



REFERENCE SHEET

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

USING THIS SHEET

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

There are two options for the second page:

The first option is on page 3. It's for those who are attending GTs or want to use the battlepack rules from the current tournament season. It includes the rules for triumphs and mysterious terrain as well as the unique grand strategies, battle tactics, and realm rules from the *General's Handbook 2023-24*.

The second option is for pick up matched play games on page 7. It includes the army composition rules to more easily explain it to players building a third edition army for the first time. The rules for triumphs, mysterious terrain, grand strategies, and battle tactics from the *Age of Sigmar Core Rulebook* are also included. If you want a complete set of rules to ease you into Age of Sigmar, check out our Sigmar: 101Battlepack (link below).

Finally there are low-fi versions of all the pages that don't have a background if you want to save ink on your printer.

This sheet was created by the Austin Weirdnobz. Any questions, suggestions, or corrections send an email to: bignob@weirdnobz.com You can download additional game aids from our website at: www.weirdnobz.com/game-aids

-V (aka "The Harrower")



CHANGE LOG

Version 2.5

- Added the errata from Battlescroll: Nullstone Cache.

Version 2.4

- Added the errata from Battlescroll: Tactics of Andtor.

Version 2.3

- Updated with the July 2023 Errata.
- Tweaked the layout and added the Weirdnobz mascot.

Version 2.2

- Added a new reference sheet with the Grand Strategies and Battle Tactics from *General's Handbook 2023-24*.
- **Rally** updated with the April FAQ changes.

Version 2.1

- Removed the extra battle tactic from the Core Rulebook Battlepack page.

Version 2.0

- Added a new reference sheet with the Grand Strategies and Battle Tactics from *General's Handbook 2022 Season 2*.
- Added the QR code to the Core Rulebook Battlepack page.

Version 1.9.1

- Fixed a bunch of typos and formatting errors.

Version 1.9

- Added a new reference sheet with the Grand Strategies and Battle Tactics from *General's Handbook 2022 Season 1*.

Version 1.8

- Added a QR Code that goes to the "all-in-one" Age of Sigmar FAQs PDF provided by AoS Shorts.
- Rearranged the order of the pages so it makes more sense.

Version 1.7

- **Heroic Recovery** and **Unleash Hell** updated with December FAQ changes.

Version 1.6

- Fixed several formatting issues.
- Added a link to the game aids section on the Weirdnobz website.

Version 1.5

- Added Change Log.
- Reorganized sections in the hero phase so they correspond to when abilities trigger.
- Added rules for **Predatory Endless Spells**.
- Added shooting phase and moved **All-out Attack** and **All-out Defense** to that section.

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START OF THE BATTLE ROUND

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

HERO PHASE

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

HEROIC ACTIONS

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

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

Heroic Recovery: Pick 1 friendly **HERO** 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. 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.

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
23-24

Barren Icescape: When the battle ends, you complete this grand strategy if all enemy units that have artefacts are destroyed and there are no enemy units with 6" of the centre of the battlefield.

Control The Nexus: When the battle ends, you complete this grand strategy if 2 or more friendly **WIZARD** units are wholly within 6" of the centre of the battlefield.

Magic Made Manifest: When the battle ends, you complete this grand strategy if there are 2 or more endless spells or **INCARNATES** on the battlefield that are controlled by or bonded to friendly units.

Overshadow: When the battle ends, you complete this grand strategy if all enemy Battleline units from your opponent's starting army are destroyed and there is at least 1 friendly Battleline unit from your starting army on the battlefield.

Slaughter of Sorcery: When the battle ends, you complete this grand strategy if there are no **WIZARD** units on the battlefield.

Spellcasting Savant: When the battle ends, you complete this grand strategy if the model picked to be your general is an **ANDTORIAN LOCUS** and that unit has not been slain.

BATTLE TACTICS

GHB
23-24

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.

Bait and Trap: You complete this battle tactic if 2 or more friendly units retreated this turn and 2 or more different friendly units made a charge move this turn.

Drain Their Power: You complete this battle tactic at the end of your turn if a friendly **HERO** with a Nullstone Adornment is contesting an objective that was controlled by your opponent at the start of your turn.

