WARHAMMER AGE OF SIGMAR

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 fourth edition.

USING THIS SHEET

The sheet is intended to be printed in color, double-sided on cardstock, and laminated. If you want to save ink, use the second set of pages with the plain white background.

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 1.5
- Updated the Honour Guard abilities Body Guard, Priority Target, and Special assignment to the current versions.

Version 1.4
- Made changes based on the January 2025 update. Updated Tactical Gambit, Covering Fire, Priority Roll, and Honour Guard.

Version 1.3
- Fixed typo on Reclaim the Realms.
- Made changes based on the September 2024 update. Updated Manifestion rules, Banish Manifestation, Covering Fire, and Priority Target.

Version 1.2
- Added missing keywords.

Version 1.1
- Fixed some minor typos.

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START OF TURN

COMMAND POINTS
Both players gain 4 command points. The player who has the fewest victory points is the **underdog** and gains 1 extra command point. If a player has **less auxiliary units than their opponent**, they gain 1 extra command point per battle round. If the cost of a player's army is **50 or more points lower** than the points limit of the battle, that player gains 1 extra command point **at the start of the first battle round**.

UNIVERSAL BATTLE TACTICS
Battle tactics are picked using the 'Tactical Gambit' ability below:

TACTICAL GAMBIT
You cannot choose this ability if you went second in the previous battle round and chose to go first in the current battle round unless you are behind by 6 or more victory points.

Effect: Pick 1 battle tactic that you have not yet attempted. You can attempt to complete that battle tactic this turn.

Attack on Two Fronts: You complete this battle tactic at the end of your turn if you control 2 or more objectives that you did not control at the start of your turn and at least 1 of your objectives was controlled by your opponent at the start of your turn.

Do Not Waiver: You complete this battle tactic at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.

Seize the Center: You complete this battle tactic at the end of your turn if 2 or more friendly units are within 3" of the centre of the battlefield and are not in combat.

Slay the Entourage: Pick a unit in the enemy general's regiment. You complete this battle tactic if that unit is destroyed this turn.

Take the Flanks: You complete this battle tactic at the end of your turn if you have at least 1 friendly unit within 6" of each short battlefield edge, none of those units are wholly within friendly territory, and none of those units were set up this turn.

Take Their Land: Pick a terrain feature wholly or partially within enemy territory and wholly outside friendly territory. You complete this battle tactic if you control that terrain feature at the end of your turn.

CHAOS BATTLE TACTICS
Offering of Carnage: You complete this battle tactic at the end of your turn if 2 or more enemy units were destroyed this turn.

Ordained Charge: Pick an objective controlled by your opponent. You complete this battle tactic at the end of your turn if your 2 or more friendly units charged this turn, 1 or more of those units are contesting that objective, and you control that objective.

DEATH BATTLE TACTICS
Inevitable Demise: You complete this battle tactic at the end of your turn if 2 or more friendly units are wholly within enemy territory and more than 9" from all enemy units, and none of those units were set up this turn.

Marked for the Grave: Pick a non-**Hero** enemy unit that has not had any models slain this battle. If there are no non-**Hero** enemy units on the battlefield, you can pick any enemy unit. You complete this battle tactic at the end of your turn if that unit is destroyed this turn.

DESTRUCTION BATTLE TACTICS
The Kunnin' Approach: Pick an enemy unit that is in combat and a friendly unit that is not in combat. You complete this battle tactic at the end of your turn if that friendly unit was in combat with that enemy unit this turn and that enemy unit was destroyed this turn.

Time To Get Stuck In!: Pick 3 friendly units that are not in combat and are wholly within friendly territory. You complete this battle tactic at the end of your turn if each of those units is wholly outside your territory and used a Fight ability this turn.

ORDER BATTLE TACTICS
Reclaim the Realms: You complete this battle tactic at the end of your turn if there are 1 or more friendly units wholly within each quarter of the battlefield and more than 6" from all enemy units.

Slay the Tyrants: You complete this battle tactic at the end of your turn if an enemy **Hero** was slain this turn by a combat attack made by a friendly unit.

