

THE RULES

This chapter explains how to play games of Warhammer Age of Sigmar with your collection of Citadel Miniatures. It is divided into 3 sections:

CORE RULES (pg 196-218)

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 219-231)

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 262-267)

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.

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. There are 3 starter battlepacks:

SPEARHEAD: FIRE AND JADE

Spearhead battlepacks focus on fast, small-scale battles that have a lot of tactical depth and re-playability. The first Spearhead battlepack, *Fire and Jade*, is found in its own book that comes with this book.

PATH TO GLORY: ASCENSION (pg 236-261)

This battlepack follows the journey of your warlord as both they and the forces under their banner grow more powerful over the course of a campaign. This battlepack is the ideal place to explore narrative play, allowing you to express your creativity and engage in collaborative storytelling in the Mortal Realms.

MATCHED PLAY: FIRST BLOOD (pg 234-235)

This battlepack allows you to build your own army roster and play full-scale, evenly matched battles. It is the perfect introduction to Matched Play, providing conditions that give no particular advantage to either side in order to see which player is the canniest commander.



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...

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.

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.

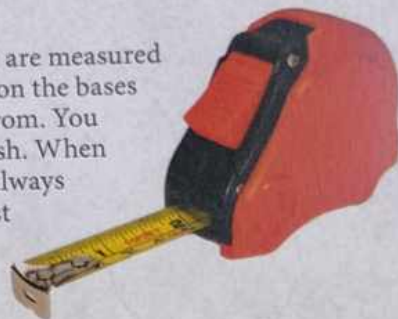
2.0 TOOLS OF WAR

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 of 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**.
- 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 **battle tome**.

4.0 WARSCROLLS

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

1 MOVE
9"

2 HEALTH
7

3 CONTROL
2

4 SWS
4+

Clawlords are the tyrannical rulers of the Clans Verminus, the lives of thousands of minions theirs to expend at a moment's notice. It takes both cunning and viciousness to hold their lofty position, and successful Clawlords must be willing to stoop to any foul end and fight like cornered animals in order to keep their star in the ascendant. Accumulating favours from members of the other Great Clans is a fine way to do this, and so the most powerful Clawlords will ride upon a Gnaw-beast bred by the Clans Moulder – a gangly, shrieking abomination whose hunger is even more voracious than that of its Skaven master.

• **SPEARHEAD WARSCROLL** •

5 CLAWLORD ON GNAW-BEAST

	Range	Attacks	Hit	Wound	Rend	Damage	Ability
7 RANGED WEAPONS							
Ratling Pistol	10"	D6	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Warpforged Halberd		5	3+	4+	1	2	
Gnaw-beast's Chisel Fangs		4	4+	3+	1	D3	Companion

8 Passive

CORNERED RAT: A Clawlord in fear for their life fights with rabid ferocity.

Effect: While this unit is damaged, add 3 to the Attacks characteristic of its Warpforged Halberd.



6 KEYWORDS HERO, CAVALRY, WARD (6+)

- 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).



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:

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

1	🔫 Your Shooting Phase
2	SHOOT: <i>The warriors take aim and unleash a deadly volley.</i>
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).
4	Effect: Resolve shooting attacks against the target unit(s).
5	KEYWORDS CORE, ATTACK, SHOOT

- 1 Timing
- 2 Name and description
- 3 Declare instructions
- 4 Effect
- 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 active player (see 12.0), the players alternate using any abilities with an appropriate **Reaction** timing.
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.

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



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.

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.

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.

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.

'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).

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



◆ 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 Rat Ogor in this shot is visible to the Liberator on the right but is not visible to the Liberator on the left because it is hidden by the Plague Furnace.



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.

