosing, then their opponent does the same.

WHO IS USING THE ABILITY?

Most abilities are found on warscrolls, but many appear elsewhere – the best examples being the Universal Core Abilities (see 14.0).

While abilities on warscrolls are always used by the unit whose warscroll it is, some abilities that do not appear on warscrolls will tell you explicitly to pick a unit to use the ability. In both cases, it should be clear which unit is using the ability.

Some abilities that do not appear on warscrolls, most commonly enhancements (see Army Composition, 4.1), are given to certain units in your army. In such cases, the unit to which the enhancement was given is the one using the ability.

Abilities that neither appear on a warscroll nor tell you to pick a unit to use the ability are used by you, the player.

Finally, for the purposes of the rules in this section, when a rule refers to a player using an ability, this includes abilities used by units in that player’s army.

- ◆ An objective marker is a 40mm round marker.
- ◆ A model **contests** an objective if the objective marker is within its combat range.
- ◆ A player **gains control** of an objective if the sum of the **Control** characteristics of friendly models contesting that objective is higher than that of enemy models.
- ◆ Check if you gain control of objectives at the start of the first battle round and at the end of each turn.
- ◆ An objective remains in your control until your opponent gains control of it.
- ◆ Terrain features are controlled in the same way as objective markers but do not remain in your control if no friendly models are contesting them.

Sometimes objective markers get accidentally nudged while you are moving models around. This is perfectly fine – just remember to put them back in their proper positions when determining objective control.

END OF TURN

31.0 END OF TURN OVERVIEW

At the end of each turn, follow these steps:

1. The active player can use any abilities with the **End of Your Turn** or **End of Any Turn** timing, in the order of their choosing, then their opponent can use any abilities with the **End of Enemy Turn** or **End of Any Turn** timing, in the order of their choosing.
2. Determine which player **controls** each objective (if any).
3. The active player scores **victory points** as described in the battleplan.

32.0 OBJECTIVES

Many battleplans award victory points for controlling **objectives**, which are represented by **objective markers**. Unless otherwise specified, objective markers are round and 40mm wide. Models can move over and end their moves on objective markers. If an objective marker is on the border between territories, it is within all those territories but wholly within none of them. Objective markers don't block visibility.

32.1 CONTESTING OBJECTIVES

Unless otherwise specified, if an objective is within a model's combat range, that model is **contesting** that objective. If any models in a unit are contesting an objective, that unit is contesting that objective.

Each unit can only count as contesting a single objective for the purposes of determining objective control (see 32.2). Before determining objective control, for each of their units contesting two or more objectives, the active player must pick one of those objectives for it to contest. Then, their opponent does the same.

Designer's Note: *For purposes other than determining objective control, a unit can contest more than one objective.*

32.2 OBJECTIVE CONTROL

At the **start of the first battle round** and at the **end of each turn**, follow this sequence for **each objective** in an order chosen by the active player:

1. Starting with the active player, each player determines the **control score** of each of their units that is contesting that objective. A unit's control score is the combined **Control** characteristics of all the models in that unit that are contesting the objective. Some abilities modify a unit's control score, but it cannot be reduced to less than 1.
2. Each player adds up the control scores of all of their units contesting that objective. This is their **army control score** for that objective.
3. The players compare their army control scores for that objective. If one player's score is higher, that player **gains control** of that objective. Once a player gains control of an objective, it **remains under their control** until their opponent gains control of it.

32.3 TERRAIN CONTROL

Some battleplans require you to gain control of a terrain feature. Terrain features are controlled in the same way as objectives, but terrain features **do not remain in your control** if your units are no longer contesting them. Each unit can contest 1 objective and 1 terrain feature at the same time.

33.0 END OF BATTLE ROUND

At the end of each battle round, the active player can use any **End of Battle Round** abilities, then their opponent can do the same. Each battleplan will specify the number of battle rounds that should be fought. If you have completed the number of battle rounds specified in your battleplan, the battle has ended, and you should follow the rules included in that battleplan to determine the winner.

ADVANCED RULES

Each Advanced Rules section is designed to be modular, allowing each battlepack to specify which Advanced Rules to use with that battlepack. This book contains the following **Advanced Rules** sections:

COMMANDS (pg 29-30)

These rules explain how you can earn **command points** to use powerful **commands** that allow you to react to abilities and interact in your opponent's turn. If you are not using the **Commands** rules, ignore any abilities that have the command point symbol in the corner.

TERRAIN (pg 31-32)

These rules go into more detail about how your models interact with terrain features, such as how they can take cover or even draw power from arcane nexuses.

MAGIC (pg 33-34)

If you'd like to wield unlimited mystical power by including **WIZARDS**, **PRIESTS** and **manifestations** in your battles, see **Magic**.

ARMY COMPOSITION (pg 35-38)

If you're ready to build your own **army roster** and customise your army with **regiments**, **battle formations** and **enhancements**, see **Army Composition**.

COMMAND MODELS (pg 39)

Here you will find rules for special models called **champions**, **standard bearers** and **musicians**, which are found in many Warhammer Age of Sigmar units.

BATTLE TACTICS (pg 40)

Add an additional tactical challenge to your games by including secondary objectives called **Battle Tactics**.

BUILD YOUR OWN BATTLEPACK

There are many, many ways to play Warhammer Age of Sigmar, from **Path to Glory** battlepacks, which focus on narrative-driven battles linked in an ongoing campaign, to **Spearhead** and **Matched Play** battlepacks, in which the emphasis is on balance and competitive play.

In addition to using official battlepacks, we'd encourage you to use the rules in this section as a toolbox, mixing and matching the elements within to build your own battleplan or battlepack to play with your friends.

Are you excited to field your entire collection against your friends or to see which monster reigns supreme? Maybe you want to design your own battleplans and special rules, or perhaps you want to keep things simple in order to teach a younger sibling how to play. These rules provide an open framework that makes each of these things possible.

Here are some ideas to get you started:

- Instead of using the Advanced Rules for Army Composition, make an army based on your favourite Black Library story or based on a made-up scenario that sounds exciting to you. For instance, how would 5 different Stormcast Eternals heroes fare against a pair of massive Chaos monsters?
- Design your own battleplan by dividing portions of the battlefield into a territory for each player, placing objectives and thinking up a fun twist for the battle. Have fun and experiment with different ideas – why not try alternating placing objectives instead of having fixed locations, or try having two smaller battlefields connected by realmgates?
- Learn the Advanced Rules by introducing each module into your battles one at a time – for instance, start by experimenting with Commands, then try adding Magic into your battles, and finally put them all together to outwit your opponent and score Battle Tactics.

COMMANDS

1.0 COMMANDS OVERVIEW

Some abilities, called **commands**, require that you spend one or more **command points** (◆) to use that ability. Any ability that has a **command point cost** (indicated in the top right corner of the ability) is a command.

1.1 EARNING COMMAND POINTS

At the start of each battle round, after determining the **underdog**, each player gains **4 command points**. If there is an **underdog**, they gain 1 extra command point. At the end of the battle round, the players' command points are reset to 0 (any that have not been used are lost).

1.2 USING COMMANDS

Commands are used in a similar manner to any other ability. However, each unit can only use 1 command in each phase, each command can only be used 1 time by each army in each phase, and you must spend a number of **command points** equal to the command point cost to use a command.

2.0 HERO PHASE COMMANDS

Any Hero Phase

1

RALLY: *With an inspiring call to action, wounded soldiers get a second wind and fresh troops take the field to replace their fallen comrades.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Make 6 **rally rolls** of D6. For each 4+, you receive 1 **rally point**. Rally points can be spent in the following ways:

- For each rally point spent, **Heal** (1) that unit.
- You can spend a number of rally points equal to the **Health** characteristic of that unit to **return** a slain model to that unit.

You can spend the rally points in any combination of the above. Unspent rally points are then lost.

Enemy Hero Phase

1

MAGICAL INTERVENTION: *A warrior learned in the mystic arts utters a rapid incantation to disrupt the enemy's plans.*

Declare: Pick a friendly **WIZARD** or **PRIEST** to use this ability.

Effect: That friendly unit can use a **SPELL** or **PRAYER** ability (as appropriate) as if it were your hero phase. If you do so, subtract 1 from **casting rolls** or **chanting rolls** made as part of that ability.

3.0 MOVEMENT PHASE COMMANDS

Enemy Movement Phase

1

REDEPLOY: *Taking initiative, the warriors hastily reposition to respond to enemy movements.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Each model in that unit can move up to D6". That move **cannot** pass through or end within the combat range of an enemy unit.

KEYWORDS **MOVE, RUN**

Reaction: You declared a RUN ability

1

AT THE DOUBLE: *At a command from their general, the warriors sprint to a key position on the battlefield.*

Used By: The unit using that **RUN** ability.

Effect: Do not make a **run roll** as part of that **RUN** ability. Instead, add 6" to that unit's **Move** characteristic to determine the distance each model in that unit can move as part of that **RUN** ability.

4.0 SHOOTING PHASE COMMANDS

Enemy Shooting Phase

COVERING FIRE: *The warriors unleash a quick volley at a nearby enemy unit before it charges into combat.*

Declare: Pick a friendly unit that did not use a **RUN** ability this turn and that is **not in combat** to use this ability, then pick the closest enemy unit (to that unit) that can be picked as the target of shooting attacks to be the target. You cannot pick **MANIFESTATIONS** or faction terrain features as the target of this ability.

Effect: Resolve shooting attacks for the unit using this ability against the target. You must subtract 1 from the hit rolls for those attacks.

KEYWORDS ATTACK, SHOOT

7.0 DEFENSIVE COMMANDS

Reaction: Opponent declared an ATTACK ability

ALL-OUT DEFENCE: *The soldiers close ranks to hold off an incoming attack.*

Used By: A unit targeted by that **ATTACK** ability.

Effect: Add 1 to save rolls for that unit in this phase.

5.0 CHARGE PHASE COMMANDS

Enemy Charge Phase

COUNTER-CHARGE: *Seeing the need for decisive action, the warriors charge forth to stall the enemy's advance or enact a bold interception.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: That unit can use a **CHARGE** ability as if it were your charge phase.

Reaction: You declared a CHARGE ability

FORWARD TO VICTORY: *With their charge faltering, a rousing command gives the unit renewed energy to reach their foes.*

Used By: The unit using that **CHARGE** ability.

Effect: You can re-roll the charge roll.

6.0 ATTACKING (SHOOTING AND COMBAT) COMMANDS

Reaction: You declared an ATTACK ability

ALL-OUT ATTACK: *The warriors fight with a frenzied vigour.*

Used By: The unit using that **ATTACK** ability.

Effect: Add 1 to **hit rolls** for attacks made as part of that **ATTACK** ability. This also affects weapons that have the **Companion** weapon ability.

8.0 END OF TURN COMMANDS

End of Any Turn

POWER THROUGH: *The warriors use their sheer mass or resilience to drive through a group of weaker foes, leaving broken bodies in their wake.*

Declare: Pick a friendly unit that charged this turn to use this ability, then you must pick an enemy unit **in combat** with it to be the target. The target must have a lower **Health** characteristic than the unit using this ability.

Effect: Inflict D3 **mortal damage** on the target. Then, the unit using this ability can move a distance up to its **Move** characteristic. It can pass through and end that move within the combat ranges of enemy units that were in combat with it at the start of the move, but not those of other enemy units. It does not have to end the move in combat.

KEYWORDS MOVE



TERRAIN

The Citadel Terrain List (pg 65) includes a list of Warhammer Age of Sigmar terrain features and tells you which terrain abilities each of them has.

1.0 TERRAIN OVERVIEW

Terrain features add interest and tactical challenges to the battlefield. The battleplan or battlepack you are using will explain how to set up terrain.