Endless Expropriation: Pick 1 enemy unit that summoned an endless spell that is on the battlefield or that is bonded to an **INCARNATE**. You complete this battle tactic at the end of your turn if either of the following are true:

- That enemy unit has been destroyed.
- That **INCARNATE** is wild.

Intimidate the Invaders: You complete this battle tactic at the end of your turn if there are more friendly units wholly outside your territory than there are friendly units within your territory.

Led into the Maelstrom: You complete this battle tactic if 1 or more friendly **HEROES** and 1 or more friendly Battleline units each made a charge move this turn and at least 1 of those units is within 3" of an enemy unit at the end of the turn.

Magical Dominance: You complete this battle tactic at the end of your turn if a friendly **WIZARD** unit successfully cast 1 or more spells and none of the spells cast by any units in your army were unbound.

Magical Mayhem: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed by a spell or the abilities of an endless spell.

Reprisal: You complete this battle tactic if an enemy unit that destroyed a friendly general earlier in the battle is destroyed in this turn.

Surround and Destroy: Pick 3 different friendly units on the battlefield. You complete this battle tactic at the end of your turn if each of those units is wholly within 6" of a different battlefield edge and 2 or more of those units are wholly outside your territory.

REALM RULES

GHB
23-24

SPECIAL RULES

Andtorian Locus: **WIZARD HEROES** with a Wounds characteristic of 9 or less that are not Unique gain the **ANDTORIAN LOCUS** keyword.

Optimal Focus: At the start of the battle round, after priority is determined, the player taking the second turn can pick 1 friendly **HERO** on the battlefield. If that **HERO** is an **ANDTORIAN LOCUS**, they can attempt to cast 1 extra spell and attempt to unbind 1 extra spell in that battle round. If they are not an **ANDTORIAN LOCUS**, you receive 1 command point that can only be spent to allow that **HERO** to issue a command.

Primal Magic: At the start of the hero phase, both players roll a dice. For each 4+, each player receives 1 **primal magic dice**. After a player attempts to cast or unbind a spell, or after a player attempts to dispel an endless spell, they can roll 1 of their primal magic dice. If they do so, add the result to the casting, unbinding or dispelling roll. That player can continue to roll additional primal magic dice until the caster suffers a primal miscast (see below) or there are no more primal magic dice to be rolled.

Abilities that allow you to re-roll casting, unbinding or dispelling rolls must be used before primal magic dice are rolled. If you choose to use an ability to re-roll a casting, unbinding or dispelling roll, you cannot use primal magic dice to supplement that roll. At the end of each battle round, any primal magic dice that have not been used are lost.

When a primal magic dice modifies a casting roll, if two or more of the dice in the casting roll and primal magic dice are 1s, the caster suffers a **primal miscast** instead of a miscast. The spell is not successfully cast, the caster suffers D3+3 mortal wounds and each other unit within 3" of the caster suffers D3 mortal wounds. In addition, the caster cannot attempt to cast any more spells in that phase.

When a primal magic dice modifies a casting roll, if two or more of the dice in the casting roll and primal magic dice are 6s, and the caster did not suffer a primal miscast, the spell is successfully cast and cannot be unbound. In addition, the caster cannot attempt to cast any more spells in that phase and both players receive 1 primal magic dice.

REALMSPHERE MAGIC

Hoarfrost: Hoarfrost is a spell that has a casting value of 8 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Pick 1 melee weapon profile on that unit's warscroll and roll a D3. Change the To Hit, To Wound or Rend characteristic of that melee weapon to match the result until the start of your next hero phase. For example, if the result was 2, you could change either the To Hit characteristic to 2+, the To Wound characteristic to 2+ or the Rend characteristic to -2. While a characteristic has been changed by the effects of this spell, that characteristic cannot be further changed or modified.

Designer's Note: An unmodified hit roll or wound roll of 1 always fails. While characteristics can't be further changed or modified, this doesn't prevent dice rolls from being modified; for example, you could still use an ability to add 1 to hit rolls after using Hoarfrost.

Rupture: Rupture is a spell that has a casting value of 10 and a range of 18". If successfully cast, resolve 1 of the following effects:

- Pick 1 enemy **INCARNATE** within range and visible to the caster. Inflict D3 mortal wounds on the unit bonded to that **INCARNATE**. Then, that **INCARNATE** immediately loses a power level (to a minimum of 1) and becomes wild.
- Pick 1 predatory endless spell within range and visible to the caster that was summoned by an enemy **WIZARD**. Inflict D3 mortal wounds on that enemy **WIZARD**. Then, that endless spell is dispelled.