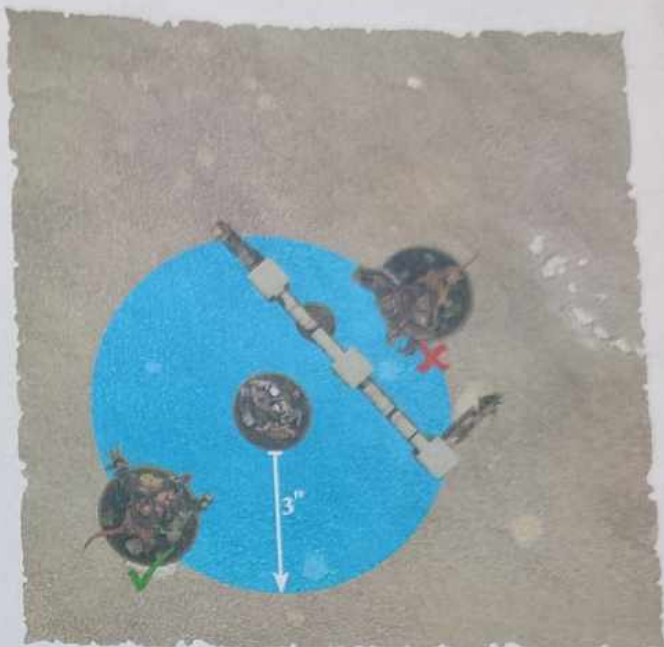
7.0 COMBAT RANGE

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 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

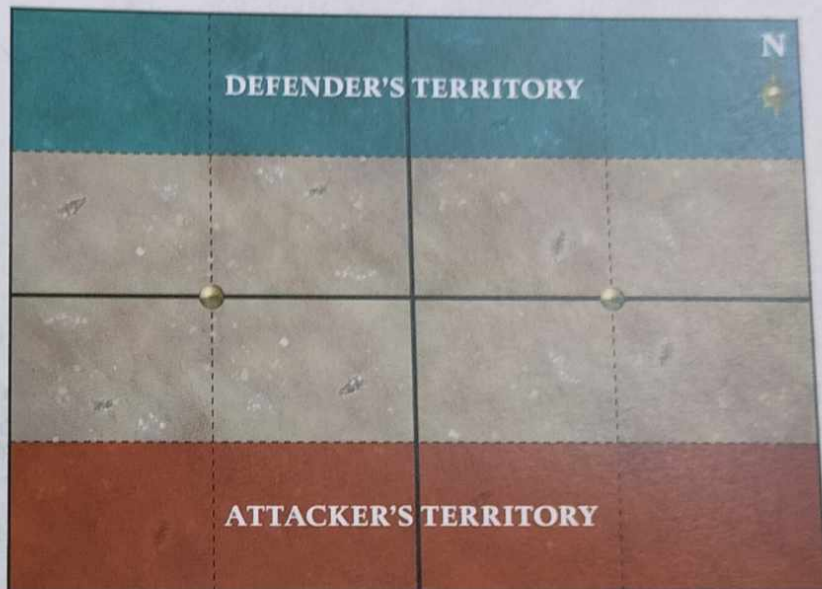
Before starting a battle, both players will need an **army**. Some battlepacks use pre-made armies, while others include rules on how to fill your army roster.

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 circles (●) 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 'Scions of the Storm' ability of the Stormcast Eternals.

THE BATTLE

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:

1. **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**.

2. **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.
3. **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

- ◆ 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.

Start of Turn

Hero Phase

Movement Phase

Shooting Phase

Charge Phase

Combat Phase

End of Turn

- ◆ 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.

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 15.4). 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



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.

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.

- ◆ 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.

- ◆ 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.

15.2 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.

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.

- ◆ 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.

- ◆ 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).

- ◆ Pick targets for **all** attacks when declaring an **ATTACK** ability.
- ◆ If a unit is **in combat**, it can only attack units it is **in combat** with and that are **visible** to it.
- ◆ If making a **combat attack**, the target must be within the attacking model's **combat range**.
- ◆ If making a **shooting attack**, the target must be **visible** and within the weapon's **Range**.
- ◆ A unit cannot make **shooting attacks** if it is **in combat**, unless otherwise specified.

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.

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.

