



GREAT GAMING CONTENT FOR
10 YEARS!

THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM



Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a small donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**, and enjoy the special rewards that come from being part of my community!



YOUTUBE

EsotericOrderGamers



TWITTER

@EOGamers



MASTADON

@EOGamers@tabletopVIP



FACEBOOK

EOGamersFB



INSTAGRAM

orderofgamers



DONATE

orderofgamers.com/shop/singleoffering



PATREON

patreon.com/esotericorder

v1.1

Mar 2023

Game: **WARHAMMER: AGE OF SIGMAR (3rd edition)**

Publisher: **Games Workshop (2015)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design
for your next project, visit universalhead.com

Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers





SETUP

Choose **open**, **narrative**, or **matched** play. Choose a **battleplack** and follow its instructions. Prepare the battlefield, place terrain, and deploy your armies.

When you set up a **reserve unit**, tell your opponent it is in **reserve** and set it up to one side. **At the start of the 4th battle round,, units still in reserve are destroyed.** Units cannot cast spells or use abilities while in reserve unless specifically stated otherwise.

BASICS

Each player is the **commander** of an **army**, made up of 1 or more **factions**. Models from your army are **friendly** models, and models from your opponent's army are **enemy** models. If an effect doesn't specify friendly or enemy targets, it affects both.

Models fight in **units** a group of models that use the same **warscroll**. Some models can be in formations called **warscroll battalions**. Your army can include 1 **endless spell** for each **WIZARD** and 1 invocation for each **PRIEST**, as well as 1 **faction terrain feature**. Choose 2 model to be your **general**.

Units must be set up and finish every move as a single **coherent** group. A unit with 2-5 models must have all models within 1" horizontally and 6" vertically of at least 1 other model in the unit. A unit with 6+ models must have all models within 1" horizontally and 6" vertically of at least 2 other models in the unit.

To make a **roll-off**, each player rolls a dice, and whoever rolls highest wins. Neither player may re-roll or modify any of the dice. On a tie, roll-off again.

To make a **re-roll**, roll the dice used for the roll again. You must re-roll all of the dice used for the roll. You cannot re-roll a dice more than once, and modifiers are applied after re-rolls.

You can measure distances whenever you wish. Distances are measured in inches, between the closest points of the bases of the models. If a model does not have a base, measure to and from the closest point of that model instead. When measuring between units, always use the closest model from each unit. A model is *wholly within* a distance if all of its base (or all the bases of a unit) is within that distance.

GAME STRUCTURE

A battle is fought in **battle rounds**, each split into 2 **turns**, one for each player. On your turn, perform the 6 **phases** in sequence.

At the start of each battle round, players make a **priority roll**. Roll off, and the winner has priority and decides who takes the first turn. On a tie, on the first round the player that finished deploying their army first has priority; otherwise, the player who went first in the last round has priority.

The player taking the first turn receives 1 command point (CP), and the other player receives 2 CPs.

COMMAND ABILITIES

To use a command ability, spend 1 CP, pick 1 friendly model to issue the command, and pick 1 friendly unit to receive it. Unit **champions** can issue commands to their own unit. **HEROES** can issue commands to units wholly within 12". **generals** to units wholly within 18", and **TOTEMS** to units wholly within 18".

A model cannot issue more than 1 command in the same phase, and a unit cannot receive more than 1 in the same phase. You cannot use the same command ability more than once in the same phase.

HERO PHASE

Starting with the player whose turn it is, *each* player may pick 1 **HERO** to perform a **heroic action**, and *each* player receives 1 CP if their general is on the battlefield.

You can cast spells with friendly **WIZARDS**, chant prayers and banish invocations with friendly **PRIESTS**, and both wizards and priests may attempt to dispel endless spells. In the enemy hero phase you can use friendly **WIZARDS** to unbind spells.

COMMAND ABILITY

Rally: You can use this command ability at the start of this phase. The unit that receives this command must be more than 3" from all enemy units. Roll D6 for each slain model in the unit; for each 6, you can return 1 slain model to the unit.

HEROIC ACTIONS

Heroic Leadership: Pick 1 friendly **HERO** and roll D6, adding 2 if your general has been slain. On 4+, you receive 1 CP that can only be spent during that turn to allow that hero to issue a command.

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

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

Heroic Recovery: Pick 1 friendly **HERO** more than 3" from all enemy units and make a D6 heroic recovery roll. If the roll is less than the hero's **BRAVERY**, they can heal up to D3 wounds.

MOVEMENT PHASE

You may pick 1 friendly unit more than 3" from all enemy units and declare it will make a **normal move** or **run**, or you can pick 1 friendly unit within 3" of an enemy unit and declare that it will **retreat**. Once you have moved that unit, you can do the same for the other units in your army. A unit may not be chosen twice.

Normal move: Move each model in the unit up to their **MOVE** in inches. The unit cannot move within 3" of an enemy unit.

