



REFERENCE SHEET

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USING THIS SHEET

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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 2.1

- Fixed typo under manifestations.

Version 2.2

- Added Regimented Forces.

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PRIORITY ROLL

SEIZING THE INITIATIVE

If the player who went second in the previous battle round wins the priority roll and chooses to go first, unless their opponent is leading by 11 or more victory points, it is called **seizing the initiative**.

When a player seizes the initiative, their opponent always counts as the underdog until that opponent seizes the initiative.

A player who seizes the initiative cannot complete any battle tactics in that turn.

REGIMENTED FORCES

If one player has more regiments than their opponent at the start of the battle, then once per battle, that player can re-roll their priority roll after seeing the result of both players' rolls but before determining priority for that battle round.

START OF TURN

COMMAND POINTS

At the start of the battleround, after determining the underdog, each player gains 4 command points. If there is an underdog, they gain 1 extra command point. If your opponent has more auxiliary units than you do, you receive 1 additional command point.

Once Per Turn (Army), Start of Any Turn

ACTIVATE PLACE OF POWER

Declare: Pick a friendly **HERO** within 3" of a **Place of Power** to use this ability, then pick that Place of Power to be the target.

Effect: Pick 1 of the following effects:

- **Cauterising Pollen:** Roll a dice. On a 1, inflict 1 mortal damage on each unit (friendly and enemy) within 6" of any **Places of Power**. On a 3+, **Heal** (2) each unit (friendly and enemy) wholly within 6" of the target.
- **Rapid Sprouting:** Pick a Ghyranite objective or visible terrain feature within 12" of that **HERO** and roll a dice. On a 3+, that objective or terrain feature has the 'Obscuring' ability for the rest of the battle.
- **Tap the Ley Lines:** For the rest of the turn, if that Hero is not a **WIZARD** or **PRIEST**, they can use the 'Unbind' or 'Banish Manifestation' ability as if had **WIZARD** (1).

KEYWORDS CORE

HERO PHASE

Any 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.

Passive

MUSICIAN:

Effect: While this unit contains any musicians, if it uses the 'Rally' command, you can make one additional **rally roll** of D6.

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**, or **PRAYER** abilities they can use per 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.

UNBINDING SPELLS

Each **WIZARD** can use the 'Unbind' reaction a number of times per phase equal to their **power level**. This is an exception to The Rules of One.

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

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. Otherwise, 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.

All Priests know the following prayer:

Your Hero Phase

SACRED RITES

Declare: Pick a friendly **PRIEST** to use this ability, then make a **chanting roll** of D6. On an unmodified chanting roll of 1, remove 1 ritual point from that **PRIEST** instead of D3.

Effect: Give a number of ritual points to the **PRIEST** equal to the chanting roll.

KEYWORDS PRAYER, UNLIMITED

ALL MANIFESTATIONS

- Models can move through them but cannot end a move on them.
- Units can finish a charge move within ½" of an enemy manifestation instead of within ½" of an enemy unit.
- They can be damaged and destroyed as if they were units but do not count as destroyed units for the purposes of battle tactics and abilities.
- They are affected by all enemy abilities as if they were units.
- They can use **CORE** abilities as if they were units, and they can use abilities on their warscroll. Unless specified otherwise, they cannot use and are not affected by any other friendly abilities, and they do not count as units for the purposes of battle tactics or friendly abilities.
- They can only use 'Shoot' or 'Fight' abilities if they have weapons of the appropriate type.

MANIFESTATIONS WITH A MOVE OF GREATER THAN

- They cannot move.
- They only count as being in combat in the combat phase, and enemy units only count as being in combat with them in the combat phase.

MANIFESTATIONS WITH A MOVE GREATER THAN

- They are treated as if they were units for the purposes of movement, combat range, being in combat and setting up terrain features, other manifestations and other units.

Severed Connection: If the **WIZARD** or **PRIEST** that summoned a manifestation is destroyed, that manifestation is removed from the battlefield.