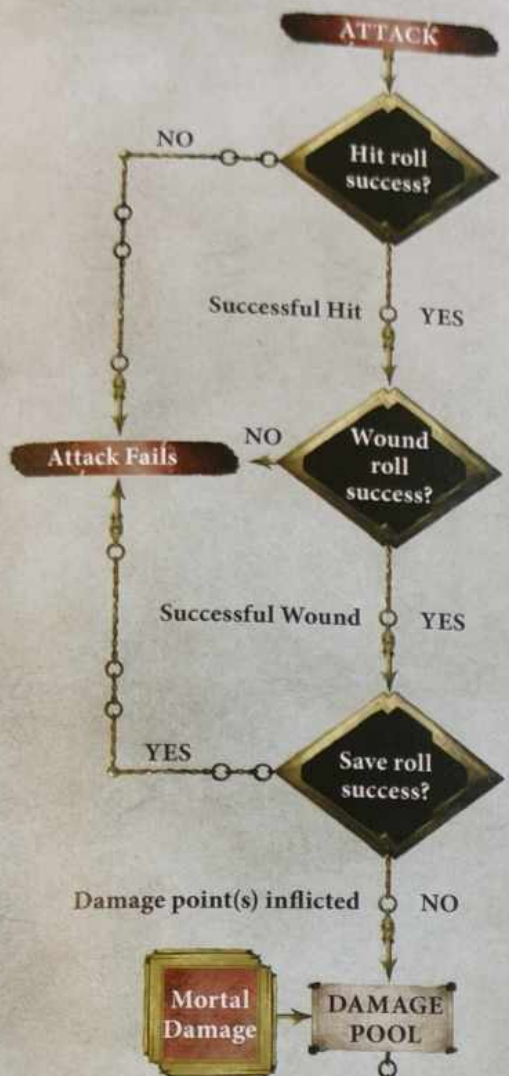
18.4 DESTROYED UNITS

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



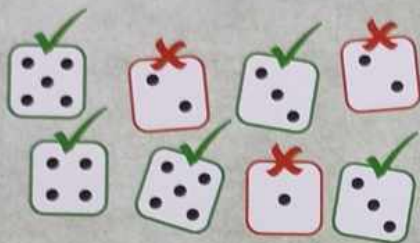
- ◆ Attacker makes a **hit roll** of D6. If the roll equals or beats the weapon's **Hit** characteristic, it is a **successful hit**.
- ◆ Attacker makes a **wound roll** of D6. If the roll equals or beats the weapon's **Wound** characteristic, it is a **successful wound**.
- ◆ Defender makes a **save 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



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warhammer	2	3+	3+	1	1	Crit (Mortal)

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.

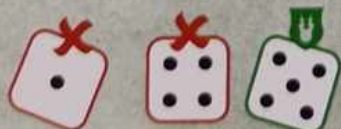


Erik's wound rolls



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



Clawlord's damage pool

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.



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



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



SPECIAL RULES

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.

19.0 STRIKE-FIRST AND STRIKE-LAST

If there are any **STRIKE-FIRST** units in combat at the start of the phase, 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: This weapon is not affected by abilities used by a friendly unit that affect the **Attacks** characteristic or the attack sequence.

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.