Retreat: Move each model in the unit up to their **MOVE** in inches. The unit must end the move more than 3" from all enemy units. **You cannot shoot or charge later in the turn with this unit.**

Run: Make a D6 **run roll**, then move each model in the unit up to their **MOVE** plus the result in inches. No part of a run can be within 3" of an enemy unit. **You cannot shoot or charge later in the turn with this unit.**

To move a model, trace a path showing the route it will travel, up to the distance the model can move in any direction, but not across other models or the edge of the battlefield. Then move the model along the path, pivoting it freely. After you have moved all the models in a unit, it must be coherent (if it is impossible for it to be so, you cannot move it). You can also choose for a unit to remain **stationery**, in which case none of its models are considered to have made a move.

When you move a model, you can trace its path over terrain features but not through them; following the path along the surfaces but with its base staying parallel of the battlefield. When a model jumps directly down from a feature, the distance it drops down counts towards the distance moved

If a model can *Fly*, you can ignore other models or terrain features when you trace your path, and can trace it through the air. A flying model cannot finish a move on top of another model, or finish a normal move, run or retreat within 3" of an enemy unit.

COMMAND ABILITIES

At the Double: You can use this command ability after you declare that a friendly unit will run; that unit must receive the command. Instead of making a run roll, add 6" to that units **MOVE** in that phase. The unit is still considered to have run.

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

SHOOTING PHASE

Pick a friendly unit and make shooting attacks with as many of its models as you wish. Then do the same for the other units in your army you wish to shoot with. **Units that have run or retreated cannot shoot in the same turn.**

A unit that is within 3" of any enemy units can only target enemy units that are within 3" of it. A unit can shoot at an enemy unit that is within 3" of another friendly unit without penalty.

Look Out, Sir! Subtract 1 from hit rolls made for missile weapons if the target is an enemy **HERO** within 3" of an enemy unit that has 3+ models. This rule does not apply if the hero has 10+ **WOUNDS**.

CHARGE PHASE

Pick a friendly unit within 12" of an enemy unit to **attempt a charge**. Then do the same with other eligible units in your army until you have attempted a charge with as many units as you wish. A unit cannot attempt a charge more than once in a phase. **A unit cannot attempt a charge if it ran or retreated this turn, or if it is within 3" of an enemy unit.**

Make a D6 **charge roll** for the unit (you do not have to pick a target). Each model in the unit can **charge move** a number of inches up to the charge roll. The first model you move in the unit must finish the move within 1/2" of an enemy unit. If that's impossible, no models in the unit can make a charge move.

COMMAND ABILITIES

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

Unleash Hell: You can use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 6" of that enemy unit and more than 3" from all enemy units. The unit can shoot, but you must subtract 1 from its hit rolls and it can only target the unit that made the charge move.

MONSTROUS RAMPAGE

At the end of the charge phase, each player can carry out 1 **monstrous rampage** with each friendly **MONSTER**. The player whose turn it is completes their rampages first, followed by their opponent. The same player cannot carry out the same monstrous rampage more than once per phase.

Roar: Pick 1 enemy unit within 3" of this model and roll D6. On 3+, that unit cannot issue or receive commands in the following combat phase.

Stomp: Pick 1 enemy unit within 3" of this model that is not a monster and roll D6. On 2+, that unit suffers D3 mortal wounds.

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

Smash to Rubble: Pick 1 faction terrain feature or defensible terrain feature within 3" of this model and roll D6. On 3+ the feature is demolished if it was defensible, and its scenery rules cannot be used for the rest of the battle if it was a faction feature.

COMBAT PHASE

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

After picking a unit to fight, you can first make a **pile in move** of up to 3" with each model in the unit, ensuring the model finishes the move no further from the nearest enemy unit than it was at the start of the move. Then you must make combat attacks with each model that is within range of an enemy model.

If you pass, you do nothing, and the option to fight or pass goes back to your opponent. If both players pass in succession, the combat phase ends (unless some units have strike-last effects).

BATTLESOCK PHASE

Both players must take a **battlesock test** for each friendly unit that had models slain that turn. The first player whose turn it is takes all their tests first, followed by their opponent.

Make a D6 **battlesock roll** for each such unit, adding the number of models from the unit that were slain. If the roll is greater than the unit's **BRAVERY**, the test has failed. For each point by which the roll exceeds the unit's **BRAVERY**, 1 model in that unit must **flee**. You decide which models flee: remove them from play.

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

COMMAND ABILITY

Inspiring Presence: You can use this command ability at the start of this phase. The unit that receives this command does not have to take battlesock tests in that phase.

END OF THE BATTLE ROUND

The end of the battle round is reached once the battlesock phase of the player taking the second turn has finished. Check battlepack victory conditions. Any CPs remaining at the end of a round are lost and a new battle round begins.

ATTACKING

When you shoot or fight with a unit, it makes attacks with all the weapons it is armed with as listed on its warscroll. Pick the target unit(s) for all the attacks before you make any. Only enemy units can be chosen. Then make the attacks in the order you wish.

Shooting attacks can be made with any of the **missile weapons** the models are armed with that they are allowed to use (including those used by mounts). The target must be within a number of inches of the attacking model equal to the weapon's **RANGE**, measured to the closest visible model in the target unit. Models can see through other models in their unit. Missile weapons with a minimum range cannot target units that are wholly within the minimum range.

