BATTLEPACK: SIGMAR 101

Welcome to the Sigmar 101: Battlepack!

There has been a lot of discussion in the community (most notably on The Honest Wargamer and Warhammer Weekly) about creating a simple battlepack for Age of Sigmar.

As we prepare for our next local escalation league and have been seeing a large influx of new players, we are keenly aware of the difficulty these players face when trying to grasp the rules for Age of Sigmar. We wanted to create a battlepack that more thoroughly explained army creation and a set of core rules that helped reduce decision paralysis and let players focus on moving their units and rolling dice.

For experienced players, one of the design goals was to ensure Sigmar 101 was as close to the core rules of Age of Sigmar as possible. You will not see "house rules" for obscuring or impassable terrain (even though the game is much better for it and *needs* it). We feel these concepts are better introduced as players get more comfortable with the game.

What you will see are certain mechanics–like battle tactics and mysterious terrain–removed from Sigmar 101's core rules. These sets of mechanics are introduced as twists in the First Fight battleplan which either expand on rules that were trimmed down like heroic actions and monstrous rampages or add rules that were cut out entirely like mysterious terrain or battle tactics.

We hope these changes can help lessen the barrier of entry to the game for new players and grow the amazing community that is Age of Sigmar. Feedback is always appreciated. You can reach out to us on Twitter or email us. WAAAGH! loud and often.

Till next time,

–V (aka "The Harrower")

CHANGE LOG

Version 1.2
- Added a change to allow players to take 1 warscroll battalion from their battletome.
- Updated Rally based on errata.

Version 1.1
- Added Change Log.
- Added beginner friendly Reference and Scoring Sheets.
- Added a low-fi version for printing.

GETTING STARTED

Welcome to Warhammer Age of Sigmar! The rules in **Battlepack: Sigmar 101** have been simplified from the Core Rules to easily introduce you to Age of Sigmar. Changes have been made to army construction, heroic actions, command abilities, spells, prayers, monstrous actions, and battleplans to help streamline your first few games of Age of Sigmar or for those that want a more casual experience. How to build an army and core rule adjustments are detailed below.

ARMY CREATION

The below steps will walk you through creating your first army. All you need is your army book, the core rules, and a copy of this packet to get started.

1. POINTS LIMIT

You and your opponent will first need to agree on a points limit for the battle. The army building table below lists the options you can include in your army.

ARMY BUILDING				
Points Limit	750	1000	1500	2000
Leader Units	1-2	1-3	1-4	1-6
Battleline Units	1+	2+	2+	3+
Behemoth Units	0-1	0-2	0-3	0-4
Artillery Units	0-1	0-2	0-3	0-4
Endless Spells and Evocations	0-1	0-2	0-2	0-3
Reinforced Units	0-1	0-2	0-3	0-4
Understrength Units	0-1 of each type of unit			
Allied Units	0	0	0	0

2. PICK YOUR ARMY

Next, you must pick your army following the restrictions below.

FACTION

You must pick 1 faction for your army. All of the units in your army must be from a single faction. A faction is typically all of the units in a battletome. For example, the units for the Stormcast Eternals faction can be found in *Battletome: Stormcast Eternals*.

SUBFACTION

Some factions contain one or more subfactions. The battle traits (special rules for your faction) will tell you how or if you can pick a subfaction for your army.

BATTLEFIELD ROLES

The Army Building table lists the minimum number of Leader and Battleline units you must include in your army and the maximum number of Leader, Behemoth and Artillery units you can include in your army.

ENDLESS SPELLS AND INVOCATIONS

The Army Building table lists the maximum number of endless spells and invocations you can include in your army. You cannot include the same endless spell or invocation more than once in your army. You can include 1 endless spell for each **Wizard** in your army and 1 evocation for each **Priest** in your army.

REINFORCED UNITS

The Army Building table lists how many reinforced units you can include in your army. A reinforced unit has twice as many models as its minimum unit size. A unit can only be reinforced once. A unit's size is listed under the Pitched Battle Profile section in your Battletome. If the description for a unit says that it is a single model, it cannot be reinforced. See the example below.

STORMCAST ETERNALS				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Knight-Arcanum	1	110	Leader	Single
Vindictors	5	130	Battleline	

UNDERSTRENGTH UNITS

The Army Building table lists how many understrength units you can include in your army. An understrength unit is one that has fewer models than its unit size. You still pay full points for an understrength unit, but this option is available as some boxed sets do not contain enough models to field a complete unit.

GENERAL

Choose 1 model with the Leader battlefield role to be your general.

ALLIED UNITS

Allied units are not used in this battlepack. If a battletome gives a faction access to coalition units, they can be taken as normal.

BATTALIONS

You can select 1 warscroll battalion from your battletome. Core battalions are not used in this battlepack.

3. SELECT ENHANCEMENTS

Enhancements are special rules that are given to specific units in your army. They are divided into command traits, artefacts of power, spell lores, prayer scriptures, mount traits, triumphs and one or more sets of unique enhancements.

ENHANCEMENT RESTRICTIONS

Enhancements cannot be given to Unique units unless noted otherwise. In addition, artefacts of power and command traits that affect attacks made by friendly models do not affect attacks made by their mounts, unless noted otherwise. All enhancements must be selected from your battletome. Universal enhancements are not used in this battlepack.

COMMAND TRAIT

You can pick 1 command trait and give it to your general.