1.1 WHOLLY ON TERRAIN AND BEHIND TERRAIN

A model is **wholly on a terrain feature** if its base is on that terrain feature and no part of its base extends past the edge of that terrain feature. A unit is wholly on a terrain feature if every model in that unit is wholly on that terrain feature.

When a unit is targeted by an attack, the unit is considered to be **behind a terrain feature** if it is impossible to draw a straight line from a model in the attacking unit to a model in the target unit without that line passing across that terrain feature. Ignore parts of the terrain feature within the attacking unit's combat range for the purposes of determining if the target is behind that terrain feature.

1.2 UNIVERSAL TERRAIN ABILITIES

Each terrain feature has one or more of the following passive abilities:

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** this turn or has the **FLY** keyword.

Impassable: Models cannot move across, be set up on or end moves on any part of this terrain feature.

Obscuring: A unit cannot be targeted by shooting attacks made by enemy units that are not within its combat range if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

Place of Power: **HEROES** within 3" of this terrain feature can use the 'Activate Place of Power' ability (see below).

Unstable: Models **can** move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

Start of Any Turn

ACTIVATE PLACE OF POWER: *The hero draws on the power of a nearby mythical landmark.*

Declare: Pick a friendly **HERO** within 3" of any **Places of Power** to use this ability.

Effect: Roll a dice. On a 1, inflict D3 mortal damage on that **HERO**. On a 2+:

- If that **HERO** is a **WIZARD** or **PRIEST**, add 1 to casting rolls or chanting rolls for that **HERO** this turn.
- If that **HERO** is not a **WIZARD** or **PRIEST**, they can use the 'Unbind' or 'Banish Manifestation' ability this turn as if they had **WIZARD** (1).

KEYWORDS **CORE**

1.3 TERRAIN SIZES

- Terrain that fits into an area no larger than 7" × 7" is **small**.
- Terrain that is not small and fits into an area no larger than 7" × 12" is **medium**.
- Terrain that is too big to fit into an area 7" × 12" is **large**.

1.4 TERRAIN TYPES

Each **terrain feature** in Warhammer Age of Sigmar is one of the following types:

- **Obstacle**
- **Obscuring Terrain**
- **Area Terrain**
- **Place of Power**
- **Faction Terrain**

Before the battle begins, players must agree on which type applies to each terrain feature.

1.4.1 OBSTACLES

Examples: Ruins, debris, statues, barricades

Terrain Abilities: Cover, Unstable

1.4.2 OBSCURING TERRAIN

Examples: Wyldwood, fortress wall

Terrain Abilities: Cover, Obscuring, Unstable

1.4.3 AREA TERRAIN

Examples: Hills, Stormvault

Terrain Abilities: Cover

1.4.4 PLACES OF POWER

Examples: Realmgate, Cleansing Aqualith,

Nexus Syphon

Terrain Abilities: Cover, Place of Power, Unstable

1.5 FACTION TERRAIN

Some factions have special terrain features called **faction terrain features**. Faction terrain features have their own warscrolls. They are not considered to be units, with the following exceptions:

- In the combat phase, they are treated as if they were units for the purposes of movement, combat range and being in combat. Units can finish a charge move within $\frac{1}{2}$ " of an enemy faction terrain feature as if it were a unit.
- They can be picked as targets of enemy abilities as if they were units. They are not affected by enemy abilities that do not involve picking targets.
- Damage points can be inflicted on them as if they were units and they can be destroyed.
- If a terrain feature has any melee or ranged weapons, it can use the 'Fight' and 'Shoot' **CORE** abilities as if it were a unit.
- Terrain features that have a Move characteristic of 0" ('-') cannot move (note that pile-in moves are a type of move).

Some faction terrain features allow you to place a unit on them (this will be clearly specified in that terrain feature's rules). When doing so, instead of measuring range or visibility to and from the unit that is on that terrain feature, measure to and from the terrain feature instead. Unless otherwise specified, units on a faction terrain feature cannot use **FIGHT** abilities.

If a unit placed on a terrain feature is removed from it (e.g. if an ability removes them from the battlefield), that unit counts as having left that terrain feature and loses any special role or benefits it had as a result of being placed on it.

1.6 CHARGING UNITS ON TERRAIN

In some cases, it is not possible to reach an enemy unit using a **CHARGE** ability when they are wholly on a terrain feature (e.g. a unit on top of a tower) because the charging unit is unable to end their move mid-way up the terrain feature and there is not enough room for the models to be placed at the top. In these cases, the charging unit can end their charge within $\frac{1}{2}$ " of that terrain feature instead if this would result in the charging unit ending their move in **combat** with any enemy units wholly on a terrain feature.

1.7 SCENERY PIECES

Some terrain features, such as wyldwoods or collections of smaller timeworn ruins, are made up of multiple **scenery pieces**. Each scenery piece that makes up a part of the same terrain feature must be set up so that all of the scenery pieces fit into the area that corresponds to the terrain feature's size (see 1.3). The full collection of scenery pieces is considered to be a single terrain feature.



The Citadel Terrain List (pg 65) shows the number of scenery pieces each terrain feature can consist of. If you are using terrain features that are not included on that list, agree with your opponent before setting up the battlefield how many scenery pieces make up each terrain feature.

This battlefield uses Citadel terrain, so the players were able to simply look up the terrain type of each terrain feature in the Citadel Terrain List (pg 65).

- 1 Ruined Domicile (Obstacle)
- 2 Domicile Shell (Obstacle)
- 3 Guardian Idol (Obstacle)
- 4 Cleansing Aqualith (Place of Power)
- 5 Nexus Syphon (Place of Power)
- 6 Wyldwood (Obscuring Terrain)

MAGIC

1.0 WIZARDS AND PRIESTS

WIZARDS are special units that can cast **spells**, and **PRIESTS** are special units that can chant **prayers**. Spells and prayers are powerful **abilities** that can have a dramatic impact on the battle.

1.1 POWER LEVEL

Each **WIZARD** and **PRIEST** has a **power level**, shown in brackets after the keyword, e.g. **WIZARD (2)**. A **WIZARD** or **PRIEST**'s power level determines the number of **SPELL**, **PRAYER** or **BANISH** abilities they can use per phase, in any combination. For example, a **WIZARD (2)** unit could use 1 **SPELL** and 1 **BANISH** ability in their commander's hero phase.

EXAMPLE SPELL

6 Your Hero Phase

MYSTIC SHIELD: *The caster's allies are bathed in an unearthly glow that protects them from harm.*

Declare: Pick a visible friendly unit wholly within 12" of this **WIZARD** to be the target. Then, make a **casting roll** of 2D6.

Effect: The target has **WARD (6+)** this turn.

KEYWORDS

SPELL

EXAMPLE PRAYER

7 Once Per Battle, Your Hero Phase

RESURRECTION: *A fallen hero is brought back from death, their vitality fully restored.*

Declare: Make a **chanting roll** of D6.

Effect: Pick a friendly **INFANTRY HERO** that has been slain and return them to the battlefield. Set up that **HERO** wholly within 3" of this **PRIEST**.

KEYWORDS

PRAYER

2.0 SPELLS

The declare step of each spell will tell you to make a **casting roll** of 2D6. If the roll does **not** equal or exceed the spell's **casting value** (at the top-right corner of the spell), the spell fails and its effect is not resolved.

If the unmodified casting roll includes **2 or more rolls of 1**, the spell is **miscalled**: the spell fails, its effect is not resolved, D3 **mortal damage** is inflicted on the **WIZARD** that used it, and that **WIZARD** cannot use any more spells in that phase.

Enemy reactions can only be used if the **casting roll** equals or exceeds the spell's **casting value**. So long as the spell is not **unbound** (see 4.0), then it is **successfully cast**: resolve its **effect**.

3.0 PRAYERS

The declare step of each prayer will tell you to make a **chanting roll** of D6. On an unmodified chanting roll of **1**, the prayer fails, its effect is not resolved and you must **remove D3 ritual points** from the **PRIEST** using the prayer.

On an unmodified **chanting roll of 2 or more**, pick one of the following:

- Give a number of **ritual points** to the **PRIEST** equal to the chanting roll (ritual points can be accumulated over multiple turns).
- Add the **PRIEST**'s ritual points to the chanting roll. If the chanting roll equals or exceeds the prayer's **chanting value** (at the top-right corner of the prayer), it is **answered**: resolve the **effect** of the prayer, then reset the **PRIEST**'s ritual points total to 0.

4.0 UNBINDING SPELLS

Each **WIZARD** can use the 'Unbind' reaction a number of times per phase equal to their **power level**. This is an exception to The Rules of One (Core Rules, 5.3).

Reaction: Opponent declared a **SPELL** ability

UNBIND: *The wizard saps the energy from an enemy's spell, nullifying its effects.*

Used By: A friendly **WIZARD** within 30" of the enemy **WIZARD** casting the **spell**.

Effect: Make an **unbinding roll** of 2D6. If the roll exceeds the **casting roll** for the spell, then the spell is **unbound** and its effect is not resolved. This reaction cannot be used more than once per **casting roll**.

KEYWORDS **UNBIND**

5.0 JEALOUS MAGES AND FICKLE GODS

No more than 1 friendly **WIZARD** can cast the same spell per turn, unless that spell has the **UNLIMITED** keyword. Likewise, no more than 1 friendly **PRIEST** can chant the same prayer per turn, unless that prayer has the **UNLIMITED** keyword. Keep in mind that each unit can still only use any given spell or prayer ability once per phase (see The Rules of One, Core Rules, 5.3).

6.0 KNOWN SPELLS AND PRAYERS

WIZARDS and **PRIESTS** can only use spells or prayers that they **know**. Each **WIZARD** and **PRIEST** knows any spells or prayers on its warscroll, plus all of the spells and prayers in the **spell lores**, **manifestation lores** and **prayer lores** you take for your army, as appropriate (see the Army Composition module).

7.0 MANIFESTATIONS

There are two types of **manifestation**: **endless spells**, which can be summoned by **WIZARDS**, and **invocations**, which can be summoned by **PRIESTS**. Each manifestation has its own **warscroll**, and the **spell** or **prayer** that allows that manifestation to be summoned will be found in the appropriate **manifestation lore**. No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn, and a friendly **WIZARD** or **PRIEST** cannot attempt to summon a friendly manifestation that was removed from play in the same turn. Manifestations are not considered to be units, with the following exceptions:

- They are treated as if they were units for the purposes of movement, combat range, being in combat and setting up other units. Units can finish a charge move within $\frac{1}{2}$ " of an enemy manifestation as if it were a unit.
- If they have any melee or ranged weapons, they can use the 'Fight' and 'Shoot' **CORE** abilities as if they were units.
- If they have a Move characteristic greater than 0" ('-'), they can use **CORE MOVE** abilities as if they were units.
- They can be picked as targets of enemy abilities as if they were units. They are not affected by enemy abilities that do not involve picking targets.
- Damage points can be inflicted on them as if they were units and they can be destroyed.
- Manifestations that have a Move characteristic of 0" ('-') cannot move. For the purposes of movement, combat range, being in combat and setting up other units, they are only treated as if they were units in the combat phase. Units can finish a charge move within $\frac{1}{2}$ " of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within $\frac{1}{2}$ " of an enemy unit.
- Models can move through manifestations but cannot end a move on them.

7.1 SEVERED CONNECTION

If the **WIZARD** or **PRIEST** that summoned a manifestation is slain, that manifestation is removed from the battlefield.

7.2 BANISHING MANIFESTATIONS

All **WIZARDS** and **PRIESTS** can use the 'Banish Manifestation' ability:

>Your Hero Phase

BANISH MANIFESTATION: *The wizard or priest disrupts the arcane forces sustaining a manifestation, wiping it from existence.*

Declare: Pick a friendly **WIZARD** or **PRIEST** to use this ability, pick a manifestation within 30" of them to be the target, then make a **banishment roll** of 2D6. Add 1 to the **banishment roll** for each additional enemy manifestation on the battlefield after the first.