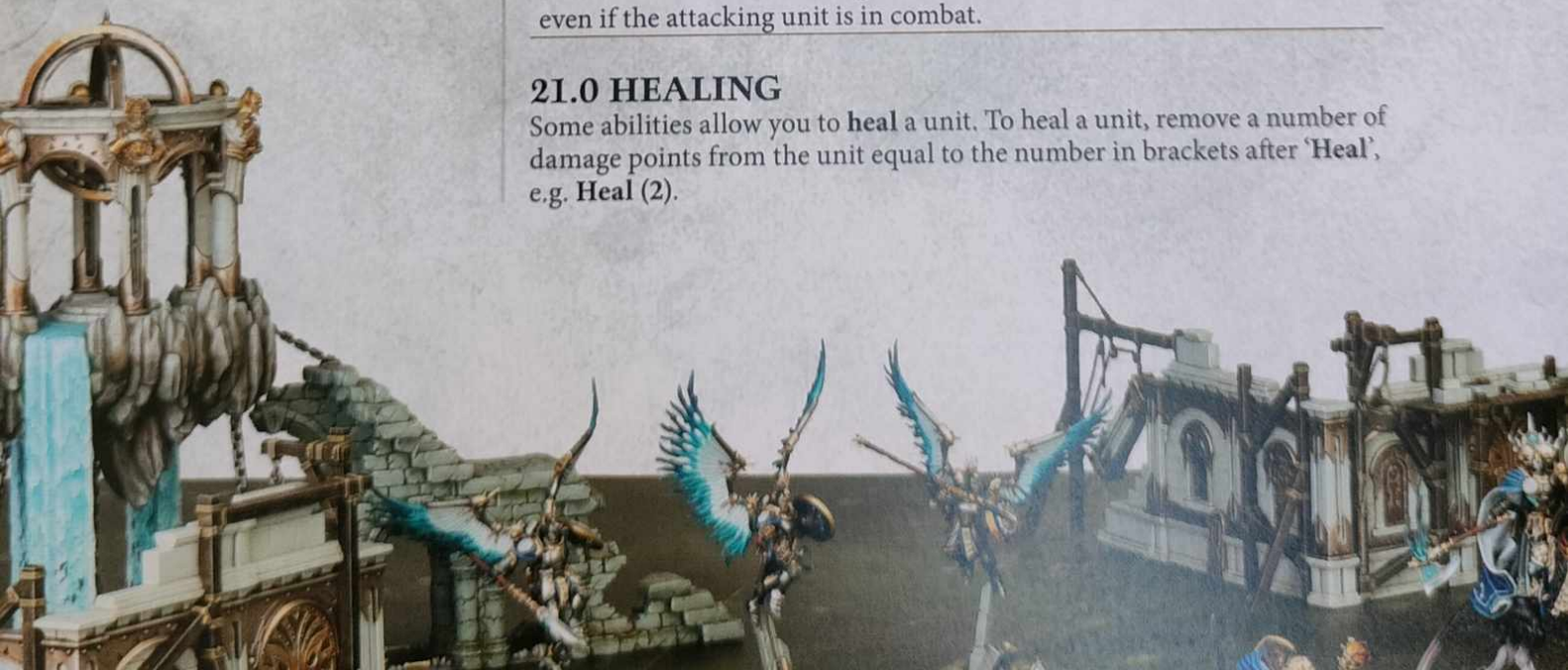
Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

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, in **coherency** (see 15.1) with the model(s) 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.

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.

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.

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.*

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 units more than 12" from them.

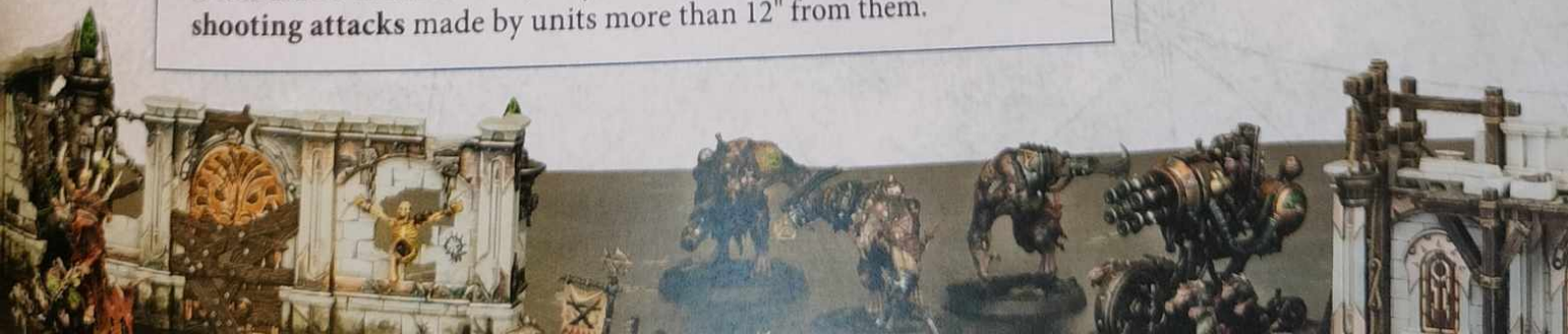
◆ Returned models must be set up in **coherency** with the models in their unit that were not returned as part of that ability.
◆ Returned models can only be set up in **combat** with an enemy unit if their unit is already in combat with it.

This Gryph-crow is a token.



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.

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!



- ◆ 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).



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 CONTRADICTIONARY 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.

