

SMASH & BASH GT 2022



SMASH & BASH GT 2022

June 4th - 5th

WELCOME TO SMASH & BASH!

The Smash & Bash GT is a 2,000 point Age of Sigmar event capped at a maximum of 80 players. While this is a competitive tournament, our goal is to ensure the event is fun for all types of players. Whether you are attending to “crush your enemies and see them driven before you,” to show off your army or see some beautifully painted miniatures, or you just want to hang out and play five games of Age of Sigmar with an amazing community, you’re bound to have an awesome weekend and we hope you’ll join us!

TOURNAMENT VENUE

Bastrop Convention Center
1408 Chestnut St, Bastrop, TX 78602
512.332.8981

Tickets available online at: <https://wargamescon.com/shop/>



HOTEL

The Hampton Inn & Suites
240 S Hasler Blvd, Bastrop, TX 78602
512.321.2898

Book your hotel room from: <https://www.hilton.com>



TOURNAMENT SCHEDULE

FRIDAY

4:00 PM - 9:00 PM Set up, Registration, and Open Play
9:00 PM Hall Closed

SATURDAY

8:00 AM - 9:00 AM Registration
9:00 AM - 12:00 PM **Game 1: First Blood**
12:00 PM - 1:30 PM Lunch
1:30 PM - 4:30 PM **Game 2: The Vice**
4:30 PM - 5:00 PM Break
5:00 PM - 8:00 PM **Game 3: Power Struggle**
8:00 PM - 9:00 PM Army Showcase Setup
9:00 PM Hall Closed

SUNDAY

8:00 AM - 8:30 AM Army Showcase Setup
8:30 AM - 9:30 AM Paint Judging
9:30 AM - 12:30 PM **Game 4: Announced in the Morning**
12:30 PM - 1:30 PM Lunch
1:30 PM - 4:30 PM **Game 5: Feral Foray**
4:30 PM - 5:00 PM Tournament Results Tabulating
5:00 PM - 5:45 PM Awards Presentation

WHAT SHOULD I BRING?

Players are expected to have the following with them:

- A Fully Painted Army
- Dice & Tape Measure
- Army Book & General's Handbook
- Printed Army List

It is recommended you also bring the following:

- A tray or cart to carry your models
- Combat Gauges
- Wound Markers
- Ability Counters

If you are utilizing an electronic device for rules reference, ensure it is charged and available to reference. Also read and become familiar with the Player's Code on the following page.



TOURNAMENT DISCORD

We have a Smash & Bash Discord Server which is the best place to get up to date information on the event. The Discord includes channels for announcements, rules questions, and trash talk. Join the Discord by clicking [here](#).

THE PLAYER'S CODE

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful, non-touching, gesture to your opponent before and after the game, such as offering a salute or air-fist bump.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.

- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.

ARMIES

Each player will bring a 2,000 point army utilizing the **Battlepack: Pitched Battles 2021** from the *General's Handbook 2021* (details for army selection can be found on page 9). We are using the updates from *Battlecrawl: Gods & Heroes* and *Battlecrawl: The Hunt*. In addition, the **Tome Celestial** updates from *White Dwarf* and the warscroll for **Krondspine Incarnate of Ghur** from *Season of War: Thondia* are legal to use. Links to the Battlecrawl updates are available above. We recommend you download and become familiar with the Battlecrawls as they contain some significant updates. Only Battletomes, FAQs, and supplemental material released on or before May 21st are available to be used. Battletomes must have an FAQ to be eligible for the event.

PAINTING

All models intended to be used in play (including summoned units) must be fully painted, mounted on a round/oval base, and adhere to the *Base Sizes document*. **Models that are not painted will be removed from play!** Proxies and 3D printed models are fine provided they clearly resemble the official model and are mounted on the appropriately sized base. All alternate models need to be approved by the Tournament Organizer prior to the event. Send photos via a direct message to The Harrower#4410 on Discord or send an email to: bignob@weirdnobz.com

Paint Rubric

Model (150 points maximum)	Points
Minimum: All models are painted and tabletop ready.	25
Basic: All models have shading or highlighting.	75
Advanced: All models have multiple shades and highlights.	50
Base (50 Points maximum)	Points
Minimum: All bases are painted a single color.	10
Basic: All bases are textured and have shading or highlighting.	25
Advanced: All bases have shading, highlighting, and multiple elements.	15



Display Boards

There are no points awarded for bringing a display board, but armies on a display board will likely place higher during paint judging (see below).