ARTEFACTS OF POWER

You can pick 1 artefact of power and give it to a **Hero** in your army.

SPELL LORES

You can pick 1 spell for each **Wizard** in your army from any of the spell lores available to that **Wizard** (you can pick different spells from different spell lores for different **Wizards**). Each **Wizard** knows the spell that you picked for them in addition to the other spells they know.

PRAYER SCRIPTURE

You can pick 1 prayer for each **Priest** in your army from any of the prayer scriptures available to that **Priest** (you can pick different prayers from different prayer scriptures for different **Priests**). Each **Priest** knows the prayer that you picked for them in addition to the other prayers they know.

MOUNT TRAITS

Some factions include mount traits. You can pick 1 mount trait and give it to an eligible unit in your army.

TRIUMPHS

Triumphs are not used in this battlepack.

UNIQUE ENHANCEMENTS

Some factions or subfactions include unique enhancements. These will be detailed in your battletome. Each set of unique enhancements will explain how they are used if you take one for your army.

4. SELECT GRAND STRATEGY

After you have picked your army and selected enhancements, you must pick 1 grand strategy and record it on your army roster. Battletome specific grand strategies are not used in this battlepack. Select one of the 3 below:

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 had been slain and the model chosen to be your general has not been slain.

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.

CORE RULE CHANGES

The following modifications to Age of Sigmar games are in effect when using this battlepack. If you have read the Core Book–or the free Core Rules PDF–you will notice a lot of rules have been removed to help streamline play and make the game easier to teach to new players. The missing rules (such as additional heroic actions, command abilities, and monstrous rampages among others) are introduced individually as twists in the First Fight battleplan.

Other rules like battalions and universal enhancements should be incorporated into your games once you become more familiar with this battlepack and are ready to move on to full games of Age of Sigmar.

HEROIC ACTIONS

At the start of the hero phase, each player can pick 1 **Hero** to perform heroic leadership. Some battletomes also have faction specific heroic actions you can use.

> **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.

COMMAND ABILITIES

A unit can use any command abilities printed on its warscroll or from a faction's allegiance abilities. In addition, the following command abilities can also be used:

> **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.
>
> **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.
>
> **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.

WIZARDS

Wizards cannot miscast spells. Treat an unmodified casting roll of 2 as an unsuccessful cast.

PRIESTS

Priests cannot suffer divine wrath. Treat an unmodified chanting roll of 1 as an unsuccessful chant.

MONSTERS

At the end of the charge phase, each player can pick 1 friendly **Monster** to perform the stomp monstrous rampage. Some battletomes and warscrolls also have faction or model specific monstrous rampages you can use.

> **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.

BATTLE TACTICS

Battle tactics are not used in this battlepack.

MYSTERIOUS TERRAIN

Mysterious terrain is not used in this battlepack.

FIRST FIGHT

A thin veil of mist rolls across the battlefield. Two armies—battlelines drawn—stare out at one another eager to engage in conflict. A series of vital objectives is the only thing standing between them and ultimate victory.

THE ARMIES

Players agree on a points total and create their armies. This is often done ahead of time so games can begin right away. Some players will have multiple army lists prepared so they are ready to play at different point totals.

Once armies are picked, each player rolls off. The winner chooses to be the **attacker** or **defender**. The **defender** sets up the battlefield following the steps below. After the battlefield is set up, the **attacker** gets to choose which territory is their territory and sets up the first unit from their army.

THE BATTLEFIELD

The points total dictates the size of the battlefield and the minimum number of terrain features that are recommended. For introductory games, the size of the battlefield and number of terrain features are not as important as playing the game and getting accustomed to the rules.

Eventually you will want to play your games on an appropriately sized battlefield using the recommended number of terrain features, but that should not stop you from playing your first game.

BATTLEFIELD SIZE		
Points Limit	750	1000-2000
Recommended Minimum Battlefield Size	30" x 44"	44" x 60"
Recommended Minimum Number of Terrain Features	4	8

BATTLEFIELD SETUP

The **defender** completes the following steps to set up the battlefield.

1. Determine battlefield size by using the Battlefield Size table above.

2. Determine objective placement. Roll a D6 and consult the objective map table on the following page. If you are playing on a 30" x 44" battlefield, roll a D3 instead. Set up objectives as shown on the map. Objectives can be poker chips, coins, or empty bases. Size does not matter as all measurements are made to the center of the objective.

3. Set up a number of terrain features as shown on the battlefield size table. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

TERRITORY SETUP

The **defender** determines territories. Roll a D6 and consult the territory map on the following page. If you are playing on a 30" x 44" battlefield, roll a D3 instead.

TWISTS

The **defender** determines the twist used for this battle using the table below. You can roll for a random twist or play your first game without one so it does not complicate the game. Alternatively, these can be done in sequential order as the chart was designed to increase in complexity the higher the roll.

D6	TWIST
1	Triumphs
2	Monstrous Rampages
3	Heroic Actions
4	Command Abilities
5	Mysterious Terrain
6	Battle Tactics

All of the above twists are a normal part of the core rules for Age of Sigmar. They are provided here as options so players can more easily digest the game one section of rules at a time. As you become more familiar with the core rules, feel free to discuss twists with your opponent and figure out which ones you want to incorporate into your game.

DEPLOYMENT

The **attacker** picks which territory is their territory. The other territory is the **defender's** territory.