ACTIVATE PLACE OF POWER
Declare: Pick a friendly **Hero** within 3" of any **Places of Power** to use this ability

Effect: Roll a dice. On a 1, inflict D3 mortal damage on that **Hero**. On a 2+:

- If that **Hero** is a **Wizard** or **Priest**, add 1 to casting rolls or chanting rolls for that **Hero** this turn.
- If that **Hero** is not a **Wizard** or **Priest**, they can use the 'Unbind' or 'Banish Manifestation' ability this turn as if they had **Wizard (1)**.

Keywords **Core**

HERO PHASE

RALLY
Declare: Pick a friendly unit that is not in combat to use this ability.

Effect: Make 6 rally rolls of D6. For each 4+, you receive 1 **rally point**. Rally points can be spent in the following ways:

- For each rally point spent, **Heal (1)** that unit.
- You can spend a number of rally points equal to the **Health** characteristic of that unit to **return** a slain model to that unit.

You can spend the rally points in any combination of the above. Unspent rally points are then lost.

MAGICAL INTERVENTION
Declare: Pick a friendly **Wizard** or **Priest** to use this ability.

Effect: That friendly unit can use a **Spell** or **Prayer** ability (as appropriate) as if it were your hero phase. If you do so, subtract 1 from **casting rolls** or **chanting rolls** made as part of that ability.

POWER LEVEL
Each **Wizard** and **Priest** has a power level, shown in brackets after the keyword. A **Wizard** or **Priest**'s power level determines the number of **Spell**, **Prayer**, or **Banish** abilities they can use per phase, in any combination. For example, a **Wizard (2)** unit could use 1 **Spell** and 1 **Banish** ability in their commander's hero phase.

CASTING SPELLS
If the unmodified casting roll includes **2 or more rolls of 1**, the spell is miscast: the spell fails, its effect is not resolved, **D3 mortal damage** is inflicted on the **Wizard** that used it, and that **Wizard** cannot use any more spells in that phase.

CHANTING PRAYERS
On an unmodified chanting roll of 1, the prayer fails, its effect is not resolved and you must remove **D3 ritual points** from the **Priest** using the prayer. On a chanting roll of 2 or more, pick one of the following:

- Give a number of **ritual points** to the **Priest** equal to the chanting roll (ritual points can be accumulated over multiple turns).
- Add the **Priest**'s ritual points to the chanting roll. If the chanting roll equals or exceeds the prayer's **chanting value** it is **answered**: resolve the effect of the prayer, then reset the **Priest**'s ritual points total to 0.

UNBINDING SPELLS
Each **Wizard** can use the 'Unbind' reaction a number of times per phase equal to their **power level**.

UNBIND
Used By: A friendly **Wizard** within 30" of an enemy **Wizard** casting the spell.

Effect: Make an unbinding roll of 2D6. If the roll exceeds the **casting roll** for the spell, then the spell is **unbound** and its effect is not resolved. This reaction cannot be used more than once per **casting roll**.

Keywords **Unbind**

MANIFESTATIONS
Manifestations are not considered to be units with the following exceptions:

- They are treated as if they were units for the purposes of movement, combat range, being in combat and setting up other units. Units can finish a charge move within ½" of an enemy manifestation as if it were a unit.
- If they have any melee or ranged weapons, they can use the 'Fight' and 'Shoot' **Core** abilities as if they were units.
- If they have a Move characteristic greater than 0" ('-'), they can use **Core Move** abilities as if they were units.
- They can be picked as targets of enemy abilities as if they were units. They are not affected by enemy abilities that do not involve picking targets.
- Damage points can be inflicted on them as if they were units and they can be destroyed.
- Manifestations that have a Move characteristic of 0" ('-') cannot move. For the purposes of movement, combat range, being in combat and setting up other units, they are only treated as if they were units in the combat phase. Units can finish a charge move within ½" of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within ½" of an enemy unit.
- Models can move through manifestations but cannot end a move on them.

If the **Wizard** or **Priest** that summoned a manifestation is slain, that manifestation is removed from the battlefield.