Paint Judging

Armies will be set up for paint judging on Saturday night after round 3 has completed. Pairings will be up for round 4 and models set up at your table. The hall will be locked and secure so rest assured your models will be safe. If you don't want to leave your miniatures overnight, there is time allotted on Sunday morning for set up. Each player will receive 2 chips to vote on their favorite armies. Our painting judges will also select their top 3 favorite armies.

LIST SUBMISSION

We will be using the *Best Coast Pairings* app for the event. Lists need to be submitted via the app by **Wednesday, May 25th at 11:59 PM**. Your faction and subfaction must be selected in the app. Lists are **REQUIRED** to be formatted using *Warscroll Builder* a free to use list building tool available online at: www.warhammer-community.com/warscroll-builder In addition, lists need to be submitted in text format. Click on the ⓘ once your list is created in Warscroll Builder. Under Army Summary make sure "Full" is selected and hit "Copy". Paste the copied list into the Best Coast Pairings app. Any type of options that are selected before the game (artifacts, spells, how units are armed, etc.) must be made before the event and recorded on your list. As we are using *Battlecrawl: The Hunt*, submitted lists **MUST** have the **PRIORITY TARGET** keyword listed after the unit. If your army is a Prime Hunter this also needs to be notated. As these are not options in Warscroll Builder, they need to be manually added. All lists will be made visible one week prior to the event. Players who do not submit their list by the deadline, do not format their list following the instructions above, or who are missing options (artifacts, spells, etc.) will not score full points (see Etiquette).

List Formatting and Best Coast Pairing Assistance

If you are having issues getting your list formatted correctly, want someone to look it over to make sure it's done properly, or are having difficulties submitting through BCP, we are here to help! Send a direct message to The Harrower#4410 on Discord or send an email to bignob@weirdnobz.com before the deadline and we'll assist you in entering your list correctly and making sure you get full Etiquette points.

TERRAIN

Tables will be the standard 60" x 44" and have 6-8 pieces of terrain which will be preset to help expedite play. Mysterious Terrain will be used and terrain features marked with tokens by the judges prior to the game. Each table will have one instance of Arcane, Damned, Deadly, Inspiring, Mystical, and Sinister terrain. The other two pieces of terrain will not have Mysterious Terrain rules. We will also be utilizing Defensible, Impassable, and Obscuring (i.e. Wyldwood) terrain features. These will also be premarked with a token. All Defensible terrain can be garrisoned by up to 15 models. Rules for these terrain features are listed below:

- **Defensible:** Defensible terrain features can be garrisoned (see 17.2). You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.
- **Impassable:** You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
- **Obscuring:** Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest point of the two models passes across more than 3" of an Obscuring terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by Obscuring terrain features.

One thing to keep in mind: per 17.1.1 in the core rules all terrain provides cover. Defensible and Impassable terrain only provide cover by being behind terrain (see 17.0.2). It is our intention that vertical terrain is either Impassable or Defensible and no Defensible terrain be located within 6" of an objective. It is inevitable that terrain will get moved during the event. If a player is unable to deploy faction terrain or the terrain does not follow the above guidelines, please alert a judge and they will adjust it for you.

DEPLOYMENT

Because terrain is preset players will roll off to determine deployment. The winner of the roll off can choose to be the **attacker** and take the first drop or choose to be the **defender** and select their table side.

PAIRINGS

Pairings will be done using the *Best Coast Pairings* app. Matchups will be randomly determined round 1. Players from the same club should ensure club names are identical to best avoid matching up during the first round.

Grudges

Players can issue a grudge to challenge another player round 1 via the Smash & Bash Discord. Both players must agree in order for the grudge match to be scheduled. We are also allowing grudges for round 5 provided both players have a record of 1-3 or worse. To issue a grudge for round 5, talk to a judge 15 minutes **before** round 5 pairings go up.



ROUND SCORING

Players will total up victory points per the Battleplan and whoever has the highest amount of victory points is declared the winner.

Battle Points

Your battle points score for each round is based upon the points differential between your score and your opponents, to a maximum of a 15 point difference. The winning player's score is 15 + VP difference, the losing player's is 15 - VP difference.

Example: if Alice wins against Bob with a final score of 21 VP to 14 VP, the differential is 7 (21 - 14 = 7). Alice would score 15 + 7 = 22 tournament points, Bob would score 15 - 7 = 8 battle points.