The players then alternate setting up units one at a time, starting with the **attacker**. Each player must set up their units wholly within their territory more than 9" from their opponent's territory.

The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after the other.

FIRST TURN

The player who finished setting up their army first takes the first turn.

VICTORY POINTS

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

- Score 1 victory point if you control at least one objective.

- Score 1 victory point if you control two or more objectives.

- Score 1 victory point if you control more objectives than your opponent.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.
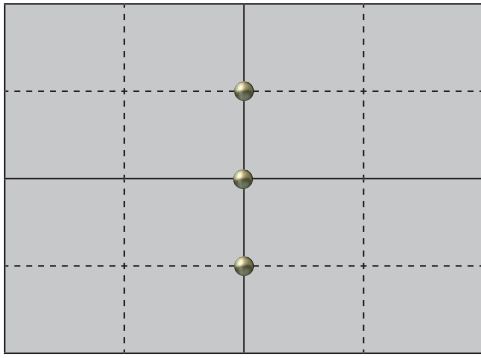
GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed their grand strategy wins a **minor victory**.
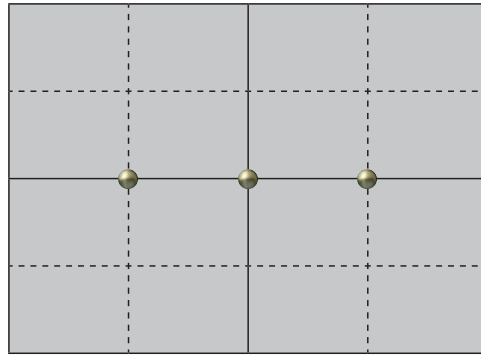
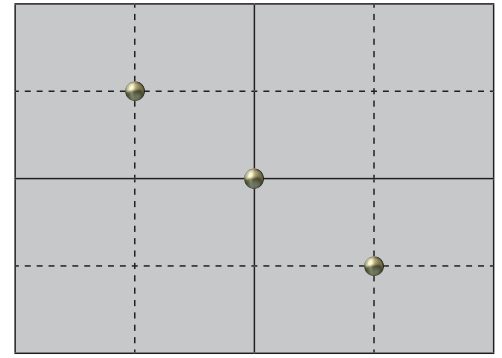If both players or neither player completed their grand strategy, the battle is a **draw**.
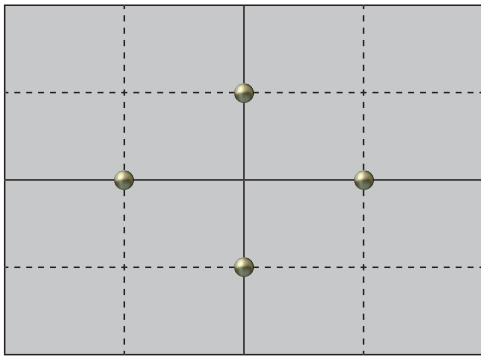
OBJECTIVE MAP

1. COLUMN	**2. ROW**	**3. DIAGONAL**
4. DIAMOND	**5. SQUARE**	**6. X**

TERRITORY MAP

1. BATTLELINES	**2. LONG RANGE ENGAGEMENT**	**3. SKIRMISH**
4. NARROW FRONT	**5. PITCHED BATTLE**	**6. OUTFLANK**

TWISTS

1. TRIUMPHS

If the points total of one player's army is less than their opponent's army, that player can select one triumph.

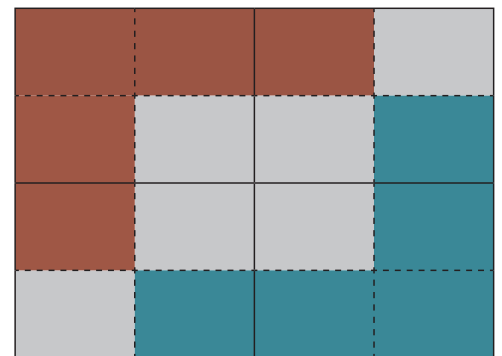**Bloodthirsty:** Once per battle, after you make a charge roll for a friendly unit, you can say that it is bloodthirsty. If you do so, you can re-roll that charge roll.

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.

2. MONSTROUS RAMPAGES

Both players have additional options available when performing a monstrous rampage. The options and rules are listed below:

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.

3. HEROIC ACTIONS

Both players have additional options available when performing a heroic action. The options and rules are listed below:

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** more than 3" from all enemy units and make a heroic recovery roll by rolling 2D6. If the roll is less than or equal to that **Hero's** Bravery characteristic, you can heal up to D3 wounds 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.

4. COMMAND ABILITIES

Both players have additional command abilities available to use. The options and rules are listed below:

HERO PHASE COMMAND ABILITY
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. You can only return models to that unit that have a combined Wounds characteristic of 10 or less. For example, if the unit that received the command has a Wounds characteristic of 2, you can return a maximum of 5 models to that unit.

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.

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.

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 6" of that enemy unit and more than 3" from all other enemy units. Models in the unit that receives the command that are within 6" of the target unit can shoot in that phase, but when they do so, you must subtract 1 from hit rolls for their attacks and they can only target the unit that made the charge move.

5. MYSTERIOUS TERRAIN

The **defender** rolls a dice for each piece of terrain on the battlefield (excluding faction terrain) to determine additional scenery rules.

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.

6. BATTLE TACTICS

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. You score 2 victory points for completing a battle tactic.