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 contest **one objective per turn**. If a unit would be able to contest more than one objective, its player must pick one of those objectives for it to contest. If both players have more than one unit that would be able to contest more than one objective, before determining objective control, the active player must pick which of those objectives are being contested by their units first, then their opponent does the same.

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 220-221)

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 222-223)

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 224-225)

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

ARMY COMPOSITION (pg 226-229)

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 230)

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 231)

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.

- ◆ Any ability with a command point cost (●) is a **command**.
- ◆ Each player gains 4 command points at the start of each battle round.
- ◆ The **underdog** gains 1 extra command point.
- ◆ Each unit can only use 1 command in each phase.
- ◆ Each command can only be used 1 time by each army in each phase.
- ◆ You must pay 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 is **not in combat** to use this ability.

Effect: Resolve **shooting attacks** for that unit, but all of the attacks must target the **nearest visible enemy unit** and you must subtract 1 from the **hit rolls** for those attacks.

KEYWORDS SHOOT, ATTACK

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.

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.

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



The Citadel Terrain List (pg 268) includes a list of Warhammer Age of Sigmar terrain features and tells you which terrain abilities each of them has.

TERRAIN

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** 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 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).

1.3 TERRAIN SIZES

- Terrain that fits into an area no larger than 7" x 7" is **small**.
- Terrain that is not small and fits into an area no larger than 7" x 12" is **medium**.
- Terrain that is too big to fit into an area 7" x 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 charge phase and the combat phase, they are treated as if they were units for the purposes of movement, combat range and being in 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.

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.



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 268).

- 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)



The second battlefield uses scratch-built terrain. Before setting up the terrain, both players discussed and agreed on the terrain type of each terrain feature they were using, as shown below.

- 1 Place of Power
- 2 Area Terrain
- 3 Obstacle
- 4 Obscuring Terrain

MAGIC

- ◆ **WIZARDS** can cast spells; **PRIESTS** can chant prayers.
- ◆ Each **WIZARD** and **PRIEST** can use a number of spells or prayers per phase equal to their power level.
- ◆ Each **WIZARD** can use a number of **UNBIND** abilities per phase equal to their power level.
- ◆ Each spell or prayer can only be used once per turn.

EXAMPLE SPELL

U Your Hero Phase

6

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

Once Per Battle, Your Hero Phase

7

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

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.

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 **miscast**: 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.

If the **casting roll** equals or exceeds the spell's **casting value**, move on to the reaction step (Core Rules, 5.2). 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 a **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. 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 ½" 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 charge phase and the combat phase.
- 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.

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.



The latest points values are available in the Warhammer Age of Sigmar app, and points updates are available at warhammer-community.com

Battle profiles are regularly updated to improve balance. When we republish them, the new version takes precedence over versions with an earlier publication date or no publication date.

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 find a blank army roster on page 272, or 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**. The battle profile for a unit will be in the same publication as its warscroll (usually a **battletome**).

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 to be your **general**. If any units in your army have the **WARMASTER** 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 **WARMASTER**.

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 (pg 272). Pages 226-227 explain each of these steps in more detail.

I. 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 Vindicators

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**



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

If a unit had **CHAMPION** (1/10) on its keywords bar, then 1 model in that unit could be a champion for every 10 models in the 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.

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.

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.

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.

- ◆ 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**.






BATTLEPACKS

While the Core Rules and the Advanced Rules explain how to build an army and how your warriors move and fight, battlepacks provide a framework for your battles. They cover things like how big the armies should be, where the armies deploy and what players need to do to win.

Each battlepack is associated with one of the three different ways to play Warhammer Age of Sigmar: **Spearhead**, **Path to Glory** and **Matched Play**.

SPEARHEAD

Spearhead is the simplest way to play Warhammer Age of Sigmar, but it has amazing tactical depth and re-playability. The armies used in games of Spearhead are pre-made. You can walk straight into your nearest Warhammer store and grab a Spearhead army off the shelf. Each Spearhead army has its own set of Spearhead rules, including warscrolls designed specially for use with Spearhead battlepacks. If you wish to experiment with a wide variety of factions on the tabletop, Spearhead is the perfect choice. Spearhead is ideal for newcomers to Warhammer Age of Sigmar because all you need to play are a Spearhead army, the Core Rules and a Spearhead battlepack, which includes a special deck of Spearhead cards and a realm battlefield upon which to play. You can find the very first Spearhead battlepack, *Fire and Jade*, in its own book that comes with this book.