Combat attacks can be made with all of the **melee weapons** the models are armed with that they are allowed to use (including those used by mounts). The target must be within a number of inches of the attacking model equal to the weapon's **RANGE**, but does not have to be visible.

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

If a model has 2 of the same weapon, the **ATTACKS** for the weapon will already take the extra weapon into account, or the model will have an ability that represents the dual -wielding.

You can make **combined attacks** if all of the attacks are made by models from the same unit, with the same type of weapon, against the same target unit, and with the same re-rolls and modifiers. 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.

ATTACK SEQUENCE

In some cases, you can resolve all of the attacks made by the same type of weapon at the same time.

- 1. Hit Roll:** Roll D6. If the roll equals or beats the attacking weapon's **TO HIT**, it scores a **hit** and you must make a **wound roll**. If not, the attack fails and the attack sequence ends. A natural roll of 1 always fails, and a natural roll of 6 always hits. A hit roll can never be modified by more than +1 or -1.
- 2. Wound Roll:** Roll D6. If the roll equals or beats the attacking weapon's **TO WOUND**, the attack **wounds** the target and your opponent must make a **save roll**. If not, the attack fails and the attack sequence ends. A natural roll of 1 always fails, and a natural roll of 6 always wounds. A wound roll can never be modified by more than +/-1.
- 3. Save Roll:** Your opponent rolls D6, modifying the roll by the attacking weapon's **REND**. If the roll equals or beats the target unit's **SAVE**, the target is **saved** and the attack sequence ends. If not, the attacks are successful and you must determine the damage inflicted on the target unit. A natural roll of 1 always fails. A save roll can never be modified by more than +1.
- 4. Damage:** Each successful attack inflicts damage on the target unit equal to the **DAMAGE** characteristic of the weapon used.

Once all of your unit's attacks have been made, total the damage inflicted on each target unit. The player commanding each target unit allocates a number of wounds to that unit equal to the damage that was inflicted on it. Once all the damage inflicted by a unit's attacks has been allocated, its attacks have been resolved.

COMMAND ABILITIES

Command abilities that affect an attack must be used before its attack sequence has started.

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

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

WOUNDS

Wounds are allocated to the models in a unit 1 wound at a time. You can allocate the wounds caused to your units as you see fit. However, once you allocate a wound to a model, you cannot allocate wounds to other models in the unit until that model is slain. If a unit is destroyed, all wounds that remain to be allocated to it are negated.

Once the number of wounds allocated to a model equals its **WOUNDS**, it is **slain** and you cannot allocate any more wounds to it. The model is removed from play after all wounds caused to its unit have been allocated and all attacks inflicting damage on the unit have been resolved.

If you are allowed to return models to a unit, set them up, one at a time, within 1" of a model from their unit that was not returned to it earlier in the phase. Slain models can only be set up within 3" of an enemy unit if a model in their unit was not returned to the unit in the same phase is already within 3" of that enemy unit.

Wards: These abilities allow you to roll dice to negate a wound before it is allocated. Up to 1 **ward roll** can be made for each wound or mortal wound before it is allocated. If successful, the wound or mortal wound is negated it has no effect on the model.

Heal wounds: For each wound that is healed, reduce the number of wounds allocated to the model by 1, to a minimum of 0. You cannot heal wounds on a slain model.

Mortal wounds: Do not make hit, wound or save rolls for mortal wounds. Instead, the damage inflicted is equal to the number of mortal wounds that were caused. Allocate any mortal wounds at the same time as wounds caused by the unit's attacks, after all of the unit's attacks have been made. Mortal wounds caused at other times are allocated as soon as they are caused. Mortal wounds are allocated in the same manner as wounds and are treated in the same way.

OBJECTIVES

Objectives are indicated with a suitable objective marker. Measure distances to and from them from the marker's centre. Always set them up as close to the battlefield surface as possible.

After setup but before the first battle round begins, each player gains **control** of all objectives that are within 6" of any friendly models and more than 6" from all enemy models. At the end of each turn, after the battleshock phase), check to see if you have gained control of any objectives: count the number of friendly models **contesting** each objective. You gain control of an objective if there are more friendly models contesting it than enemy models. Once you gain control of an objective, it remains under your control until your opponent gains control of it.

A model must be within 6" of an objective to contest it. If a friendly unit could contest 2 or more objectives, choose which one the models from that unit are contesting. Each **MONSTER** counts as 5 models, and each model with **WOUNDS** of 5 or more that is not a **MONSTER** counts as 2 models.

Defensible terrain features are controlled by the player who has units garrisoning it, and other features are controlled in the way way as an objective, except that friendly models must be within 3" of a part of the feature (instead of within 6" of the centre)

WIZARDS

SPELLS

Each friendly **WIZARD** can attempt to cast spells they know in your hero phase and unbind spells in the enemy hero phase.