Effect: If the **banishment roll** equals or exceeds the **banishment value** listed on the manifestation's warscroll, it is **banished** and removed from play. You cannot pick the same manifestation as the target of this ability more than once per turn.

KEYWORDS **BANISH**

BUT KHORNE HATES SORCERY!

Even though wizards and priests draw upon very different sources of power in the lore, the former harnessing the motes of magic that permeate the realms and the latter calling upon the divine might of the gods themselves, such nuances are lost on the average person in the realms! For rules purposes, the miraculous abilities of both wizards and priests are dealt with in the Magic module.



ARMY COMPOSITION

1.0 GETTING STARTED

1.1 ARMY ROSTER

These rules will explain how to create an **army roster** to prepare for a battle. You can go to warhammer-community.com to download a printable copy.

1.2 POINTS LIMIT

Before you start filling your roster, you and your opponent must agree on a **points limit** for the battle. You can agree on any points limit, but most players use a limit of 1000 points, 2000 points or somewhere in between. No more than half of your points can be spent on a single unit.

1.2.1 UNDERSPENDING

In many cases, the total points cost of the units in your army will not add up to the exact points limit, but you might not have enough points left to add another unit. If the points cost of your army is **50 or more points lower** than the points limit of the battle, you gain **1 extra command point at the start of the first battle round**.

1.3 BATTLE PROFILES

The information you'll need when building your army roster is found in each unit's **battle profile**. Battle profiles for each unit are available at warhammer-community.com.

2.0 FACTIONS

The first thing you need to do when building your army roster is to pick your **faction** (e.g. Stormcast Eternals or Skaven).

Each faction has its own warscrolls, battle profiles and faction rules. These can be found in various publications but most commonly in the faction's **battletome**.

2.1 BATTLE FORMATIONS

Many factions contain one or more **battle formations**. Each battle formation grants unique benefits to your army. The **faction rules** for your faction will explain any battle formation options.

2.2 ARMIES OF RENOWN

Some factions have access to rules for themed armies called **Armies of Renown**. If you choose to use an Army of Renown, the rules for that Army of Renown replace the normal faction rules for that army.

3.0 ADDING UNITS

3.1 REGIMENTS

Armies are made up of one or more **regiments**, each of which is led by a **HERO**. You must have **at least 1** regiment in your army, and you can include a **maximum of 5** regiments. To add a regiment, pick **1 HERO** from your faction, then pick up to **3 non-HERO** units to accompany them.

Each **HERO**'s battle profile lists which units can be added to their regiment, and each non-**HERO** unit's battle profile lists any relevant keywords it has. The battle profiles of some **HEROES** (such as named characters) may say that they can be added to the regiment of another **HERO**.

3.2 THE GENERAL

You must pick 1 **HERO** in your army that is leading a regiment to be your **general**. If any units in your army have the **WARMMASTER** keyword, you must pick one of those units to be your general. Your general's **regiment** can include up to 4 non-**HERO** units in addition to your general.

3.3 REINFORCED UNITS

When you add a unit to your army roster, you can add it as a **reinforced unit**. A reinforced unit has **twice as many models** as its minimum unit size and costs **twice as many points**. If a unit has a minimum unit size of 1, it cannot be reinforced.

3.4 UNIQUE UNITS

You cannot include the same **UNIQUE** unit more than once in your army. **UNIQUE** units cannot be reinforced.

3.5 REGIMENTS OF RENOWN

In addition to creating your own regiments, you can also spend points to include 1 **Regiment of Renown**. Regiments of Renown are pre-built regiments, each with their own special abilities. The rules for each Regiment of Renown will specify which factions can include it. A unit in a Regiment of Renown cannot be your general even if it is a **WARMMASTER**.

- You cannot include more than 1 Regiment of Renown in your army unless otherwise specified in the notes column of that regiment's battle profile.
- Units in a Regiment of Renown cannot use (but can be picked as the target of, if otherwise eligible) any faction rules from the faction they are allied into, including enhancements and lores, unless they have a keyword that matches that faction's name.
- If an ability allows you to set up a replacement unit (Core Rules, 24.2) for a unit in a Regiment of Renown, that unit also counts as being part of that Regiment of Renown.

3.6 AUXILIARY UNITS

Auxiliary units allow you to take any units from your faction without the constraints of regiments, at the cost of potentially giving your opponent an advantage. You can add any number of units to the auxiliary units section of your army roster. However, the player with the fewest auxiliary units on their roster gains 1 **extra command point at the start of each battle round** (if the players have the same number of auxiliary units, neither player receives an extra command point). **HEROES** that have compulsory regiment options cannot be taken as auxiliary units.

3.7 FACTION TERRAIN FEATURES

If your faction has a **faction terrain feature**, or a set of faction terrain features, you can pick 1 to include on your army roster. Faction terrain features do not cost any points.

4.0 FINISHING TOUCHES

4.1 ENHANCEMENTS

Each set of faction rules include a number of **enhancements** that can be given to units, e.g. **heroic traits**, **mount traits** and **artefacts of power**. You can take 1 **enhancement** from each enhancement table in your **faction rules**. Each enhancement table lists which units are eligible to be given that enhancement. **UNIQUE** units cannot be given enhancements.

While some abilities allow you to take extra enhancements, the same unit can never have more than 1 enhancement of the same type, and you can never include the same enhancement in your army more than once.

4.2 LORES

You can pick 1 **spell lore** available to your faction. If you do, all **WIZARDS** in your army know all spells from that lore.

You can pick 1 **prayer lore** available to your faction. If you do, all **PRIESTS** in your army know all prayers from that lore.

You can pick 1 **manifestation lore** available to your faction. If you do, all **WIZARDS** in your army know all spells from that lore, and all **PRIESTS** know all prayers from that lore.

- ♦ Pick a points limit: 1000 points or 2000 points. If other points limit, agree with opponent.
- ♦ Pick your faction.
- ♦ Pick your battle formation (if any).
- ♦ Form regiments. Each regiment has 1 **HERO** and 0-3 non-**HERO** units (0-4 if your general's regiment).
- ♦ Add auxiliary units (if any). Auxiliary units are units that aren't part of a regiment. If your opponent has more auxiliary units than you, you receive 1 extra command point each battle round.
- ♦ Add faction terrain features (if any).
- ♦ Pick enhancements (1 from each enhancement table).
- ♦ Pick up to 1 spell lore, 1 prayer lore and 1 manifestation lore.

ARMY COMPOSITION OVERVIEW

These pages provide an overview of how to create an army roster. You'll need a blank army roster, which you can download from warhammer-community.com. Pages 35-36 explain each of these steps in more detail.

1. AGREE ON A POINTS LIMIT

1000 POINTS

 1-2 HOURS

2000 POINTS

 2+ HOURS

OTHER

(agree with your opponent)



2. PICK FACTION AND BATTLE FORMATION



FACTION
Stormcast Eternals



BATTLE FORMATION
Vanguard Wing

3. FORM REGIMENTS



Lord-Vigilant on
Gryph-stalker
General



5 Liberators



10 Liberators
Reinforced



3 Prosecutors

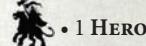


5 Vindictors

1-5 REGIMENTS PER ARMY

• Must pick 1 HERO to be your general

Each regiment has:



• 1 HERO

• 0-3 Non-HERO units (0-4 if HERO is general)

Reinforce: Double points cost and unit size

4. ADD AUXILIARIES AND FACTION TERRAIN



Stormdrake Guard



Lord-Vigilant on Gryph-stalker



Annihilators

Add any additional units from your faction as **auxiliary units**

1

If your opponent has more **auxiliary units** than you do, you receive 1 additional **command point** each battle round



If your faction has any **faction terrain features**, you can add 1 to your army roster

5. ADD ENHANCEMENTS



Pick 1 **enhancement** per enhancement table available to your faction

6. PICK LORES



Pick 1 **spell lore** available to your faction (if any)



Pick 1 **prayer lore** available to your faction (if any)



Pick 1 **manifestation lore** available to your faction (if any)

COMMAND MODELS

1.0 CHAMPIONS

Units with the **CHAMPION** keyword have one or more **champion** models. If there is a number after the **CHAMPION** keyword, that number indicates the proportion of models in that unit that can be champions. In any other case, 1 model in the unit can be a champion. Units with the **CHAMPION** keyword have the following passive ability:

Passive

CHAMPION: *A veteran fighter leads the charge.*

Effect: Add 1 to the **Attacks** characteristic of weapons used by champions in this unit.

Let your opponent know which models in a unit are champions, musicians and standard bearers if it's not already clear from the miniatures.

2.0 MUSICIANS

Units with the **MUSICIAN** keyword have one or more **musician** models. The number after the **MUSICIAN** keyword indicates the proportion of models in that unit that can be musicians. Units with the **MUSICIAN** keyword have the following passive ability:

Passive

MUSICIAN: *The beat of a drum or the blast of a horn drives the soldiers ever onward.*

Effect: While this unit contains any musicians, if it uses the 'Rally' command, you can make one additional **rally roll** of D6.

3.0 STANDARD BEARERS

Units with the **STANDARD BEARER** keyword have one or more **standard bearer** models. The number after the **STANDARD BEARER** keyword indicates the proportion of models in that unit that can be standard bearers. Units with the **STANDARD BEARER** keyword have the following passive ability:

Passive

STANDARD BEARER: *The unit's standard provides a rallying point in the chaos of battle.*

Effect: While this unit contains any standard bearers, add 1 to this unit's **control score**.



Clanrat Champion

Clanrat Musician

Clanrat Standard Bearer

BATTLE TACTICS

1.0 BATTLE TACTICS OVERVIEW

During a battle, each player can score extra **victory points** by completing battle tactics.

2.0 PICKING BATTLE TACTICS

Battle tactics are picked by using the 'Tactical Gambit' ability, below.

Once Per Battle Round, Start of Your Turn

TACTICAL GAMBIT: *You order your troops to seize an opportunity that has arisen amidst the flow of battle.*

You cannot use this ability if you went second in the previous battle round and chose to go first in the current battle round.

Effect: Pick 1 battle tactic that you have not yet attempted. You can attempt to complete that battle tactic this turn.

- ♦ Battle tactics are picked using the 'Tactical Gambit' ability at the start of your turn and are completed at the end of your turn.

- ♦ Each battle tactic is worth **4 victory points**.

2.1 COMPLETING BATTLE TACTICS

If, at the end of your turn, you have completed the battle tactic you chose to attempt this turn, you score **4 victory points**.

3.0 UNIVERSAL BATTLE TACTICS

DO NOT WAVER: *We must not falter on any front. Stand fast, and keep the enemy at bay.*

You complete this battle tactic at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.

SLAY THE ENTOURAGE: *Leave the enemy's commander exposed by targeting members of their personal guard.*

Pick a unit in the enemy general's regiment. You complete this battle tactic if that unit is destroyed this turn.

ATTACK ON TWO FRONTS: *Divide and conquer by approaching the foe from two directions.*

You complete this battle tactic at the end of your turn if you control 2 or more objectives that you did not control at the start of your turn and at least 1 of those objectives was controlled by your opponent at the start of your turn.

TAKE THEIR LAND: *Secure a foothold within enemy territory.*

Pick a terrain feature wholly or partially within enemy territory and wholly outside friendly territory. You complete this battle tactic if you control that terrain feature at the end of your turn.

SEIZE THE CENTRE: *Secure a strong central position from which your forces can dictate the flow of battle.*

You complete this battle tactic at the end of your turn if 2 or more friendly units are within 3" of the centre of the battlefield and are not in combat.

TAKE THE FLANKS: *Surround the enemy, then close in for the kill.*

You complete this battle tactic at the end of your turn if you have at least 1 friendly unit within 6" of each short battlefield edge, none of those units are wholly within friendly territory, and none of those units were set up this turn.



