REFERENCE SHEET

Thanks for downloading the Age of Sigmar Reference Sheet! This sheet was created to be used as a reference during your games of Age of Sigmar third edition.

USING THIS SHEET

The sheet is designed to be printed out double-sided and laminated. The file contains a total of 3 pages. One general page that explains how and when command points are generated. It also lists the general command abilities, heroic actions, and monstrous actions you'll need to reference during play. General spells and prayers are included along with the rules for miscasts, divine wrath, dispelling endless spells, and banishing invocations.

There are two options for the second page:

> The first option for pick up matched play games is on page 3. It includes the army composition rules to more easily explain it to players building a third edition army for the first time. The rules for triumphs, mysterious terrain, grand strategies, and battle tactics from the *Age of Sigmar Core Rulebook* are also included.
>
> The second option is on page 4. It's for those who are attending GTs or want to use the battlepack rules from this tournament season. It includes the rules for triumphs and mysterious terrain as well as the unique grand strategies, battle tactics, and realm rules from the *General's Handbook 2021*.

Finally there is a low-fi version of all 3 pages that doesn't have a background or as many images if you need to save ink on your printer.

This sheet was created by the Austin Weirdnobz. Any questions, suggestions, or corrections send an email to: bignob@weirdnobz.com or visit our website at: www.weirdnobz.com

–V (aka "The Harrower")



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START OF THE BATTLE ROUND

The player who takes the first turn gains 1 command point. The player who takes the second turn gains 2 command points.

HERO PHASE

If your general is still on the battlefield at the start of the hero phase, you receive 1 command point.

HEROIC ACTIONS

At the start of the hero phase, you can carry out 1 heroic action with 1 friendly **Hero**.

Heroic Leadership: Pick 1 friendly **Hero** and roll a dice. Add 2 to the roll if your general has been slain. On a 4+, you receive 1 command point that can only be spent during that turn to allow that **Hero** to issue a command.

Heroic Recovery: Pick 1 friendly **Hero** and make a heroic recovery roll by rolling 2D6. If the roll is less than that **Hero's** Bravery characteristic, you can heal up to D3 wounds allocated to that **Hero**. If the roll is equal to that **Hero's** Bravery characteristic, you can heal 1 wound allocated to that **Hero**.

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

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

HERO PHASE COMMAND ABILITIES

You can use the following command ability at the start of the hero phase:

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

SPELLS

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

Mystic Shield: Mystic Shield is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Add 1 to save rolls for attacks that target that unit until your next hero phase.

MISCASTS

On an unmodified casting roll of 2, the spell is miscast. The spell is not successfully cast, the caster suffers D3 mortal wounds, and the caster cannot attempt to cast any more spells in that hero phase.

DISPELLING ENDLESS SPELLS

At the start of the hero phase, each player can attempt to dispel 1 endless spell with each friendly **Wizard** and friendly **Priest** within 30" and visible. If a **Wizard** attempts to dispel an endless spell, they can attempt to cast or unbind 1 fewer spell in that hero phase. If a **Priest** attempts to dispel an endless spell, they can chant 1 fewer prayer in that hero phase.

PRAYERS

Bless: Bless is a prayer that has an answer value of 4 and a range of 12". If answered, pick 1 friendly unit wholly within range and visible to the chanter. Until the start of your next hero phase, that unit has a ward of 6+.

Smite: Smite is a prayer that has an answer value of 2 and a range of 48". If answered, pick 1 enemy Priest within range and visible to the chanter. That enemy Priest suffers 1 mortal wound. If the chanting roll was 6 or more, that enemy Priest suffers D3 mortal wounds instead of 1.

DIVINE WRATH

On an unmodified chanting roll of 1, the chanting **Priest** suffers divine wrath. The prayer is not answered and the chanting **Priest** suffers 1 mortal wound.

BANISHING INVOCATIONS

At the start of your hero phase, you can attempt to banish 1 invocation with each friendly **Priest** within 48" and visible instead of chanting a prayer with that **Priest** in that hero phase.