Banishing Manifestations: Instead of using a **SPELL** of **PRAYER** ability (including when using the 'Magical Intervention' ability), each **WIZARD** and **PRIEST** can use the below ability:

Your Hero Phase

BANISH MANIFESTATION

Declare: Pick a friendly **WIZARD** or **PRIEST** to use this ability, pick a **MANIFESTATION** within 30" of them that was not summoned this turn 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** listed on the **MANIFESTATION**'s warscroll, it is banished and removed from play.

KEYWORDS BANISH

Enemy Hero Phase

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.

MOVEMENT PHASE

Reaction: You declared a RUN ability

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

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 the combat range of an enemy unit.

KEYWORDS MOVE, RUN

SHOOTING PHASE

You can use the following command abilities:

Reaction: You declared an ATTACK ability

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. For the rest of the turn, subtract 1 from save rolls for the unit using this ability.

Reaction: Opponent declared an ATTACK ability

ALL-OUT DEFENSE

Used by: A unit targeted by that **ATTACK** ability.

Effect: Add 1 to **save rolls** for that unit until that **ATTACK** ability has been resolved.

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 the unit using this ability against the target. You must subtract 1 from the hit rolls for those attacks.

KEYWORDS ATTACK, SHOOT

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 models 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: That 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: While every model in a non-**MONSTER** unit that does not have the **FLY** keyword is within 1" of this terrain feature, the following apply:

- That unit is only visible to enemy units that are within its combat range.
- The Range characteristic of that unit's ranged weapons is halved (round down to the nearest inch).

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.

BATTLE TACTICS

ATTUNED TO GHYRAN

Sacred Centrality (Affray): You complete this battle tactic at the end of your turn if there are at least 2 friendly units within 3" of the centre of the battlefield that are not in combat.

Fey Strikes (Strike): You complete this battle tactic at the end of your turn if all of the following are true:

- At least 2 friendly units used a **RETREAT** ability this turn. Those units are the lure units.
- At least 2 other friendly units used a **CHARGE** ability this turn and at least 1 of those units ended the charge move in combat with an enemy unit from which any of the lure units retreated.

Purification Rites (Domination): You complete this battle tactic at the end of your turn if there are no enemy units within friendly territory and no enemy units within neutral territory.

INTERCEPT AND RECOVER

- At the start of the battle, your opponent must pick 3 of their units on the battlefield to be carrying a Ghyranite Treasure. They cannot pick faction terrain features or **MANIFESTATIONS**. A unit can only carry 1 Ghyranite Treasure. If your opponent has fewer than 3 units on the battlefield, you automatically complete a number of these battle tactics, starting with the **Domination** battle tactic (followed by the **Strike** and then the **Affray**) until the number of remaining uncompleted battle tactics equals the number of enemy units on the battlefield.
- If you went second in the previous battle round and choose to go first in the current battle round, your opponent can remove 1 Ghyranite Treasure from one of their units at the start of the battle round.

Stolen Seedpod (Affray): You complete this battle tactic at the end of your turn if at least 1 enemy unit carrying a Ghyranite Treasure has been destroyed.

Contraband Aqua Ghyranis (Strike): You complete this battle tactic at the end of your turn if at least 2 enemy units carrying a Ghyranite Treasure have been destroyed this battle.

Leyline Taproot (Domination): You complete this battle tactic at the end of your turn if at least 3 enemy units carrying a Ghyranite Treasure have been destroyed this battle.

MASTER THE PATHS

Cut Off the Head (Affray): You complete this battle tactic at the end of your turn if an enemy **HERO** has been destroyed this battle.

Seize the Paths (Strike): You complete this battle tactic at the end of your turn if there are more friendly units in neutral territory than enemy units.

If there is no neutral territory in the battleplan you are playing, you complete this tactic at the end of your turn if there are no enemy units within friendly territory.