BANISH MANIFESTATION
Declare: Pick a friendly **Wizard** or **Priest** to use this ability, pick a manifestation within 30" of them to be the target, then make a **banishment roll** of 2D6. Add 1 to the banishment roll for each additional enemy manifestation on the battlefield after the first.

Effect: If the **banishment roll** equals or exceeds the **banishment value**, it is **banished** and removed from play. You cannot pick the same manifestation as the target of this ability more than once per turn.

Keywords **Banish**

MOVEMENT PHASE

COHERENCY
Any time a unit is **set up** or **ends a move**, it must be in a single group. A unit is considered to be in a coherent group if each model in that unit is within ½", measured horizontally, of at least 1 other model in that unit (ignore differences in height between the two models). While there are **7 or more** models in a unit, that unit is considered to be in a coherent group if each model in that unit is within coherency range of **at least 2 other models** in that unit.

AT THE DOUBLE
Used By: The unit using that **Run** ability.

Effect: Do not make a **run roll** as part of that **Run** ability. Instead, add 6" to that unit's Move characteristic to determine the distance each model in that unit can move as part of that **Run** ability.

REDEPLOY
Declare: Pick a friendly unit that is not in combat to use this ability.

Effect: Each model in that unit can move up to D6". That move **cannot** pass through or end within combat range of an enemy unit.

Keywords **Move, Run**

SHOOTING PHASE

You can use the following command abilities:

ALL-OUT ATTACK
Used By: The unit using that **Attack** ability.

Effect: Add 1 to **hit rolls** for attacks made as part of that **Attack** ability. This also effects weapons that have the **Companion** weapon ability.

ALL-OUT DEFENSE
Used by: A unit targeted by that **Attack** ability.

Effect: Add 1 to **save rolls** for that unit in this phase.

COVERING FIRE
Declare: Pick a friendly unit that did not use a **Run** ability this turn and that is **not in combat** to use this ability, then pick the closest enemy unit (to that unit) that can be picked as the target of shooting attacks to be the target.

Effect: Resolve shooting attacks for that unit using this ability against the target. You must subtract 1 from the **hit rolls** for those attacks.

Keywords **Shoot, Attack**

All **Heroes** that are not **Monsters** or **War Machines** have the 'Guarded Hero' passive ability:

GUARDED HERO
Effect: If this **Hero** is within the combat range of a friendly unit that is **not** a **Hero**:

- Subtract 1 from **hit rolls** for **shooting attacks** that target this **Hero**.
- If this **Hero** is **Infantry**, they cannot be picked as the target of **shooting attacks** made by units more than 12" from them.

CHARGE PHASE

FORWARD TO VICTORY
Used By: The unit using that **Charge** ability.

Effect: You can re-roll the charge roll.

COUNTER-CHARGE
Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: at unit can use a **Charge** ability as if it were your charge phase.

COMBAT PHASE

You can use 'All-out Attack' and 'All-out Defense' command abilities. See **Shooting Phase** above.

END OF TURN

POWER THROUGH
Declare: Pick a friendly unit that charged this turn to use this ability, then you must pick an enemy unit in combat with it to be the target. The target must have a lower **Health** characteristic than the unit using this ability.

Effect: Inflict D3 **mortal damage** on the target. Then, the unit using this ability can move a distance up to its **Move** characteristic. It can pass through and end that move within the combat ranges of enemy units that were in combat with it at the start of the move, but not those of other enemy units. It does not have to end the move in combat.

Keywords **Move**

TERRAIN RULES

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** this turn or has the **Fly** keyword.

Impassable: Models cannot move across, be set up on or end moves on any part of this terrain feature.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **Fly** keyword.

Place of Power: **Heroes** within 3" of this terrain feature can use the 'Activate Place of Power' ability (see previous page).

Unstable: Models can move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

PRIORITY ROLL

TAKING A DOUBLE TURN
If the player who went second in the previous battle round wins the priority roll and chooses to go first, this is called 'taking a double turn'.

SEIZING THE INITIATIVE
When a player takes a double turn **and** they are **not** behind by 6 or more victory points, this is called 'seizing the initiative'. The first time in a battle that a player seizes the initiative, the rules for determining the underdog change: for the rest of the battle, the underdog is always the opponent of the player who most recently seized the initiative.