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.

ATTACKER

Army Faction:		Total Points:

Player Name:	Grand Strategy:

Battle Round	Objectives (Score 1 point for each)			Battle Tactic (Optional Twist ONLY!)	Battle Tactic Completed (Score 2 points)	Victory Points Scored
	Hold 1	Hold 2+	Hold More			
1	☐	☐	☐		☐	
2	☐	☐	☐		☐	
3	☐	☐	☐		☐	
4	☐	☐	☐		☐	
5	☐	☐	☐		☐	
Grand Strategy Completed? (Score 3 points)			☐		**Victory Points Total:**	

Atacker Major Victory	Atacker Minor Victory	Draw	Defender Major Victory	Defender Minor Victory
☐	☐	☐	☐	☐

DEFENDER

Army Faction:		Total Points:

Player Name:	Grand Strategy:

Battle Round	Objectives (Score 1 point for each)			Battle Tactic (Optional Twist ONLY!)	Battle Tactic Completed (Score 2 points)	Victory Points Scored
	Hold 1	Hold 2+	Hold More			
1	☐	☐	☐		☐	
2	☐	☐	☐		☐	
3	☐	☐	☐		☐	
4	☐	☐	☐		☐	
5	☐	☐	☐		☐	
Grand Strategy Completed? (Score 3 points)			☐		**Victory Points Total:**	

START OF BATTLE ROUND

At the start of each battle round, the players roll off for priority. The winner must decide who will take the first turn and who will take the second turn. In the event of tie, the player who went first in the previous battle round has priority. During the first battle round, the player who finished deploying their army first has priority.

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

HERO PHASE

At the start of the hero phase, each player receives 1 command point if their general is still alive and on the battlefield.

BATTLE TACTICS (OPTIONAL TWIST ONLY!)
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.

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.

HEROIC ACTIONS
At the start of the hero phase, you can carry out the following 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.

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.

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.

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.

PREDATORY ENDLESS SPELLS
Predatory endless spells are moved at the end of the hero phase. If either player has any abilities that can be used at the end of the hero phase, they must be used after all predatory endless spells have been moved.

Before moving predatory endless spells, you must first determine which are **controlled** and which are **wild**. A predatory endless spell within 30" of the model that summoned it is controlled by that model. A **Wizard** can control 1 predatory endless spell per hero phase. If there is more than 1 predatory endless spell that a friendly **Wizard** could control, you must pick which they will control. Predatory endless spells that are not controlled are wild.

After determining control of predatory endless spells, the player whose turn is taking place moves all of the predatory endless spells controlled by friendly **Wizards**. Their opponent then does the same. Once all controlled predatory endless spells have been moved, the players alternate picking 1 wild predatory endless spell to move, starting with the player whose turn is taking place, until all of the wild predatory endless spells have been moved. A player must pick a wild predatory endless spell to move if any are eligible to do so and cannot pick a wild predatory endless spell that has already moved in that phase.

When a player picks a predatory endless spell to move, they are considered to be the commanding player of that predatory endless spell until the start of the next hero phase. All other endless spells are under the command of the player that summoned them.

MOVEMENT PHASE

In your movement phase, you can pick 1 friendly unit that is more than 3" from all enemy units and declare that it will make a normal move or that it will run, or you can pick 1 friendly unit that is within 3" of an enemy unit and declare that it will retreat.

SHOOTING PHASE

In your shooting phase, you can pick a friendly unit and shoot with it. When you shoot with a unit, you make shooting attacks with each model in the unit until you have shot with all the models you want to. You can then pick another friendly unit that has not shot and shoot with it, and so on, until you have shot with as many of your units as you wish.

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.

CHARGE PHASE

In your charge phase, each friendly unit that is within 12" of an enemy unit can attempt a charge. A unit cannot attempt a charge more than once in the same phase.

CHARGE PHASE COMMAND ABILITIES
You can use the following command ability 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.

MONSTROUS RAMPAGE
At the end of the charge phase, each player can carry out the monstrous rampage below with 1 friendly **Monster**.

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.

COMBAT PHASE

In the combat phase, the players alternate picking a friendly unit to fight, starting with the player whose turn is taking place.

ATTACK COMMAND ABILITIES
You can use the **All-out Attack** or **All-out Defense** command abilities. See Shooting Phase above.

BATTLESHOCK PHASE

In the battleshock phase, the players must take a battleshock test for each friendly unit that had models slain in that turn. The player whose turn is taking place takes all their battleshock tests first, followed by the other player.

BATTLESHOCK PHASE COMMAND ABILITIES
You can use the following command ability 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.

END OF BATTLE ROUND

The end of the battle round is reached once the battleshock phase of the player taking the second turn has finished. After the end of the 5th battle round, the game ends. If the battle did not end, all command points that the players have remaining are lost and a new battle round begins.

END OF GAME

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

GRAND STRATEGIES
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 had been slain and the model chosen to be your general has not been slain.

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.

GETTING STARTED

Welcome to Warhammer Age of Sigmar! The rules in **Battlepack: Sigmar 101** have been simplified from the Core Rules to easily introduce you to Age of Sigmar. Changes have been made to army construction, heroic actions, command abilities, spells, prayers, monstrous actions, and battleplans to help streamline your first few games of Age of Sigmar or for those that want a more casual experience. How to build an army and core rule adjustments are detailed below.