MOVEMENT PHASE

MOVEMENT PHASE COMMAND ABILITIES

You can use the following command abilities in the movement phase:

At the Double: You can use this command ability after you declare that a friendly unit will run. That unit must receive the command. The run roll is not made for that unit. Instead, 6" is added to that unit's Move characteristic in that phase. The unit is still considered to have run.

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

CHARGE PHASE

CHARGE PHASE COMMAND ABILITIES

You can use the following command abilities in the charge phase:

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

MONSTROUS RAMPAGE

At the end of the charge phase, each player can carry out 1 monstrous rampage from below with each friendly **Monster**. 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 a dice. On a 3+, that unit cannot issue or receive commands in the following combat phase.

Smash To Rubble: Pick 1 faction terrain feature or defensible terrain feature within 3" of this model and roll a dice. On a 3+, the terrain feature is demolished if it was defensible (see 17.2.3), and the scenery rules on its warscroll cannot be used for the rest of the battle if it was a faction terrain feature.

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

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

COMBAT PHASE

ATTACK COMMAND ABILITIES:

You can use the following command abilities as part of an attack in the shooting phase or combat phase:

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

All-out Defense: 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.

BATTLESHOCK PHASE

BATTLESHOCK PHASE COMMAND ABILITIES:

You can use the following command abilities in the battleshock phase:

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

CONTEST OF GENERALS

Points Limit	750	1000	1500	2000	3000
Leader Units	1-2	1-3	1-4	1-6	1-8
Battleline Units	1+	2+	2+	3+	4+
Behemoth Units	0-1	0-2	0-3	0-4	0-6
Artillery Units	0-1	0-2	0-3	0-4	0-6
Endless Spells and Evocations	0-1	0-2	0-2	0-3	0-4
Reinforced Units	0-1	0-2	0-3	0-4	0-6
Understrength Units	0-1 of each type of unit				
Recommended Minimum Battlefield Size	30" x 44"		44" x 60"		44" x 90"
Recommended Minimum Number of Terrain Features	4		8		12

POINTS LIMIT

The players must first agree on a points limit for the battle. No more than **half** of your points can be spent on a single unit.

BATTALIONS

Battalions are formations of specific units that give you access to additional abilities. You can include core battalions in your army but you cannot include warscroll battalions. Battalions are explained in section 26.0 of the Core Rules.

REINFORCED UNITS

A reinforced unit has twice as many models as its minimum unit size. You can reinforce units with the Battleline battlefield role twice. A unit that is reinforced twice has 3 times as many models as its minimum unit size and counts as 2 units towards the number of reinforced units you can include in your army. If the description for a unit says that it is a single model, it cannot be reinforced.

GRAND STRATEGIES

CORE RULES

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

Sever the Head: When the battle ends, you complete this grand strategy if there are no **Heroes** from your opponent's starting army on the battlefield.

Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.

TRIUMPHS

After you have picked your army, you must pick 1 triumph from the list below and record it on your army roster. A triumph can only be used once per battle, and can only be used if the points total of your army is less than that of your opponent's army.

If you are allowed to take more than 1 triumph, you can pick the same triumph more than once if you wish.

Bloodthirsty: Once per battle, after you make a charge roll for a friendly unit, you can say that it is bloodthirsty. If you do so, you can re-roll that charge roll.

Inspired: Once per battle, after you pick a friendly unit to shoot or fight, you can say that it is inspired. If you do so, 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, you can say it is indomitable. If you do so, no models from that unit will flee in that battleshock phase.

BATTLE TACTICS

CORE RULES

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

Aggressive Expansion: When you reveal this battle tactic, pick 2 objective markers on the battlefield that are not wholly within your territory. You complete this battle tactic if you control both objective markers at the end of this turn.

Break their Spirit: Pick 1 enemy unit wholly within your opponent's territory. You complete this tactic if that unit is destroyed during this turn.

Broken Ranks: Pick 1 unit from your opponent's starting army that is on the battlefield. You complete this tactic if that unit is destroyed during this turn.

Conquer: Pick 1 objective marker on the battlefield that your opponent controls. You complete this tactic if you control that objective marker at the end of this turn.