ADVANCED RULES

In addition to the Core Rules, *Matched Play: Border War* uses the following Advanced Rules:

- Commands (pg 29)
- Terrain (pg 31)
- Magic (pg 33)
- Army Composition (pg 35)
- Command Models (pg 39)
- Battle Tactics (pg 40)

BATTLEFIELD SIZE

For a 1000-point battle, we recommend a **30" × 44"** battlefield with **4** terrain features.

For a 2000-point battle, we recommend a **44" × 60"** battlefield with **8** terrain features.

If you have agreed on a points limit outside these bounds, feel free to adjust the battlefield size and number of terrain features appropriately.

MATCHED PLAY BATTLEPACK BORDER WAR

1. PICK YOUR ARMIES

Each player picks an army using the rules in Army Composition (pg 35).

2. SET UP THE BATTLEFIELD

The players roll off. The winner chooses which player is the **attacker** and which is the **defender**.

Next, the defender sets up **objectives** in the locations indicated by gold circles on the battlefield map. Then, the defender sets up **terrain features**. 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.

After objectives and terrain have been set up, the **attacker** picks which territory is their territory. The other territory is the **defender's** territory. The players then resolve the **deployment phase**. The attacker **begins deployment** (Core Rules, 10.0).

VICTORY POINTS

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

- Score **2 victory points** if you control at least 1 objective.
- Score **2 victory points** if you control 2 or more objectives.
- Score **2 victory points** if you control more objectives than your opponent.



BATTLE LENGTH

Border War battles last for **4 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, and only one player's general has survived the battle, that player wins a **minor victory**. If the players are tied on victory points and both generals or neither general survived the battle, the battle is a **draw**.

BATTLEPLAN BORDER WAR

Two armies are determined to capture vital ground that separates their domains. From there, they can strike deep into enemy territory.

TWIST: Score 2 additional victory points if you control the objective wholly within enemy territory. If there is an **underdog**, they score 1 additional victory point for each objective they control that is within both players' territories.



Protected by armour forged by the gods themselves, the Stormcast Eternals are indomitable upon the field of battle – but for every gleaming warrior amongst their ranks, half a dozen Skaven sharpen their knives in the shadows...



SPEARHEAD



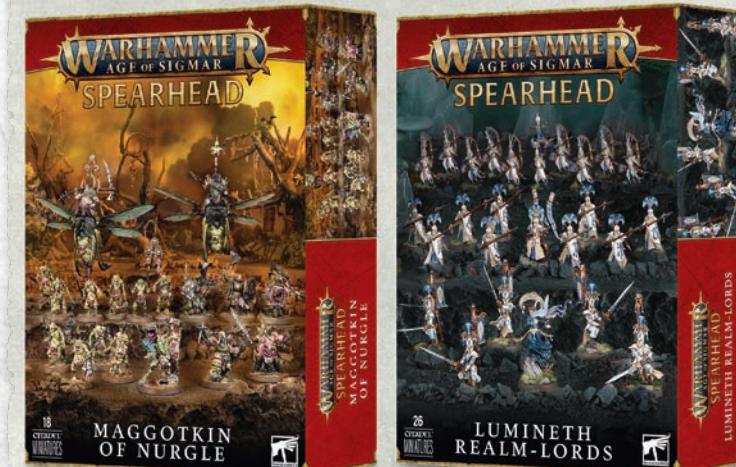
SPEARHEAD

The Age of Sigmar grows fraught. On horizons yonder, the forces of Chaos loom, threatening to engulf the Mortal Realms in mayhem and violence once more. In the wake of these troubling times, Spearhead forces are dispatched across the realms to seek out ancient sites of power that still reside deep within the uncharted hinterlands. Will you take up the call to battle and lead a Spearhead force to victory?

Welcome to the world of Spearhead. In this game mode, players engage in small-scale battles that are fast and tactical, suitable for newcomers and veterans alike. In Spearhead, each army is available as a self-contained box set, allowing players to quickly muster a force. In addition, Spearhead battles are fought upon a compact battlefield, meaning you can set up a game even with limited space. Spearhead uses specially tailored rules to ensure that every battle is a tense and exciting affair that comes right down to the final moments.

SPEARHEAD BOX SETS

Fighting a Spearhead battle could not be easier. Each player picks their army by choosing one of the many Spearhead box sets available. Each of these is a complete army, including all the miniatures a player will need to do battle. The rules for 25 different Spearhead box sets are available to download for free from warhammer-community.com, allowing you to get stuck in as soon as your models are assembled.



SPEARHEAD BATTLEPACKS

Veteran players will notice similarities between the rules on Spearhead warscrolls and those found in battletomes. However, they have been tweaked to make sure they work specifically with Spearhead. This means a battletome is not required to play Spearhead – all the rules you need to play are available to download for free from warhammer-community.com. This makes Spearhead the ideal format for newcomers to Warhammer Age of Sigmar, as well as for players looking for a quick and casual format with lots of replayability and tactical depth.

SPEARHEAD AND BEYOND

Once you have mastered one Spearhead army, you may find yourself looking for a fresh challenge. Some players choose to ‘collect broad’ – this means picking up different Spearhead box sets to use with Spearhead battlepacks. Perhaps you want to see how a different **faction** plays in Spearhead, or you want to collect a Spearhead army from each of the Grand Alliances: **Order, Chaos, Death and Destruction.**

Other players choose to ‘collect deep’. This means picking up further units from their Spearhead army’s faction to build an army they can use with different battlepacks, such as Path to Glory and Matched Play battlepacks. If you choose to do so, picking up your faction’s **battletome** should be your first port of call.

BATTLETOMES

Battletomes are the ultimate guide to the different factions of the Mortal Realms. Each is filled with detailed lore, inspiring artwork and awesome showcases of miniatures. Crucially, they contain the **faction rules** and **warscrolls** you’ll need to use your army in most games of Warhammer Age of Sigmar.

HOW SHOULD I BUILD MY MODELS?

When assembling the miniatures in your Spearhead box, you may find options to build one of two different units. Check the Spearhead rules for the army to see which unit to build.

Many more units will have options, such as adding a **champion**, **standard bearer** and **musician**, or perhaps a special weapon or two. While the rules for these options have in most cases been simplified in Spearhead, we still recommend you assemble your units with these extras. Not only will they look glorious on the battlefield, if you decide to use the army in other battlepacks, you’ll be able to take advantage of the additional rules they provide!



Tree-Revenant Musician
Sylvaneth



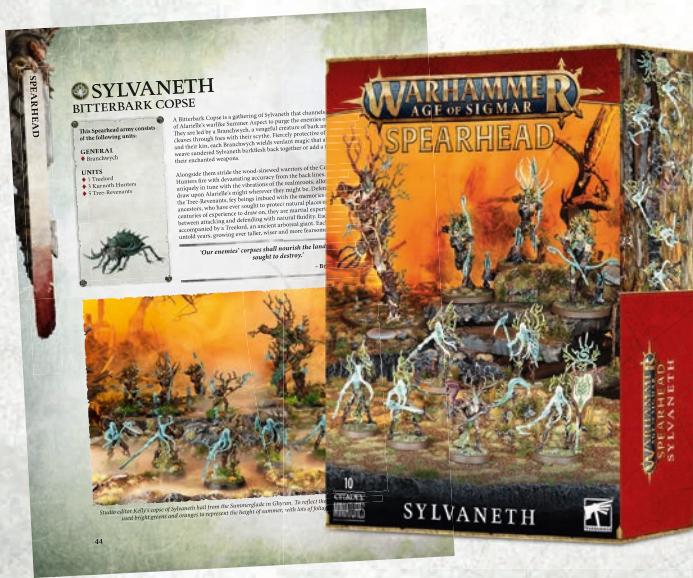
With Spearhead, setting up a game of Warhammer Age of Sigmar with friends has never been quicker or simpler. Just put your Spearhead force on the table, shuffle your cards and get playing!

GETTING STARTED

Below is a handy step-by-step guide to help you prepare for your first few Spearhead battles. Following these steps will help you get up and running with Spearhead in no time!

1. PICK A SPEARHEAD ARMY

In Spearhead, players use a fixed set of units called a **Spearhead army** that has its own rules and **warscrolls**. Each has a corresponding box set that contains all the models you need.



- Every Spearhead army has a **Spearhead box set** and a set of Spearhead rules. The rules for 25 different Spearhead armies can be downloaded for free from warhammer-community.com.
 - Hailing from one of Warhammer Age of Sigmar's many **factions**, each Spearhead army offers not only a different set of miniatures but a unique theme and playstyle.
 - The first page of each set of **Spearhead rules** details the lore of the army and the units that make it up. It also showcases an example of the army that has been built and painted by one of the studio members, showing how simple but effective painting methods can result in a glorious-looking army of your own!

2. CHOOSE A REALM BATTLEFIELD

Spearhead battles are fought on **realm battlefields**. Each side of a realm battlefield is themed around one of the eight Mortal Realms (see **Realm Battlefields**, pg 50).



3. PICK YOUR REGIMENT ABILITY AND ENHANCEMENT

Each Spearhead army has a choice of 2 different **regiment abilities** and 4 different **enhancements** for your general. At the start of the battle, you must pick 1 of each for your army (see **Spearhead Armies**, pg 49).



4. PREPARE YOUR WARSCROLLS

Each set of Spearhead rules includes the **warscrolls** for all the units used in your Spearhead army. A warscroll details how fast and tough a unit is, as well as what weapons it is armed with and any special abilities it has.



5. FIGHT THE BATTLE!

Spearhead battles usually last around an hour and a half. During the battle, the players will each try to score **victory points**, and at the end of the battle, the player with the most is declared the **winner**!

- Every Spearhead army has a set of **battle traits**, **regiment abilities** and **enhancements**.
- The **battle traits** are rules and abilities for your army that you will use in every battle.
- The **regiment abilities** and **enhancements** are picked at the start of every battle. You can experiment with different combinations to see what works best for you. Some regiment abilities and enhancements are better against certain foes, so it pays to study the strengths and weaknesses of the enemy before making your choice!

SPEARHEAD BATTLEPACK FIRE AND JADE

THE CORE RULES

To play a game using this battlepack, you'll need the **Core Rules**. The Core Rules explain the basics of Warhammer Age of Sigmar, such as how to move your models and how to use abilities. You can find the Core Rules on pages 5-27.

You don't need the Advanced Rules to use this battlepack.

WIZARDS AND PRIESTS IN SPEARHEAD

Some units in Spearhead have the **WIZARD** or **PRIEST** keyword. If you are familiar with other battlepacks, it is important to note the Magic module in the Advanced Rules is not used in Spearhead. As a result, there are no unbinding rolls and no chance of miscasts (among other things). Spells and prayers are resolved like any other ability.

1.0 SPEARHEAD ARMIES

Each player in a Spearhead battle is the **commander** of a **Spearhead army**. A Spearhead army is a set of units that comes with its own **rules** and **warscrolls**. You can download the rules for 25 different Spearhead armies for free from warhammer-community.com.

1.1 ARMY COMPOSITION

On the first page of every Spearhead army's rules, you will find the **army composition**. This lists which units are included in the Spearhead army and who the **general** is. Unlike other Warhammer Age of Sigmar armies, the composition of a Spearhead army is fixed and cannot be changed.

1.2 BATTLE TRAITS

Every Spearhead army has one or more **battle traits**. These are powerful and thematic abilities that apply to some or all of the units in the army. For example, the 'Holy Orders' battle trait enables the Stormcast Eternals to use powerful once-per-battle abilities to smite their foes, while the 'Gnawhole Ambush' battle trait allows Skaven warriors to arrive on the battlefield behind enemy lines.

1.3 REGIMENT ABILITIES

Every Spearhead army has a choice of 2 **regiment abilities**, each of which provides the army with a different strength in battle.

1.4 ENHANCEMENTS

Every Spearhead army has a set of 4 **enhancements** to pick from. These are upgrades for the army's **general** that make them more powerful in a variety of ways.