If a **WIZARD** unit has more than 1 model, it counts as 1 **WIZARD** for rules purposes; pick 1 model in the unit to cast or unbind with, determining range and visibility from that model.

You cannot cast the same spell more than once in the same hero phase, even with a different **WIZARD**. Pick a friendly wizard, declare which spell they are attempting to cast, and make a **2D6 casting roll**. If the roll is equal to or greater than the spell's **casting value**, it is successfully cast. On a natural 2, the spell is **miscast**; it is not successfully cast, the caster suffers D3 mortal wounds, and the caster cannot attempt to cast any more spells that phase.

If the spell is successfully cast, your opponent can pick 1 of their wizards within 30" of the caster and make **2D6 unbinding roll**. If the roll is greater than the roll used to cast the spell, the spell is **unbound** and its effect not applied. Only 1 unbinding attempt can be made for each spell.

All wizards know these spells in addition to the spells on their warscroll and the endless spells of their army:

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

Mystic Shield: Casting value 5. If cast, pick 1 friendly unit wholly within 12" of the caster and visible to them. Add 1 to save rolls for attacks that target that unit until your next hero phase.

ENDLESS SPELLS

You can also attempt to summon 1 **endless spell** with each friendly **WIZARD**. This counts as 1 of the spells your wizard is allowed to cast. When the spell is successfully cast and not unbound, set up the endless spell as described on its warscroll. If it is impossible to set up, the casting attempt is unsuccessful.

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

Pick 1 endless spell within 30" of a friendly wizard or priest and visible to them and make a **2D6 dispelling roll**. If the roll is greater than the endless spell's casting value, it is dispelled and removed from play. It cannot be summoned again in the same turn.

An endless spell cannot be attacked or affected by abilities. You can move models across or through them, but you cannot finish a move on one.

An endless spell remains in play until it is removed from play if it is dispelled, or touches the edge of the battlefield after it is moved, or a method on its warscroll is used to remove it from play.

Predatory endless spells are moved at the end of the hero phase. If either player has abilities that can be used at the end of the hero phase, they must be used after all predatory endless spells have been moved. A predatory endless spell within 30" of the model that summoned it is **controlled** by that model. A **WIZARD** can control 1 predatory endless spell per hero phase (pick 1 if there are more than 1). Otherwise the predatory endless spell is **wild**.

The player whose turn it is moves all the predatory endless spells controlled by friendly wizards; then their opponent does the same. Then, starting with the player whose turn it is, the players alternate picking 1 wild predatory endless spell to move, until all have been moved. You must pick 1 if able, and cannot pick 1 that has already moved this phase.

When you pick a wild predatory endless spell to move, you are its commanding player until the end of the next hero phase. All other endless spells are controlled by the player that summoned them.

PRIESTS

PRAYERS

Each friendly **PRIEST** can chant 1 prayer they know in your hero phase. You cannot chant the same prayer more than once in the same hero phase, even with a different priest. Pick a friendly priest, declare which prayer they chanting, and make a **D6 chanting roll**. If the roll is equal to or greater than the spell's **answer value**, it is answered. On a natural 1, the priest suffers **divine wrath**; the prayer is not answered and the priest suffers 1 mortal wound.

All priests know these spells in addition to the prayers on their warscroll and the invocations of their army:

Bless: Answer value 5. If answered, pick 1 friendly unit wholly within 12" of the chanter and visible to them. Until the start of your next hero phase, that unit has a ward of 6+.

Smite: Answer value 2. If answered, pick 1 enemy priest within 48" of the chanter and visible to them to suffer 1 mortal wound. If the chanting roll was 6+, they suffer D3 mortal wounds instead.

INVOCATIONS

You can also attempt to summon 1 **invocation** with each friendly **PRIEST**. When the prayer is answered, set up the invocation as described on its warscroll. If it is impossible to set up, the prayer is not answered.

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

Pick 1 invocation within 48" of a friendly priest and visible to them and make a **D6 banishment roll**. If the roll is greater than the invocation's answer value, it is banished and removed from play. It cannot be summoned again in the same turn.

An invocation cannot be attacked or affected by abilities. You can move models across or through them, but you cannot finish a move on one. It remains in play until removed from play if it is banished, touches the edge of the battlefield after it is moved, or a method on its warscroll or in an allegiance ability is used to remove it from play. It can be summoned again in a subsequent turn.

TERRAIN

A unit is **wholly on** terrain if its no part of its base (or the model, if it has no base) extends beyond the feature's edge. A target unit is **behind terrain** if it is more than 3" from the attacking unit, all of its models are within 1" of the feature, and the attacker cannot draw a straight line between the closest models in both units without that line passing across the feature.

Scatter terrain is decorative terrain that can be ignored when moving, attacking, or checking visibility.

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

Defensible terrain features can be garrisoned. A model cannot move over them unless it can fly, and no model may be moved on them unless it is garrisoning the feature.

Large (12-19" and across at its widest point) and **very large** (more than 19" across at its widest point) terrain features can be garrisoned by more models, and count as 2 or 4 terrain features respectively when setting up terrain.