ARMY CREATION

The below steps will walk you through creating your first army. All you need is your army book, the core rules, and a copy of this packet to get started.

1. POINTS LIMIT

You and your opponent will first need to agree on a points limit for the battle. The army building table below lists the options you can include in your army.

ARMY BUILDING				
Points Limit	750	1000	1500	2000
Leader Units	1-2	1-3	1-4	1-6
Battleline Units	1+	2+	2+	3+
Behemoth Units	0-1	0-2	0-3	0-4
Artillery Units	0-1	0-2	0-3	0-4
Endless Spells and Evocations	0-1	0-2	0-2	0-3
Reinforced Units	0-1	0-2	0-3	0-4
Understrength Units	0-1 of each type of unit			
Allied Units	0	0	0	0

2. PICK YOUR ARMY

Next, you must pick your army following the restrictions below.

FACTION

You must pick 1 faction for your army. All of the units in your army must be from a single faction. A faction is typically all of the units in a battletome. For example, the units for the Stormcast Eternals faction can be found in *Battletome: Stormcast Eternals*.

SUBFACTION

Some factions contain one or more subfactions. The battle traits (special rules for your faction) will tell you how or if you can pick a subfaction for your army.

BATTLEFIELD ROLES

The Army Building table lists the minimum number of Leader and Battleline units you must include in your army and the maximum number of Leader, Behemoth and Artillery units you can include in your army.

ENDLESS SPELLS AND INVOCATIONS

The Army Building table lists the maximum number of endless spells and invocations you can include in your army. You cannot include the same endless spell or invocation more than once in your army. You can include 1 endless spell for each **Wizard** in your army and 1 evocation for each **Priest** in your army.

REINFORCED UNITS

The Army Building table lists how many reinforced units you can include in your army. A reinforced unit has twice as many models as its minimum unit size. A unit can only be reinforced once. A unit's size is listed under the Pitched Battle Profile section in your Battletome. If the description for a unit says that it is a single model, it cannot be reinforced. See the example below.

STORMCAST ETERNALS				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Knight-Arcanum	1	110	Leader	Single
Vindictors	5	130	Battleline	

UNDERSTRENGTH UNITS

The Army Building table lists how many understrength units you can include in your army. An understrength unit is one that has fewer models than its unit size. You still pay full points for an understrength unit, but this option is available as some boxed sets do not contain enough models to field a complete unit.

GENERAL

Choose 1 model with the Leader battlefield role to be your general.

ALLIED UNITS

Allied units are not used in this battlepack. If a battletome gives a faction access to coalition units, they can be taken as normal.

BATTALIONS

You can select 1 warscroll battalion from your battletome. Core battalions are not used in this battlepack.

3. SELECT ENHANCEMENTS

Enhancements are special rules that are given to specific units in your army. They are divided into command traits, artefacts of power, spell lores, prayer scriptures, mount traits, triumphs and one or more sets of unique enhancements.

ENHANCEMENT RESTRICTIONS

Enhancements cannot be given to Unique units unless noted otherwise. In addition, artefacts of power and command traits that affect attacks made by friendly models do not affect attacks made by their mounts, unless noted otherwise. All enhancements must be selected from your battletome. Universal enhancements are not used in this battlepack.

COMMAND TRAIT

You can pick 1 command trait and give it to your general.

ARTEFACTS OF POWER

You can pick 1 artefact of power and give it to a **Hero** in your army.

SPELL LORES

You can pick 1 spell for each **Wizard** in your army from any of the spell lores available to that **Wizard** (you can pick different spells from different spell lores for different **Wizards**). Each **Wizard** knows the spell that you picked for them in addition to the other spells they know.

PRAYER SCRIPTURE

You can pick 1 prayer for each **Priest** in your army from any of the prayer scriptures available to that **Priest** (you can pick different prayers from different prayer scriptures for different **Priests**). Each **Priest** knows the prayer that you picked for them in addition to the other prayers they know.

MOUNT TRAITS

Some factions include mount traits. You can pick 1 mount trait and give it to an eligible unit in your army.

TRIUMPHS

Triumphs are not used in this battlepack.

UNIQUE ENHANCEMENTS

Some factions or subfactions include unique enhancements. These will be detailed in your battletome. Each set of unique enhancements will explain how they are used if you take one for your army.

4. SELECT GRAND STRATEGY

After you have picked your army and selected enhancements, you must pick 1 grand strategy and record it on your army roster. Battletome specific grand strategies are not used in this battlepack. Select one of the 3 below:

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 had been slain and the model chosen to be your general has not been slain.

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.

CORE RULE CHANGES

The following modifications to Age of Sigmar games are in effect when using this battlepack. If you have read the Core Book–or the free Core Rules PDF–you will notice a lot of rules have been removed to help streamline play and make the game easier to teach to new players. The missing rules (such as additional heroic actions, command abilities, and monstrous rampages among others) are introduced individually as twists in the First Fight battleplan.

Other rules like battalions and universal enhancements should be incorporated into your games once you become more familiar with this battlepack and are ready to move on to full games of Age of Sigmar.

HEROIC ACTIONS

At the start of the hero phase, each player can pick 1 **Hero** to perform heroic leadership. Some battletomes also have faction specific heroic actions you can use.

> **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.

COMMAND ABILITIES

A unit can use any command abilities printed on its warscroll or from a faction's allegiance abilities. In addition, the following command abilities can also be used:

> **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.
>
> **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.
>
> **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.