1.5 SPEARHEAD WARSROLLS

The **warscrolls** for the units in each Spearhead army are included with the other rules for the army. Although **Spearhead warscrolls** are similar to the warscrolls found in battletomes, they have been tailored to work specifically with Spearhead and cannot be used with other battlepacks.

• SPEARHEAD WARSROLL •						
SQUIG HOPPERS						
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slitta	2	4+	5+	-	1	-
Squig's Fang-filled Gob	3	4+	3+	1	1	Companion

Any Movement Phase

BOING! BOING! BOING!: Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they make their way across the battlefield.

Declare: Pick an enemy unit that any models in this unit passed across this phase to be the target, then roll a dice for each model in this unit that did so.

Effect: For each 4+, inflict 1 mortal damage on the target.



KEYWORDS: CAVALRY, FLY

2.0 REALM BATTLEFIELDS

Spearhead battles are fought on **realm battlefields**. Once the players have picked their Spearhead armies, they must agree on a realm battlefield to use. Each realm battlefield comes with a matching **Spearhead deck**, along with a **battleplan** that explains how to fight a battle on that realm battlefield.

A **realm battlefield** is 30" x 22" and double-sided, with each side corresponding to a different **Mortal Realm**. The first realm battlefield is **Fire and Jade**, which has one side representing **Aqshy**, the Realm of Fire, and the reverse representing **Ghyran**, the Realm of Life.

3.0 SPEARHEAD DECKS

Spearhead decks are sets of cards that are used in Spearhead battles. Each realm battlefield has its own Spearhead deck. Each Spearhead deck consists of **2 twist decks** (one for each side of the realm battlefield) and **2 battle tactic decks** (one for each player).

3.1 TWIST CARDS

Each **twist deck** is made up of **twist cards**. A **twist** is a special rule that applies to the battle round being played. Each deck of twist cards corresponds to a specific side of the realm battlefield.

3.2 BATTLE TACTIC CARDS

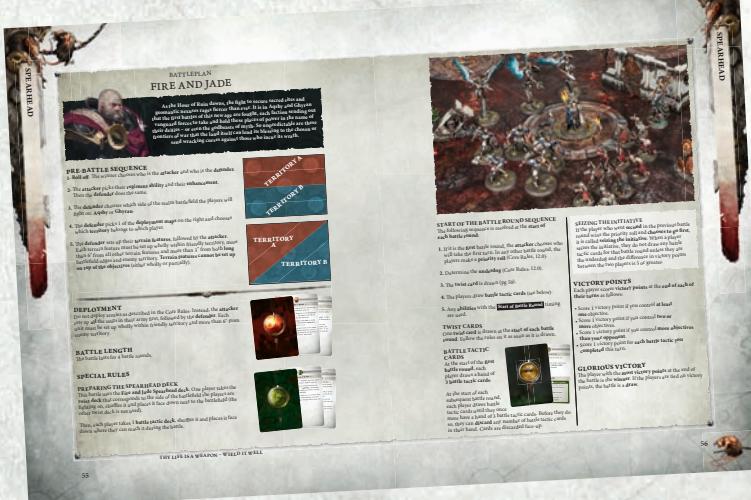
Each **battle tactic deck** is made up of **battle tactic cards**. The rules on each are split into 2 parts: a **battle tactic** and a **command**. You can either score the battle tactic at the **end of your turn** if you meet its conditions (to gain **victory points**) or you can use the command on the card for a more immediate benefit. You cannot do both, so choose wisely!

Each command will say **when it can be used** and what **effect** it has. After the effect has been resolved, the card is **discarded**. You can issue multiple commands to the same unit in the same phase.

4.0 SPEARHEAD BATTLEPLANS

Each realm battlefield has a corresponding **battleplan**. The battleplan is a set of instructions on how to fight the battle and how to determine the **winner**.

You can find the battleplan for the **Fire and Jade** realm battlefield on pages 55-56.



Aqshy Twist Deck



Ghyran Twist Deck



Battle Tactic Deck



5.0 TERRAIN

In every Spearhead battle, the armies fight around 2 **large terrain features** and 2 **small terrain features**.

Before the armies are deployed, each player will set up 1 large terrain feature and 1 small terrain feature wholly within their territory. Each terrain feature has certain **passive abilities** depending on its size:

Large Terrain Feature: Cover, Obscuring, Unstable

Small Terrain Feature: Cover, Unstable

COVER: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

OBSCURING: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

UNSTABLE: Models can move across but cannot be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.



Ruined Domicile
(Large Terrain Feature)



Ravaged Shrine
(Small Terrain Feature)



Ravaged Shrine
(Small Terrain Feature)



Ruined Domicile
(Large Terrain Feature)

6.0 OBJECTIVES

In Spearhead battles, objectives are printed on the surface of each realm battlefield (the objective is the whole circle, not just the symbol in the centre).

6.1 CONTESTING OBJECTIVES

In Spearhead battles, while a model is on an objective (wholly or partially), it is **contesting** it.

Each objective is named after a mythical **godbeast**, as shown below:



Units with the **REINFORCEMENTS** keyword have this icon in the top-right corner of their warscrolls for ease of use.



7.0 REINFORCEMENTS

Some units have the **REINFORCEMENTS** keyword. These units can be brought back to the battlefield after being destroyed as **replacement units** (Core Rules, 24.2).

If any of your units have the **REINFORCEMENTS** keyword, you can use the following ability:

Once Per Turn, Your Movement Phase

CALL FOR REINFORCEMENTS: *A second wave of troops enters the fray, replacing those lost to the rigours of battle.*

Declare: Pick a friendly **REINFORCEMENTS** unit that has been **destroyed**.

Effect: Set up an identical **replacement unit** on the battlefield, wholly within friendly territory, wholly within 6" of the battlefield edge and not in combat.

Each **REINFORCEMENTS** unit can only be replaced once. Replacement units cannot themselves be replaced.

KEYWORDS **CORE**

A SPEARHEAD BATTLE

Below you can see a game of Spearhead that is underway. Upon the scorched plains of the Great Parch in Aqshy, a force of Stormcast Eternals clashes with a Skaven clawpack that seeks to bring ruin to a Dawnbringer outpost.



9 A player's battle tactics are normally kept secret from their opponent.

8 The large terrain features block visibility, so units can hide behind them – but not from units with FLY!

SPEARHEAD



2 The unit of Liberators is contesting the Dracothion objective in the centre of the battlefield, but the Clanrats to their flank are in a good position to charge and swarm the objective.

3 Each Spearhead army has a general, a powerful unit that has access to enhancements. Here, a Lord-Vigilant astride a Gryph-stalker is locked in a duel with a devious Clawlord mounted on a Gnaw-beast.

4 Each player has a hand of battle tactic cards, which tell them what they should be trying to achieve. Battle tactics can instead be used as commands for a more immediate benefit.



5 The twist deck is placed at the side of the battlefield in reach of both players. Each battle round, a twist card is drawn, which can lead to interesting opportunities or hazards for either player. Generally, twists favour the underdog.

7 Six-sided dice and measuring sticks (or tape measures) are your essential tools in any Warhammer Age of Sigmar battle. The 3" measuring stick is perfect for measuring combat ranges.

6 Because he has a ranged weapon in the form of a Warlock Musket, the Warlock Engineer can hang back and shoot whilst also contesting an objective.



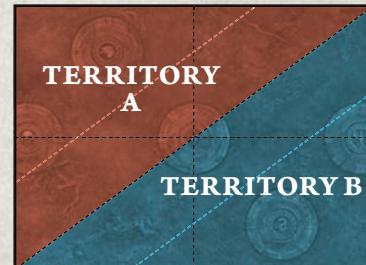
BATTLEPLAN FIRE AND JADE



As the Hour of Ruin dawns, the fight to secure sacred sites and geomantic nexuses rages fiercer than ever. It is in Aqshy and Ghyan that the first battles of this new age are fought, each faction sending out vanguard forces to take and hold these places of power in the name of their deities – or even the godbeasts of myth. So unpredictable are these frontiers of war that the land itself can lend its blessing to the chosen or send wracking curses against those who incur its wrath.

PRE-BATTLE SEQUENCE

1. Roll off. The winner chooses who is the **attacker** and who is the **defender**.
2. The **attacker** picks their **regiment ability** and their **enhancement**. Then the **defender** does the same.
3. The **defender** chooses which side of the realm battlefield the players will fight on: Aqshy or Ghyan.
4. The **defender** picks 1 of the **deployment maps** on the right and chooses which **territory** belongs to which player.
5. The **defender** sets up their **terrain features**, followed by the **attacker**. Each terrain feature must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both long battlefield edges and enemy territory. **Terrain features cannot be set up on top of the objectives** (either wholly or partially).



DEPLOYMENT

Do not deploy armies as described in the Core Rules. Instead, the **attacker** sets up **all** the units in their army first, followed by the **defender**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

BATTLE LENGTH

The battle lasts for 4 battle rounds.

SPECIAL RULES

PREPARING THE SPEARHEAD DECK

This battle uses the **Fire and Jade Spearhead deck**. One player takes the **twist deck** that corresponds to the side of the battlefield the players are fighting on, shuffles it and places it face down next to the battlefield (the other twist deck is not used).

Then, each player takes 1 **battle tactic deck**, shuffles it and places it face down where they can reach it during the battle.



THY LIFE IS A WEAPON – WIELD IT WELL



START OF THE BATTLE ROUND SEQUENCE

The following sequence is resolved at the **start of each battle round**:

1. If it is the **first** battle round, the **attacker** chooses who will take the first turn. In any other battle round, the players make a **priority roll** (Core Rules, 12.0).
2. Determine the **underdog** (Core Rules, 12.0).
3. The **twist card** is drawn (pg 50).
4. The players draw **battle tactic cards** (see below).
5. Any abilities with the **Start of Battle Round** timing are used.

TWIST CARDS

One **twist card** is drawn at the **start of each battle round**. Follow the rules on it as soon as it is drawn.

BATTLE TACTIC CARDS

At the start of the **first battle round**, each player draws a hand of **3 battle tactic cards**.

At the start of each subsequent battle round, each player draws battle tactic cards until they once more have a hand of 3 battle tactic cards. Before they do so, they can **discard** any number of battle tactic cards in their hand. Cards are discarded face-up.



SEIZING THE INITIATIVE

If the player who went **second** in the previous battle round wins the priority roll and **chooses to go first**, it is called **seizing the initiative**. When a player seizes the initiative, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the two players is 5 or greater.

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 battle tactic you completed** this turn.

GLORIOUS VICTORY

The player with the **most victory points** at the end of the battle is the **winner**. If the players are tied on victory points, the battle is a **draw**.

SPEARHEAD REFERENCE

PRE-BATTLE SEQUENCE

- Roll off. Winner chooses who is **attacker** and who is **defender**.
- **Attacker** picks regiment ability and enhancement, then **defender** does so.
- **Defender** chooses **Aqshy** or **Ghyran** side of realm battlefield.
- **Defender** picks deployment map (horizontal or diagonal) and chooses which territory is theirs.
- **Defender** sets up 1 large and 1 small terrain feature. Then **attacker** does the same. Each terrain feature must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both long battlefield edges and enemy territory. Terrain features cannot be set up on objectives.

DEPLOYMENT

Attacker sets up their army first, followed by the **defender**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

SEIZING THE INITIATIVE

If the player who went **second** in the previous battle round wins the priority roll and **chooses to go first** in the current battle round, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the players is 5 or more.

BATTLE TACTICS CARDS

- **Start of first battle round:** draw 3 battle tactic cards.
- **Start of second or later battle round:** discard any battle tactic cards in your hand if you wish. Then if you have less than 3 battle tactic cards in your hand, keep drawing them until you have 3.

VICTORY POINTS

At the end of each of your turns:

- 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 battle tactic you completed this turn.