Merciless Blizzard: Merciless Blizzard is a spell that has a casting value of 12 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers 4D6 mortal wounds, but for each roll of 1, the caster also suffers D3 mortal wounds that cannot be negated. The range of this spell cannot be modified and must be measured from the caster, even if an ability would allow you to measure it from elsewhere. This spell cannot be cast by a unit that was set up or moved earlier in this phase.

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.

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.

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 **C Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
- 6 **☠ Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.



GRAND STRATEGIES

GHB
22-23
SEASON 2

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.

Defend What's Ours: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.

Stake a Claim: When the battle ends, you complete this grand strategy if 3 or more friendly **GALLETIAN CHAMPIONS** units are wholly within enemy territory.

Survivor's Instinct: When the battle ends, you complete this grand strategy if the model picked to be your general is a **GALLETIAN CHAMPION** and that model is contesting an objective wholly outside your territory.

Take What's Theirs: When the battle ends, you complete this grand strategy if there are more friendly units than enemy units wholly within your opponent's territory.

Tame the Land: When the battle ends, you complete this grand strategy if you control all of the objectives on the battlefield that are wholly outside your territory.

The Day is Ours!: When the battle ends, you complete this grand strategy if there are more friendly **GALLETIAN CHAMPIONS** from your starting army than **GALLETIAN CHAMPIONS** from your opponent's starting army on the battlefield.

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.

BATTLE TACTICS

GHB
22-23
SEASON 2

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.

A Matter of Honour: Pick 1 enemy **GALLETIAN CHAMPION** or Sworn Bodyguard unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by a friendly **GALLETIAN CHAMPION** or Sworn Bodyguard unit.

An Eye for an Eye: You complete this battle tactic if 1 or more friendly units were destroyed in the previous turn and 1 or more enemy units are destroyed this turn.

Cunning Manoeuvre: Pick 1 friendly **GALLETIAN CHAMPION** on the battlefield that is more than 3" from all enemy units. You complete this battle tactic if, at the end of the turn, that **GALLETIAN CHAMPION** is more than 3" from all enemy units and is contesting an objective you control that is wholly outside your territory.

Desecrate Their Lands: Pick 1 terrain feature or faction terrain feature that is partially or wholly within your opponent's territory. You complete this battle tactic if you control that terrain feature at the end of this turn.

Gaining Momentum: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn and you control more objectives than your opponent at the end of this turn.

Lead the Assault: You complete this battle tactic if at least 2 of the objectives you control are in enemy territory and are each contested by any friendly **GALLETIAN CHAMPIONS**.

This One's Mine!: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by the model picked to be your general.

United Offence: Pick 1 objective controlled by your opponent. You complete this battle tactic if you control that objective and 2 or more friendly **GALLETIAN CHAMPIONS** are contesting that objective at the end of this turn.

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.

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.

REALM RULES

GHB
22-23
SEASON 2

The following realm rules continue to explore what it is like to fight in the hellish environments of Gallet. In such grim conditions, those leaders who stand shoulder to shoulder with their comrades will rise to the fore, anchoring their battlelines and ensuring victory is achieved at any cost.

SPECIAL RULES

Galletian Champions: **HEROES** with a Wounds characteristic of less than 10, that do not have a mount and that are not Unique gain the **GALLETIAN CHAMPION** keyword.

The Key to Victory: Friendly **GALLETIAN CHAMPIONS** cannot be picked as the target of attacks made with missile weapons while they are within 1" of any friendly Battleline units.

Desperate Action: If you are taking the second turn in the current battle round, at the start of your hero phase, you can pick 1 friendly **GALLETIAN CHAMPION** on the battlefield to carry out 2 different heroic actions in that phase instead of 1.

REALMSPHERE MAGIC

All **WIZARDS** know the following spell in addition to any others that they know:

Grinding Teeth of Gallet: Grinding Teeth of Gallet is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 objective within range and visible to the caster. Then, roll a dice for each unit within 6" of that objective. On a 4+, that unit suffers D6 mortal wounds.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:

No Retreat, No Surrender: You can use this command ability at the start of the combat phase. The unit that receives the command must be a friendly unit that is not a **HERO** or **MONSTER**, that did not charge in the same turn, and that is within 3" of an enemy unit. That unit cannot make pile-in moves in that phase, but add 1 to the Attacks characteristic of melee weapons used by that unit until the end of that phase (excluding those of its mounts, if it has any).

