



SCORING SHEET

Thanks for downloading the Age of Sigmar Scoring Sheet! This sheet was created so you can more easily score your games of Age of Sigmar third edition. It is best used in conjunction with our [Age of Sigmar Reference Sheet](#). We stole some ideas from *The General's Handbook*, The Honest Wargamer, Frontline Gaming, and other tournament organizers to make the best scoring sheet possible.

USING THIS SHEET

The sheet is best used when printed, laminated, and filled out with a dry erase marker. There is a low-fi version for tournament organizers to cheaply photocopy sheets for players to fill out with a pen or pencil and turn it in at the end of each round of an event. The sheet has space to track 2 additional miscellaneous fields if a tournament organizer wanted to give out milestone awards at the end of an event (i.e. a Monster Slayer award for most monsters slain). It also includes a rounds finished box to know how far the participants were able to get in their game before talking it out.

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 1.9

- Added Battle Tactics from Battlescroll: Tactics of Andtor.

Version 1.8

- Updated for Pitched Battles 2023-24.
- Removed old Tome Celestial Battle Tactics.
- Added Orruk Warclans Battle Tactics, Nullstone Adornments, Dwellers of the Tundra, and Core Rule changes.

Version 1.7

- Updated for Pitched Battles 2022-23 Season 2.
- Removed Sons of Behemat and Slaves to Darkness Tome Celestial Battle Tactics.

Version 1.6

- Updated for Pitched Battles 2022-23 Season 1.

Version 1.5

- Added the Flesh-eater Courts Battle Tactics from Tome Celestial.

Version 1.4

- Added a check box to indicate who has a Triumph.
- Added a second page with Tome Celestial Battle Tactics and a rules reference section.

Version 1.3

- Added a tracking box for Rounds Finished.

Version 1.2

- Added a Failed Tactic check box to Battle Tactics.
- Changed the formatting on the Post Game section to make it clearer.

Version 1.1

- Added Change Log.
- Added a Total Battle Tactics Achieved box.
- Added a low-fi version to save on ink when printing.

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Battleplan

Round

Table

ATTACKER ☐ Triumph **CP** ☐☐☐☐☐☐☐☐☐☐

Name:
Army:
Grand Strategy:

DEFENDER ☐ Triumph **CP** ☐☐☐☐☐☐☐☐☐

Name:
Army:
Grand Strategy:

ROUND 1

☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 1 VP	<input type="checkbox"/>
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☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 1 VP	<input type="checkbox"/>
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ROUND 2

☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 2 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 2 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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ROUND 3

☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 3 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 3 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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ROUND 4

☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 4 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 4 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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ROUND 5

☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 5 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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☐ Priority ☐ Went First ☐ Primal Magic
☐ Hold 1 **1VP** ☐ Hold 2+ **1VP** ☐ Hold More **1VP**

Battle Tactic	<input type="checkbox"/> Failed Tactic <input type="checkbox"/> 2VP <input type="checkbox"/> 3VP
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Monsters Slain	<input type="checkbox"/>	Heroes Slain	<input type="checkbox"/>	Number of Objectives Held	<input type="checkbox"/>	Rnd 5 VP	<input type="checkbox"/>	Current VP	<input type="checkbox"/>
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POST GAME

VICTORY POINTS

Grand Strategy Completed **3VP** ☐ + Total **VP** ☐ = Final **VP** ☐

SECONDARIES

Total Monsters Slain	<input type="checkbox"/>	Total Heroes Slain	<input type="checkbox"/>	Total Objectives Held	<input type="checkbox"/>	Total Battle Tactics Achieved	<input type="checkbox"/>	Enemy General Slain?	<input type="checkbox"/>
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VICTORY POINTS

Grand Strategy Completed **3VP** ☐ + Total **VP** ☐ = Final **VP** ☐

SECONDARIES

Total Monsters Slain	<input type="checkbox"/>	Total Heroes Slain	<input type="checkbox"/>	Total Objectives Held	<input type="checkbox"/>	Total Battle Tactics Achieved	<input type="checkbox"/>	Enemy General Slain?	<input type="checkbox"/>
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RESULTS

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

MAGGOTKIN OF NURGLE BATTLE TACTIC

Don't Squabble, Children: Pick an objective wholly outside your territory. You complete this battle tactic at the end of the turn if you control that objective and any friendly **ROTBRINGERS** units and any friendly **NURGLE DAEMON** units contest that objective.