WIZARDS

Wizards cannot miscast spells. Treat an unmodified casting roll of 2 as an unsuccessful cast.

PRIESTS

Priests cannot suffer divine wrath. Treat an unmodified chanting roll of 1 as an unsuccessful chant.

MONSTERS

At the end of the charge phase, each player can pick 1 friendly **Monster** to perform the stomp monstrous rampage. Some battletomes and warscrolls also have faction or model specific monstrous rampages you can use.

> **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.

BATTLE TACTICS

Battle tactics are not used in this battlepack.

MYSTERIOUS TERRAIN

Mysterious terrain is not used in this battlepack.

BATTLEPLAN
FIRST FIGHT

A thin veil of mist rolls across the battlefield. Two armies—battlelines drawn—stare out at one another eager to engage in conflict. A series of vital objectives is the only thing standing between them and ultimate victory.

THE ARMIES

Players agree on a points total and create their armies. This is often done ahead of time so games can begin right away. Some players will have multiple army lists prepared so they are ready to play at different point totals.

Once armies are picked, each player rolls off. The winner chooses to be the **attacker** or **defender**. The **defender** sets up the battlefield following the steps below. After the battlefield is set up, the **attacker** gets to choose which territory is their territory and sets up the first unit from their army.

THE BATTLEFIELD

The points total dictates the size of the battlefield and the minimum number of terrain features that are recommended. For introductory games, the size of the battlefield and number of terrain features are not as important as playing the game and getting accustomed to the rules.

Eventually you will want to play your games on an appropriately sized battlefield using the recommended number of terrain features, but that should not stop you from playing your first game.

BATTLEFIELD SIZE		
Points Limit	750	1000-2000
Recommended Minimum Battlefield Size	30" x 44"	44" x 60"
Recommended Minimum Number of Terrain Features	4	8

BATTLEFIELD SETUP

The **defender** completes the following steps to set up the battlefield.

1. Determine battlefield size by using the Battlefield Size table above.

2. Determine objective placement. Roll a D6 and consult the objective map table on the following page. If you are playing on a 30" x 44" battlefield, roll a D3 instead. Set up objectives as shown on the map. Objectives can be poker chips, coins, or empty bases. Size does not matter as all measurements are made to the center of the objective.

3. Set up a number of terrain features as shown on the battlefield size table. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

TERRITORY SETUP

The **defender** determines territories. Roll a D6 and consult the territory map on the following page. If you are playing on a 30" x 44" battlefield, roll a D3 instead.

TWISTS

The **defender** determines the twist used for this battle using the table below. You can roll for a random twist or play your first game without one so it does not complicate the game. Alternatively, these can be done in sequential order as the chart was designed to increase in complexity the higher the roll.

D6	TWIST
1	Triumphs
2	Monstrous Rampages
3	Heroic Actions
4	Command Abilities
5	Mysterious Terrain
6	Battle Tactics

All of the above twists are a normal part of the core rules for Age of Sigmar. They are provided here as options so players can more easily digest the game one section of rules at a time. As you become more familiar with the core rules, feel free to discuss twists with your opponent and figure out which ones you want to incorporate into your game.

DEPLOYMENT

The **attacker** picks which territory is their territory. The other territory is the **defender's** territory.

The players then alternate setting up units one at a time, starting with the **attacker**. Each player must set up their units wholly within their territory more than 9" from their opponent's territory.

The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after the other.

FIRST TURN

The player who finished setting up their army first takes the first turn.

VICTORY POINTS

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

- Score 1 victory point if you control at least one objective.

- Score 1 victory point if you control two or more objectives.

- Score 1 victory point if you control more objectives than your opponent.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.
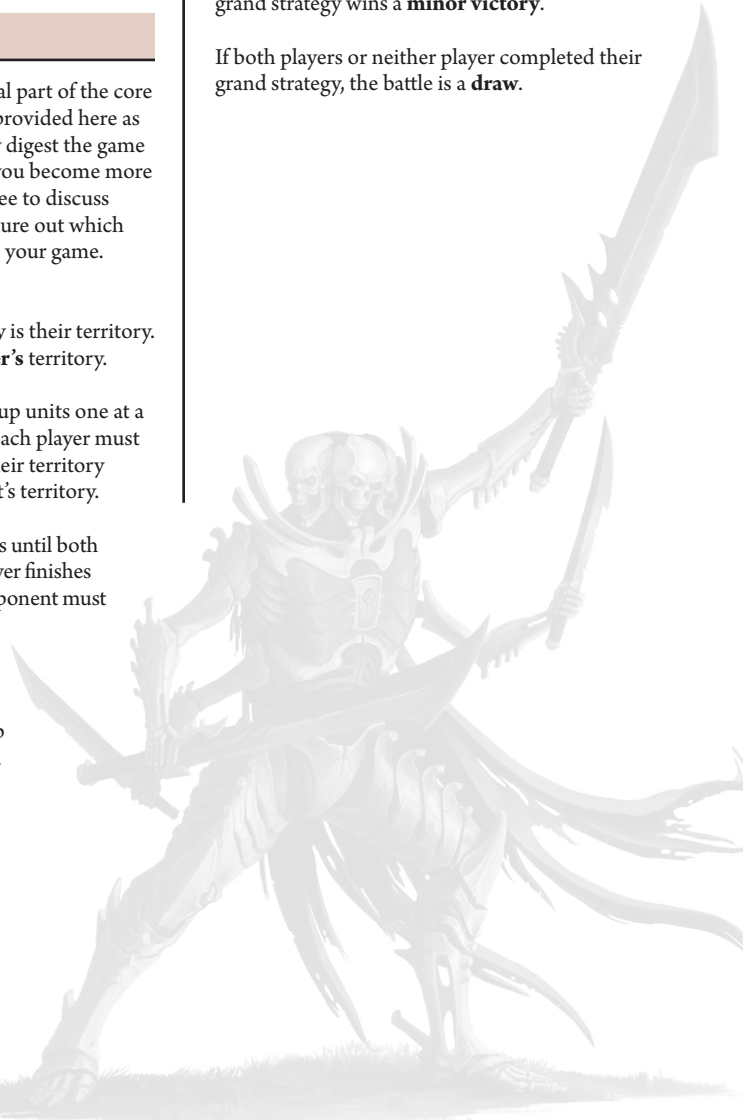
BATTLE LENGTH