Players who take a double turn while they are behind by 6 or more victory points can still use the 'Tactical Gambit' ability to pick a battle tactic.

HONOUR GUARD

Each player can use an **Honour Guard** ability and must pick a unit in their general's regiment to be the **honour guard**.

If a player has more regiments than their opponent, they can use a second, different **Honour Guard** ability. You must pick a unit that is in a different regiment that is not led by the general to be the **honour guard**.

BODY GUARD
Declare: Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Subtract 1 from the Attacks characteristic of enemy units' melee weapons while they are in combat with the unit leading that regiment if both of the following are true:

- That regiment's **honour guard** is wholly within 6" of the leader of that regiment.
- Neither that regiment's **honour guard** nor the regiment's leader charged this turn.

Keywords **Honour Guard**

FIELD SERGEANT
Declare: Pick a friendly non-**Fly Infantry Hero** in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Add 2" to the Move characteristic of friendly non-**Fly Infantry** units while they are wholly within 12" of the **honour guard**.

Keywords **Honour Guard**

PRIORITY TARGET
Declare: Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Add 1 to hit rolls and wound rolls for attacks made by that **honour guard** unit that target the enemy general, or the enemy **honour guard** if it is in the enemy general's regiment, if the target of the attack is within 12".

Keywords **Honour Guard**

PRIZED BEAST
Declare: Pick a friendly non-**Unique Monster** that is not reinforced and that is in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: That unit can ignore the effects of the 'Battle Damaged' ability. In addition, add 1 to hit rolls for combat attacks made by the **honour guard**. This ability affects **Companion** weapons.

Keywords **Honour Guard**

SPECIAL ASSIGNMENT
Declare: Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Pick one of the following weapon abilities:

- **Anti-Infantry (+1 Rend)**
- **Anti-Cavalry (+1 Rend)**
- **Anti-Monster (+1 Rend)**
- **Anti-War Machine (+1 Rend)**
- **Anti-Beast (+1 Rend)**

In any turn in which the **honour guard** charged, that unit's melee weapons have the weapon ability you picked.

Keywords **Honour Guard**

START OF TURN

COMMAND POINTS
Both players gain 4 command points. The player who has the fewest victory points is the **underdog** and gains 1 extra command point. If a player has **less auxiliary units than their opponent**, they gain 1 extra command point per battle round. If the cost of a player's army is **50 or more points lower** than the points limit of the battle, that player gains 1 extra command point **at the start of the first battle round**.

UNIVERSAL BATTLE TACTICS
Battle tactics are picked using the 'Tactical Gambit' ability below:

✚ Once Per Battle Round, Start of Your Turn
TACTICAL GAMBIT
You cannot choose this ability if you went second in the previous battle round and chose to go first in the current battle round unless you are behind by 6 or more victory points.

Effect: Pick 1 battle tactic that you have not yet attempted. You can attempt to complete that battle tactic this turn.

Attack on Two Fronts: You complete this battle tactic at the end of your turn if you control 2 or more objectives that you did not control at the start of your turn and at least 1 of your objectives was controlled by your opponent at the start of your turn.

Do Not Waiver: You complete this battle tactic at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.

Seize the Center: You complete this battle tactic at the end of your turn if 2 or more friendly units are within 3" of the centre of the battlefield and are not in combat.

Slay the Entourage: Pick a unit in the enemy general's regiment. You complete this battle tactic if that unit is destroyed this turn.

Take the Flanks: You complete this battle tactic at the end of your turn if you have at least 1 friendly unit within 6" of each short battlefield edge, none of those units are wholly within friendly territory, and none of those units were set up this turn.

Take Their Land: Pick a terrain feature wholly or partially within enemy territory and wholly outside friendly territory. You complete this battle tactic if you control that terrain feature at the end of your turn.

CHAOS BATTLE TACTICS
Offering of Carnage: You complete this battle tactic at the end of your turn if 2 or more enemy units were destroyed this turn.

Ordained Charge: Pick an objective controlled by your opponent. You complete this battle tactic at the end of your turn if 2 or more friendly units charged this turn, 1 or more of those units are contesting that objective, and you control that objective.