ORRUK WARCLANS BATTLE TACTICS

Sneak Up: You complete this tactic if, at the end of the turn, every friendly **KRULEBOYZ** unit is within 3" of any terrain features and is more than 3" from all enemy units. You can only pick this tactic if the model picked to be your general has the **KRULEBOYZ** keyword.

Dat's Our Turf Now!: You complete this tactic if, at the end of the turn, 2 or more friendly **IRONJAWZ** units are within 3" of the centre of the battlefield. You can only pick this tactic if the model picked to be your general has the **IRONJAWZ** keyword.

SKAVEN BATTLE TACTIC

Flee-flee!: You complete this battle tactic at the end of the turn 2 or more friendly **SKAVEN** units retreated this turn.

STORMCAST ETERNALS BATTLE TACTIC

Secure the Battlefield: You complete this battle tactic at the end of your turn if there are any friendly **STORMCAST ETERNALS** units wholly within each large quarter of the battlefield and more than 6" from all enemy units.

DWELLERS OF THE TUNDRA

Shaman of the Chilled Lands: This general knows all of the spells from the Lore of Primal Frost.

Eye of the Blizzard: At the start of your hero phase, if this general is on the battlefield, roll a dice. On a 5+, you gain 1 primal magic dice.

Chilled to the Bone: Once per battle, if this general suffers a miscast or primal miscast, you can roll a dice. On a 3+, this general can ignore the effects of that miscast or primal miscast.

Eater of Magic: Each time this general successfully unbinds a spelt roll a dice. On a 5+, the caster no longer knows that spell and may not cast it again for the rest of the battle.

NULLSTONE ADORNMENTS

Hand-carved Nullstone Icon: The bearer can attempt to unbind 1 spell or attempt to dispel 1 endless spell in the enemy hero phase in the same manner as a **WIZARD**. Each time the bearer successfully unbinds a spell or dispels an endless spell using this ability, the bearer can attempt to unbind 1 additional spell in that phase.

Polished Nullstone Pebble: When this unit is picked as the target of a spell or the abilities of an endless spell, you can roll a dice. On a 4+, the caster must pick another unit within 3" of this unit and within range of that spell or endless spell's abilities to be the target. If, when picking another unit, there are no other units within 3" of this unit and within range, ignore the effect of that spell or the effects of that endless spell's abilities on this unit instead.

Pouch of Nulldust: Once per battle, at the start of the hero phase, you can say that the bearer will use their Pouch of Nulldust. If you do so, until the end of that phase, unmodified casting rolls that include a double 1, double 2 or double 3 are treated as miscasts or, if a primal magic dice was rolled as part of the casting roll, as primal miscasts. In addition, roll a dice for each endless spell on the battlefield. On a 5+, that endless spell is dispelled.

CORE RULE CHANGES

1.3.3 - UNIT COHERENCY

Units must be set up and finish every move as a single coherent group. A unit with 2 to 6 models is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 1 other model in the unit. A unit with more than 6 models is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 2 other models in the unit. If a friendly unit is not coherent at the end of a turn or after you set it up, you must remove models in the unit from play, one at a time, until it is coherent.

7.2 - HERO PHASE COMMAND ABILITIES, RALLY

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.

10.1.2 - LOOK OUT, SIR!

You must subtract 1 from the hit roll (see 13.3) for an attack made with a missile weapon if the target is an enemy **HERO** within 3" of an enemy unit that has 3 or more models. If that Hero does not have a mount (with the exception of companions), it also cannot be targeted by attacks made with missile weapons if the attacking model is more than 12" away from them. The **Look Out, Sir!** rule does not apply if the enemy Hero has a Wounds characteristic of 10 or more.

14.3 - WARDS

Some abilities allow you to roll a dice to negate a wound or mortal wound, or to allocate a wound or mortal wound to a unit other than the original target. Abilities of this type are referred to as **wards**, and the dice roll is referred to as a **ward roll**. Unless stated otherwise, the ward roll is made before the wound is allocated to the model in question. Up to 1 ward roll can be made for each wound or mortal wound, unless specified otherwise. If the ward roll is successful, the wound or mortal wound is negated and has no effect on the model. If a wound or mortal wound cannot be negated, you cannot make a ward roll for that wound or mortal wound.