HEROIC ACTIONS

You can carry out 1 of the following heroic actions with a friendly **GALLETIAN CHAMPION** instead of any other heroic action you can carry out with that **HERO**:

Strike at the Opening: Pick 1 friendly **GALLETIAN CHAMPION** within 3" of an enemy unit. That **HERO** can fight if it has not already fought in that phase. However, that **HERO** cannot fight again in that phase and the strike-last effect applies to that **HERO** until the end of the turn.

Lead by Example: Pick 1 friendly **GALLETIAN CHAMPION** that has a Sworn Bodyguard unit (pg 14) and that has just carried out the 'Strike at the Opening' heroic action. If that Sworn Bodyguard unit is wholly within 6" of that **GALLETIAN CHAMPION** and within 3" of an enemy unit, that Sworn Bodyguard unit can fight if it has not already fought in that phase. However, that unit cannot fight again in that phase and the strike-last effect applies to that unit until the end of the turn.

AOS COMBINED FAQ

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GRAND STRATEGIES

GHB
22-23
SEASON 1

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.

Defend What's Ours: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.

Demonstration of Strength: When the battle ends, you complete this grand strategy if there are 3 or more **GALLETTIAN VETERANS** units from your starting army on the battlefield.

No Place for the Weak: When the battle ends, you complete this grand strategy if there are no Battleline units from your opponent's starting army on the battlefield.

Show of Dominance: When the battle ends, you complete this grand strategy if there are any friendly **GALLETTIAN VETERANS** units in each quarter of the battlefield.

Take What's Theirs: When the battle ends, you complete this grand strategy if there are more friendly units than enemy units wholly within your opponent's territory.

Tame the Land: When the battle ends, you complete this grand strategy if you control all of the objectives on the battlefield that are wholly outside your territory.

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.

BATTLE TACTICS

GHB
22-23
SEASON 1

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.

Against the Odds: Pick 1 unit from your starting army on the battlefield. You complete this battle tactic, if at the end of the turn, any models from that unit are contesting an objective you control and that objective is not being contested by enemy **GALLETTIAN VETERANS** models.

An Eye for an Eye: You complete this battle tactic if 1 or more friendly units were destroyed in the previous turn and 1 or more enemy units are destroyed this turn.

Barge Through Enemy Lines: 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 **GALLETTIAN VETERANS**, score 1 additional victory point.

Desecrate Their Lands: Pick 1 terrain feature or faction terrain feature that is partially or wholly within your opponent's territory. You complete this battle tactic if you control that terrain feature at the end of this turn.

Gaining Momentum: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn and you control more objectives than your opponent at the end of this turn.

Head-to-Head: Pick 1 enemy **GALLETTIAN VETERANS** unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by a friendly **GALLETTIAN VETERANS** unit or an ability of a friendly **GALLETTIAN VETERANS** unit.

Outmuscle: Pick 1 enemy **GALLETTIAN VETERANS** unit that has any models contesting an objective marked as the proving ground. You complete this battle tactic if no models from that enemy unit are contesting the proving ground at the end of this turn.

This One's Mine! Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by the model picked to be your general.

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.

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.

REALM RULES

GHB
22-23
SEASON 1

The following rules reflect what it is like to do battle in the cracked and cyclone-scoured lands of Gallet in Ghur. Only the hardest fighters survive for long amidst this continent's unforgiving environments.

SPECIAL RULES

Masters of the Splintered Lands: Friendly Battleline units that have a wounds characteristic of 4 or less and do not have mounts gain the **GALLETTIAN VETERANS** keyword.

Proving Grounds: At the start of each battle round, after the players have determined who will take the first turn, the player who will take the second turn can pick 1 objective on the battlefield to be the proving ground until the end of that battle round. The same objective cannot be picked as the proving ground more than once per battle, and only 1 objective can be marked as the proving ground at any one time. Only models in units with the **GALLETTIAN VETERANS** keyword can contest an objective marked as the proving ground.