Weighted Scoring

As players are paired based upon performance prior in the tournament, Game 4 and Game 5 are often the more evenly matched games. As a result, the tournament points earned for these two games will receive a multiplier to weigh performance in these rounds more heavily. The tournament score earned for Game 4 is doubled for both players, and Game 5 is tripled. Thus, the total maximum battle points score is 30 + 30 + 30 + 60 + 90 = 240.

Example: if Alice wins against Bob with a final score of 21 VP to 14 VP on Game 5, the differential is still 7 (21 - 14 = 7). Alice would score (15 + 7) x 3 = 66 tournament points, Bob would score (15 - 7) x 3 = 24 battle points.

Conceding

Due to Smash & Bash incorporating differential scoring and giving out awards for best in bracket it is our hope that players will play out games to the natural conclusion. Bonus points are awarded for not conceding any of your games (see Etiquette). In the event that a player does concede, they forfeit their Grand Strategy and their models are removed from the table. Calculate victory points for the remaining player and score any available battle tactics as though the opponents units were not on the battlefield and the game had gone a full 5 turns.

Talking Through

A game may get to the point where rolling dice is no longer necessary as there is a clear victor and the rest of the game can be talked through. This can also happen if the round is almost over and 5 turns of the game have not been completed. If a game is being talked through for either of these reasons, please call a judge over to verify the results and to ensure the number of rounds completed is reported correctly.

Tabled

If all of a player's models are slain, calculate the remaining victory points and score any available battle tactics for both players as if the game had gone a full 5 turns. Keep in mind a player that was tabled can still score victory points for objectives that were previously under their control.

Late Arrival

If more than one player arrives late for the first round, they will be paired against each other. If there is an odd late arrival in the first round, that player will receive 0 points. If a player arrives more than 15 minutes late for a subsequent round, they will receive a score of 0 and their opponent will get a bye (see below).

Bye

Players who receive a bye can elect to take a 20-10 win, or they can play against a ringer to attempt to get a better score. In the unlikely event that the player is undefeated and the bye occurs in round 4 or 5 they must play the ringer and the score of the game will stand as played out.

ETIQUETTE

Etiquette is replacing Sportsmanship that is typical of other Age of Sigmar events. There are a lot of other areas that define how well a player conducts themselves aside from just being a fun opponent. This is being done in an attempt to make the score more meaningful, to avoid 50 way ties, and to help reward behaviors that help the tournament organizer run a smoother event. We need your assistance to make sure Etiquette is entered truthfully and accurately.

Etiquette Rubric

Army List (20 points maximum)	Points
Army list formatted correctly	5
Army list has no errors	5
Army list submitted on time	5
Army list formatted correctly, has no errors, and submitted on time	5
Appearance (40 points maximum)	Points
Models and bases done to minimum standard	10
Models and bases done to basic standard	25
Scored 115+ points on paint rubric	5
Gamesmanship (100 points maximum)	Points
On time for your game	1 per game
On time for 3 out of 5 of your games	10
Prepared for your game	1 per game
Prepared for 3 out of 5 of your games	5
Offered your opponent a printed list	1 per game
Offered 3 out of 5 opponents a printed list	5
Followed the rules of the game	2 per game
Followed the rules in <u>all</u> of your games	15
Did not concede in any of your games	15
Made it to round 5 in at least 2 games	15
Made it to round 5 in 4 games or more	10
Tournament Protocol (40 points maximum)	Points
Scores for every round were submitted in a timely manner	15
Rules debates were handled professionally	15
Your General is named on your list in BCP (a.k.a. I read the pack!)	10
Favorite Game (40 points maximum)	Points
You were the opponent in another player's favorite game (can be scored a maximum of 3 times)	5
You were the opponent in at least 1 player's favorite games	15
You were the opponent in at least 2 player's favorite games	10

Round Timing

In the latest edition of Age of Sigmar there has been an issue of games not finishing or extending beyond the time allotted in a round even on top tables. For this reason, Smash & Bash is providing 3 hours per round which should be more than enough time to finish your game or come to a logical conclusion as to the outcome **prior to the end of the round**. Smash & Bash is incorporating differential scoring so it is vital that games are completed to accurately score the event. If you are a newer player, this is not something to stress over. Let a judge and your opponent know and they will be sure to help you along the way.

In order to help with time management, we have provided the below game speed milestones which will be announced during the event.