PATH TO GLORY

Path to Glory allows you to play through a series of linked battles called a campaign. You begin with a warlord and a small group of units, but, eventually, your army will grow in size and your units will unlock powerful new abilities via the Path system. Path to Glory is all about the story of your army – it's less about winning or losing and more about the narrative that arises from your decisions in battle – and, of course, your dice rolls!

Many Path to Glory players like to keep a diary or some other record of how their army fares over the course of its campaign, which can be great 'imagination fuel' for writing a story of your own in which the heroes and units in your army are the protagonists. It's not uncommon for two Path to Glory armies, or even specific warriors within those armies, to develop ongoing rivalries. Many characters in the universes of Warhammer have arisen from campaigns just like those in Path to Glory!

Although it's entirely possible to play Path to Glory by yourself (you will still need an opponent for each battle, of course), this battlepack really shines as a campaign system involving several players with Path to Glory armies. That way, the story you create together and the influence your armies have on one another becomes all the more compelling. The beginner battlepack for Path to Glory is *Ascension*, which starts on page 236 of this book.

MATCHED PLAY

Matched Play is a gaming mode designed for balance and equal victory conditions for both players. The starter battlepack for Matched Play is *First Blood*, found on pages 234-235. It makes use of the most common Advanced Rules, and it includes a set of three battleplans that use different numbers of objectives in symmetrical arrangements. Most Matched Play battlepacks use the Army Composition rules (see Advanced Rules, pg 226). For many players, experimenting with different army rosters, sometimes

called 'list-building', is one of the most enjoyable aspects of the hobby. Your knowledge of not only the units available to your faction but also those from opposing factions will be pivotal in this selection process. These choices may be hard to make at first, but once you've got a few games under your belt, you'll be crafting competitive rosters in no time!

Matched Play battlepacks are great for gaming clubs and events. It is the ideal format for 'pick-up' games between players who might not have met or played each other before. You can just select an army in advance according to the rules in the battlepack, turn up at the club or event, find an opponent who has done the same and then play, knowing that the game will be as fair as possible. The simplicity of the battlepack means that, with a group of experienced players, you can play several games over the course of a day.

NEXT STEPS: THE GENERAL'S HANDBOOK

If Matched Play is your thing, or you simply want to expand your gaming toolbox with extra battleplans and special rules, then the *General's Handbook* is essential. The *General's Handbook* is an annual supplement – released each summer – that contains rules for the current Matched Play season. It acts as a baseline rules pack for competitive gaming events and is your gateway to the wider world of Matched Play.

Across the globe, Matched Play tournaments using the *General's Handbook* take place virtually every weekend. Wherever you live, you're likely to find a Matched Play tournament you can reach, and they're well worth attending. Not only will you get to meet up with a warm and welcoming community of fellow hobbyists, you'll get to play some great games and see some truly amazing armies. And, of course, there are usually prizes on offer in the form of certificates, trophies and, sometimes, exclusive gaming aids!



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.

MATCHED PLAY BATTLEPACK

FIRST BLOOD

ADVANCED RULES

In addition to the Core Rules, *Matched Play: First Blood* uses the following Advanced Rules:

- Commands (pg 220)
- Terrain (pg 222)
- Magic (pg 224)
- Army Composition (pg 226)
- Command Models (pg 230)
- Battle Tactics (pg 231)

BATTLEFIELD SIZE

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

For a 2000-point battle, we recommend a 44" x 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.

1. PICK YOUR ARMIES

Each player picks an army using the rules in Army Composition (pg 226).

2. DETERMINE THE BATTLEPLAN

One player rolls on the following table to determine the battleplan. Alternatively, feel free to pick the battleplan you would like to play.

D3 BATTLEPLAN

- | | |
|---|---------------------|
| 1 | Border War |
| 2 | Stake a Claim |
| 3 | Shifting Priorities |

3. 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.