Wylwoods conceal targets within them. Visibility between 2 models is blocked if a straight line 1mm wide drawn between them passes across more than 3" of the wood. Visibility to and from models with **WOUNDS** of 10 or more is not blocked.

GARRISONS

Up to 60 models can **garrison** a very large terrain feature, up to 30 a large feature, and up to 15 other defensible features. Models with **WOUNDS** of 10 or more cannot garrison terrain features.

During deployment, a friendly unit can be set up in a garrison if the feature is wholly within a legal deployment area. Also a friendly unit can can garrison a terrain feature instead of making a normal move if all of its models are within 6" of the feature, and no enemy models are in the garrison (even if it is within 3" of the enemy).

Units that garrison a terrain feature are removed from the battlefield and are assumed to be 'inside' the terrain feature. Friendly units must treat terrain features garrisoned by enemy units as if they were enemy models.

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

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

When a defensible terrain feature is **demolished**, all units in it must leave and it is no longer defensible. Roll D6 for each model in the garrison: on 1, it is slain. Set up surviving models within 6" of the terrain feature and more than 3" from all enemy units.



GAME STRUCTURE

Players make a **priority roll**. The winner has priority and decides who takes the first turn. **The player taking the first turn receives 1 command point (CP), and the other player receives 2 CPs.**

Command ability: Spend 1 CP, pick 1 friendly model to issue the command, and pick 1 friendly unit to receive it. **Champions** can issue commands to their own unit, **HEROES** to units wholly within 12", **generals** 18, and **TOTEMS** 18".

HERO PHASE

Each player may pick 1 **HERO** to perform a **heroic action**, and each player receives 1 CP if their general is on the battlefield.

You can cast spells with friendly **WIZARDS**, chant prayers and banish invocations with friendly **PRIESTS**, and both wizards and priests may attempt to dispel endless spells. In the enemy hero phase you can use friendly **WIZARDS** to unbind spells.

COMMAND ABILITY

Rally: You can use this command ability at the start of this phase. The unit that receives this command must be more than 3" from all enemy units. Roll D6 for each slain model in the unit; for each 6, you can return 1 slain model to the unit.

HEROIC ACTIONS

Pick 1 friendly **HERO** and:

Heroic Leadership: Roll D6, adding 2 if your general has been slain. On 4+, you receive 1 CP that can only be spent during that turn to allow that hero to issue a command.

Heroic Willpower: If the hero is not a **WIZARD** and it is the enemy hero phase, they may attempt to unbind 1 spell as if they were a wizard. If it is your hero phase, that hero may attempt to dispel 1 endless spell in that phase as if they were a wizard.

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

Heroic Recovery: Pick 1 friendly **HERO** more than 3" from all enemy units and make a 2D6 heroic recovery roll. If the roll is less than the hero's **BRAVERY**, they can heal up to D3 wounds.

MOVEMENT PHASE

Pick 1 friendly unit more than 3" from all enemy units and declare it will make a **normal move** or **run**, or pick 1 friendly unit within 3" of an enemy unit and declare that it will **retreat**. Then do the same for the other units in your army.

Normal move: Move each model in the unit up to their **MOVE**. The unit cannot move within 3" of an enemy unit.

Retreat: Move each model in the unit up to their **MOVE**. The unit must end the move more than 3" from all enemy units. **You cannot shoot or charge later in the turn with this unit.**

Run: Move each model in the unit up to their **MOVE** plus a D6 run roll. No part of a run can be within 3" of an enemy unit. **You cannot shoot or charge later in the turn with this unit.**

COMMAND ABILITIES

At the Double: Use this ability after you declare that a friendly unit will run. Instead of making a run roll, add 6" to that unit's **MOVE** in that phase. The unit is still considered to have run.

Redeploy: Use this ability in the enemy movement phase after an enemy unit finishes a normal move, run or retreat. The unit

that receives the command must be within 9" of that enemy unit and more than 3" from all enemy units. You can make a D6" move with your unit, but must finish the move more than 3" from all enemy units and cannot shoot later in the turn.

SHOOTING PHASE

Pick a friendly unit and make shooting attacks with as many of its models as you wish. Then do the same for the other units in your army you wish to shoot with. **Units that have run or retreated cannot shoot in the same turn.** A unit that is within 3" of any enemy units can only target enemy units within 3" of it.

Look Out, Sir! Subtract 1 from hit rolls made for missile weapons if the target is an enemy **HERO** within 3" of an enemy unit that has 3+ models. Does not apply if he hero has 10+ **WOUNDS**.

CHARGE PHASE

Pick a friendly unit within 12" of an enemy unit to **attempt a charge**. Then do the same with other eligible units in your army. **A unit cannot charge if it ran or retreated this turn, or if it is within 3" of an enemy unit.**

Each model in the unit can **charge move** a number of inches up to a 2D6 **charge roll**. The first model you move in the unit must finish the move within ½" of an enemy unit.

COMMAND ABILITIES

Forward to Victory: Use this command ability after you make a charge roll for a friendly unit. You can re-roll its charge roll.

