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# v1

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Page 1: **Rules summary p1**

Page 2: **Rules summary p2**

Page 3: **Rules summary p3**

Page 4: **Play reference x2 front**

Page 5: **Play reference x2 back**

Page 6: **Rules summary (Spearhead) p1**

Page 7: **Rules summary (Spearhead) p2**

**For best results, print at 100% (on double-sided paper), laminate and trim to size.**

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## SETUP & BASICS

Choose a **battlepack** to determine which rules modules to use, then choose a **battleplan** (scenario) and prepare the battlefield, place terrain and objectives, and deploy your armies.

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 from your army are *friendly* models, and models from your opponent's army are *enemy* models.

**You can measure distances whenever you wish.** Distances are measured in inches. When measuring between units, measure between the closest points of the bases of the models (or the closest points of a model if a model does not have a base). A model is *within* a distance if any part of its base (or any part of the base of one of its models, in the case of a unit) is within that distance. A model is *wholly within* a distance if all of its base (or all the bases, in the case of a unit) is within that distance.

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 use an **ability**, declare the ability and follow any **declare** instructions. Then, starting with the active player, players alternate any abilities with an appropriate **reaction** timing. Finally, the **effect** of the ability is resolved. **Passive abilities** are not declared; their effects always apply if their conditions are met.

A unit cannot use more than 1 core ability per phase, or use the same ability more than once per phase. A unit cannot be affected by the same passive ability more than once at the same time.

A target model is **visible** to an observing model if you can draw a line between any points on the models without passing through anything except other models in the observing model's unit. A unit is visible if at least 1 model in that unit is visible. A model is always visible to itself.

Each model has a **combat range** of 3" horizontally and any distance vertically from its base. A unit's combat range is measured from every model in the unit. Opposing units in combat range and visible to each other are **in combat**.

Apply modifiers in this order: setting to a fixed value, then multiplication or division, then adding or subtracting modifiers. A characteristic or roll cannot be modified to less than 1, with the exception of **REND**, which can be modified to 0. Round down halved values that are not a whole number.

### SPECIAL RULES

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.

Units set up **in reserve** are placed to one side of the battlefield. At the start of the 4th battle round, units still in reserve are destroyed.

When setting up a **replacement** unit, it should be the same as the original unit in terms of warscroll, weapons, and number of models, but is otherwise treated as a new unit. Each unit can only be replaced once, and you cannot replace replacement units.

When using a **random characteristic**, generate it each time that ability requires that characteristic. Random damage is generated each time you inflict damage for that weapon. Apply modifiers after the characteristic has been generated.

**Tokens** are used to indicate persisting effects in units they are placed next to, and are kept with that unit when it moves or is set up. They are not considered models and can be ignored or moved out of the way, and they cannot be the target of abilities.

## DEPLOYMENT PHASE

This phase happens once, before the start of the first battle round. The player who begins deployment can use any **DEPLOY TERRAIN** abilities, followed by their opponent. Then, starting with the player who begins deployment, players alternate using **DEPLOY** abilities. Finally, the player who begins deployment must use any other deployment phase abilities, then their opponent can do so.

### Deployment phase

#### Deploy unit

**Declare:** Pick one of your units 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: it is now **deployed**.

**Keywords:** DEPLOY

### Deployment phase

#### Deploy faction terrain

**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. It has now been **deployed**.

**Keywords:** DEPLOY TERRAIN

### Deployment phase

#### Deploy regiment

**Declare:** Pick one of your regiments 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 not in that regiment as the target of these abilities.

**Keywords:** DEPLOY

## BATTLE SEQUENCE

A battle is fought in **battle rounds**, during which each player takes a **turn**. On your turn, perform the 7 **phases** in sequence. Each unit can only use 1 **command** ability in each phase, and each can only be used once by each army in each phase. Spend **command points** (CPs) equal to the CP cost to use a command.

## START OF BATTLE ROUND

On the first round, the player who finished setting up first decides who takes the first turn (unless specified otherwise). On subsequent rounds, players make a roll-off (**priority roll**) and the winner decides who takes the first turn. On a tie, the player who went first in the previous round decides who takes the first turn.

The player with the fewest victory points (VP) is the **underdog**.

**Each player gains 4 command points** (CP). If there is an underdog, they gain 1 additional CP. The **active player** (the player taking their turn) can use any *Start of Battle Round* abilities, then their opponent can do the same.

During your turn, you may use abilities in a phase with *Your (...)* *Phase* or *Any (...)* *Phase* timing. Then your opponent can use any abilities with an *Enemy (...)* *Phase* or *Any (...)* *Phase* timing.

When players are using combat phase abilities, after both have finished using those that are *not* **FIGHT** abilities, they 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 they can. Once a player has run out of eligible units, the other player continues to pick theirs until there are no more eligible units.

## 1. START OF TURN

At the start of each turn, the active player can use *Start of Your Turn* or *Start of Any Turn* abilities, then their opponent can use any *Start of Enemy Turn* or *Start of Any Turn* abilities.

## 2. HERO PHASE

### HERO PHASE COMMANDS

#### Any hero phase

##### Rally (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make 6 D6 rally rolls. For each 4+, you receive 1 rally point. Rally points can be spent as follows, in any combination (unspent points are lost):

- For each rally point spent, *Heal (1)* that unit.
- Spend a number of rally points equal to the **HEALTH** of that unit to return a slain model to that unit.

#### Enemy hero phase

##### Magical Intervention (1 CP)

**Declare:** Pick a friendly **WIZARD** or **PRIEST**.

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

## 3. MOVEMENT PHASE

#### Your movement phase

##### Normal move

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** That unit can move it up to its **MOVE** in inches. The unit cannot move into combat at any point during the move.

**Keywords:** CORE, MOVE

#### Your movement phase

##### Run

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make a D6 run roll. That unit may move up to its **MOVE** plus the result in inches. The unit cannot move into combat during any part of that move.