Round Time Remaining	Milestone
3:00	Start Round
2:50	Complete Pre-game
2:30	Deployment Complete, Begin Round 1
1:50	First Battle Round Complete, Begin Round 2
1:10	Second Battle Round Complete, Begin Round 3
0:40	Third Battle Round Complete, Begin Round 4
0:20	Fourth Battle Round Complete, Begin Round 5
0:10	Do not begin a new Battle Round without judge permission



AWARDS

Battle Awards

Battle Awards recognize gamesmanship with the Best General award crowning our tournament champion. Only one Battle Award is given to each player. If a player is eligible for a Best General Award and Best in Bracket Award, they will win Best General and the Best in Bracket will go to the next player in line.

Best General - 1st, 2nd, and 3rd place

Metric: Wins and Losses

Tiebreakers: Differential

Soft Scores (Painting + Etiquette)

Best in Bracket - 4-1, 3-2, 2-3, 1-3

Metric: Differential

Tiebreakers: Soft Scores (Painting + Etiquette)

Best Narrative - 0-5

Metric: Lowest Differential

Tiebreaker: Soft Scores (Painting + Etiquette)

Appearance Awards

Appearance Awards recognize the best painted armies as selected by our paint judges as well as attendees. Player's can win both a Best Painted and a Player's Choice award.

Best Painted - 1st, 2nd, and 3rd place

Metric: Judge's Choice

Player's Choice - 1st, 2nd, and 3rd place

Metric: 1 point per Favorite Army vote

Tiebreakers: Painting

Judge's Choice



Texas Master's GT Invite

The top place finisher who does not have an invite to the Texas Master's GT will win an invitation to the season finale at the Waco Convention Center July 16th & 17th in Waco, TX.

Etiquette Awards

Etiquette Awards recognize players that admirably conduct themselves through dedication to the hobby and at the game table. These players are our Warhammer Heroes and stewards of the Age of Sigmar hobby.

Renaissance Man

Metric: Total Points (Differential + Painting + Etiquette)

Tiebreakers: Painting

Etiquette

Virtuous Combatant

Metric: Etiquette

Tiebreakers: Differential

Painting

ADDITIONAL QUESTIONS?

Have additional questions not answered here? Ask on the Smash & Bash Discord server, send a direct message to The Harrower#4410 on Discord, or send an email to: bignob@weirdnobz.com

SPECIAL THANKS

Shout out to all the nobz (and friends of the nobz) who are volunteering their time to work the event and/or providing terrain. Thanks to our judges and the live streaming team for helping to make Smash & Bash possible. Ya'll know who you are. A big WAAAGH! goes out to each of you!



PAINT MASTERS

Lauka Vai
by Kit Reisch
[@Bleep_Bloop__](#)

GUIDELINES & CATEGORIES

June 4th: 8:00 AM - 8:30 PM

Paint Masters is an Age of Sigmar painting competition that provides you with an opportunity to show off your best painted miniatures. You do not need to be playing in the Smash & Bash GT to participate.

DETAILS

- The entry fee for Paint Masters is \$5.00 per category. Entries are accepted Saturday from 8:00 AM until 1:30 PM.
- Models must be picked up Saturday evening by 8:30 PM.
- Entries are submitted into one of five categories: Single Miniature, Large Miniature, Aspirant, Terrain Challenge, or Forge Your Champion.
- Entrants agree to provide all entries to WarGamesCon for the purpose of judging, display, video, photography, and/or other digital media without payment or other consideration.
- Entrants will be handled with the utmost care, but WarGamesCon is not responsible for damaged miniatures.

AWARDS

Awards will be given out for gold, silver, and bronze for each category.

ENTRY GUIDELINES

- Entries may be mounted on either a gaming base or display base of appropriate size.
- For official base sizes, see the Base Sizes [document](#) on the Warhammer Community website.
- Entries must be entered on the day by the person who painted them—no one else can hand in your entry for you.
- Each participant may enter each category once.
- All models must have been produced by Games Workshop. This includes all Citadel Miniatures, Forge World releases, and any other specialist games models produced by Games Workshop.
- Conversions are encouraged provided the original Games Workshop miniature can be identified.
- Each entry must have an accompanying entry form filled out and handed in at registration. These can be printed and filled out in advance, but will also be available at the event.

CATEGORIES

1. SINGLE MINIATURE

This category is for a single Age of Sigmar miniature mounted on a 60mm base or smaller. This also includes single miniatures not mounted on a **MONSTER** like horses, gryph-chargers, gore-gruntas, karkadrak, etc.