The Bonds of Battle: When a model in a **GALLETTIAN VETERANS** unit makes an attack with a melee weapon, you can target an enemy unit within 1/2" of another model from that **GALLETTIAN VETERANS** unit instead of using the weapon's Range characteristic for that attack. If you do so, the attacking model must be within 1/2" of another model from its own unit that is within 1/2" of the target.

REALMSPEHERE MAGIC

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

Gaze of Ghur: Gaze of Ghur is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. When determining the number of models in that enemy unit that are contesting an objective, your opponent must halve that number, rounding down.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:

Overwhelming Assault: You can use this command ability at the end of your charge phase. The unit that receives the command must be a **GALLETTIAN VETERANS** unit that has 10 or more models. Pick 1 enemy unit within 1" of that unit that has a Wounds characteristic of 4 or less and roll a dice. If the roll is greater than the number or models in the enemy unit, the strike-last effect applies to that enemy unit in the following combat phase.

AOS COMBINED FAQ

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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

GHB
2021

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

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

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

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

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

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

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

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

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

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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.

CONTEST OF GENERALS

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

POINTS LIMIT

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

BATTALIONS

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

REINFORCED UNITS

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

GRAND STRATEGIES

CORE RULES

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

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

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

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

TRIUMPHS

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

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

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

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

CORE RULES

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

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

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

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

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

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

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



MYSTERIOUS TERRAIN

D6 Scenery Rule

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

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START OF THE BATTLE ROUND

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

HERO PHASE

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

HEROIC ACTIONS

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

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

Heroic Recovery: Pick 1 friendly **HERO** 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. 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.

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

GH
23-24

Barren Icescape: When the battle ends, you complete this grand strategy if all enemy units that have artefacts are destroyed and there are no enemy units within 6" of the centre of the battlefield.

Control The Nexus: When the battle ends, you complete this grand strategy if 2 or more friendly **WIZARD** units are wholly within 6" of the centre of the battlefield.

Magic Made Manifest: When the battle ends, you complete this grand strategy if there are 2 or more endless spells or **INCARNATES** on the battlefield that are controlled by or bonded to friendly units.

Overshadow: When the battle ends, you complete this grand strategy if all enemy Battleline units from your opponent's starting army are destroyed and there is at least 1 friendly Battleline unit from your starting army on the battlefield.

Slaughter of Sorcery: When the battle ends, you complete this grand strategy if there are no **WIZARD** units on the battlefield.

Spellcasting Savant: When the battle ends, you complete this grand strategy if the model picked to be your general is an **ANDTORIAN LOCUS** and that unit has not been slain.

BATTLE TACTICS

GH
23-24

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.

Bait and Trap: You complete this battle tactic if 2 or more friendly units retreated this turn and 2 or more different friendly units made a charge move this turn.

Drain Their Power: You complete this battle tactic at the end of your turn if a friendly **HERO** with a Nullstone Adornment is contesting an objective that was controlled by your opponent at the start of your turn.

Endless Expropriation: Pick 1 enemy unit that summoned an endless spell that is on the battlefield or that is bonded to an **INCARNATE**. You complete this battle tactic at the end of your turn if either of the following are true:

- That enemy unit has been destroyed.
- That **INCARNATE** is wild.

Intimidate the Invaders: You complete this battle tactic at the end of your turn if there are more friendly units wholly outside your territory than there are friendly units within your territory.

Led into the Maelstrom: You complete this battle tactic if 1 or more friendly **HEROES** and 1 or more friendly Battleline units each made a charge move this turn and at least 1 of those units is within 3" of an enemy unit at the end of the turn.

Magical Dominance: You complete this battle tactic at the end of your turn if a friendly **WIZARD** unit successfully cast 1 or more spells and none of the spells cast by any units in your army were unbound.

Magical Mayhem: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed by a spell or the abilities of an endless spell.

Reprisal: You complete this battle tactic if an enemy unit that destroyed a friendly general earlier in the battle is destroyed in this turn.

Surround and Destroy: Pick 3 different friendly units on the battlefield. You complete this battle tactic at the end of your turn if each of those units is wholly within 6" of a different battlefield edge and 2 or more of those units are wholly outside your territory.