Unleash Hell: Use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 6" of that unit and more than 3" from all enemy units. The unit can shoot, but subtract 1 from its hit rolls and it can only target the unit that made the charge move.

MONSTROUS RAMPAGE

At the end of the charge phase, each player can carry out 1 **monstrous rampage** with each friendly **MONSTER**.

Roar: Pick 1 enemy unit within 3" and roll D6. On 3+, that unit cannot issue or receive commands in the combat phase.

Stomp: Pick 1 enemy unit within 3" that is not a monster and roll D6. On 2+, that unit suffers D3 mortal wounds.

Titanic Duel: Pick 1 enemy monster within 3". Add 1 to hit rolls for attacks made by this model that target that enemy monster.

Smash to Rubble: Pick 1 faction/defensible terrain feature within 3" and roll D6. On 3+ the feature is demolished.

COMBAT PHASE

Starting with the player whose turn it is, players alternate picking a friendly unit. You must either pick 1 eligible unit to **fight** or you must **pass**. A unit is eligible if it is within 3" of an enemy unit and it has not fought in that phase, or if it made a charge move that turn and has not fought in that phase.

You can first make a **pile in move** of up to 3" with each model in the unit. Then you must make combat attacks with each model that is within range of an enemy model.

BATTLESOCK PHASE

Both players make D6 **battlesock rolls** for each friendly unit that had models slain that turn, adding the number of models from the unit that were slain. For each point by which the roll exceeds the unit's **BRAVERY**, 1 model in that unit must **flee**.

COMMAND ABILITY

Inspiring Presence: You can use this command ability at the start of this phase. The unit that receives this command does not have to take battlesock tests in that phase.



GAME STRUCTURE

Players make a **priority roll**. The winner has priority and decides who takes the first turn. **The player taking the first turn receives 1 command point (CP), and the other player receives 2 CPs.**

Command ability: Spend 1 CP, pick 1 friendly model to issue the command, and pick 1 friendly unit to receive it. **Champions** can issue commands to their own unit, **HEROES** to units wholly within 12", **generals** 18, and **TOTEMS** 18".

HERO PHASE

Each player may pick 1 **HERO** to perform a **heroic action**, and each player receives 1 CP if their general is on the battlefield.

You can cast spells with friendly **WIZARDS**, chant prayers and banish invocations with friendly **PRIESTS**, and both wizards and priests may attempt to dispel endless spells. In the enemy hero phase you can use friendly **WIZARDS** to unbind spells.

COMMAND ABILITY

Rally: You can use this command ability at the start of this phase. The unit that receives this command must be more than 3" from all enemy units. Roll D6 for each slain model in the unit; for each 6, you can return 1 slain model to the unit.

HEROIC ACTIONS

Pick 1 friendly **HERO** and:

Heroic Leadership: Roll D6, adding 2 if your general has been slain. On 4+, you receive 1 CP that can only be spent during that turn to allow that hero to issue a command.

Heroic Willpower: If the hero is not a **WIZARD** and it is the enemy hero phase, they may attempt to unbind 1 spell as if they were a wizard. If it is your hero phase, that hero may attempt to dispel 1 endless spell in that phase as if they were a wizard.

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

Heroic Recovery: Pick 1 friendly **HERO** more than 3" from all enemy units and make a 2D6 heroic recovery roll. If the roll is less than the hero's **BRAVERY**, they can heal up to D3 wounds.

MOVEMENT PHASE

Pick 1 friendly unit more than 3" from all enemy units and declare it will make a **normal move** or **run**, or pick 1 friendly unit within 3" of an enemy unit and declare that it will **retreat**. Then do the same for the other units in your army.

Normal move: Move each model in the unit up to their **MOVE**. The unit cannot move within 3" of an enemy unit.

Retreat: Move each model in the unit up to their **MOVE**. The unit must end the move more than 3" from all enemy units. **You cannot shoot or charge later in the turn with this unit.**

Run: Move each model in the unit up to their **MOVE** plus a D6 run roll. No part of a run can be within 3" of an enemy unit. **You cannot shoot or charge later in the turn with this unit.**

COMMAND ABILITIES

At the Double: Use this ability after you declare that a friendly unit will run. Instead of making a run roll, add 6" to that unit's **MOVE** in that phase. The unit is still considered to have run.

Redeploy: Use this ability in the enemy movement phase after an enemy unit finishes a normal move, run or retreat. The unit

that receives the command must be within 9" of that enemy unit and more than 3" from all enemy units. You can make a D6" move with your unit, but must finish the move more than 3" from all enemy units and cannot shoot later in the turn.

SHOOTING PHASE

Pick a friendly unit and make shooting attacks with as many of its models as you wish. Then do the same for the other units in your army you wish to shoot with. **Units that have run or retreated cannot shoot in the same turn.** A unit that is within 3" of any enemy units can only target enemy units within 3" of it.

Look Out, Sir! Subtract 1 from hit rolls made for missile weapons if the target is an enemy **HERO** within 3" of an enemy unit that has 3+ models. Does not apply if he hero has 10+ **WOUNDS**.