Repel: Pick 1 enemy unit wholly or partially within your territory. You complete this tactic if that unit is destroyed during this turn.

Seize the Centre: You complete this tactic if there are more friendly than enemy models within 6" of the centre of the battlefield at the end of this turn.

Slay the Warlord : You complete this tactic if the model chosen to be your opponent's general is slain during this turn.

MYSTERIOUS TERRAIN

D6	Scenery Rule
1	**Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
2	**Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
3	**Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
4	**Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
5	**Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
6	**Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.



GRAND STRATEGIES

GHB 2021

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

Beast Master: When the battle ends, you complete this grand strategy if there are any **Monsters** from your starting army on the battlefield.

Dominating Presence: When the battle ends, you complete this grand strategy if there are more units from your starting army on the battlefield than there are units from your opponent's starting army on the battlefield.

Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

Pillars of Belief: When the battle ends, you complete this grand strategy if there are any **Priests** from your starting army on the battlefield.

Predator's Domain: When the battle ends, you complete this grand strategy if you control more terrain features than your opponent.

Prized Sorcery: When the battle ends, you complete this grand strategy if there are any **Wizards** from your starting army on the battlefield.

Sever the Head: When the battle ends, you complete this grand strategy if there are no **Heroes** from your opponent's starting army on the battlefield.

Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.

TRIUMPHS

After you have picked your army, you must pick 1 triumph from the list below and record it on your army roster. A triumph can only be used once per battle, and can only be used if the points total of your army is less than that of your opponent's army.

If you are allowed to take more than 1 triumph, you can pick the same triumph more than once if you wish.

Bloodthirsty: Once per battle, after you make a charge roll for a friendly unit, you can say that it is bloodthirsty. If you do so, you can re-roll that charge roll.

Inspired: Once per battle, after you pick a friendly unit to shoot or fight, you can say that it is inspired. If you do so, 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, you can say it is indomitable. If you do so, no models from that unit will flee in that battleshock phase.

BATTLE TACTICS

GHB 2021

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

Aggressive Expansion: When you reveal this battle tactic, pick 2 objective markers on the battlefield that are not wholly within your territory. You complete this battle tactic if you control both objective markers at the end of this turn.

Bring it Down!: When you reveal this battle tactic, pick 1 enemy **Monster** on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that enemy **Monster** was destroyed by an attack made by a friendly **Monster** or an ability of a friendly **Monster**, score 1 additional victory point.

Broken Ranks: When you reveal this battle tactic, pick 1 Battleline unit from your opponent's starting army on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that unit was destroyed by an attack made by a friendly **Monster** or an ability of a friendly **Monster**, score 1 additional victory point.

Conquer: When you reveal this battle tactic, pick 1 objective marker on the battlefield that your opponent controls. You complete this battle tactic if you control that objective marker at the end of this turn.

Ferocious Advance: When you reveal this battle tactic, pick 3 different units from your starting army on the battlefield. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 3" of each other. If all 3 of those units are **Monsters**, score 1 additional victory point.

Monstrous Takeover: When you reveal this battle tactic, pick 1 **Monster** from your starting army on the battlefield. You complete this battle tactic if that **Monster** is contesting an objective marker that you control at the end of this turn, and that objective marker is not contested by an enemy **Monster**.

Savage Spearhead: You complete this battle tactic if there are 2 or more units from your starting army wholly within your opponent's territory at the end of this turn. If 2 or more of those units are **Monsters**, score 1 additional victory point.

Slay the Warlord : You complete this battle tactic if the model chosen to be your opponent's general is slain this turn. If that model was destroyed by an attack made by a friendly **Monster** or an ability of a friendly **Monster**, score 1 additional victory point.



REALM RULES

GHB 2021

The following rules capture the carnivorous nature of Ghur and the effects this feral realm has upon its inhabitants and landscapes.

Predators and Prey: Once per battle round, you score 1 additional victory point if any enemy monsters were slain in that battle round.

Seismic Shift: At the start of the third battle round, after the players roll off to determine who has the first turn, the player taking the second turn in that battle round can pick 1 objective marker on the battlefield and remove it from play.