REALM RULES

GH
23-24

SPECIAL RULES

Andtorian Locus: **WIZARD HEROES** with a Wounds characteristic of 9 or less that are not Unique gain the **ANDTORIAN LOCUS** keyword.

Optimal Focus: At the start of the battle round, after priority is determined, the player taking the second turn can pick 1 friendly **HERO** on the battlefield. If that **HERO** is an **ANDTORIAN LOCUS**, they can attempt to cast 1 extra spell and attempt to unbind 1 extra spell in that battle round. If they are not an **ANDTORIAN LOCUS**, you receive 1 command point that can only be spent to allow that **HERO** to issue a command.

Primal Magic: At the start of the hero phase, both players roll a dice. For each 4+, each player receives 1 **primal magic dice**. After a player attempts to cast or unbind a spell, or after a player attempts to dispel an endless spell, they can roll 1 of their primal magic dice. If they do so, add the result to the casting, unbinding or dispelling roll. That player can continue to roll additional primal magic dice until the caster suffers a primal miscast (see below) or there are no more primal magic dice to be rolled.

Abilities that allow you to re-roll casting, unbinding or dispelling rolls must be used before primal magic dice are rolled. If you choose to use an ability to re-roll a casting, unbinding or dispelling roll, you cannot use primal magic dice to supplement that roll. At the end of each battle round, any primal magic dice that have not been used are lost.

When a primal magic dice modifies a casting roll, if two or more of the dice in the casting roll and primal magic dice are 1s, the caster suffers a **primal miscast** instead of a miscast. The spell is not successfully cast, the caster suffers D3+3 mortal wounds and each other unit within 3" of the caster suffers D3 mortal wounds. In addition, the caster cannot attempt to cast any more spells in that phase.

When a primal magic dice modifies a casting roll, if two or more of the dice in the casting roll and primal magic dice are 6s, and the caster did not suffer a primal miscast, the spell is successfully cast and cannot be unbound. In addition, the caster cannot attempt to cast any more spells in that phase and both players receive 1 primal magic dice.

REALMSPHERE MAGIC

Hoarfrost: Hoarfrost is a spell that has a casting value of 8 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Pick 1 melee weapon profile on that unit's warscroll and roll a D3. Change the To Hit, To Wound or Rend characteristic of that melee weapon to match the result until the start of your next hero phase. For example, if the result was 2, you could change either the To Hit characteristic to 2+, the To Wound characteristic to 2+ or the Rend characteristic to -2. While a characteristic has been changed by the effects of this spell, that characteristic cannot be further changed or modified.

Designer's Note: An unmodified hit roll or wound roll of 1 always fails. While characteristics can't be further changed or modified, this doesn't prevent dice rolls from being modified; for example, you could still use an ability to add 1 to hit rolls after using Hoarfrost.

Rupture: Rupture is a spell that has a casting value of 10 and a range of 18". If successfully cast, resolve 1 of the following effects:

- Pick 1 enemy **INCARNATE** within range and visible to the caster. Inflict D3 mortal wounds on the unit bonded to that **INCARNATE**. Then, that **INCARNATE** immediately loses a power level (to a minimum of 1) and becomes wild.
- Pick 1 predatory endless spell within range and visible to the caster that was summoned by an enemy **WIZARD**. Inflict D3 mortal wounds on that enemy **WIZARD**. Then, that endless spell is dispelled.

Merciless Blizzard: Merciless Blizzard is a spell that has a casting value of 12 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers 4D6 mortal wounds, but for each roll of 1, the caster also suffers D3 mortal wounds that cannot be negated. The range of this spell cannot be modified and must be measured from the caster, even if an ability would allow you to measure it from elsewhere. This spell cannot be cast by a unit that was set up or moved earlier in this phase.

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.

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.

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 **C 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.

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.

Defend What's Ours: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.

Stake a Claim: When the battle ends, you complete this grand strategy if 3 or more friendly **GALLETIAN CHAMPIONS** units are wholly within enemy territory.

Survivor's Instinct: When the battle ends, you complete this grand strategy if the model picked to be your general is a **GALLETIAN CHAMPION** and that model is contesting an objective wholly outside your territory.

Take What's Theirs: When the battle ends, you complete this grand strategy if there are more friendly units than enemy units wholly within your opponent's territory.

Tame the Land: When the battle ends, you complete this grand strategy if you control all of the objectives on the battlefield that are wholly outside your territory.