27.5.2 - UNIVERSAL ARTEFACTS OF POWER, ARCANIC TOME

HERO that does not have the **WIZARD**, **PRIEST** or **KHORNE** keyword. The bearer becomes a **WIZARD** that can only cast Arcane Bolt, Mystic Shield and spells to summon endless spells on your army roster. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Designer's Note: When using the *Pitched Battles 2023-24* battlepack in the *General's Handbook*, if a **HERO** with a Wounds characteristic of 9 or less is given the Arcane Tome, it gains the **ANDTORIAN LOCUS** keyword.



STRIKE-FIRST AND STRIKE-LAST

12.5 STRIKE-FIRST & STRIKE-LAST SEQUENCING

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

DEFENSIBLE TERRAIN

17.1.2 DEFENSIBLE TERRAIN

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

GARRISONS

17.2 GARRISONS

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

17.2.1 JOINING A GARRISON

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

17.2.2 LEAVING A GARRISON

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

DEMOLISH

17.2.3 DEMOLISH

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

Battleplan

Round

Table

ATTACKER

☐ Triumph

CP ☐☐☐☐☐☐☐☐

Name:

Army:

Grand Strategy:

DEFENDER

☐ Triumph

CP ☐☐☐☐☐☐☐☐

Name:

Army:

Grand Strategy:

ROUND 1

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 1 VP ☐

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 1 VP ☐

ROUND 2

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 2 VP ☐ Current VP ☐

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 2 VP ☐ Current VP ☐

ROUND 3

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 3 VP ☐ Current VP ☐

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 3 VP ☐ Current VP ☐

ROUND 4

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 4 VP ☐ Current VP ☐

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 4 VP ☐ Current VP ☐

ROUND 5

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 5 VP ☐ Current VP ☐

☐ Priority ☐ Went First ☐ Primal Magic

☐ Hold 1 1VP ☐ Hold 2+ 1VP ☐ Hold More 1VP

Battle Tactic ☐ Failed Tactic

☐ 2VP ☐ 3VP

Monsters Slain ☐ Heroes Slain ☐ Number of Objectives Held ☐ Rnd 5 VP ☐ Current VP ☐

POST GAME

VICTORY POINTS

Grand Strategy Completed 3VP ☐ + Total VP ☐ = Final VP ☐

SECONDARIES

Total Monsters Slain ☐ Total Heroes Slain ☐ Total Objectives Held ☐ Total Battle Tactics Achieved ☐ Enemy General Slain? ☐

VICTORY POINTS

Grand Strategy Completed 3VP ☐ + Total VP ☐ = Final VP ☐

SECONDARIES

Total Monsters Slain ☐ Total Heroes Slain ☐ Total Objectives Held ☐ Total Battle Tactics Achieved ☐ Enemy General Slain? ☐

RESULTS

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

MAGGOTKIN OF NURGLE BATTLE TACTIC

Don't Squabble, Children: Pick an objective wholly outside your territory. You complete this battle tactic at the end of the turn if you control that objective and any friendly **ROTBRINGERS** units and any friendly **NURGLE DAEMON** units contest that objective.

ORRUK WARCLANS BATTLE TACTICS

Sneak Up: You complete this tactic if, at the end of the turn, every friendly **KRUEBOYZ** unit is within 3" of any terrain features and is more than 3" from all enemy units. You can only pick this tactic if the model picked to be your general has the **KRUEBOYZ** keyword.

Dat's Our Turf Now!: You complete this tactic if, at the end of the turn, 2 or more friendly **IRONJAWZ** units are within 3" of the centre of the battlefield. You can only pick this tactic if the model picked to be your general has the **IRONJAWZ** keyword.

SKAVEN BATTLE TACTIC

Flee-flee!: You complete this battle tactic at the end of the turn 2 or more friendly **SKAVEN** units retreated this turn.

STORMCAST ETERNALS BATTLE TACTIC

Secure the Battlefield: You complete this battle tactic at the end of your turn if there are any friendly **STORMCAST ETERNALS** units wholly within each large quarter of the battlefield and more than 6" from all enemy units.