2. LARGE MINIATURE

This category is for a single Age of Sigmar miniature mounted on a base larger than 60mm. This also includes single miniatures mounted on a **MONSTER** such as Archaon the Everchosen, Lord-Celestant on Stardrake, etc.

3. ASPIRANT

This category is for either a Single Miniature or Large Miniature as above, painted by an individual who has not placed in a previous Paint Masters event, or won a Top 3 Best Painted Army Award at a Texas Master's Grand Tournament.

4. TERRAIN CHALLENGE

This entry is for a fully realized 60" x 44" Age of Sigmar table with 6-8 pieces of terrain. The table should be thematic and representative of the Mortal Realms. Your table will be used in the tournament Saturday and Sunday and will need to be set up by Friday at 8:30 PM.

Judging criteria includes theme, execution, and playability. Please contact us ahead of time if you plan on entering the Terrain Challenge so we can ensure we have space for your entry.



5. FORGE YOUR CHAMPION

This category is for a model created with the **Anvil of Apotheosis: Ghur** rules from *Season of War: Thondia*. The model can be a Champion or Conquerer and mounted on a base you deem appropriate. Your entry should include a Warscroll as well as a short one paragraph write up describing your character. In this category anything goes. Full sculpts, 3D printing, and alternate miniatures are all available to use.

JUDGING CRITERIA

Miniature entries are judged on their own artistic and technical merits and scored using the following categories:

- **Paint:** How well is the miniature painted? Are the elements clean with detail? Are advanced techniques like OSL and NMM properly executed?
- **Basing:** Is the miniature's base given adequate attention? Does it accentuate the miniature?
- **Customization:** Is the entry converted? Does it utilize freehand, decals, or sculpted elements?
- **Theme:** Does the entry fit into the Age of Sigmar universe? Are there storytelling elements conveyed through painting and modeling?
- **Wow:** Does the entry catch your eye for the right reasons and stand out among its competition? Upon closer inspection are you drawn into the model and discovering additional detail?

PAINT MASTERS FAQ

Does my entry have to be Game Legal?

No. This is a painting competition and we are looking for amazing miniatures that showcase your talents and celebrate the Age of Sigmar hobby.

How big is a "display base of appropriate size"?

Use your best judgement, but keep in mind this is a miniature painting contest and the miniature should be the main focus.

Can I scratch build my own model?

Not in the Single Miniature, Large Miniature, or Aspirant categories, but for Forge Your Champion anything goes.

Who can I contact regarding the Terrain Challenge? Where can I get additional questions answered?

We have a #paint-masters channel set up on the Smash & Bash Tournament Discord Server. You can join the server by clicking [here](#). Alternatively, send a direct message to The Harrower#4410 on Discord, or send an email to: bignob@weirdnobz.com

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** 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.

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.

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.

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.

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.

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

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.

SHOOTING 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.

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 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.

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 **All-out Attack** or **All-out Defense** command abilities. See Shooting Phase above.

BATTLESOCK PHASE

BATTLESOCK PHASE COMMAND ABILITIES

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

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

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.

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.

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.

BATTLE TACTICS

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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.

AOS COMBINED FAQ

The below QR Code links to the "all-in-one" Age of Sigmar FAQ PDF provided by AoS Shorts. The document is kept current and has a hyperlinked table of contents so you can easily find what you need.



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.

TOME CELESTIAL BATTLE TACTICS

BEASTS OF CHAOS

Fury of the Wild: You can pick this tactic only in your first turn. You complete this battle tactic if the model picked to be your general and two or more other friendly **BEASTS OF CHAOS** units are within 3" of an enemy unit at the end of this turn.

In the Shadow of the Herdstone: Pick 1 enemy unit within 9" of your Herdstone. You complete this battle tactic if that unit is destroyed during this turn.

Wrath of the Warped Wilds: Pick 1 objective controlled by your opponent. You complete this battle tactic at the end of the turn if you control that objective and it is contested by any models in your army that were summoned with the Primordial Call battle trait.

BLADES OF KHORNE

Blood for the Altar: Pick 1 enemy unit within 9" of your Skull Altar. You complete this battle tactic if that unit is destroyed during this turn.

Slay the Sorcerer: Pick 1 enemy **HERO** on the battlefield that is a **WIZARD**. You complete this battle tactic if that **HERO** is slain during this turn.