CHARGE PHASE

Pick a friendly unit within 12" of an enemy unit to **attempt a charge**. Then do the same with other eligible units in your army. **A unit cannot charge if it ran or retreated this turn, or if it is within 3" of an enemy unit.**

Each model in the unit can **charge move** a number of inches up to a 2D6 **charge roll**. The first model you move in the unit must finish the move within ½" of an enemy unit.

COMMAND ABILITIES

Forward to Victory: Use this command ability after you make a charge roll for a friendly unit. You can re-roll its charge roll.

Unleash Hell: Use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 6" of that unit and more than 3" from all enemy units. The unit can shoot, but subtract 1 from its hit rolls and it can only target the unit that made the charge move.

MONSTROUS RAMPAGE

At the end of the charge phase, each player can carry out 1 **monstrous rampage** with each friendly **MONSTER**.

Roar: Pick 1 enemy unit within 3" and roll D6. On 3+, that unit cannot issue or receive commands in the combat phase.

Stomp: Pick 1 enemy unit within 3" that is not a monster and roll D6. On 2+, that unit suffers D3 mortal wounds.

Titanic Duel: Pick 1 enemy monster within 3". Add 1 to hit rolls for attacks made by this model that target that enemy monster.

Smash to Rubble: Pick 1 faction/defensible terrain feature within 3" and roll D6. On 3+ the feature is demolished.

COMBAT PHASE

Starting with the player whose turn it is, players alternate picking a friendly unit. You must either pick 1 eligible unit to **fight** or you must **pass**. A unit is eligible if it is within 3" of an enemy unit and it has not fought in that phase, or if it made a charge move that turn and has not fought in that phase.

You can first make a **pile in move** of up to 3" with each model in the unit. Then you must make combat attacks with each model that is within range of an enemy model.

BATTLESOCK PHASE

Both players make D6 **battlesock rolls** for each friendly unit that had models slain that turn, adding the number of models from the unit that were slain. For each point by which the roll exceeds the unit's **BRAVERY**, 1 model in that unit must **flee**.

COMMAND ABILITY

Inspiring Presence: You can use this command ability at the start of this phase. The unit that receives this command does not have to take battlesock tests in that phase.

ARMY BUILDING

When you select a unit to be in your army, you must take it at the minimum unit size unless it can be taken as an understrength or reinforced unit. An **understrength** unit is one that has fewer models than its min size. You still have to pay its full cost. A **reinforced** unit has twice as many models as its min size, for double its points value. If you can include them in your army, you can reinforce **BATTLELINE** units twice: such a unit has 3 times as many models as its minimum size, for triple its points value, and counts as 2 units towards the number of reinforced units you can include. A single model cannot be reinforced.

Units have **battlefield roles** which may limit how many of those units can be taken. A role may be changed if certain conditions are met. Such a conditional role is kept for the entire battle.

If a unit is **unique**, you cannot include more than 1 unit of that type in your army. The **allies list** details which factions you can take allies from, and any restrictions. Allies cannot be generals.

Battalions are formations of specific units that give you access to additional abilities. In a **warscroll battalion**, the units are listed by unit type or keyword. In a **core battalion**, the units are listed by unit icon, and are either mandatory or optional. Battalion abilities in core battalions are listed by icons. If several icons are separated by a /, you must pick which abilities the battalion has when you take it for your army.

If the core battalion has the **unified** icon, after you set up a unit from the battalion, you must set up *all* of the other units from it, one after the other, and you cannot set up any non-battalion units until they are all set up. If the setup instructions say players must alternate setting up units one at a time, then after you set up a unit from the battalion, you must set up all the other units before your opponent can set up another unit.

ALLEGIANCE ABILITIES

If all the units in your army are from a single faction, you can use that faction's **allegiance abilities**. These are of 2 types: **battle traits** and **enhancements**.

1 in 4 units in your army can be **allied**. These are ignored when determining if the units in the army are from a single faction.

Enhancements are picked after you have chosen your battalions. You can always take 1 enhancement of each type, and you may be allowed to take more. They cannot be given to **unique** units or allied units, unless noted otherwise. Artefacts of power and command traits that affect attacks made by friendly models do not affect attacks made by their mounts, unless noted otherwise.

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

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

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

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

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

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

UNIVERSAL ENHANCEMENTS

Universal command traits

Battle-lust: Re-roll run rolls and charge rolls for this general.

Skilled leader: If this general is on the battlefield at the start of your hero phase, roll D6. On 5+, you receive 1 extra CP.

High priest: Re-roll chanting rolls for this general.

Heroic stature: Add 1 to this general's **WOUNDS**.

Master of magic: Once per hero phase, re-roll 1 casting spell, dispelling roll, or unbinding roll for this general.

Universal artefacts of power

Amulet of destiny: This bearer has a ward of 5+.

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

Arcane tome: The bearer becomes a **WIZARD** that knows the *arcane bolt* and *mystic shield* spells, can attempt to cast 1 spell in your hero phase, and can attempt to unbind 1 spell in the enemy hero phase. If the bearer is already a wizard, they can attempt to cast 1 additional spell instead.