DWELLERS OF THE TUNDRA

Shaman of the Chilled Lands: This general knows all of the spells from the Lore of Primal Frost.

Eye of the Blizzard: At the start of your hero phase, if this general is on the battlefield, roll a dice. On a 5+, you gain 1 primal magic dice.

Chilled to the Bone: Once per battle, if this general suffers a miscast or primal miscast, you can roll a dice. On a 3+, this general can ignore the effects of that miscast or primal miscast.

Eater of Magic: Each time this general successfully unbinds a spelt roll a dice. On a 5+, the caster no longer knows that spell and may not cast it again for the rest of the battle.

NULLSTONE ADORNMENTS

Hand-carved Nullstone Icon: The bearer can attempt to unbind 1 spell or attempt to dispel 1 endless spell in the enemy hero phase in the same manner as a **WIZARD**. Each time the bearer successfully unbinds a spell or dispels an endless spell using this ability, the bearer can attempt to unbind 1 additional spell in that phase.

Polished Nullstone Pebble: When this unit is picked as the target of a spell or the abilities of an endless spell, you can roll a dice. On a 4+, the caster must pick another unit within 3" of this unit and within range of that spell or endless spell's abilities to be the target. If, when picking another unit, there are no other units within 3" of this unit and within range, ignore the effect of that spell or the effects of that endless spell's abilities on this unit instead.

Pouch of Nulldust: Once per battle, at the start of the hero phase, you can say that the bearer will use their Pouch of Nulldust. If you do so, until the end of that phase, unmodified casting rolls that include a double 1, double 2 or double 3 are treated as miscasts or, if a primal magic dice was rolled as part of the casting roll, as primal miscasts. In addition, roll a dice for each endless spell on the battlefield. On a 5+, that endless spell is dispelled.

CORE RULE CHANGES

1.3.3 - UNIT COHERENCY

Units must be set up and finish every move as a single coherent group. A unit with 2 to 6 models is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 1 other model in the unit. A unit with more than 6 models is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 2 other models in the unit. If a friendly unit is not coherent at the end of a turn or after you set it up, you must remove models in the unit from play, one at a time, until it is coherent.

7.2 - HERO PHASE COMMAND ABILITIES, RALLY

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.

10.1.2 - LOOK OUT, SIR!

You must subtract 1 from the hit roll (see 13.3) for an attack made with a missile weapon if the target is an enemy **HERO** within 3" of an enemy unit that has 3 or more models. If that Hero does not have a mount (with the exception of companions), it also cannot be targeted by attacks made with missile weapons if the attacking model is more than 12" away from them. The **Look Out, Sir!** rule does not apply if the enemy Hero has a Wounds characteristic of 10 or more.

14.3 - WARDS

Some abilities allow you to roll a dice to negate a wound or mortal wound, or to allocate a wound or mortal wound to a unit other than the original target. Abilities of this type are referred to as **wards**, and the dice roll is referred to as a **ward roll**. Unless stated otherwise, the ward roll is made before the wound is allocated to the model in question. Up to 1 ward roll can be made for each wound or mortal wound, unless specified otherwise. If the ward roll is successful, the wound or mortal wound is negated and has no effect on the model. If a wound or mortal wound cannot be negated, you cannot make a ward roll for that wound or mortal wound.

27.5.2 - UNIVERSAL ARTEFACTS OF POWER, ARCANIC TOME

HERO that does not have the **WIZARD**, **PRIEST** or **KHORNE** keyword. The bearer becomes a **WIZARD** that can only cast Arcane Bolt, Mystic Shield and spells to summon endless spells on your army roster. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Designer's Note: When using the *Pitched Battles 2023-24* battlepack in the *General's Handbook*, if a **HERO** with a Wounds characteristic of 9 or less is given the *Arcane Tome*, it gains the **ANDTORIAN LOCUS** keyword.



STRIKE-FIRST AND STRIKE-LAST

12.5 STRIKE-FIRST & STRIKE-LAST SEQUENCING

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

DEFENSIBLE TERRAIN

17.1.2 DEFENSIBLE TERRAIN

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

GARRISONS

17.2 GARRISONS

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

17.2.1 JOINING A GARRISON

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

17.2.2 LEAVING A GARRISON

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

DEMOLISH

17.2.3 DEMOLISH

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