The Trial of Skulls: Pick 1 friendly unit. You complete this battle tactic if 8 or more enemy models are slain by attacks made by that unit during this turn.

CITIES OF SIGMAR

Banners Held High: Pick 2 objective markers on the battlefield that are not wholly within your territory and which are more than 12" apart. You complete this battle tactic if a friendly Standard Bearer model is within 1" of each objective marker at the end of this turn.

Sanctify: Pick 1 friendly **FLAGELLANTS** unit that is not within 6" of an objective wholly or partially within enemy territory. You complete this battle tactic if that unit is within 6" of an objective wholly or partially within enemy territory at the end of this turn.

HEDONITES OF SLAANESH

An Enrapturing Blur: Pick 1 enemy **HERO** that has no wounds allocated to them. You complete this tactic if that unit is destroyed in the combat phase this turn before it is picked to fight.

Death by a Thousand Cuts: Pick 1 enemy unit. You complete this tactic if wounds caused by attacks made by 3 or more different friendly units are allocated to that unit in this turn.

The Grand Feast: You complete this tactic if you receive 12 or more depravity points this turn.

KHARADRON OVERLORDS

Bombing Run: Pick 1 enemy unit. You complete this battle tactic if that unit is destroyed during this turn by a friendly model using the Bomb Racks ability.

Boots on the Ground: Pick 3 friendly units garrisoned in **SKYVESSELS**. You complete this battle tactic at the end of the turn if those units are all on the battlefield and wholly within enemy territory.

Mobilise the Fleet: You cannot pick this battle tactic in the first battle round. Pick 3 friendly units on the battlefield. You complete this battle tactic at the end of the turn if those units are all garrisoned within **SKYVESSELS**.

OSSIARCH BONEREAPERS

The Tithe Demands: Pick 1 enemy **HERO** or **MONSTER** on the battlefield. You complete this battle tactic if that unit is destroyed this turn. If that enemy **HERO** or **MONSTER** was destroyed by an attack made by a friendly **GOTHIZZAR HARVESTER**, score 1 additional victory point.

Trample the Defiant: Pick 1 friendly **KAVALOS DEATHRIDERS** unit that is more than 3" from all enemy units. You complete this battle tactic if that unit makes a charge move this turn and is within 3" of any enemy units at the end of this turn.

Unfeeling Recursion: You complete this battle tactic if two or more friendly **OSSIARCH BONEREAPERS** units had slain models returned to them with the Reknit Constructs Ossiarch command ability in this turn.

SLAVES TO DARKNESS

In Thrall to Chaos: Pick 1 objective on the battlefield that is within 12" of any enemy units. You complete this battle tactic if there are no enemy units within 12" of that objective at the end of this turn.

Lust for Power: Pick 1 friendly **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword. You complete this battle tactic if you roll on the Eye of the Gods table for that **HERO** during this turn.

SONS OF BEHEMAT

Manskittles: You complete this tactic if a friendly **WARSTOMPER MEGA-GARGANT** uses its 'Hurled Body' ability, the enemy model you pick for the first part of this ability is slain, and an enemy Battleline unit is picked as the target for the second part of the ability and suffers any mortal wounds as a result.

'That's Mine!': Pick 1 objective on the battlefield wholly outside of your territory. You complete this tactic if that objective marker is kicked away and is wholly within your territory at the end of this turn.

Wrecking Crew: You complete this tactic if a faction terrain feature in your opponent's army is demolished this turn.

SOULBLIGHT GRAVELORDS

Callous Overlord: Pick 1 friendly **SUMMONABLE** unit that is more than 3" from all enemy units. You complete this battle tactic if that friendly unit is destroyed during this turn.

Lust for Blood: You complete this battle tactic if your general or two other friendly **VAMPIRE** models used The Hunger and/or Mortarch of Blood ability to heal any wounds during this turn.

Unstoppable Armies: You complete this battle tactic if, during this turn, you roll a 5+ when determining if you can replace a destroyed unit from your army using the Endless Legions battle trait.

SERAPHON

Might of the Starborne: Pick 1 objective on the battlefield. You complete this battle tactic if you summon a friendly unit that has a CCP cost of 20 or more during the turn, and that unit is wholly within 12" of the objective you picked.

Stampede of Scales: Pick 3 different friendly **MONSTERS**. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 6" of each other and wholly within enemy territory.