START OF BATTLE ROUND SEQUENCE

- **First battle round:** **attacker** chooses who takes the first turn. Later battle rounds: players make a **priority roll** (Core Rules, 12.0).
- Determine **underdog** (Core Rules, 12.0).
- Draw **twist card**.
- Players draw **battle tactic cards** (see below).
- **Start of Battle Round** abilities are used.

TERRAIN

Large Terrain Feature: Cover, Obscuring, Unstable

Small Terrain Feature: Cover, Unstable

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

Unstable: Models can move across but cannot be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

Once Per Turn, Your Movement Phase

CALL FOR REINFORCEMENTS

Declare: Pick a friendly **REINFORCEMENTS** unit that has been **destroyed**.



Effect: Set up an identical **replacement unit** on the battlefield, wholly within friendly territory, wholly within 6" of the battlefield edge and not in combat.

Each **REINFORCEMENTS** unit can only be replaced once. Replacement units cannot themselves be replaced.

KEYWORDS **CORE**

SPEARHEAD

UNIVERSAL CORE ABILITIES

Your Movement Phase

NORMAL MOVE

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: That unit can move a distance up to its **Move** characteristic. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE

Your Shooting Phase

SHOOT

Declare: Pick a friendly unit that has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **shooting attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, SHOOT

Your Movement Phase

RUN

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Make a **run roll** of D6. That unit can move a distance up to its **Move** characteristic added to the **run roll**. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE, RUN

Your Charge Phase

CHARGE

Declare: Pick a friendly unit that is **not in combat** and has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, make a **charge roll** of 2D6.

Effect: That unit can move a distance up to the value of the **charge roll**. That unit **can** move through the combat ranges of any enemy units and **must** end that move within $\frac{1}{2}$ " of an enemy unit. If it does so, the unit using this ability has **charged**.

KEYWORDS CORE, MOVE, CHARGE

Your Movement Phase

RETREAT

Declare: Pick a friendly unit that is **in combat** to use this ability.

Effect: Inflict D3 **mortal damage** on that unit. That unit can move a distance up to its **Move** characteristic. That unit **can** move through the combat ranges of any enemy units but **cannot** end that move within an enemy unit's combat range.

KEYWORDS CORE, MOVE, RETREAT

Any Combat Phase

FIGHT

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT

UNIVERSAL WEAPON ABILITIES

Anti-X (+1 Rend): Add 1 to this weapon's **Rend** characteristic if the target has the keyword after 'Anti-' or fulfils the condition after 'Anti-'. Multiples of this ability are cumulative. For example, if a weapon has both **Anti-charge (+1 Rend)** and **Anti-HERO (+1 Rend)**, then add 2 to the **Rend** characteristic of the weapon for attacks that target a **HERO** that **charged** in the same turn.

Charge (+1 Damage): Add 1 to this weapon's **Damage** characteristic if the attacking unit **charged** this turn.

Companion: Unless otherwise specified, this weapon is not affected by friendly abilities that affect weapon characteristics or the attack sequence, except for those that apply negative modifiers to it (e.g. 'Covering Fire').

Crit (2 Hits): If an attack made with this weapon scores a **critical hit**, that attack scores 2 hits on the target unit instead of 1. Make a **wound roll** for each hit.

Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

Crit (Mortal): If an attack made with this weapon scores a **critical hit**, that attack inflicts **mortal damage** on the target unit equal to the **Damage** characteristic of that weapon and the attack sequence ends.

Shoot in Combat: This weapon can be used to make shooting attacks even if the attacking unit is in combat.

GLOSSARY

This glossary is an alphabetised list of rules definitions. It is intended to be a useful resource if you need a quick reminder of what a rule does or a short summary of a game term. It is not intended as an exhaustive list of precise definitions – if you need the full rule, refer to the relevant rules module. If there are any contradictions between this glossary and a rules module, the rules module takes precedence.

abilities: The things that units can do in the game. Some abilities, like ‘Normal Move’ and ‘Fight’, are common to all units; others are specific to certain units and only appear on their warscroll. Sometimes the players themselves use abilities. (Core Rules, 5.0)

active player: The player whose turn is taking place. There are 2 turns in a battle round. The active player can use abilities with the ‘Your Phase’ timing. (Core Rules, 12.0)

allocate: Damage points are allocated one at a time to a unit after all the damage points inflicted by an ability have been totalled in the damage pool. (Core Rules, 18.2)

All-out Attack: Command, 1CP, reaction. Attacking unit adds 1 to hit rolls. (Commands, 6.0)

All-out Defence: Command, 1CP, reaction. Target unit adds 1 to save rolls. (Commands, 7.0)

Anti-X (+1 Rend): Weapon ability. +1 Rend for attacks that target units that fulfil the condition after ‘Anti-’. (Core Rules, 20.0)

Any (...) Phase: Timing. Either player can use abilities with this timing, regardless of who the active player is. (Core Rules, 13.0)

Army of Renown: A special type of army that uses a modified set of faction rules. (Army Composition, 2.2)

army: All of a player’s units are collectively referred to as their army. (Core Rules, 1.0)

army composition: The step before a battle in which the players build their armies. The battlepack may specify in more detail what they can and can’t include in their armies.

army roster: The list of units in a player’s army, and any other important information like enhancements. Players can check each other’s rosters any time they like. (Army Composition, 1.1)

artefact of power: Enhancement. You can give 1 **HERO** in your army an artefact of power. (Army Composition, 4.1)

At the Double: Command, 1CP, reaction. Add 6 to Move instead of making the run roll. (Commands, 3.0)

attack sequence: Make hit roll, wound roll and save roll, then determine damage points inflicted. (Core Rules, 17.0)

auxiliary unit: A unit on your army roster that is not part of a regiment. (Army Composition, 3.6)

Banish Manifestation: Your Hero Phase, 30", banishment roll of 2D6. Equal or beat banishment value of the manifestation to remove it from play. (Magic, 7.2)

battle profile: Important information about a unit that you will need to refer to if you wish to include it in your army, such as its points value and minimum unit size. (Army Composition, 1.3)

battle round: The battle lasts a number of battle rounds specified in the battleplan. Each battle round has 2 turns (1 for each player), and each turn has 7 phases. (Core Rules, 11.0)

battle tactics: Attempt by using the ‘Tactical Gambit’ ability at the start of your turn. Complete at the end of your turn for 4 victory points. (Battle Tactics, 1.0)

battle trait: A type of faction rule that usually affects your army as a whole and reflects the way your faction does battle, as opposed to individual units.

battlefield: The flat surface on which the battle is fought. Usually has 2 short edges and 2 long edges, which may collectively be referred to as ‘the battlefield edge’. It is divided into 4 large quarters, each of which is divided into 4 small quarters (effectively sixteenths).

battleplan: The set of rules that describes the scenario of the battle and determines things such as where the armies deploy, where any objectives are located and how the players win the battle. (Core Rules, 9.0)

begins deployment: The player who is allowed to use a **DEPLOY** ability during deployment first is said to be the one who begins deployment. The battleplan will specify which player does so. (Core Rules, 10.0)

behind a terrain feature: Impossible to draw a line from a model in the attacking unit to a model in the target unit without it passing across the terrain feature. (Terrain, 1.1)

CAVALRY: A unit keyword. Mounted on warbeasts. **CAVALRY** are fast and hard-hitting but are generally vulnerable to attritional combat.

Champion: Model’s weapons have +1 to Attacks characteristic. (Command Models, 1.0)

Charge: Your Charge Phase, charge roll of 2D6. Must get within $\frac{1}{2}$ " of any visible enemy units to succeed, otherwise unit stays where it is. (Core Rules, 14.3)

Charge (+1 Damage): Weapon ability. +1 Damage if attacking unit charged. (Core Rules, 20.0)

climb: Movement vertically up or down the surface of a terrain feature. The model's base is assumed to stay in contact with the terrain feature as it moves and remain parallel with the battlefield floor. (Core Rules, 15.2)

coherency: When a unit is set up or ends a move, each model in the unit must be within coherency range. (Core Rules, 15.1)

coherency range: $\frac{1}{2}$ " horizontally and any distance vertically of 1 or more other models if unit has 6 or fewer models; 2 or more if unit has 7+ models. (Core Rules, 15.1)

combat attack: An attack made with a melee weapon. (Core Rules, 16.0)

combat range: Model's combat range = 3" horizontally and any distance vertically from model. Unit's combat range = 3" horizontally and any distance vertically from all models in unit. A unit is in combat if any enemy models are within its combat range. (Core Rules, 7.0)

command points: Each player gets 4 command points at start of round. Underdog gets 1 extra. (Commands, 1.0)

commander: You are the commander of your army and everything in it (units, models, etc.).

commands: Abilities that require you to spend a number of command points in order to use them. (Commands, 1.0)

Companion: Weapon ability. Weapon doesn't get bonuses from friendly abilities that affect attacks. (Core Rules, 20.0)

contesting: Models contest objectives within their combat range (3"). When determining objective control, the same unit cannot contest more than 1 objective at the same time; the player must pick 1 if more than 1 is within range. (Core Rules, 32.1)

control: Determined at the start of the first battle round and the end of each turn. Objectives are controlled by player that has the highest army control score for that objective. (Core Rules, 32.2)

Control characteristic: Determines how good unit is at contesting objectives (see 'control'). (Core Rules, 4.0)

control score: A unit's control score is determined by adding all the Control characteristics of models in the unit contesting the objective in question. An army's control score for that objective is determined by adding together all the control scores of units in the army contesting that objective. (Core Rules, 32.2)

CORE: Basic ability that can only be used by each unit once per phase, e.g. Move, Shoot, Fight. (Core Rules, 5.1)

Counter-charge: Command, 2CP. Charge in enemy charge phase. (Commands, 5.0)

Cover: -1 to hit rolls for attacks that target a unit behind or wholly on this terrain feature, unless unit charged or has FLY. (Terrain, 1.2)

Covering Fire: Command, 1CP. Shoot in enemy shooting phase, but -1 to hit rolls and must target nearest enemy unit. (Commands, 4.0)

Crit (2 Hits): Weapon ability. Unmodified hit roll of 6 scores 2 hits on target. (Core Rules, 20.0)

Crit (Auto-wound): Weapon ability. Unmodified hit roll of 6 skips wound roll step. (Core Rules, 20.0)

Crit (Mortal): Weapon ability. Unmodified hit roll of 6 inflicts an amount of mortal damage equal to the Damage characteristic of the weapon and the sequence ends. (Core Rules, 20.0)

critical hit: Unmodified hit roll of 6. (Core Rules, 17.0)

D3: Roll a D6 and halve the result, rounding up. (Core Rules, 2.2)

damaged: A unit is damaged if it has any damage points currently allocated to it (i.e. if the damage points allocated to it were not enough to slay a model in the unit). Some abilities Heal damaged units. (Core Rules, 18.2)

Damage characteristic: Determines number of damage points inflicted by successful attack. (Core Rules, 17.0)

damage points: Damage points are inflicted by successful attacks and mortal damage. Damage points go into a damage pool first, then they must be allocated one at a time to the target unit. Each time the number of damage points allocated to a unit equals its Health characteristic, a model in the unit is slain. (Core Rules, 17.0)

damage pool: Inflicted damage points are added to the target's damage pool until all damage points inflicted by the ability have been calculated. Then, each of those damage points must be allocated one at a time to the target unit. (Core Rules, 17.0)

Declare: The step of every ability after which players may use reactions but before the effect is resolved. (Core Rules, 5.2)

deployment phase: Phase in which players use **DEPLOY** abilities to deploy their armies. (Core Rules, 10.0)

destroyed: A unit is destroyed when the last model in the unit is slain. (Core Rules, 18.4)



destroyed by: A unit is said to have destroyed another unit when an attack it made or an ability it used caused the last model in the target unit to be slain.

drops: The minimum number of **DEPLOY** abilities that a player can use to set up their army. This is usually equal to the number of regiments in their army plus the number of auxiliary units in their army. (Core Rules, 10.1)

effect: Abilities have effects, which are resolved after the declare and reaction step. The thing to which the effect is applied is said to be affected by the ability. (Core Rules, 5.2)

endless spells: A type of manifestation summoned by a **WIZARD**. (Magic, 7.0)

enemy models/units: Models/units in your opponent's army. (Core Rules, 1.0)

Enemy (...) Phase: Timing. A phase in which your opponent is the active player. (Core Rules, 13.0)

enhancements: A type of faction rule. You can take 1 enhancement of each type for your army, you can't take the same enhancement more than once, and you can't give the same unit more than 1 enhancement of the same type. (Army Composition, 4.1)

faction: The units in your army must all belong to the same faction (excepting Regiments of Renown). Most factions in Warhammer Age of Sigmar have their own battletome, which contains the rules for the units from that faction, along with the battle traits and enhancements for that faction.

faction rules: These are split into battle traits and enhancements. Battle traits tend to be army-wide abilities, while enhancements are given to specific units.