The Day is Ours!: When the battle ends, you complete this grand strategy if there are more friendly **GALLETIAN CHAMPIONS** from your starting army than **GALLETIAN CHAMPIONS** from your opponent's starting army on the battlefield.

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.

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.

A Matter of Honour: Pick 1 enemy **GALLETIAN CHAMPION** or Sworn Bodyguard unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by a friendly **GALLETIAN CHAMPION** or Sworn Bodyguard unit.

An Eye for an Eye: You complete this battle tactic if 1 or more friendly units were destroyed in the previous turn and 1 or more enemy units are destroyed this turn.

Cunning Manoeuvre: Pick 1 friendly **GALLETIAN CHAMPION** on the battlefield that is more than 3" from all enemy units. You complete this battle tactic if, at the end of the turn, that **GALLETIAN CHAMPION** is more than 3" from all enemy units and is contesting an objective you control that is wholly outside your territory.

Desecrate Their Lands: Pick 1 terrain feature or faction terrain feature that is partially or wholly within your opponent's territory. You complete this battle tactic if you control that terrain feature at the end of this turn.

Gaining Momentum: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn and you control more objectives than your opponent at the end of this turn.

Lead the Assault: You complete this battle tactic if at least 2 of the objectives you control are in enemy territory and are each contested by any friendly **GALLETIAN CHAMPIONS**.

This One's Mine!: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by the model picked to be your general.

United Offence: Pick 1 objective controlled by your opponent. You complete this battle tactic if you control that objective and 2 or more friendly **GALLETIAN CHAMPIONS** are contesting that objective at the end of this turn.

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.

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 that 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.

The following realm rules continue to explore what it is like to fight in the hellish environments of Gallet. In such grim conditions, those leaders who stand shoulder to shoulder with their comrades will rise to the fore, anchoring their battlelines and ensuring victory is achieved at any cost.

SPECIAL RULES

Galletian Champions: **HEROES** with a Wounds characteristic of less than 10, that do not have a mount and that are not Unique gain the **GALLETIAN CHAMPION** keyword.

The Key to Victory: Friendly **GALLETIAN CHAMPIONS** cannot be picked as the target of attacks made with missile weapons while they are within 1" of any friendly Battleline units.

Desperate Action: If you are taking the second turn in the current battle round, at the start of your hero phase, you can pick 1 friendly **GALLETIAN CHAMPION** on the battlefield to carry out 2 different heroic actions in that phase instead of 1.

REALMSPHERE MAGIC

All **WIZARDS** know the following spell in addition to any others that they know:

Grinding Teeth of Gallet: Grinding Teeth of Gallet is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 objective within range and visible to the caster. Then, roll a dice for each unit within 6" of that objective. On a 4+, that unit suffers D6 mortal wounds.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:

No Retreat, No Surrender: You can use this command ability at the start of the combat phase. The unit that receives the command must be a friendly unit that is not a **HERO** or **MONSTER**, that did not charge in the same turn, and that is within 3" of an enemy unit. That unit cannot make pile-in moves in that phase, but add 1 to the Attacks characteristic of melee weapons used by that unit until the end of that phase (excluding those of its mounts, if it has any).

HEROIC ACTIONS

You can carry out 1 of the following heroic actions with a friendly **GALLETIAN CHAMPION** instead of any other heroic action you can carry out with that **HERO**:

Strike at the Opening: Pick 1 friendly **GALLETIAN CHAMPION** within 3" of an enemy unit. That **HERO** can fight if it has not already fought in that phase. However, that **HERO** cannot fight again in that phase and the strike-last effect applies to that **HERO** until the end of the turn.

Lead by Example: Pick 1 friendly **GALLETIAN CHAMPION** that has a Sworn Bodyguard unit (pg 14) and that has just carried out the 'Strike at the Opening' heroic action. If that Sworn Bodyguard unit is wholly within 6" of that **GALLETIAN CHAMPION** and within 3" of an enemy unit, that Sworn Bodyguard unit can fight if it has not already fought in that phase. However, that unit cannot fight again in that phase and the strike-last effect applies to that unit until the end of the turn.

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GRAND STRATEGIES

GHB
22-23
SEASON 1

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.

Defend What's Ours: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.