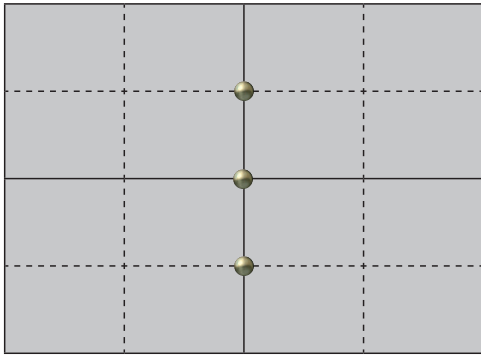The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed their grand strategy wins a **minor victory**.
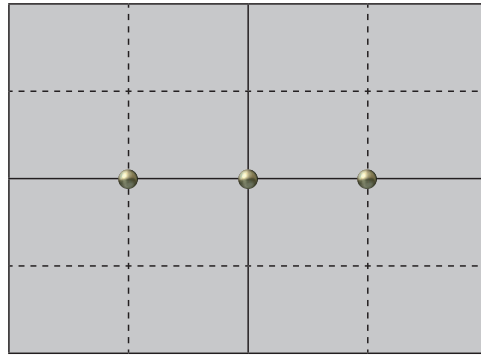
If both players or neither player completed their grand strategy, the battle is a **draw**.
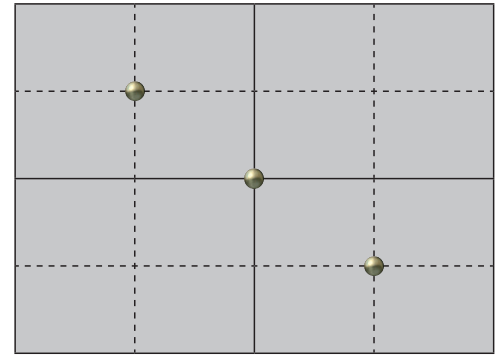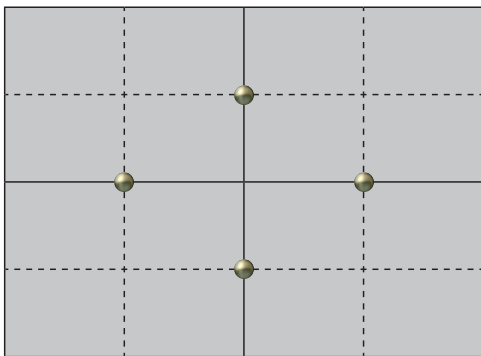
OBJECTIVE MAP

1. COLUMN	**2. ROW**	**3. DIAGONAL**
4. DIAMOND	**5. SQUARE**	**6. X**

TERRITORY MAP

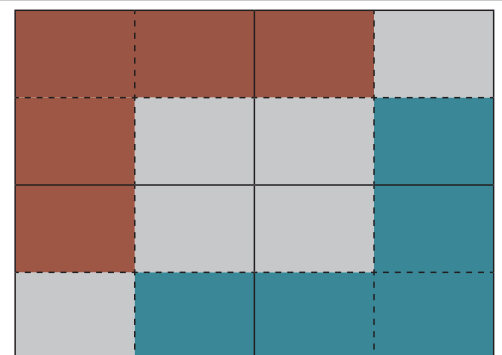|		
1. BATTLELINES	**2. LONG RANGE ENGAGEMENT**	**3. SKIRMISH**
4. NARROW FRONT	**5. PITCHED BATTLE**	**6. OUTFLANK**

TWISTS

1. TRIUMPHS

If the points total of one player's army is less than their opponent's army, that player can select one triumph.

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.

2. MONSTROUS RAMPAGES

Both players have additional options available when performing a monstrous rampage. The options and rules are listed below:

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.

3. HEROIC ACTIONS

Both players have additional options available when performing a heroic action. The options and rules are listed below:

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** more than 3" from all enemy units and make a heroic recovery roll by rolling 2D6. If the roll is less than or equal to that **Hero's** Bravery characteristic, you can heal up to D3 wounds 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.

4. COMMAND ABILITIES

Both players have additional command abilities available to use. The options and rules are listed below:

HERO PHASE COMMAND ABILITY
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. You can only return models to that unit that have a combined Wounds characteristic of 10 or less. For example, if the unit that received the command has a Wounds characteristic of 2, you can return a maximum of 5 models to that unit.

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.

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.