**Keywords:** CORE, MOVE, RUN

#### Your movement phase

##### Retreat

**Declare:** Pick a friendly unit that is in combat.

**Effect:** Inflict **D3 mortal damage** on that unit. That unit can move up to its **MOVE** in inches. It *can* move through the combat ranges of enemy units but *cannot* end that move within an enemy unit's combat range.

**Keywords:** CORE, MOVE, RETREAT

Models can pivot and change direction as they move. They cannot move off the battlefield or through other models, and can never end a move on top of another model or model's base. A model on an uneven surface must be able to stand up by itself.

When a unit is set up or ends its move, all of its models must be within **coherency range** (usually ½") of at least 1 other model in the unit. If there are 7+ models in the unit, each model must be within coherency range of at least 2 other models in that unit. If a model cannot end its move in a coherent group, it cannot make that move.

A model can move over terrain features but not through them. Terrain 1" or less in height can be moved over as if it was not there. A model can move vertically to climb up or down taller terrain, counting the vertical distance as part of the move.

A model can **jump down** from the edge of a terrain feature. Trace the path to the edge then down any distance, then immediately end the move. Models cannot end a move mid-climb or mid-jump.

Pile-in move

**If your unit is in combat:** Pick an enemy unit your unit is in combat with to be the target of the move. Each of your models can move up to 3" through the combat ranges of 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 it was in combat with at the start of the move.

**If your unit is not in combat:** Each model can move up to 3" in any direction, passing through and ending within the combat ranges of enemy units.

#### Passive

##### Fly

**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). Ignore any vertical distance moved.

## MOVEMENT COMMANDS

#### Enemy movement phase

##### Redeploy (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

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

**Keywords:** MOVE, RUN

#### Reaction: You declared a RUN ability

##### At the double (1 CP)

**Declare:** The unit using that **RUN** ability.

**Effect:** Do not make a run roll for the unit; instead, add 6" to its **MOVE** to determine the distance each model can move as part of that **RUN** ability.

## 4. SHOOTING PHASE

#### Your shooting phase

##### Shoot

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

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

**Keywords:** CORE, ATTACK, SHOOT

## SHOOTING PHASE COMMANDS

#### Enemy shooting phase

##### Covering fire (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

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

**Keywords:** SHOOT, ATTACK

## 5. CHARGE PHASE

### ➤ Your charge phase

#### Charge

**Declare:** Pick a friendly unit that is *not* in combat and has *not* used a **run** or **retreat** ability this turn, then make a 2D6 charge roll.

**Effect:** That unit can move a distance up to the result. It can move through the combat ranges of enemy units and *must* end the move within ½" of a visible enemy unit (if it cannot it does not move). If it does so, it has **charged**.

**Keywords:** CORE, MOVE, CHARGE

## CHARGE PHASE COMMANDS

### ➤ Enemy charge phase

#### Counter-charge (2 CPs)

**Declare:** Pick a friendly unit *not* in combat.

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

### ➤ Reaction: You declared a CHARGE ability

#### Forward to victory (1 CP)

**Declare:** The unit using that **CHARGE** ability.

**Effect:** You can re-roll the charge roll.

## 6. COMBAT PHASE

### ✖ Any combat phase

#### Fight

**Declare:** Pick a friendly unit that is in combat or that charged this turn to make a **pile-in move**. Then, if that unit is in combat, you must pick 1 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

## ATTACKING COMMANDS

### ✖ Reaction: You declared an ATTACK ability

#### All-out attack (1 CP)

**Declare:** The unit using that **ATTACK** ability.

**Effect:** Add +1 to hit rolls made as part of that **ATTACK** ability. This also affects weapons with the **COMPANION** ability.

## DEFENSIVE COMMANDS

### ➤ Reaction: Opponent declared an ATTACK ability

#### All-out defence (1 CP)

**Declare:** A unit targeted by that **ATTACK** ability.

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

## 7. END OF TURN

- The active player can use *End of Your Turn* or *End of Any Turn* abilities.  
Then their opponent can use *any End of Enemy Turn* or *End of Any Turn* abilities.
- Determine which player **controls** each objective (if any).
- The active player scores **VPs** described in the battleplan.

## END OF TURN COMMANDS

### ◇ End of any turn

#### Power through (1 CP)

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

**Effect:** Inflict D3 mortal damage on the target. Then, the unit using this ability can move up to its **MOVE**. 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

## END OF BATTLE ROUND

At the end of each battle round, the active player can use any *End of Battle Round* abilities, followed by their opponent.

If the number of battle rounds specified in the battleplan has been completed, the battle has ended. The player with the most VPs is the winner. On a tie, the battle is a draw.

**Each player resets their CP to 0;** any that were not used are lost.

## ATTACKING

The number of attacks a model can make is equal to the **ATTACKS** characteristic of the weapons it is using. Models usually attack with all the weapons they are armed with.

A unit in combat can only target units it is in combat with. If it has more than 1 attack, you may split attacks between eligible targets.

**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 attacker must attack with all of its melee weapons.

**Shooting attacks** are made with **ranged weapons**. The target unit(s) must be within a distance equal to the weapon's **RANGE** and visible to the attacker. A model cannot make shooting attacks if its unit is in combat.

## ATTACK SEQUENCE

Resolve these steps for each attack, one at a time. If you picked more than 1 target, resolve all the attacks against 1 target unit before moving to the next.

To speed up play, you may make several attacks, with the same characteristics and abilities, that target the same unit at the same time. Complete each step making all of the relevant rolls at once, then add up all the damage and proceed to the damage sequence.

- Hit roll:** Roll D6. If the roll equals or exceeds the attacking weapon's **HIT**, it scores a **successful hit**: proceed to the next step. If not, the attack fails and the attack sequence ends. Unmodified rolls of 1 always fail, and an unmodified roll of 6 for an attack made with a weapon is a **critical hit**.
- Wound roll:** Roll D6. If the roll equals or exceeds the attacking weapon's **WOUND**, the attack **successfully wounds**: proceed to the next step. If not, the attack fails and the attack sequence ends. Unmodified wound rolls of 1 always fail.
- Save roll:** Your opponent rolls D6, subtracting the attacking weapon's **REND**. If the roll equals or exceeds the target unit's **SAVE**, the attack fails and the attack sequence ends. If not, it is a **successful attack**: proceed to the next step. Unmodified save rolls of 1 always fail.
- Determine damage:** The attack inflicts **damage points** on the unit equal to the **DAMAGE** characteristic of the weapon. These are added to a temporary **damage pool** for the unit.