Seed of rebirth: Re-roll heroic recovery rolls for the bearer.

Universal spell lore

Flaming weapon: Casting value 4. If successfully cast, pick 1 of the caster's melee weapons. Add 1 to the **D** of that weapon until your next hero phase.

Levitate: Casting value 8. If successfully cast, pick 1 friendly unit wholly within 18" and visible to the caster. That unit can fly until your next hero phase.

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

Universal prayer scripture

Guidance: Answer value 5. If answered, you receive 1 CP.

Heal: Answer value 3. If answered, pick 1 friendly model within 12" and visible to the chanter. You can heal up to D3 wounds allocated to that model.

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

Universal triumphs

Bloodthirsty: Once per battle, after you make a charge roll for a friendly unit, you can re-roll that charge roll.

Inspired: Once per battle, after you make a charge roll for a friendly unit, add 1 to wound rolls for attacks made by that unit until the end of that phase.

Indomitable: Once per battle, after you take a battleshock test for a friendly unit, no models from that unit will flee that phase.

ARMY BUILDING

When you select a unit to be in your army, you must take it at the minimum unit size unless it can be taken as an understrength or reinforced unit. An **understrength** unit is one that has fewer models than its min size. You still have to pay its full cost. A **reinforced** unit has twice as many models as its min size, for double its points value. If you can include them in your army, you can reinforce **BATTLELINE** units twice: such a unit has 3 times as many models as its minimum size, for triple its points value, and counts as 2 units towards the number of reinforced units you can include. A single model cannot be reinforced.

Units have **battlefield roles** which may limit how many of those units can be taken. A role may be changed if certain conditions are met. Such a conditional role is kept for the entire battle.

If a unit is **unique**, you cannot include more than 1 unit of that type in your army. The **allies list** details which factions you can take allies from, and any restrictions. Allies cannot be generals.

Battalions are formations of specific units that give you access to additional abilities. In a **warscroll battalion**, the units are listed by unit type or keyword. In a **core battalion**, the units are listed by unit icon, and are either mandatory or optional. Battalion abilities in core battalions are listed by icons. If several icons are separated by a /, you must pick which abilities the battalion has when you take it for your army.

If the core battalion has the **unified** icon, after you set up a unit from the battalion, you must set up *all* of the other units from it, one after the other, and you cannot set up any non-battalion units until they are all set up. If the setup instructions say players must alternate setting up units one at a time, then after you set up a unit from the battalion, you must set up all the other units before your opponent can set up another unit.

ALLEGIANCE ABILITIES

If all the units in your army are from a single faction, you can use that faction's **allegiance abilities**. These are of 2 types: **battle traits** and **enhancements**.

1 in 4 units in your army can be **allied**. These are ignored when determining if the units in the army are from a single faction.

Enhancements are picked after you have chosen your battalions. You can always take 1 enhancement of each type, and you may be allowed to take more. They cannot be given to **unique** units or allied units, unless noted otherwise. Artefacts of power and command traits that affect attacks made by friendly models do not affect attacks made by their mounts, unless noted otherwise.

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

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

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

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

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

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

UNIVERSAL ENHANCEMENTS

Universal command traits

Battle-lust: Re-roll run rolls and charge rolls for this general.

Skilled leader: If this general is on the battlefield at the start of your hero phase, roll D6. On 5+, you receive 1 extra CP.

High priest: Re-roll chanting rolls for this general.

Heroic stature: Add 1 to this general's **WOUNDS**.

Master of magic: Once per hero phase, re-roll 1 casting spell, dispelling roll, or unbinding roll for this general.

Universal artefacts of power

Amulet of destiny: This bearer has a ward of 5+.

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

Arcane tome: The bearer becomes a **WIZARD** that knows the *arcane bolt* and *mystic shield* spells, can attempt to cast 1 spell in your hero phase, and can attempt to unbind 1 spell in the enemy hero phase. If the bearer is already a wizard, they can attempt to cast 1 additional spell instead.

Seed of rebirth: Re-roll heroic recovery rolls for the bearer.

Universal spell lore

Flaming weapon: Casting value 4. If successfully cast, pick 1 of the caster's melee weapons. Add 1 to the **D** of that weapon until your next hero phase.

Levitate: Casting value 8. If successfully cast, pick 1 friendly unit wholly within 18" and visible to the caster. That unit can fly until your next hero phase.

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

Universal prayer scripture

Guidance: Answer value 5. If answered, you receive 1 CP.

Heal: Answer value 3. If answered, pick 1 friendly model within 12" and visible to the chanter. You can heal up to D3 wounds allocated to that model.

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

Universal triumphs

Bloodthirsty: Once per battle, after you make a charge roll for a friendly unit, you can re-roll that charge roll.

Inspired: Once per battle, after you make a charge roll for a friendly unit, add 1 to wound rolls for attacks made by that unit until the end of that phase.

Indomitable: Once per battle, after you take a battleshock test for a friendly unit, no models from that unit will flee that phase.