Fight: The **CORE** ability that units use to attack each other in combat. (Core Rules, 14.4)

fly: A keyword. Units that can fly often ignore intervening models and terrain when moving. (Core Rules, 15.4)

Forward to Victory: Command, 1CP, reaction. Re-roll charge roll. (Commands, 5.0)

friendly models/units: Models/units in your army. (Core Rules, 1.0)

general: You must pick 1 **HERO** in your army to be your general. Certain rules will interact with your general. (Army Composition, 3.2)

fought: A unit has fought if it used any **FIGHT** abilities in the same turn.

Guarded Hero: Passive ability that all **HEROES** have. If **HERO** is within 3" of a friendly non-**HERO** unit, then shooting attacks targeting the **HERO** are -1 to hit, and if **HERO** is **INFANTRY**, they also cannot be picked as the target of **shooting attacks** made by units more than 12" from them. (Core Rules, 25.0)

Heal: Remove a number of damage points that have been allocated to a unit equal to the number in brackets after 'Heal'. (Core Rules, 21.0)

Health characteristic: The characteristic that shows the number of damage points that can be allocated to the unit before a model in the unit is slain. (Core Rules, 4.0)

heroic trait: Enhancement that can be given to a **HERO** in your army. (Army Composition, 4.1)

hit roll modifiers: Add up all modifiers to a hit roll and cap at +1 if the result is a positive value or -1 if the result is a negative value. (Core Rules, 17.1)

in combat: A unit is in combat if any visible enemy models are within its combat range (within 3"). (Core Rules, 7.0)

INFANTRY: A unit keyword. Models on foot. **INFANTRY** form the backbone of most armies and tend to be good at contesting objectives.

inflict: Successful attacks inflict damage points. Inflict is not the same as allocate. Ward rolls can be made for inflicted damage points before they are allocated. (Core Rules, 17.0)

invocation: A type of manifestation summoned by a **PRIEST**. (Magic, 7.0)

jump down: Models can move directly down through the air from a terrain feature to the battlefield. They can do so any distance, but it ends their move (Core Rules, 15.2.1)

keyword: A term that carries **KEYWORD FORMAT**, allowing the thing that has it to be tagged and referenced by other rules. (Core Rules, 5.1)

Magical Intervention: Command, 1CP. **WIZARD** or **PRIEST** can cast or chant in enemy hero phase, but -1 to casting/chanting roll. (Commands, 2.0)

manifestations: Arcane or divine entities or phenomena that have their own miniatures and are summoned to the battlefield by a **WIZARD** or **PRIEST**. (Magic, 7.0)

manifestation lore: If taken, all **WIZARDS** in your army know all spells from that lore, and all **PRIESTS** in your army know all prayers from that lore. (Army Composition, 4.2)

miscast: Casting roll that contains two or more 1s is a miscast (D3 mortal damage, attempt fails, and caster can't cast any more spells that phase). (Magic, 2.0)

models: The warriors in your army are referred to as models and are grouped into units. Some units consist of only 1 model.

modifiers (dice rolls): Many rules let you change the result of a dice roll. Sometimes, multiple modifiers will apply to the same roll. Modifiers to some types of rolls, such as hit and wound rolls, are capped.

modifiers (characteristics): Characteristics cannot be modified to less than 0. Round down any fractions. Set, multiply or divide, then add or subtract, in that order (if more than one modifier applies). (Core Rules, 27.0)

MONSTER: A unit keyword. **MONSTERS** are large and imposing units, often consisting of a single model that can have a large impact all by itself.

mortal damage: If mortal damage is inflicted, just add that many damage points to the damage pool. (Core Rules, 17.2)

mount trait: Enhancement that can be given to a **HERO** riding a warbeast. (Army Composition, 4.1)

Move characteristic: Characteristic that determines the number of inches a unit can move across the battlefield when using certain abilities, most commonly Normal Move. (Core Rules, 4.0)

Musician: While unit contains any musicians, if it uses the 'Rally' command, make one additional rally roll of D6. (Command Models, 2.0)

neutral territory: The area of the battlefield that is neither player's territory. (Core Rules, 9.1.2)

Normal Move: Move each model in unit up to Move characteristic but models cannot move into combat. (Core Rules, 14.1)

objectives: Many battleplans require players to gain control of specific points on the battlefield to secure victory. Objectives are represented by 40mm round markers. Models can move over and end a move on an objective marker. (Core Rules, 32.0)

Obscuring: Unit behind or wholly on this terrain feature cannot be targeted by shooting attacks unless it has **FLY**. (Terrain, 1.2)

passive abilities: The effects of passive abilities are applied any time their conditions are met. You cannot use reactions in response to passive abilities. (Core Rules, 5.4)

persisting abilities: Abilities that have effects that last for a specified length of time, for example, 'add 1 to wound rolls for attacks made by this unit until the start of your next turn.'

phases: There are 7 phases in each turn: Start of Turn, Hero Phase, Movement Phase, Shooting Phase, Charge Phase, Combat Phase, End of Turn. Ability timings can be Your Phase (you are the active player), Enemy Phase (opponent is active player) or Any Phase (either player is active player). (Core Rules, 13.0)

pile-in: A short move, usually 3", that allows a unit using a **FIGHT** ability to get a bit closer to the unit(s) it is in combat with. (Core Rules, 15.3)

points limit: The combined points cost of units in your army cannot exceed the points limit for the battle. Players usually agree on the points limit before the battle, but it may be pre-determined by the battlepack being used. (Army Composition, 1.2)

power level: The number in brackets after the **WIZARD** or **PRIEST** keyword that determines the number of spells or prayers they can cast or unbind per phase. (Magic, 1.1)

prayer: A special type of ability that can only be used by **PRIESTS**. (Magic, 3.0)

prayer lore: If taken, all eligible **PRIESTS** in your army know the prayers from that lore. (Army Composition, 4.2)

PRIEST: Unit that can use prayers. (Magic, 1.0)

Rally: Command, Any Hero Phase, 1CP. Roll 6 dice; for each 4+, gain 1 rally point. For each rally point, Heal (1) or spend a number of rally points equal to Health characteristic to return 1 slain model. (Commands, 2.0)

random characteristic: Generate the characteristic before applying modifiers, and each time it is needed for an ability. Random Attacks characteristics are generated per **ATTACK** ability; other random weapon characteristics are generated per attack made with the weapon. (Core Rules, 26.0)

Range characteristic: A characteristic, most often on weapon profiles, that determines how close something must be for it to be an eligible target. (Core Rules, 16.0)

Reaction: After an ability is declared, players alternate using any eligible reactions they wish to. Then the effect of the ability is resolved. (Core Rules, 5.2)

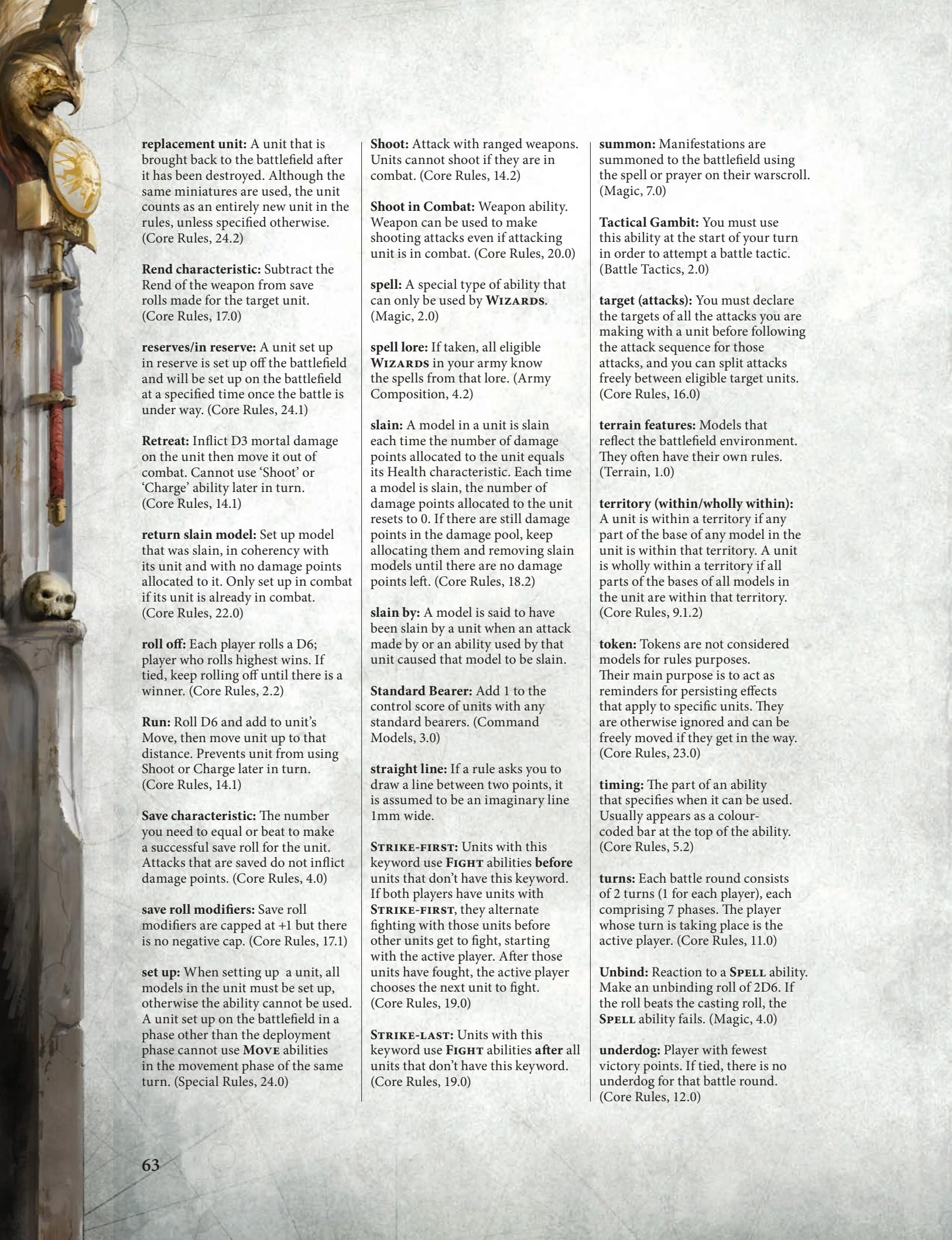
Redeploy: Command, 1CP. D6" move in enemy movement phase. (Commands, 3.0)

regiment: A group of units, including a **HERO**, that are taken as a set during Army Composition. Regiments often allow multiple units to be deployed at the same time. (Army Composition, 3.1)