When making a hit or wound roll, modifiers are capped at a maximum of +1 or a minimum of -1. When making save rolls, modifiers are capped at a maximum of +1. **There is no cap on the negative modifiers to save rolls.**

## DAMAGE SEQUENCE

After inflicting damage, resolve these steps for each target unit. Starting with the active player, each player allocates damage to their own units in an order of their choosing.

If an ability inflicts **mortal damage**, add that number of damage points to the unit's damage pool.

- Resolve ward saves:** Target units with the **WARD** keyword have the **Ward Save** passive ability:

### U Passive

#### Ward Save

**Effect:** Make a D6 **ward roll** for each damage point in the unit's damage pool. If the roll equals or exceeds this unit's **WARD** value, remove that damage point from the pool.

- Allocate damage points:** Damage is allocated 1 point at a time. Each time the number of points allocated equals the **HEALTH** of that unit, 1 model is **slain** and removed from play, and the number of damage points allocated to that unit is reset to 0. Keep allocating points until none remain.

Keep track of any points allocated to a unit with a dice or markers. While a unit has any damage points allocated to it, it is **damaged**.

After each slain model is removed, the unit must be in a coherent group. If this isn't possible, continue to remove models until it is. When the last model in a unit is slain, the unit is **destroyed**. If something causes a unit to be destroyed, all of its models are slain and removed from play.

If an ability allows you to **heal** a unit, remove damage points from the unit equal to the number shown.

If you **return** slain models to a unit, or **add** new models, set them up one at a time in coherency with models not added this turn. They may only be set up in combat with an enemy unit if their unit is already in combat with that unit.

## UNIVERSAL WEAPON ABILITIES

**Anti-X (+1 REND):** Add 1 to this weapon's **REND** if the target has the keyword after *Anti-* (or fulfills the conditions).

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

**Companion:** This weapon is not affected by abilities used by a friendly unit that affect **ATTACKS** or the attack sequence.

**Crit (2 hits):** If this weapon scores a critical hit, it scores 2 hits instead of 1 (make a wound roll for each hit).

**Crit (auto-wound):** If this weapon scores a critical hit, it automatically wounds the target. Make a save roll as normal.

**Crit (mortal):** If this weapon scores a critical hit, it inflicts mortal damage equal to its **DAMAGE** and the attack sequence ends.

**Shoot in combat:** This weapon can make shooting attacks even if the attacker is in combat.

## 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. After they have all been picked, 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 any units in combat that do not have that ability and have not yet used a **FIGHT** ability.

If a unit has both abilities, treat it as if it had neither.

## GUARDED HERO

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

### U Passive

#### Guarded Hero

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

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

## MAGIC

**WIZARDS** can cast **spells** and **PRIESTS** can chant **prayers**. They can use a number of **SPELL**, **PRAYER**, or **BANISH** abilities per phase, in any combination, equal to their **power level** (the number after their keyword). Each spell or prayer can only be used once per turn.

**WIZARDS** and **PRIESTS** can only use spells or prayers on their warscroll, plus all the appropriate spells and prayers in the spell lores, manifestation lores and prayer lores you take for your army.

#### Spells

Each spell requires a 2D6 **casting roll**. If the casting roll equals or exceeds the spell's **casting value** (top right corner of the spell), move on to the reaction step. So long as the spell is not **unbound**, it is successfully cast: resolve its effect.

If the roll does not equal or exceed the spell's casting value, 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 **WIZARDS** cannot use any more spells in that phase.

No more than 1 friendly **WIZARD** can cast the same spell per turn, unless that spell has the **UNLIMITED** keyword.

#### Prayers

Each spell requires a D6 **chanting roll**.

On an unmodified roll of 1, the prayer fails, its effect is not resolved, and **remove D3 ritual points** from the chanting **PRIEST**.

On a roll of 2 or more, pick one:

- Give a number of **ritual points** to the **PRIEST** equal to the chanting roll (these 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** (top right corner of the prayer), resolve the effect, then reset the **PRIEST's** ritual points total to 0.

No more than 1 friendly **PRIEST** can chant the same prayer per turn, unless that prayer has the **UNLIMITED** keyword.

Each **WIZARD** can use the *Unbind* reaction ability a number of times per phase equal to their power level.

### U Reaction: Opponent declared a SPELL ability

#### Unbind

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

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

**Keywords:** UNBIND

## MANIFESTATIONS

**Endless spells** can be summoned by **WIZARDS**, and **invocations** can be summoned by **PRIESTS**. Each manifestation has its own warscroll, and the **spell** or **prayer** that allows that manifestation to be summoned is 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 units, but they are treated as 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** abilities as if they were units. If they have a **MOVE** greater than 0" (-), they can use **MOVE** abilities as if they were units. They can be targeted by enemy abilities as if they were units, but 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 with a **MOVE** 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.

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

All **WIZARDS** and **PRIESTS** can use this ability:

⚡ **Reaction: Opponent declared a SPELL ability**

### Banish manifestation

**Declare:** Pick a friendly **WIZARD** or **PRIEST**, pick a manifestation within 30" of them to be the target, then make a 2D6 **banishment** roll.

**Effect:** If the roll equals or exceeds the manifestation's **banishment value**, 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**

## OBJECTIVES

Objective markers are round, 40mm wide markers. Models can move over and end their moves on them, and they do not block visibility. If an objective marker is on the border between territories, it is within all those territories but wholly within none.

If an objective is within a model's combat range, that model is **contesting** it. If any models in a unit are doing so, that unit is **contesting** that objective. Each unit can only contest 1 objective per turn (player's choice if it contests more than 1; if both players must choose, the active player chooses first).