DEATH BATTLE TACTICS
Inevitable Demise: You complete this battle tactic at the end of your turn if 2 or more friendly units are wholly within enemy territory and more than 9" from all enemy units, and none of those units were set up this turn.

Marked for the Grave: Pick a non-**Hero** enemy unit that has not had any models slain this battle. If there are no non-**Hero** enemy units on the battlefield, you can pick any enemy unit. You complete this battle tactic at the end of your turn if that unit is destroyed this turn.

DESTRUCTION BATTLE TACTICS
The Kunnin' Approach: Pick an enemy unit that is in combat and a friendly unit that is not in combat. You complete this battle tactic at the end of your turn if that friendly unit was in combat with that enemy unit this turn and that enemy unit was destroyed this turn.

Time To Get Stuck In!: Pick 3 friendly units that are not in combat and are wholly within friendly territory. You complete this battle tactic at the end of your turn if each of those units is wholly outside your territory and used a Fight ability this turn.

ORDER BATTLE TACTICS
Reclaim the Realms: You complete this battle tactic at the end of your turn if there are 1 or more friendly units wholly within each quarter of the battlefield and more than 6" from all enemy units.

Slay the Tyrants: You complete this battle tactic at the end of your turn if an enemy **Hero** was slain this turn by a combat attack made by a friendly unit.

✚ Start of Any Turn
ACTIVATE PLACE OF POWER
Declare: Pick a friendly **Hero** within 3" of any **Places of Power** to use this ability

Effect: Roll a dice. On a 1, inflict D3 mortal damage on that **Hero**. On a 2+:

- If that **Hero** is a **Wizard** or **Priest**, add 1 to casting rolls or chanting rolls for that **Hero** this turn.
- If that **Hero** is not a **Wizard** or **Priest**, they can use the 'Unbind' or 'Banish Manifestation' ability this turn as if they had **Wizard (1)**.

Keywords **Core**

HERO PHASE

🏳 Any Hero Phase   ①
RALLY
Declare: Pick a friendly unit that is not in combat to use this ability.

Effect: Make 6 rally rolls of D6. For each 4+, you receive 1 **rally point**. Rally points can be spent in the following ways:

- For each rally point spent, **Heal (1)** that unit.
- You can spend a number of rally points equal to the **Health** characteristic of that unit to **return** a slain model to that unit.

You can spend the rally points in any combination of the above. Unspent rally points are then lost.

✚ Enemy Hero Phase   ①
MAGICAL INTERVENTION
Declare: Pick a friendly **Wizard** or **Priest** to use this ability.

Effect: That friendly unit can use a **Spell** or **Prayer** ability (as appropriate) as if it were your hero phase. If you do so, subtract 1 from **casting rolls** or **chanting rolls** made as part of that ability.

✚ Your Hero Phase
BANISH MANIFESTATION
Declare: Pick a friendly **Wizard** or **Priest** to use this ability, pick a manifestation within 30" of them to be the target, then make a **banishment roll** of 2D6. Add 1 to the banishment roll for each additional enemy manifestation on the battlefield after the first.

Effect: If the **banishment roll** equals or exceeds the **banishment value**, it is **banished** and removed from play. You cannot pick the same manifestation as the target of this ability more than once per turn.

Keywords **Banish**

CASTING SPELLS
If the unmodified casting roll includes **2 or more rolls of 1**, the spell is miscast: the spell fails, its effect is not resolved, **D3 mortal damage** is inflicted on the **Wizard** that used it, and that **Wizard** cannot use any more spells in that phase.

CHANTING PRAYERS
On an unmodified chanting roll of 1, the prayer fails, its effect is not resolved and you must remove D3 **ritual points** from the **Priest** using the prayer. On a chanting roll of 2 or more, pick one of the following:

- Give a number of **ritual points** to the **Priest** equal to the chanting roll (ritual points can be accumulated over multiple turns).
- Add the **Priest**'s ritual points to the chanting roll. If the chanting roll equals or exceeds the prayer's **chanting value** it is **answered**: resolve the effect of the prayer, then reset the **Priest**'s ritual points total to 0.