STRIKE-FIRST AND STRIKE-LAST

12.5 STRIKE-FIRST & STRIKE-LAST SEQUENCING

1. Start of combat phase abilities are used
2. Units with strike-first effects attack
3. Units without strike-first/strike-last effects attack
4. Units with strike-last effects attack
5. End of combat phase abilities are used

DEFENSIBLE TERRAIN

17.1.2 DEFENSIBLE TERRAIN

Defensible terrain features are structures that it is possible for entire units to enter and defend, such as intact buildings or fortifications like towers or bastions. Defensible terrain features can be garrisoned (see 17.2). You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.

GARRISONS

17.2 GARRISONS

Units can garrison defensible terrain features (see 17.1.2). Up to 60 models can garrison a very large terrain feature, up to 30 models can garrison a large terrain feature, and up to 15 models can garrison other defensible terrain features. Models with a Wounds characteristic of 10 or more cannot garrison terrain features. Units and models garrisoning a terrain feature are in that terrain feature's garrison.

17.2.1 JOINING A GARRISON

During deployment, a friendly unit can be set up in a defensible terrain feature's garrison if the terrain feature is wholly within an area in which friendly units can be set up. In addition, a friendly unit can garrison a defensible terrain feature instead of making a normal move if all of the models in the unit are within 6" of the terrain feature and no enemy models are in the terrain feature's garrison. Units that garrison a terrain feature are removed from the battlefield and are assumed to be 'inside' the terrain feature. Friendly units must treat terrain features that are being garrisoned by enemy units as if they were enemy models. Subtract 1 from hit rolls and add 1 to save rolls for attacks that target a unit in a garrison. The range and visibility to and from models in the unit are determined using the terrain feature instead of the models themselves.

17.2.2 LEAVING A GARRISON

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

DEMOLISH

17.2.3 DEMOLISH

Sometimes a rule will allow you to demolish a defensible terrain feature. When a defensible terrain feature is demolished, all units garrisoning it must leave and it is no longer treated as defensible. If a defensible terrain feature is being garrisoned when it is demolished, roll a dice for each model in the garrison. On a 1, that model is slain. The surviving models from the garrison must then be set up within 6" of the terrain feature and more than 3" from all enemy units.

Battleplan	Round	Table
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ATTACKER ☐ Triumph **CP** ☐☐☐☐☐☐☐☐

Name:
Army:
Grand Strategy:

DEFENDER ☐ Triumph **CP** ☐☐☐☐☐☐☐☐

Name:
Army:
Grand Strategy:

ROUND 1

- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 1 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 1 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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ROUND 2

- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 2 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 2 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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ROUND 3

- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 3 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 3 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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ROUND 4

- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 4 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 4 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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ROUND 5

- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 5 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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- ☐ Priority

☐ Went First

☐ Monster Slain 1^{VP}
- ☐ Hold 1 1^{VP}

☐ Hold 2+ 1^{VP}

☐ Hold More 1^{VP}

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2 ^{VP} <input type="checkbox"/> 3 ^{VP}
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Misc 1 <input style="width: 30px;" type="text"/>	Misc 2 <input style="width: 30px;" type="text"/>	# Obj Held <input style="width: 30px;" type="text"/>	Priority Target <input style="width: 30px;" type="text"/>	Rnd 5 <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>	Current <input style="width: 30px;" type="text"/> VP <input style="width: 30px;" type="text"/>
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POST GAME

VICTORY POINTS

Grand Strategy Completed 3^{VP} + Total VP = Final VP

SECONDARIES

Misc 1 Total <input style="width: 30px;" type="text"/>	Misc 2 Total <input style="width: 30px;" type="text"/>	# Obj Held Total <input style="width: 30px;" type="text"/>	Battle Tactics Achieved Total <input style="width: 30px;" type="text"/>	Enemy General Slain? <input style="width: 30px;" type="text"/>
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VICTORY POINTS

Grand Strategy Completed 3^{VP} + Total VP = Final VP

SECONDARIES

Misc 1 Total <input style="width: 30px;" type="text"/>	Misc 2 Total <input style="width: 30px;" type="text"/>	# Obj Held Total <input style="width: 30px;" type="text"/>	Battle Tactics Achieved Total <input style="width: 30px;" type="text"/>	Enemy General Slain? <input style="width: 30px;" type="text"/>
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RESULTS

☐ Attacker Major Victory
 ☐ Attacker Minor Victory
 ☐ Draw
 ☐ Defender Major Victory
 ☐ Defender Minor Victory