REALMSPHERE MAGIC

All **Wizards** know the following spell in addition to any other that they know:

Metamorphosis: Metamorphosis has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **Hero** that is not a **Monster** and that is within range and visible to the caster. That **Hero** gains the **Monster** keyword until your next hero phase.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:
Feral Roar: You can use this command ability at the start of the combat phase. The unit that receives the command must be a **Monster**. Until the end of that phase, when you look up a value on that unit's damage table, it is treated as if it has suffered 0 wounds.

MYSTERIOUS TERRAIN

D6	Scenery Rule
1	**Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
2	**Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
3	**Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
4	**Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
5	**Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
6	**Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.

START OF THE BATTLE ROUND

The player who takes the first turn gains 1 command point. The player who takes the second turn gains 2 command points.

HERO PHASE

If your general is still on the battlefield at the start of the hero phase, you receive 1 command point.

HEROIC ACTIONS

At the start of the hero phase, you can carry out 1 heroic action with 1 friendly **Hero**.

Heroic Leadership: Pick 1 friendly **Hero** and roll a dice. Add 2 to the roll if your general has been slain. On a 4+, you receive 1 command point that can only be spent during that turn to allow that **Hero** to issue a command.

Heroic Recovery: Pick 1 friendly **Hero** and make a heroic recovery roll by rolling 2D6. If the roll is less than that **Hero's** Bravery characteristic, you can heal up to D3 wounds allocated to that **Hero**. If the roll is equal to that **Hero's** Bravery characteristic, you can heal 1 wound allocated to that **Hero**.

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

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

HERO PHASE COMMAND ABILITIES

You can use the following command ability at the start of the hero phase:

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

SPELLS

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

Mystic Shield: Mystic Shield is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Add 1 to save rolls for attacks that target that unit until your next hero phase.

MISCASTS

On an unmodified casting roll of 2, the spell is miscast. The spell is not successfully cast, the caster suffers D3 mortal wounds, and the caster cannot attempt to cast any more spells in that hero phase.

DISPELLING ENDLESS SPELLS

At the start of the hero phase, each player can attempt to dispel 1 endless spell with each friendly **Wizard** and friendly **Priest** within 30" and visible. If a **Wizard** attempts to dispel an endless spell, they can attempt to cast or unbind 1 fewer spell in that hero phase. If a **Priest** attempts to dispel an endless spell, they can chant 1 fewer prayer in that hero phase.

PRAYERS

Bless: Bless is a prayer that has an answer value of 4 and a range of 12". If answered, pick 1 friendly unit wholly within range and visible to the chanter. Until the start of your next hero phase, that unit has a ward of 6+.

Smite: Smite is a prayer that has an answer value of 2 and a range of 48". If answered, pick 1 enemy Priest within range and visible to the chanter. That enemy Priest suffers 1 mortal wound. If the chanting roll was 6 or more, that enemy Priest suffers D3 mortal wounds instead of 1.

DIVINE WRATH

On an unmodified chanting roll of 1, the chanting **Priest** suffers divine wrath. The prayer is not answered and the chanting **Priest** suffers 1 mortal wound.

BANISHING INVOCATIONS

At the start of your hero phase, you can attempt to banish 1 invocation with each friendly **Priest** within 48" and visible instead of chanting a prayer with that **Priest** in that hero phase.

MOVEMENT PHASE

MOVEMENT PHASE COMMAND ABILITIES

You can use the following command abilities in the movement phase:

At the Double: You can use this command ability after you declare that a friendly unit will run. That unit must receive the command. The run roll is not made for that unit. Instead, 6" is added to that unit's Move characteristic in that phase. The unit is still considered to have run.

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

CHARGE PHASE

CHARGE PHASE COMMAND ABILITIES

You can use the following command abilities in the charge phase:

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

MONSTROUS RAMPAGE

At the end of the charge phase, each player can carry out 1 monstrous rampage from below with each friendly **Monster**. 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 a dice. On a 3+, that unit cannot issue or receive commands in the following combat phase.