Regiment of Renown: A fixed regiment that has its own rules for including it in an army and may also have a special ability or abilities. (Army Composition, 3.5)

reinforced unit: A unit whose minimum unit size and points cost is doubled when you add it to your army. You cannot reinforce units with a minimum unit size of 1. (Army Composition, 3.3)

removed from play/removed from the battlefield: When a model or unit is removed from the battlefield, it no longer has any effect on the battle, though it can still be relevant for abilities that allow you to return models or replace units.



replacement unit: A unit that is brought back to the battlefield after it has been destroyed. Although the same miniatures are used, the unit counts as an entirely new unit in the rules, unless specified otherwise. (Core Rules, 24.2)

Rend characteristic: Subtract the Rend of the weapon from save rolls made for the target unit. (Core Rules, 17.0)

reserves/in reserve: A unit set up in reserve is set up off the battlefield and will be set up on the battlefield at a specified time once the battle is under way. (Core Rules, 24.1)

Retreat: Inflict D3 mortal damage on the unit then move it out of combat. Cannot use 'Shoot' or 'Charge' ability later in turn. (Core Rules, 14.1)

return slain model: Set up model that was slain, in coherency with its unit and with no damage points allocated to it. Only set up in combat if its unit is already in combat. (Core Rules, 22.0)

roll off: Each player rolls a D6; player who rolls highest wins. If tied, keep rolling off until there is a winner. (Core Rules, 2.2)

Run: Roll D6 and add to unit's Move, then move unit up to that distance. Prevents unit from using Shoot or Charge later in turn. (Core Rules, 14.1)

Save characteristic: The number you need to equal or beat to make a successful save roll for the unit. Attacks that are saved do not inflict damage points. (Core Rules, 4.0)

save roll modifiers: Save roll modifiers are capped at +1 but there is no negative cap. (Core Rules, 17.1)

set up: When setting up a unit, all models in the unit must be set up, otherwise the ability cannot be used. A unit set up on the battlefield in a phase other than the deployment phase cannot use MOVE abilities in the movement phase of the same turn. (Special Rules, 24.0)

Shoot: Attack with ranged weapons. Units cannot shoot if they are in combat. (Core Rules, 14.2)

Shoot in Combat: Weapon ability. Weapon can be used to make shooting attacks even if attacking unit is in combat. (Core Rules, 20.0)

spell: A special type of ability that can only be used by WIZARDS. (Magic, 2.0)

spell lore: If taken, all eligible WIZARDS in your army know the spells from that lore. (Army Composition, 4.2)

slain: A model in a unit is slain each time the number of damage points allocated to the unit equals its Health characteristic. Each time a model is slain, the number of damage points allocated to the unit resets to 0. If there are still damage points in the damage pool, keep allocating them and removing slain models until there are no damage points left. (Core Rules, 18.2)

slain by: A model is said to have been slain by a unit when an attack made by or an ability used by that unit caused that model to be slain.

Standard Bearer: Add 1 to the control score of units with any standard bearers. (Command Models, 3.0)

straight line: If a rule asks you to draw a line between two points, it is assumed to be an imaginary line 1mm wide.

STRIKE-FIRST: Units with this keyword use FIGHT abilities before units that don't have this keyword. If both players have units with STRIKE-FIRST, they alternate fighting with those units before other units get to fight, starting with the active player. After those units have fought, the active player chooses the next unit to fight. (Core Rules, 19.0)

STRIKE-LAST: Units with this keyword use FIGHT abilities after all units that don't have this keyword. (Core Rules, 19.0)

summon: Manifestations are summoned to the battlefield using the spell or prayer on their warscroll. (Magic, 7.0)

Tactical Gambit: You must use this ability at the start of your turn in order to attempt a battle tactic. (Battle Tactics, 2.0)

target (attacks): You must declare the targets of all the attacks you are making with a unit before following the attack sequence for those attacks, and you can split attacks freely between eligible target units. (Core Rules, 16.0)

terrain features: Models that reflect the battlefield environment. They often have their own rules. (Terrain, 1.0)

territory (within/wholly within): A unit is within a territory if any part of the base of any model in the unit is within that territory. A unit is wholly within a territory if all parts of the bases of all models in the unit are within that territory. (Core Rules, 9.1.2)

token: Tokens are not considered models for rules purposes. Their main purpose is to act as reminders for persisting effects that apply to specific units. They are otherwise ignored and can be freely moved if they get in the way. (Core Rules, 23.0)

timing: The part of an ability that specifies when it can be used. Usually appears as a colour-coded bar at the top of the ability. (Core Rules, 5.2)

turns: Each battle round consists of 2 turns (1 for each player), each comprising 7 phases. The player whose turn is taking place is the active player. (Core Rules, 11.0)

Unbind: Reaction to a SPELL ability. Make an unbinding roll of 2D6. If the roll beats the casting roll, the SPELL ability fails. (Magic, 4.0)

underdog: Player with fewest victory points. If tied, there is no underdog for that battle round. (Core Rules, 12.0)

UNIQUE: A unit with this keyword can only be included in your army once. (Army Composition, 3.4)

unique enhancements: Special types of enhancement that some factions have access to. They will be accompanied by rules that tell you which units can be given them.

units: A group of models that move and fight together. An army is made up of a number of units. Each unit has a warscroll that details its characteristics and abilities.

Unstable: Models can move across but cannot be set up on or end a move on parts of this terrain feature taller than 1". (Terrain, 1.2)

used: An ability has been **used** once it has been declared, whether or not its effect was successfully resolved. (Core Rules, 5.2)

visible: An observing model can see a target model if you could draw a straight line from any point on the observing model to the target model without it crossing any objects except other models in the observing model's unit. A model is always visible to itself. (Core Rules, 6.0)

WARD: Before you allocate an inflicted damage point to a unit that has this keyword, you can make a ward roll. If the result equals or beats the number in brackets after **WARD**, that damage point is negated and ignored. (Core Rules, 18.1)

warscroll: Every unit has a warscroll, which includes vital information that determines the unit's capabilities in battle. (Core Rules, 4.0)

weapon ability: A passive ability that affects attacks made with the weapon that has the ability. (Core Rules, 20.0)

wholly on a terrain feature: A unit is wholly on terrain if all parts of the bases of all models in the unit are on the same terrain feature. (Terrain, 1.1)

wholly within (model): *model x* is wholly within a distance of *y* if every part of *model x*'s base is within that distance of *y*.

wholly within (unit): *unit x* is wholly within a distance of *y* if every part of all the bases of all the models in *unit x* is within that distance of *y*.

within (model): *model x* is within a specified distance of *y* if any part of *model x*'s base is within that distance of *y*.

within (unit): *unit x* is within a specified distance of *y* if any part of the base of any model in *unit x* is within that distance of *y*.

WIZARD: Unit that can use spells (Magic, 1.0)

wound roll modifiers: Add up all modifiers to a wound roll and cap at +1 if the result is a positive value or -1 if the result is a negative value. (Core Rules, 17.1)

Your (...) Phase: Timing. Only the active player can use abilities with this timing. (Core Rules, 13.0)



CITADEL TERRAIN LIST

This list shows you which terrain types apply to which sets of Citadel Terrain and the number of scenery pieces (Terrain, 1.7) that make up each terrain feature. New terrain will be added to this list as it is released – see warhammer-community.com for the most up-to-date list. Note that not all of this terrain is currently available, but it is included here for players who have those terrain features in their collections. If a terrain feature lists multiple options for its number of scenery pieces and size, pick which apply to it before setting it up.

Terrain Feature	Terrain Type	Scenery Pieces Per Terrain Feature	Size
Arcane Ruins	Obstacle	1-3	Small-Large
Awakened Wyldwood	Faction Terrain	1-3	Small-Large
Azyrite Ruined Chapel	Obstacle	1-2	Small-Large
Azyrite Ruins	Obstacle	2	Small-Large
Azyrite Shattered Plaza	Obstacle	1-2	Small-Large
Bad Moon Loonshrine	Faction Terrain	1	Medium
Baleful Realmgate	Place of Power	1	Small
Barbed Venomgorse	Obstacle	1-3	Small-Large
Bone-tithe Nexus	Faction Terrain	1	Large
Chaos Dreadhold Crucible	Area Terrain	1	Large
Chaos Dreadhold Helfort	Area Terrain	1	Large
Chapel	Place of Power	1	Small
Charnel Throne	Faction Terrain	1	Small
Cleansing Aqualith	Place of Power	1	Medium
Corpsewrack Mausoleum	Obstacle	1-3	Small-Large
Crypt of Blood	Obstacle	1-3	Small-Medium
Deathknell Watch	Obscuring Terrain	1	Medium
Domicile Shell	Obstacle	1	Small
Dominion of Sigmar: Hallowed Stormthrone	Area Terrain	1	Large
Dominion of Sigmar: Shattered Temple	Area Terrain	1	Large
Dominion of Sigmar: Timeworn Ruins (ruins)	Obstacle	1-3	Small
Dominion of Sigmar: Timeworn Ruins (statue of Sigmar)	Obstacle	1	Small
Dragonfate Dais	Place of Power	1	Medium
Dreadfire Portal	Place of Power	1	Medium
Dreadstone Blight	Obscuring Terrain	1	Large
Enduring Stormvault	Area Terrain	1	Large
Eternity Stair	Place of Power	1	Small
Fane of Slaanesh	Faction Terrain	1	Small
Feculent Gnarlmaul	Faction Terrain	1	Small
Fortified Manor	Obstacle	1	Large
Garden of Morr	Obstacle	1-3	Small
Gloomtide Shipwreck	Faction Terrain	1-2	Small
Gnarlwood Watchcamp	Obstacle	1-3	Small
Gnawhole	Faction Terrain	1	Small
Great Mawpot	Faction Terrain	1	Medium
Guardian Idol	Obstacle	1	Small

Terrain Feature	Terrain Type	Scenery Pieces per Terrain Feature	Size
Herdstone	Faction Terrain	1	Small
Idol of the Old Ones	Place of Power	1	Small
Magewrath Throne	Place of Power	1	Small
Magmic Battleforge	Faction Terrain	1	Small
Mawpit	Faction Terrain	1	Medium
Megadroth Remains	Obstacle	1-2	Small
Nexus Chaotica	Faction Terrain	1	Medium
Nexus Syphon	Place of Power	1	Small
Numinous Occulum	Place of Power	1	Medium
Ophidian Archway	Obstacle	1	Medium
Penumbral Engine	Place of Power	1	Small
Pit Dredger Camp	Obstacle	1-3	Small
Predator and Prey	Obstacle	1-3	Small-Medium
Ravaged Shrine	Obstacle	1-2	Small
Ravening Gnarloak	Obstacle	1	Small
Realmshaper Engine	Faction Terrain	1	Small
Ruined Domicile	Obstacle	1-2	Medium-Large
Ruined Realmshaper (Gnarloaks)	Obstacle	1-3	Small-Medium
Ruined Realmshaper (Realmshaper Engine)	Place of Power	1	Small
Ruined Spawning Pool	Obstacle	1-2	Small-Medium
Scales of Talaxis	Obstacle	1-3	Small-Medium
Shardwrack Spine	Obstacle	1-3	Small-Large
Shrine Luminor	Faction Terrain	1	Small
Sigmarite Dais	Place of Power	1	Large
Sigmarite Mausoleum	Obstacle	1-3	Small-Large
Skull Altar	Faction Terrain	1	Small
Stormreach Portal	Faction Terrain	1	Small
Sundered Fate	Obstacle	1-3	Small-Medium
Temple of Skulls	Area Terrain	1	Large
Varanite Syphon Camp	Obstacle	1-3	Small-Large
Walls and Fences	Obstacle	1-3	Small-Large
Warscryer Citadel	Place of Power	1	Large
Watchtower	Obscuring Terrain	1	Small
Witchfate Tor	Obscuring Terrain	1	Medium
Wyldwood	Obscuring Terrain	1-3	Small-Large