Demonstration of Strength: When the battle ends, you complete this grand strategy if there are 3 or more **GALLETTIAN VETERANS** units from your starting army on the battlefield.

No Place for the Weak: When the battle ends, you complete this grand strategy if there are no Battleline units from your opponent's starting army on the battlefield.

Show of Dominance: When the battle ends, you complete this grand strategy if there are any friendly **GALLETTIAN VETERANS** units in each quarter of the battlefield.

Take What's Theirs: When the battle ends, you complete this grand strategy if there are more friendly units than enemy units wholly within your opponent's territory.

Tame the Land: When the battle ends, you complete this grand strategy if you control all of the objectives on the battlefield that are wholly outside your territory.

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.

BATTLE TACTICS

GHB
22-23
SEASON 1

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.

Against the Odds: Pick 1 unit from your starting army on the battlefield. You complete this battle tactic, if at the end of the turn, any models from that unit are contesting an objective you control and that objective is not being contested by enemy **GALLETTIAN VETERANS** models.

An Eye for an Eye: You complete this battle tactic if 1 or more friendly units were destroyed in the previous turn and 1 or more enemy units are destroyed this turn.

Barge Through Enemy Lines: 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 **GALLETTIAN VETERANS**, score 1 additional victory point.

Desecrate Their Lands: Pick 1 terrain feature or faction terrain feature that is partially or wholly within your opponent's territory. You complete this battle tactic if you control that terrain feature at the end of this turn.

Gaining Momentum: Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn and you control more objectives than your opponent at the end of this turn.

Head-to-Head: Pick 1 enemy **GALLETTIAN VETERANS** unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by a friendly **GALLETTIAN VETERANS** unit or an ability of a friendly **GALLETTIAN VETERANS** unit.

Outmuscle: Pick 1 enemy **GALLETTIAN VETERANS** unit that has any models contesting an objective marked as the proving ground. You complete this battle tactic if no models from that enemy unit are contesting the proving ground at the end of this turn.

This One's Mine! Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn by an attack made by the model picked to be your general.

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.

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 that 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.

REALM RULES

GHB
22-23
SEASON 1

The following rules reflect what it is like to do battle in the cracked and cyclone-scoured lands of Gallet in Ghur. Only the hardest fighters survive for long amidst this continent's unforgiving environments.

SPECIAL RULES

Masters of the Splintered Lands: Friendly Battleline units that have a wounds characteristic of 4 or less and do not have mounts gain the **GALLETTIAN VETERANS** keyword.

Proving Grounds: At the start of each battle round, after the players have determined who will take the first turn, the player who will take the second turn can pick 1 objective on the battlefield to be the proving ground until the end of that battle round. The same objective cannot be picked as the proving ground more than once per battle, and only 1 objective can be marked as the proving ground at any one time. Only models in units with the **GALLETTIAN VETERANS** keyword can contest an objective marked as the proving ground.

The Bonds of Battle: When a model in a **GALLETTIAN VETERANS** unit makes an attack with a melee weapon, you can target an enemy unit within 1/2" of another model from that **GALLETTIAN VETERANS** unit instead of using the weapon's Range characteristic for that attack. If you do so, the attacking model must be within 1/2" of another model from its own unit that is within 1/2" of the target.

REALMSPEHERE MAGIC

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

Gaze of Ghur: Gaze of Ghur is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. When determining the number of models in that enemy unit that are contesting an objective, your opponent must halve that number, rounding down.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:

Overwhelming Assault: You can use this command ability at the end of your charge phase. The unit that receives the command must be a **GALLETTIAN VETERANS** unit that has 10 or more models. Pick 1 enemy unit within 1" of that unit that has a Wounds characteristic of 4 or less and roll a dice. If the roll is greater than the number or models in the enemy unit, the strike-last effect applies to that enemy unit in the following combat phase.

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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

GHB
2021

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

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

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

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

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

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

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

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

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

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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.

CONTEST OF GENERALS

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

POINTS LIMIT

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

BATTALIONS

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

REINFORCED UNITS

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

GRAND STRATEGIES

CORE RULES

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

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

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

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

TRIUMPHS

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

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

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

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

CORE RULES

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

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

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

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

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

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

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



MYSTERIOUS TERRAIN

D6 Scenery Rule

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

AOS COMBINED FAQ

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