Smash To Rubble: Pick 1 faction terrain feature or defensible terrain feature within 3" of this model and roll a dice. On a 3+, the terrain feature is demolished if it was defensible (see 17.2.3), and the scenery rules on its warscroll cannot be used for the rest of the battle if it was a faction terrain feature.

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

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

COMBAT PHASE

ATTACK COMMAND ABILITIES:

You can use the following command abilities as part of an attack in the shooting phase or combat phase:

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

All-out Defense: 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.

BATTLESHOCK PHASE

BATTLESHOCK PHASE COMMAND ABILITIES:

You can use the following command abilities in the battleshock phase:

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

CONTEST OF GENERALS

Points Limit	750	1000	1500	2000	3000
Leader Units	1-2	1-3	1-4	1-6	1-8
Battleline Units	1+	2+	2+	3+	4+
Behemoth Units	0-1	0-2	0-3	0-4	0-6
Artillery Units	0-1	0-2	0-3	0-4	0-6
Endless Spells and Evocations	0-1	0-2	0-2	0-3	0-4
Reinforced Units	0-1	0-2	0-3	0-4	0-6
Understrength Units	0-1 of each type of unit				
Recommended Minimum Battlefield Size	30" x 44"		44" x 60"		44" x 90"
Recommended Minimum Number of Terrain Features	4		8		12

POINTS LIMIT

The players must first agree on a points limit for the battle. No more than **half** of your points can be spent on a single unit.

BATTALIONS

Battalions are formations of specific units that give you access to additional abilities. You can include core battalions in your army but you cannot include warscroll battalions. Battalions are explained in section 26.0 of the Core Rules.

REINFORCED UNITS

A reinforced unit has twice as many models as its minimum unit size. You can reinforce units with the Battleline battlefield role twice. A unit that is reinforced twice has 3 times as many models as its minimum unit size and counts as 2 units towards the number of reinforced units you can include in your army. If the description for a unit says that it is a single model, it cannot be reinforced.

GRAND STRATEGIES

CORE RULES

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

Sever the Head: When the battle ends, you complete this grand strategy if there are no **Heroes** from your opponent's starting army on the battlefield.

Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.

TRIUMPHS

After you have picked your army, you must pick 1 triumph from the list below and record it on your army roster. A triumph can only be used once per battle, and can only be used if the points total of your army is less than that of your opponent's army.

If you are allowed to take more than 1 triumph, you can pick the same triumph more than once if you wish.

Bloodthirsty: Once per battle, after you make a charge roll for a friendly unit, you can say that it is bloodthirsty. If you do so, you can re-roll that charge roll.

Inspired: Once per battle, after you pick a friendly unit to shoot or fight, you can say that it is inspired. If you do so, 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, you can say it is indomitable. If you do so, no models from that unit will flee in that battleshock phase.

BATTLE TACTICS

CORE RULES

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

Aggressive Expansion: When you reveal this battle tactic, pick 2 objective markers on the battlefield that are not wholly within your territory. You complete this battle tactic if you control both objective markers at the end of this turn.

Break their Spirit: Pick 1 enemy unit wholly within your opponent's territory. You complete this tactic if that unit is destroyed during this turn.

Broken Ranks: Pick 1 unit from your opponent's starting army that is on the battlefield. You complete this tactic if that unit is destroyed during this turn.

Conquer: Pick 1 objective marker on the battlefield that your opponent controls. You complete this tactic if you control that objective marker at the end of this turn.

Repel: Pick 1 enemy unit wholly or partially within your territory. You complete this tactic if that unit is destroyed during this turn.

Seize the Centre: You complete this tactic if there are more friendly than enemy models within 6" of the centre of the battlefield at the end of this turn.

Slay the Warlord : You complete this tactic if the model chosen to be your opponent's general is slain during this turn.

MYSTERIOUS TERRAIN

D6	Scenery Rule
1	**Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
2	**Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
3	**Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
4	**Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
5	**Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
6	**Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.

GRAND STRATEGIES GHB 2021

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

Beast Master: When the battle ends, you complete this grand strategy if there are any **Monsters** from your starting army on the battlefield.