TWISTS

Each battleplan includes a **twist**. Twists modify the gameplay within the battleplan, and they may provide additional means of scoring victory points.

BATTLE LENGTH

First Blood 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 1 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 in enemy territory. If there is an **underdog**, they score 1 additional victory point for each objective they control that is within both players' territories.



BATTLEPLAN 2 STAKE A CLAIM

Two armies clash on land that is highly prized by both generals. So close are the key areas of control that rival warriors cannot help but come into contact, no matter where they choose to make their stand.

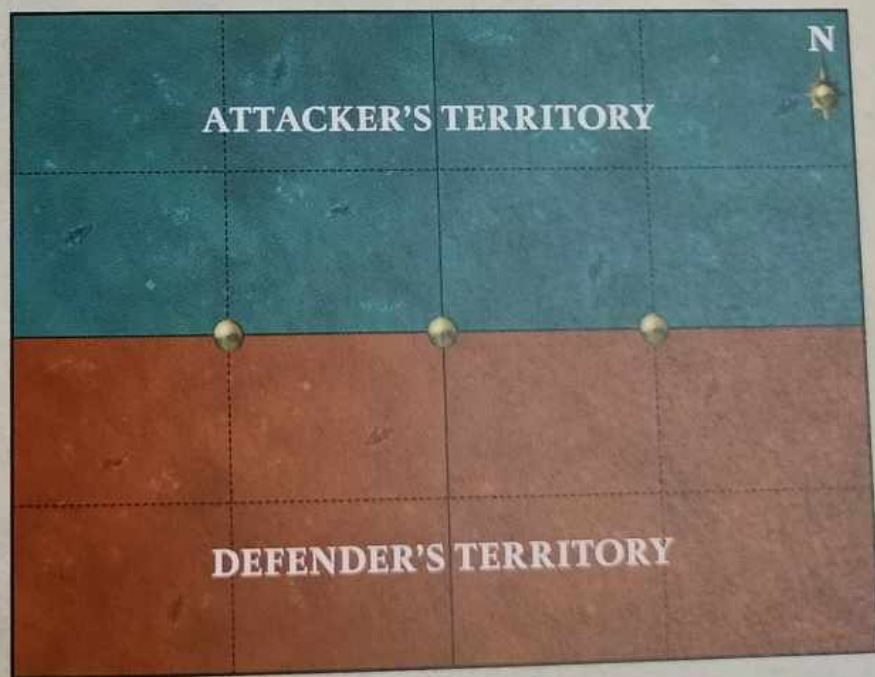
TWIST: At the start of the battle round, if there is an **underdog**, they can pick 1 objective. That objective is no longer controlled by either player and cannot be controlled this battle round.



BATTLEPLAN 3 SHIFTING PRIORITIES

A general must learn to react with lightning swiftness to the changing conditions of battle, striking with all their might first in one direction and then another to ensure victory.

TWIST: At the start of the battle round, if there is an **underdog**, they can pick 1 objective to be the **primary objective** for that battle round. The primary objective is worth 1 additional victory point to the player who controls it.



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 melee weapons have +1 to Attacks characteristic. (Command Models, 1.0)

Charge: Your Charge Phase, charge roll of 2D6. Must get within ½" 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: ½" 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 in their combat range (3"). 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, 1CP. 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.

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, ICP, 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)

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, ICP. **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)

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** abilities 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. If both players have units with **STRIKE-LAST**, they alternate fighting with those units after all other eligible units have fought, starting with the active player. (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, player who is not the active player in first turn. (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)

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	Small
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
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 Gnarlmaid	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
Herdstone	Faction Terrain	1	Small
Magewrath Throne	Place of Power	1	Small

Terrain Feature	Terrain Type	Scenery Pieces per Terrain Feature	Size
Magmic Battleforge	Faction Terrain	1	Small
Mawpit	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
Ravaged Shrine	Obstacle	1-2	Small
Realmscape: Megadroth Remains	Obstacle	1-2	Small
Realmshaper Engine	Faction Terrain	1	Small
Ruined Domicile	Obstacle	1-2	Medium-Large
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
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



Guardian Idol
Obstacle



Cleansing Aqualith
Place of Power