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 6" of that enemy unit and more than 3" from all other enemy units. Models in the unit that receives the command that are within 6" of the target unit can shoot in that phase, but when they do so, you must subtract 1 from hit rolls for their attacks and they can only target the unit that made the charge move.

5. MYSTERIOUS TERRAIN

The **defender** rolls a dice for each piece of terrain on the battlefield (excluding faction terrain) to determine additional scenery rules.

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.

6. BATTLE TACTICS

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. You score 2 victory points for completing a battle tactic.

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.

ATTACKER

Army Faction:

Total Points:

Player Name:

Grand Strategy:

Battle Round	Objectives (Score 1 point for each)			Battle Tactic (Optional Twist **ONLY!**)	Battle Tactic Completed (Score 2 points)	Victory Points Scored
	Hold 1	Hold 2+	Hold More			
1	☐	☐	☐		☐	
2	☐	☐	☐		☐	
3	☐	☐	☐		☐	
4	☐	☐	☐		☐	
5	☐	☐	☐		☐	
Grand Strategy Completed? (Score 3 points)			☐		**Victory Points Total:**	

Atacker Major Victory	Atacker Minor Victory	Draw	Defender Major Victory	Defender Minor Victory
☐	☐	☐	☐	☐

DEFENDER

Army Faction:

Total Points:

Player Name:

Grand Strategy:

Battle Round	Objectives (Score 1 point for each)			Battle Tactic (Optional Twist **ONLY!**)	Battle Tactic Completed (Score 2 points)	Victory Points Scored
	Hold 1	Hold 2+	Hold More			
1	☐	☐	☐		☐	
2	☐	☐	☐		☐	
3	☐	☐	☐		☐	
4	☐	☐	☐		☐	
5	☐	☐	☐		☐	
Grand Strategy Completed? (Score 3 points)			☐		**Victory Points Total:**	

At the start of each battle round, the players roll off for priority. The winner must decide who will take the first turn and who will take the second turn. In the event of tie, the player who went first in the previous battle round has priority. During the first battle round, the player who finished deploying their army first has priority.

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

HERO PHASE

At the start of the hero phase, each player receives 1 command point if their general is still alive and on the battlefield.

BATTLE TACTICS (OPTIONAL TWIST ONLY!)
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.

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.

HEROIC ACTIONS
At the start of the hero phase, you can carry out the following 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.

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.

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.

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.

PREDATORY ENDLESS SPELLS
Predatory endless spells are moved at the end of the hero phase. If either player has any abilities that can be used at the end of the hero phase, they must be used after all predatory endless spells have been moved.

Before moving predatory endless spells, you must first determine which are **controlled** and which are **wild**. A predatory endless spell within 30" of the model that summoned it is controlled by that model. A **Wizard** can control 1 predatory endless spell per hero phase. If there is more than 1 predatory endless spell that a friendly **Wizard** could control, you must pick which they will control. Predatory endless spells that are not controlled are wild.

After determining control of predatory endless spells, the player whose turn is taking place moves all of the predatory endless spells controlled by friendly **Wizards**. Their opponent then does the same. Once all controlled predatory endless spells have been moved, the players alternate picking 1 wild predatory endless spell to move, starting with the player whose turn is taking place, until all of the wild predatory endless spells have been moved. A player must pick a wild predatory endless spell to move if any are eligible to do so and cannot pick a wild predatory endless spell that has already moved in that phase.

When a player picks a predatory endless spell to move, they are considered to be the commanding player of that predatory endless spell until the start of the next hero phase. All other endless spells are under the command of the player that summoned them.

MOVEMENT PHASE

In your movement phase, you can pick 1 friendly unit that is more than 3" from all enemy units and declare that it will make a normal move or that it will run, or you can pick 1 friendly unit that is within 3" of an enemy unit and declare that it will retreat.

SHOOTING PHASE

In your shooting phase, you can pick a friendly unit and shoot with it. When you shoot with a unit, you make shooting attacks with each model in the unit until you have shot with all the models you want to. You can then pick another friendly unit that has not shot and shoot with it, and so on, until you have shot with as many of your units as you wish.

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.

CHARGE PHASE

In your charge phase, each friendly unit that is within 12" of an enemy unit can attempt a charge. A unit cannot attempt a charge more than once in the same phase.

CHARGE PHASE COMMAND ABILITIES
You can use the following command ability 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.

MONSTROUS RAMPAGE
At the end of the charge phase, each player can carry out the monstrous rampage below with 1 friendly **Monster**.

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.

COMBAT PHASE

In the combat phase, the players alternate picking a friendly unit to fight, starting with the player whose turn is taking place.

ATTACK COMMAND ABILITIES
You can use the **All-out Attack** or **All-out Defense** command abilities. See Shooting Phase above.

BATTLESHOCK PHASE

In the battleshock phase, the players must take a battleshock test for each friendly unit that had models slain in that turn. The player whose turn is taking place takes all their battleshock tests first, followed by the other player.

BATTLESHOCK PHASE COMMAND ABILITIES
You can use the following command ability 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.

END OF BATTLE ROUND

The end of the battle round is reached once the battleshock phase of the player taking the second turn has finished. After the end of the 5th battle round, the game ends. If the battle did not end, all command points that the players have remaining are lost and a new battle round begins.

END OF GAME

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

GRAND STRATEGIES
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 had been slain and the model chosen to be your general has not been slain.

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.