Dominating Presence: When the battle ends, you complete this grand strategy if there are more units from your starting army on the battlefield than there are units from your opponent's starting army on the battlefield.

Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

Pillars of Belief: When the battle ends, you complete this grand strategy if there are any **Priests** from your starting army on the battlefield.

Predator's Domain: When the battle ends, you complete this grand strategy if you control more terrain features than your opponent.

Prized Sorcery: When the battle ends, you complete this grand strategy if there are any **Wizards** from your starting army on the battlefield.

Sever the Head: When the battle ends, you complete this grand strategy if there are no **Heroes** from your opponent's starting army on the battlefield.

Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.

TRIUMPHS

After you have picked your army, you must pick 1 triumph from the list below and record it on your army roster. A triumph can only be used once per battle, and can only be used if the points total of your army is less than that of your opponent's army.

If you are allowed to take more than 1 triumph, you can pick the same triumph more than once if you wish.

Bloodthirsty: Once per battle, after you make a charge roll for a friendly unit, you can say that it is bloodthirsty. If you do so, you can re-roll that charge roll.

Inspired: Once per battle, after you pick a friendly unit to shoot or fight, you can say that it is inspired. If you do so, 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, you can say it is indomitable. If you do so, no models from that unit will flee in that battleshock phase.

BATTLE TACTICS GHB 2021

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

Aggressive Expansion: When you reveal this battle tactic, pick 2 objective markers on the battlefield that are not wholly within your territory. You complete this battle tactic if you control both objective markers at the end of this turn.

Bring it Down!: When you reveal this battle tactic, pick 1 enemy **Monster** on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that enemy **Monster** was destroyed by an attack made by a friendly **Monster** or an ability of a friendly **Monster**, score 1 additional victory point.

Broken Ranks: When you reveal this battle tactic, pick 1 Battleline unit from your opponent's starting army on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that unit was destroyed by an attack made by a friendly **Monster** or an ability of a friendly **Monster**, score 1 additional victory point.

Conquer: When you reveal this battle tactic, pick 1 objective marker on the battlefield that your opponent controls. You complete this battle tactic if you control that objective marker at the end of this turn.

Ferocious Advance: When you reveal this battle tactic, pick 3 different units from your starting army on the battlefield. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 3" of each other. If all 3 of those units are **Monsters**, score 1 additional victory point.

Monstrous Takeover: When you reveal this battle tactic, pick 1 **Monster** from your starting army on the battlefield. You complete this battle tactic if that **Monster** is contesting an objective marker that you control at the end of this turn, and that objective marker is not contested by an enemy **Monster**.

Savage Spearhead: You complete this battle tactic if there are 2 or more units from your starting army wholly within your opponent's territory at the end of this turn. If 2 or more of those units are **Monsters**, score 1 additional victory point.

Slay the Warlord : You complete this battle tactic if the model chosen to be your opponent's general is slain this turn. If that model was destroyed by an attack made by a friendly **Monster** or an ability of a friendly **Monster**, score 1 additional victory point.

REALM RULES GHB 2021

The following rules capture the carnivorous nature of Ghur and the effects this feral realm has upon its inhabitants and landscapes.

Predators and Prey: Once per battle round, you score 1 additional victory point if any enemy monsters were slain in that battle round.

Seismic Shift: At the start of the third battle round, after the players roll off to determine who has the first turn, the player taking the second turn in that battle round can pick 1 objective marker on the battlefield and remove it from play.

REALMSPHERE MAGIC

All **Wizards** know the following spell in addition to any other that they know:

Metamorphosis: Metamorphosis has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **Hero** that is not a **Monster** and that is within range and visible to the caster. That **Hero** gains the **Monster** keyword until your next hero phase.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:
Feral Roar: You can use this command ability at the start of the combat phase. The unit that receives the command must be a **Monster**. Until the end of that phase, when you look up a value on that unit's damage table, it is treated as if it has suffered 0 wounds.

MYSTERIOUS TERRAIN

D6	Scenery Rule
1	**Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
2	**Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
3	**Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
4	**Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
5	**Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
6	**Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.