UNBINDING SPELLS
Each **Wizard** can use the 'Unbind' reaction a number of times per phase equal to their **power level**.

✚ Reaction: Opponent declared a SPELL ability
UNBIND
Used By: A friendly **Wizard** within 30" of an enemy **Wizard** casting the spell.

Effect: Make an **unbinding roll** of 2D6. If the roll exceeds the **casting roll** for the spell, then the spell is **unbound** and its effect is not resolved. This reaction cannot be used more than once per **casting roll**.

Keywords **Unbind**

MANIFESTATIONS
Manifestations are not considered to be units with the following exceptions:

- They are treated as if they were units for the purposes of movement, combat range, being in combat and setting up other units. Units can finish a charge move within ½" of an enemy manifestation as if it were a unit.
- If they have any melee or ranged weapons, they can use the 'Fight' and 'Shoot' **Core** abilities as if they were units.
- If they have a Move characteristic greater than 0" ('-'), they can use **Core Move** abilities as if they were units.
- They can be picked as targets of enemy abilities as if they were units. They are not affected by enemy abilities that do not involve picking targets.
- Damage points can be inflicted on them as if they were units and they can be destroyed.
- Manifestations that have a Move characteristic of 0" ('-') cannot move. For the purposes of movement, combat range, being in combat and setting up other units, they are only treated as if they were units in the combat phase. Units can finish a charge move within ½" of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within ½" of an enemy unit.
- Models can move through manifestations but cannot end a move on them.

If the **Wizard** or **Priest** that summoned a manifestation is slain, that manifestation is removed from the battlefield.

MOVEMENT PHASE

COHERENCY
Any time a unit is **set up** or **ends a move**, it must be in a single group. A unit is considered to be in a coherent group if each model in that unit is within ½", measured horizontally, of at least 1 other model in that unit (ignore differences in height between the two models). While there are **7 or more** models in a unit, that unit is considered to be in a coherent group if each model in that unit is within coherency range of **at least 2 other models** in that unit.

🏃 Reaction: You declared a RUN ability   ①
AT THE DOUBLE
Used By: The unit using that **Run** ability.

Effect: Do not make a **run roll** as part of that **Run** ability. Instead, add 6" to that unit's **Move** characteristic to determine the distance each model in that unit can move as part of that **Run** ability.

🏃 Enemy Movement Phase   ①
REDEPLOY
Declare: Pick a friendly unit that is not in combat to use this ability.

Effect: Each model in that unit can move up to D6". That move **cannot** pass through or end within combat range of an enemy unit.

Keywords **Move, Run**

SHOOTING PHASE

You can use the following command abilities:

⚔ Reaction: You declared an ATTACK ability   ①
ALL-OUT ATTACK
Used By: The unit using that **Attack** ability.

Effect: Add 1 to **hit rolls** for attacks made as part of that **Attack** ability. This also effects weapons that have the **Companion** weapon ability.

🛡 Reaction: Opponent declared an ATTACK ability   ①
ALL-OUT DEFENSE
Used by: A unit targeted by that **Attack** ability.

Effect: Add 1 to **save rolls** for that unit in this phase.

🏹 Enemy Shooting Phase   ①
COVERING FIRE
Declare: Pick a friendly unit that did not use a **Run** ability this turn and that is **not in combat** to use this ability, then pick the closest enemy unit (to that unit) that can be picked as the target of shooting attacks to be the target.

Effect: Resolve shooting attacks for that unit using this ability against the target. You must subtract 1 from the **hit rolls** for those attacks.

Keywords **Shoot, Attack**

All **Heroes** that are not **Monsters** or **War Machines** have the 'Guarded Hero' passive ability:

🛡 Passive
GUARDED HERO
Effect: If this **Hero** is within the combat range of a friendly unit that is **not** a **Hero**:

- Subtract 1 from **hit rolls** for **shooting attacks** that target this **Hero**.
- If this **Hero** is **Infantry**, they cannot be picked as the target of **shooting attacks** made by units more than 12" from them.