**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:

Starting with the active player, each player totals the **control scores** of each of their units (the combined **CONTROL** of all the models in that unit) **contesting** that objective to find their **army control score** for that objective. A unit's **CONTROL** cannot be modified to less than 1.

The player with the higher score **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.

If specified, some terrain features can be 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.**

## TERRAIN

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

A single terrain feature may be made up of multiple scenery pieces. Each piece must be set up so that all fit into the area that corresponds to the feature's size. The full collection of scenery pieces is considered to be a single terrain feature.

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

When a unit is attacked, the unit is **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 it passing across that terrain feature (ignore parts of the terrain feature within the attacking unit's combat range).

If it is not possible to reach an enemy unit using a **CHARGE** ability when they are **wholly on** a terrain feature, the charging unit can end their charge within ½" of that feature instead if this would result in the charging unit ending their move in combat with any enemy units **wholly on** a terrain feature.

Each terrain feature is one of the following types. Before the battle begins, players must agree on which type applies to each feature.

**Obstacle:** Ruins, debris, statues, barricades. **Abilities:** Cover, Unstable.

**Obscuring terrain:** Wyldwood, fortress wall. **Abilities:** Cover, Obscuring, Unstable.

**Area terrain:** Hills, Stormvault. **Abilities:** Cover.

**Place of power:** Realmgate, Cleansing Aqualith, Nexus Syphon. **Abilities:** Cover, Place of Power, Unstable.

**Faction terrain features** have their own warscrolls. They are not units, but in the charge phase and the combat phase, they are treated as if they were units. Units can finish a charge move within ½" of an enemy faction terrain feature as if it were a unit. They can be picked as targets of enemy abilities as if they were units, but 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.

## UNIVERSAL TERRAIN ABILITIES

**Cover:** -1 from hit rolls that target a unit behind or wholly on this terrain feature, unless that unit **charged** or has **FLY**.

**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 **FLY**

**Place of power:** Heroes within 3" of this terrain feature can use the *Activate Place of Power* ability.

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

### ⚡ Start of any turn

#### Activate place of power

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

**Effect:** Roll D6. On 1, the hero takes D3 mortal damage on that **HERO**. On 2+:

- If that **HERO** is a **WIZARD** or **PRIEST**, +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).

## ARMY COMPOSITION

Players agree on a **points limit** for the battle, usually 1,000-2,000 points. No more than half of your points can be spent on a single 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 CP at the start of the first battle round.

### Adding units

Each player chooses their **faction**. Armies are made up of **regiments**, each of which is led by a **HERO**. You must have at least 1 regiment in your army, and you can have 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. Some **HEROES** (such as named characters) may be added to the regiment of another **HERO**.

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 to be your general. Your general's regiment can include up to 4 non-**HERO** units in addition to your general.

When you add a unit to your army roster, you can add it as a **reinforced unit**. The 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.

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

You can also spend points to include 1 **regiment of renown**. These are pre-built regiments with their own special abilities. A unit in a regiment of renown cannot be your general even if it is a **WARMASTER**.

You can add any number of units to the **auxiliary units** section of your army roster. However, the **player with the fewest auxiliary units gains 1 extra CP at the start of each battle round** (if they have the same number, neither receives the extra CP). **HEROES** that have compulsory regiment options cannot be taken as auxiliary units.

### Faction terrain

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. This does not cost any points.

### Enhancements

You can take 1 **enhancement** from each enhancement table in your faction rules. The table lists which units may be given that enhancement. **UNIQUE** units cannot be given 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.

### 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.

## COMMAND MODELS

### CHAMPIONS

Units with the **CHAMPION** keyword have one or more **champion** models. If there is a number after the keyword, it 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 this ability:

### ✖ Passive

#### Champion

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

## MUSICIANS

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

### 🎵 Passive

#### Musician

**Effect:** While this unit contains any musicians, if it uses the **rally** command, you can make 1 additional rally roll of D6.

## STANDARD BEARERS

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

### ● Passive

#### Standard bearer

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

## BATTLE TACTICS

**If, at the end of your turn, you have completed the battle tactic you chose to attempt this turn, you score 4 VPs.** Battle tactics are picked by using this ability:

### ⚡ Once per battle round, start of your turn

#### Tactical gambit

*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..

## UNIVERSAL BATTLE TACTICS

**I do not waver:** You complete this 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:** Pick a unit in the enemy general's regiment. You complete this tactic if that unit is destroyed this turn.

**Attack on two fronts:** You complete this 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:** 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:** You complete this 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:** You complete this 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.



## START OF BATTLE ROUND

Players roll-off; the winner decides who takes the first turn. On a tie, the player who went first last round decides who takes the first turn. The player with the fewest VP is the **underdog**.

**Each player gains 4 CP.** An underdog gains +1 CP. The **active player** (the player taking their turn) can use any *Start of Battle Round* abilities, then their opponent can do the same.

### 1. START OF TURN

The active player can use *Start of Your Turn* or *Start of Any Turn* abilities, then their opponent can use any *Start of Enemy Turn* or *Start of Any Turn* abilities.

### 2. HERO PHASE

#### HERO PHASE COMMANDS

##### Any hero phase

###### Rally (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make 6 D6 rally rolls. For each 4+, you receive 1 rally point.

- For each rally point spent, *Heal (1)* that unit.
- Spend a number of rally points equal to the **HEALTH** of that unit to return a slain model to that unit.

##### Enemy hero phase

###### Magical Intervention (1 CP)

**Declare:** Pick a friendly **WIZARD** or **PRIEST**.

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

### 3. MOVEMENT PHASE

##### Your movement phase

Normal move

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** That unit can move it up to its **MOVE**. The unit cannot move into combat at any point during the move.

Keywords: CORE, MOVE

##### Your movement phase

Run

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make a D6 run roll. That unit may move up to its **MOVE** but unit cannot move into combat at any point.

Keywords: CORE, MOVE, RUN

##### Your movement phase

Retreat

**Declare:** Pick a friendly unit that is in combat.

**Effect:** Inflict **D3 mortal damage** on that unit. It can move up to its **MOVE**. It can move through the combat ranges of enemy units but *cannot* end that move within an enemy unit's combat range.

Keywords: CORE, MOVE, RETREAT

#### MOVEMENT COMMANDS

##### Enemy movement phase

Redeploy (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

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

Keywords: MOVE, RUN

##### Reaction: You declared a RUN ability

At the double (1 CP)

**Declare:** The unit using that **RUN** ability.

**Effect:** Do not make a run roll for the unit; instead, add 6" to its **MOVE** to determine the distance each model can move as part of that **RUN** ability.

### 4. SHOOTING PHASE

##### Your shooting phase

Shoot

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

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

Keywords: CORE, ATTACK, SHOOT

#### SHOOTING PHASE COMMANDS

##### Enemy shooting phase

Covering fire (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Resolve shooting attacks for that unit. All attacks must target the nearest visible enemy unit; hit rolls are -1.

Keywords: SHOOT, ATTACK

### 5. CHARGE PHASE

##### Your charge phase

Charge

**Declare:** Pick a friendly unit *not* in combat that has *not* used a **run** or **retreat** ability this turn, then make a 2D6 charge roll.

**Effect:** That unit can move a distance up to the result. It can move through the combat ranges of enemy units and *must* end the move within ½" of a visible enemy unit (if it cannot it does not move). If it does so, it has **charged**.

Keywords: CORE, MOVE, CHARGE

#### CHARGE PHASE COMMANDS

##### Enemy charge phase

Counter-charge (2 CPs)

**Declare:** Pick a friendly unit *not* in combat.

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

##### Reaction: You declared a CHARGE ability

Forward to victory (1 CP)

**Declare:** The unit using that **CHARGE** ability.

**Effect:** You can re-roll the charge roll.



## START OF BATTLE ROUND

Players roll-off; the winner decides who takes the first turn. On a tie, the player who went first last round decides who takes the first turn. The player with the fewest VP is the **underdog**.

**Each player gains 4 CP.** An underdog gains +1 CP. The **active player** (the player taking their turn) can use any *Start of Battle Round* abilities, then their opponent can do the same.

### 1. START OF TURN

The active player can use *Start of Your Turn* or *Start of Any Turn* abilities, then their opponent can use any *Start of Enemy Turn* or *Start of Any Turn* abilities.

### 2. HERO PHASE

#### HERO PHASE COMMANDS

##### Any hero phase

###### Rally (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make 6 D6 rally rolls. For each 4+, you receive 1 rally point.

- For each rally point spent, *Heal (1)* that unit.
- Spend a number of rally points equal to the **HEALTH** of that unit to return a slain model to that unit.

##### Enemy hero phase

###### Magical Intervention (1 CP)

**Declare:** Pick a friendly **WIZARD** or **PRIEST**.

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

### 3. MOVEMENT PHASE

##### Your movement phase

Normal move

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** That unit can move it up to its **MOVE**. The unit cannot move into combat at any point during the move.

Keywords: CORE, MOVE

##### Your movement phase

Run

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make a D6 run roll. That unit may move up to its **MOVE** but unit cannot move into combat at any point.

Keywords: CORE, MOVE, RUN

##### Your movement phase

Retreat

**Declare:** Pick a friendly unit that is in combat.

**Effect:** Inflict **D3 mortal damage** on that unit. It can move up to its **MOVE**. It can move through the combat ranges of enemy units but *cannot* end that move within an enemy unit's combat range.

Keywords: CORE, MOVE, RETREAT

#### MOVEMENT COMMANDS

##### Enemy movement phase

Redeploy (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

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

Keywords: MOVE, RUN

##### Reaction: You declared a RUN ability

At the double (1 CP)

**Declare:** The unit using that **RUN** ability.

**Effect:** Do not make a run roll for the unit; instead, add 6" to its **MOVE** to determine the distance each model can move as part of that **RUN** ability.

### 4. SHOOTING PHASE

##### Your shooting phase

Shoot

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

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

Keywords: CORE, ATTACK, SHOOT

#### SHOOTING PHASE COMMANDS

##### Enemy shooting phase

Covering fire (1 CP)

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Resolve shooting attacks for that unit. All attacks must target the nearest visible enemy unit; hit rolls are -1.

Keywords: SHOOT, ATTACK

### 5. CHARGE PHASE

##### Your charge phase

Charge

**Declare:** Pick a friendly unit *not* in combat that has *not* used a **run** or **retreat** ability this turn, then make a 2D6 charge roll.

**Effect:** That unit can move a distance up to the result. It can move through the combat ranges of enemy units and *must* end the move within ½" of a visible enemy unit (if it cannot it does not move). If it does so, it has **charged**.

Keywords: CORE, MOVE, CHARGE

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##### Enemy charge phase

Counter-charge (2 CPs)

**Declare:** Pick a friendly unit *not* in combat.

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

##### Reaction: You declared a CHARGE ability

Forward to victory (1 CP)

**Declare:** The unit using that **CHARGE** ability.

**Effect:** You can re-roll the charge roll.

## 6. COMBAT PHASE

### ✘ Any combat phase

#### Fight

**Declare:** Pick a friendly unit in combat or that charged this turn to make a **pile-in move**. Then, if that unit is in combat, you must pick 1 or more enemy units as target(s).

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

**Keywords:** CORE, ATTACK, FIGHT

## ATTACKING COMMANDS

### ✘ Reaction: You declared an ATTACK ability

#### All-out attack (1 CP)

**Declare:** The unit using that **ATTACK** ability.

**Effect:** +1 to hit rolls made as part of that **ATTACK** ability. This also affects weapons with the **COMPANION** ability.

## DEFENSIVE COMMANDS

### ↗ Reaction: Opponent declared an ATTACK ability

#### All-out defence (1 CP)

**Declare:** A unit targeted by that **ATTACK** ability.

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

## 7. END OF TURN

The active player can use *End of Your Turn* or *End of Any Turn* abilities, then their opponent can use any *End of Enemy Turn* or *End of Any Turn* abilities.

Determine which player **controls** each objective (if any). The active player scores **VPs** described in the battleplan.