CHARGE PHASE

⚡ Reaction: You declared a CHARGE ability   ①
FORWARD TO VICTORY
Used By: The unit using that **Charge** ability.

Effect: You can **re-roll** the charge roll.

⚡ Enemy Charge Phase   ②
COUNTER-CHARGE
Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: at unit can use a **Charge** ability as if it were your charge phase.

COMBAT PHASE

You can use 'All-out Attack' and 'All-out Defense' command abilities. See **Shooting Phase** above.

END OF TURN

✚ End of Any Turn   ①
POWER THROUGH
Declare: Pick a friendly unit that charged this turn to use this ability, then you must pick an enemy unit in combat with it to be the target. The target must have a lower **Health** characteristic than the unit using this ability.

Effect: Inflict D3 **mortal damage** on the target. Then, the unit using this ability can move a distance up to its **Move** characteristic. It can pass through and end that move within the combat ranges of enemy units that were in combat with it at the start of the move, but not those of other enemy units. It does not have to end the move in combat.

Keywords **Move**

TERRAIN RULES

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** this turn or has the **Fly** keyword.

Impassable: Models cannot move across, be set up on or end moves on any part of this terrain feature.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **Fly** keyword.

Place of Power: **Heroes** within 3" of this terrain feature can use the 'Activate Place of Power' ability (see previous page).

Unstable: Models can move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

PRIORITY ROLL

TAKING A DOUBLE TURN
If the player who went second in the previous battle round wins the priority roll and chooses to go first, this is called 'taking a double turn'.

SEIZING THE INITIATIVE
When a player takes a double turn **and** they are **not** behind by 6 or more victory points, this is called 'seizing the initiative'. The first time in a battle that a player seizes the initiative, the rules for determining the underdog change: for the rest of the battle, the underdog is always the opponent of the player who most recently seized the initiative.

Players who take a double turn while they are behind by 6 or more victory points can still use the 'Tactical Gambit' ability to pick a battle tactic.

HONOUR GUARD

Each player can use an **Honour Guard** ability and must pick a unit in their general's regiment to be the **honour guard**.

If a player has more regiments than their opponent, they can use a second, different **Honour Guard** ability. You must pick a unit that is in a different regiment that is not led by the general to be the honour guard.

⚔ Once Per Battle, Deployment Phase
BODY GUARD
Declare: Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Subtract 1 from the Attacks characteristic of enemy units' melee weapons while they are in combat with the unit leading that regiment if both of the following are true:
- That regiment's **honour guard** is wholly within 6" of the leader of that regiment.
- Neither that regiment's **honour guard** nor the regiment's leader charged this turn.

Keywords **Honour Guard**

⚔ Once Per Battle, Deployment Phase
FIELD SERGEANT
Declare: Pick a friendly non-**Fly Infantry Hero** in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Add 2" to the Move characteristic of friendly non-**Fly Infantry** units while they are wholly within 12" of the **honour guard**.

Keywords **Honour Guard**

⚔ Once Per Battle, Deployment Phase
PRIORITY TARGET
Declare: Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Add 1 to hit rolls and wound rolls for attacks made by that **honour guard** unit that target the enemy general, or the enemy **honour guard** if it is in the enemy general's regiment, if the target of the attack is within 12".

Keywords **Honour Guard**

⚔ Once Per Battle, Deployment Phase
PRIZED BEAST
Declare: Pick a friendly non-**Unique Monster** that is not reinforced and that is in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: That unit can ignore the effects of the 'Battle Damaged' ability. In addition, add 1 to hit rolls for combat attacks made by the **honour guard**. This ability affects **Companion** weapons.

Keywords **Honour Guard**

✚ Once Per Battle, Deployment Phase
SPECIAL ASSIGNMENT
Declare: Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

Effect: Pick one of the following weapon abilities:

- **Anti-Infantry (+1 Rend)**
- **Anti-Cavalry (+1 Rend)**
- **Anti-Monster (+1 Rend)**
- **Anti-War Machine (+1 Rend)**
- **Anti-Beast (+1 Rend)**

In any turn in which the **honour guard** charged, that unit's melee weapons have the weapon ability you picked.

Keywords **Honour Guard**