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

## END OF TURN COMMANDS

### ◇ End of any turn

#### Power through (1 CP)

**Declare:** Pick a friendly unit that charged this turn, then pick an enemy unit in combat with it as the target. The target must have a lower **HEALTH**.

**Effect:** Inflict D3 mortal damage on the target. Then, the unit using this ability can move up to its **MOVE**. 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

## END OF BATTLE ROUND

The active player can use any *End of Battle Round* abilities, followed by their opponent.

If the number of battle rounds specified in the battleplan has been completed, the battle has ended. The player with the most **VPs** is the winner. On a tie, the battle is a draw.

**Each player resets their CP to 0.**

## UNIVERSAL WEAPON ABILITIES

**Anti-X (+1 REND):** Add 1 to this weapon's **REND** if the target has the keyword after *Anti-* (or fulfils the conditions).

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

**Companion:** This weapon is not affected by abilities used by a friendly unit that affect **ATTACKS** or the attack sequence.

**Crit (2 hits):** If this weapon scores a critical hit, it scores 2 hits instead of 1 (make a wound roll for each hit).

**Crit (auto-wound):** If this weapon scores a critical hit, it automatically wounds the target. Make a save roll as normal.

**Crit (mortal):** If this weapon scores a critical hit, it inflicts mortal damage equal to its **DAMAGE** and the attack sequence ends.

**Shoot in combat:** This weapon can make shooting attacks even if the attacker is in combat.

## UNIVERSAL TERRAIN ABILITIES

**Cover:** -1 from hit rolls that target a unit behind or wholly on this terrain feature, unless that unit **charged** or has **FLY**.

**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 **FLY**

**Place of power:** Heroes within 3" of this terrain feature can use the *Activate Place of Power* ability.

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

## UNIVERSAL BATTLE TACTICS

### ◇ Once per battle round, start of your turn

#### Tactical gambit

*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.

**I do not waver:** You complete this 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:** Pick a unit in the enemy general's regiment. You complete this tactic if that unit is destroyed this turn.

**Attack on two fronts:** You complete this 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:** 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:** You complete this 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:** You complete this 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.

## 6. COMBAT PHASE

### ✘ Any combat phase

#### Fight

**Declare:** Pick a friendly unit in combat or that charged this turn to make a **pile-in move**. Then, if that unit is in combat, you must pick 1 or more enemy units as target(s).

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

**Keywords:** CORE, ATTACK, FIGHT

## ATTACKING COMMANDS

### ✘ Reaction: You declared an ATTACK ability

#### All-out attack (1 CP)

**Declare:** The unit using that **ATTACK** ability.

**Effect:** +1 to hit rolls made as part of that **ATTACK** ability. This also affects weapons with the **COMPANION** ability.

## DEFENSIVE COMMANDS

### ↗ Reaction: Opponent declared an ATTACK ability

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**Declare:** A unit targeted by that **ATTACK** ability.

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

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The active player can use *End of Your Turn* or *End of Any Turn* abilities, then their opponent can use any *End of Enemy Turn* or *End of Any Turn* abilities.

Determine which player **controls** each objective (if any). The active player scores **VPs** described in the battleplan.

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

## END OF TURN COMMANDS

### ◇ End of any turn

#### Power through (1 CP)

**Declare:** Pick a friendly unit that charged this turn, then pick an enemy unit in combat with it as the target. The target must have a lower **HEALTH**.

**Effect:** Inflict D3 mortal damage on the target. Then, the unit using this ability can move up to its **MOVE**. 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

## END OF BATTLE ROUND

The active player can use any *End of Battle Round* abilities, followed by their opponent.

If the number of battle rounds specified in the battleplan has been completed, the battle has ended. The player with the most **VPs** is the winner. On a tie, the battle is a draw.

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

**Companion:** This weapon is not affected by abilities used by a friendly unit that affect **ATTACKS** or the attack sequence.

**Crit (2 hits):** If this weapon scores a critical hit, it scores 2 hits instead of 1 (make a wound roll for each hit).

**Crit (auto-wound):** If this weapon scores a critical hit, it automatically wounds the target. Make a save roll as normal.

**Crit (mortal):** If this weapon scores a critical hit, it inflicts mortal damage equal to its **DAMAGE** and the attack sequence ends.

**Shoot in combat:** This weapon can make shooting attacks even if the attacker is in combat.

## UNIVERSAL TERRAIN ABILITIES

**Cover:** -1 from hit rolls that target a unit behind or wholly on this terrain feature, unless that unit **charged** or has **FLY**.

**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 **FLY**

**Place of power:** Heroes within 3" of this terrain feature can use the *Activate Place of Power* ability.

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

## UNIVERSAL BATTLE TACTICS

### ◇ Once per battle round, start of your turn

#### Tactical gambit

*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.

**I do not waver:** You complete this 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:** Pick a unit in the enemy general's regiment. You complete this tactic if that unit is destroyed this turn.

**Attack on two fronts:** You complete this 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:** 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:** You complete this 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:** You complete this 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.



## SPEARHEAD BASICS

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 from your army are *friendly* models, and models from your opponent's army are *enemy* models.

You can measure distances whenever you wish. Distances are measured in inches. When measuring between units, measure between the closest points of the bases of the models (or the closest points of a model if a model does not have a base). A model is *within* a distance if any part of its base (or any part of the base of one of its models, in the case of a unit) is within that distance. A model is *wholly within* a distance if all of its base (or all the bases, in the case of a unit) is within that distance.

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 use an **ability**, declare the ability and follow any **declare** instructions. Then, starting with the active player, players alternate any abilities with an appropriate **reaction** timing. Finally, the **effect** of the ability is resolved. **Passive abilities** are not declared; their affects always apply if their conditions are met.

A unit cannot use more than 1 core ability per phase, or use the same ability more than once per phase. A unit cannot be affected by the same passive ability more than once at the same time.

A target model is **visible** to an observing model if you can draw a line between any points on the models without passing through anything except other models in the observing model's unit. A unit is visible if at least 1 model in that unit is visible. A model is always visible to itself.

Each model has a **combat range** of 3" horizontally and any distance vertically from its base. A unit's combat range is measured from every model in the unit. Opposing units in combat range and visible to each other are **in combat**.

Apply modifiers in this order: setting to a fixed value, then multiplication or division, then adding or subtracting modifiers. A characteristic or roll cannot be modified to less than 1, with the exception of **REND**, which can be modified to 0. Round down halved values that are not a whole number.

## PRE-BATTLE SEQUENCE

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

## DEPLOYMENT

The attacker sets up all the units in their army first, followed by the defender. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

## BATTLE LENGTH

The battle lasts for 4 battle rounds.

## CARD DECKS

Shuffle the **twist deck** that corresponds to the side of the battlefield and place it facedown near the battlefield. Each player shuffles 1 **battle tactics deck** and places it facedown nearby.

## BATTLE SEQUENCE

A battle is fought in **battle rounds**, during which each player takes a **turn**. On your turn, perform the **7 phases** in sequence.

## START OF EACH BATTLE ROUND

1. On the **first round**, the attacker chooses who takes the first turn. Each player draw a hand of 3 **battle tactic cards**.

On **subsequent rounds**, players make a roll-off called the **priority roll** and the winner chooses who takes the first turn. On a tie, the player who went first in the previous round decides who takes the first turn. Each player may discard faceup any number of battle tactics cards in their hand, then draws back up to 3 cards.

If the player who went second in the previous battle round wins the priority roll and chooses to go first, it is called **seizing the initiative**. The player does not draw any battle tactics cards for that battle round unless they are the **underdog** and the difference in VPs between the players is 5 or greater.

2. Determine the **underdog**: the player with the fewest VPs.
3. Draw 1 **twist card** and follow its rules.
4. The **active player** (the player taking their turn) can use any *Start of Battle Round* abilities, then their opponent can do the same.

During your turn, you may use abilities in a phase with *Your (...)* Phase or *Any (...)* Phase timing. Then your opponent can use any abilities with an *Enemy (...)* Phase or *Any (...)* Phase timing.

## START OF TURN

At the start of each turn, the active player can use *Start of Your Turn* or *Start of Any Turn* abilities, then their opponent can use any *Start of Enemy Turn* or *Start of Any Turn* abilities.

## HERO PHASE

### MOVEMENT PHASE

#### Your movement phase

Normal move

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** That unit can move it up to its **MOVE** in inches. The unit cannot move into combat at any point during the move.

#### Your movement phase

Run

**Declare:** Pick a friendly unit *not* in combat.

**Effect:** Make a D6 **run roll**. That unit may move up to its **MOVE** plus the result in inches. The unit cannot move into combat during any part of that move.

#### Your movement phase

Retreat

**Declare:** Pick a friendly unit that is in combat.

**Effect:** Inflict **D3 mortal damage** on that unit. That unit can move up to its **MOVE** in inches. It *can* move through the combat ranges of enemy units but *cannot* end that move within an enemy unit's combat range.

Models can pivot and change direction as they move. They cannot move off the battlefield or through other models, and can never end a move on top of another model or model's base. A model on an uneven surface must be able to stand up by itself.

When a unit is set up or ends its move, all of its models must be within **coherency range** (usually ½") of at least 1 other model in the unit. If there are 7+ models in the unit, each model must be within coherency range of at least 2 other models in that unit. If a model cannot end its move in a coherent group, it cannot make that move.

A model can move over terrain features but not through them. Terrain 1" or less in height can be moved over as if it was not there. A model can move vertically to climb up or down taller terrain, counting the vertical distance as part of the move.

A model can **jump down** from the edge of a terrain feature. Trace the path to the edge then down any distance, then immediately end the move.

Models cannot end a move mid-climb or mid-jump.

Units with **FLY** can ignore other models, terrain features, and the combat ranges of enemy units. They cannot end their move in combat (unless specified). Ignore any vertical distance moved.

Pile-in move

**If your unit is in combat:** Pick an enemy unit your unit is in combat with to be the target of the move. Each of your models can move up to 3" through the combat ranges of 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 it was in combat with at the start of the move.

**If your unit is not in combat:** Each model can move up to 3" in any direction, passing through and ending within the combat ranges of enemy units.

## SHOOTING PHASE

### Your shooting phase

Shoot

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

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

## CHARGE PHASE

### Your charge phase

Charge

**Declare:** Pick a friendly unit that is *not* in combat and has *not* used a **run** or **retreat** ability this turn, then make a 2D6 **charge roll**.

**Effect:** That unit can move a distance up to the result. It can move through the combat ranges of enemy units and *must* end the move within ½" of a visible enemy unit (if it cannot it does not move). If it does so, it has **charged**.

## COMBAT PHASE

### Any combat phase

Fight

**Declare:** Pick a friendly unit that is in combat or that charged this turn to make a **pile-in move**. Then, if that unit is in combat, you must pick 1 or more enemy units as the target(s) of that unit's attacks.

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

### Combat phase abilities

When players are using combat phase abilities, after both have finished using those that are *not* **FIGHT** abilities, they 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 they can.

Once a player has run out of eligible units, the other player continues to pick theirs until there are no more eligible units.

## END OF TURN

1. The active player can use *End of Your Turn* or *End of Any Turn* abilities, then their opponent can use any *End of Enemy Turn* or *End of Any Turn* abilities.
2. Determine which player **controls** each objective (if any).
3. The active player scores **VPs**:

- Score 1 VP if you control **at least 1** objective.
- Score 1 VP if you control **2 or more** objectives.
- Score 1 VP if you control **more objectives than your opponent**.
- Score 1 VP for **each battle tactic** you completed this turn.

## END OF BATTLE ROUND

At the end of each battle round, the active player can use any *End of Battle Round* abilities, followed by their opponent.

If 4 battle rounds have been completed, the battle has ended. The player with the most VPs is the winner. On a tie, the battle is a draw.



## ATTACKING

The number of attacks a model can make is equal to the **ATTACKS** characteristic of the weapons it is using. Models usually attack with all the weapons they are armed with.

A unit in combat can only target units it is in combat with. If it has more than 1 attack, you may split the attacks between eligible targets.

**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 attacker must attack with all of its melee weapons.

**Shooting attacks** are made with **ranged weapons**. The target unit(s) must be within a distance equal to the weapon's **RANGE** and visible to the attacker. A model cannot make shooting attacks if its unit is in combat.

### ATTACK SEQUENCE

Resolve these steps for each attack, one at a time. If you picked more than 1 target, resolve all the attacks against 1 target unit before moving to the next.

To speed up play, you may make several attacks, with the same characteristics and abilities, that target the same unit at the same time. Complete each step making all of the relevant rolls at once, then add up all the damage points and proceed to the damage sequence.

- Hit roll:** Roll D6. If the roll equals or exceeds the attacking weapon's **HIT**, it scores a **successful hit**: proceed to the next step. If not, the attack fails and the attack sequence ends. Unmodified rolls of 1 always fail, and an unmodified roll of 6 for an attack made with a weapon is a **critical hit**.
- Wound roll:** Roll D6. If the roll equals or exceeds the attacking weapon's **WOUND**, the attack **successfully wounds**: proceed to the next step. If not, the attack fails and the attack sequence ends. Unmodified wound rolls of 1 always fail.
- Save roll:** Your opponent rolls D6, subtracting the attacking weapon's **REND**. If the roll equals or exceeds the target unit's **SAVE**, the attack fails and the attack sequence ends. If not, it is a **successful attack**: proceed to the next step. Unmodified save rolls of 1 always fail.
- Determine damage:** The attack inflicts **damage points** on the unit equal to the **DAMAGE** characteristic of the weapon. These are added to a temporary **damage pool** for the unit.

When making a hit or wound roll, modifiers are capped at a maximum of +1 or a minimum of -1.

When making save rolls, modifiers are capped at a maximum of +1. **There is no cap on the negative modifiers to save rolls.**

### DAMAGE SEQUENCE

After inflicting damage, resolve these steps for each target unit. Starting with the active player, each player allocates damage to their own units in an order of their choosing.

If an ability inflicts **mortal damage**, add that number of damage points to the unit's damage pool.

- Resolve ward saves:** Target units with the **WARD** keyword have the *Ward Save* passive ability:

#### Passive

##### Ward Save

**Effect:** Make a D6 **ward roll** for each damage point in the unit's damage pool. If the roll equals or exceeds this unit's **WARD** value, remove that damage point from the pool.

- Allocate damage points:** Damage is allocated 1 point at a time. Each time the number of points allocated equals the **HEALTH** of that unit, 1 model is **slain** and removed from play, and the number of damage points allocated to that unit is reset to 0. Keep allocating points until none remain.

Keep track of any points currently allocated to a unit with a dice or markers. While a marker has any damage points allocated to it, it is **damaged**.

After each slain model is removed, the unit must be in a coherent group. If this isn't possible, continue to remove models until it is. When the last model in a unit is slain, the unit is **destroyed**. If something causes a unit to be destroyed, all of its models are slain and removed from play.

If an ability allows you to **heal** a unit, remove damage points from the unit equal to the number shown.

If you **return** slain models to a unit, or **add** new models, set them up one at a time in coherency with models not added this turn. They may only be set up in combat with an enemy unit if their unit is already in combat with that unit.

### UNIVERSAL WEAPON ABILITIES

**Anti-X (+1 REND):** Add 1 to this weapon's **REND** if the target has the keyword after *Anti-* (or fulfils the conditions).

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

**Companion:** This weapon is not affected by abilities used by a friendly unit that affect **ATTACKS** or the attack sequence.

**Crit (2 hits):** If this weapon scores a critical hit, it scores 2 hits instead of 1 (make a wound roll for each hit).

**Crit (auto-wound):** If this weapon scores a critical hit, it automatically wounds the target. Make a save roll as normal.

**Crit (mortal):** If this weapon scores a critical hit, it inflicts mortal damage equal to its **DAMAGE** characteristic and the attack sequence ends.

**Shoot in combat:** This weapon can make shooting attacks even if the attacker is in combat.

### OTHER ABILITIES

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. After they have all been picked, 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 that ability and have not yet used a **FIGHT** ability.

If a unit has both abilities, treat it as if it had neither.

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

#### Passive

##### Guarded Hero

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

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

## SPECIAL RULES

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.

Units set up in **reserve** are placed to one side of the battlefield. At the start of the fourth battle round, units still in reserve are destroyed.

When setting up a **replacement** unit, it should be the same as the original unit in terms of warscroll, weapons, and number of models, but is otherwise treated as a new unit. Each unit can only be replaced once, and you cannot replace replacement units.

When using a **random characteristic**, generate it each time that ability requires that characteristic. Random damage is generated each time you inflict damage for that weapon. Apply modifiers after the characteristic has been generated.

**Tokens** are used to indicate persisting effects in units they are placed next to, and are kept with that unit when it moves or is set up. They are not considered models and can be ignored or moved out of the way, and they cannot be the target of abilities.

## TERRAIN

There are 4 terrain features used in Spearhead battles: 2 large features and 2 small features.

**Large feature:** Cover, obscuring, unstable.

**Small feature:** Cover, unstable.

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

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

**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.

## OBJECTIVES

Objectives are printed on the realm battlefield (the objective is the entire circle). While a model is on an objective (wholly or partially), it is **contesting** it. If any models in a unit are doing so, that unit is contesting that objective.

Each unit can only contest 1 objective per turn (player's choice if it contests more than 1; if both players must choose, the active player chooses first).

**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:

Starting with the active player, each player totals the **control scores** of each of their units (the combined **CONTROL** of all the models in that unit) contesting that objective to find their **army control score** for that objective. A unit's **CONTROL** cannot be modified to less than 1.

The player with the higher score **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.

If specified, some terrain features can be 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.**

## REINFORCEMENTS

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

### Once per turn, your movement phase

Call for Reinforcements

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

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

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