Envelope and Strangle (Domination): You complete this battle tactic at the end of your turn if at least 3 different friendly units are each wholly within 9" of a different corner of the battlefield and only 1 of those corners is wholly within friendly territory. No more than 1 of those units can have been set up this turn.

RESTLESS ENERGY

Water with Blood (Affray): You complete this battle tactic at the end of your turn if you control an objective that was controlled by your opponent at the start of your turn.

Invasive Species (Strike): You complete this battle tactic at the end of your turn if you control every objective within enemy territory. If there are no objectives within enemy territory, you complete this battle tactic at the end of your turn if you control every objective that was controlled by your opponent at the start of your turn.

All Roots Entwined (Domination): You complete this battle tactic at the end of your turn if you control every objective on the battlefield.

SCOUTING FORCE

At the start of the battle, every friendly non-**HERO INFANTRY** and non-**HERO CAVALRY** unit wholly within friendly territory becomes a scout unit. You cannot complete these battle tactics with scout units that are in combat Replacement units that replace scout units are also scout units.

Raiding Party (Affray): You complete this battle tactic at the end of your turn if there are 3 or more friendly scout units wholly outside friendly territory.

Bold Explorers (Strike): You complete this battle tactic at the end of your turn if 3 or more objectives or terrain features that you control, in any combination, are being contested by any friendly scout units. Those objectives and terrain features must be within enemy territory.

Courageous Adventurers (Domination): You complete this battle tactic at the end of your turn if a friendly scout unit that was not set up this turn is contesting a terrain feature that you control, that is wholly within enemy territory, and that is more than 6" from friendly territory.

WRATHFUL CYCLES

Defiant Surge (Affray): You complete this battle tactic at the end of your turn if you control more objectives than your opponent.

Daring Resurgence (Strike): You complete this battle tactic at the end of your turn if you are the underdog this battle round, there is at least 1 friendly unit on the battlefield and at least half of the friendly units on the battlefield (rounding up) used a **FIGHT** ability this turn.

Master of Strategy (Domination): You complete this battle tactic at the end of your turn if there is a different friendly unit wholly within each large quarter of the battlefield, you control more objectives than your opponent, and there are no enemy units contesting any objectives that you control.



PRIORITY ROLL

SEIZING THE INITIATIVE

If the player who went second in the previous battle round wins the priority roll and chooses to go first, unless their opponent is leading by 11 or more victory points, it is called **seizing the initiative**.

When a player seizes the initiative, their opponent always counts as the underdog until that opponent seizes the initiative.

A player who seizes the initiative cannot complete any battle tactics in that turn.

REGIMENTED FORCES

If one player has more regiments than their opponent at the start of the battle, then once per battle, that player can re-roll their priority roll after seeing the result of both players' rolls but before determining priority for that battle round.

START OF TURN

COMMAND POINTS

At the start of the battleround, after determining the underdog, each player gains 4 command points. If there is an underdog, they gain 1 extra command point. If your opponent has more auxiliary units than you do, you receive 1 additional command point.

Once Per Turn (Army), Start of Any Turn

ACTIVATE PLACE OF POWER

Declare: Pick a friendly **HERO** within 3" of a **Place of Power** to use this ability, then pick that Place of Power to be the target.

Effect: Pick 1 of the following effects:

- **Cauterising Pollen:** Roll a dice. On a 1, inflict 1 mortal damage on each unit (friendly and enemy) within 6" of any **Places of Power**. On a 3+, **Heal** (2) each unit (friendly and enemy) wholly within 6" of the target.
- **Rapid Sprouting:** Pick a Ghyranite objective or visible terrain feature within 12" of that **HERO** and roll a dice. On a 3+, that objective or terrain feature has the 'Obscuring' ability for the rest of the battle.
- **Tap the Ley Lines:** For the rest of the turn, if that **HERO** is not a **WIZARD** or **PRIEST**, they can use the 'Unbind' or 'Banish Manifestation' ability as if had **WIZARD** (1).

KEYWORDS CORE

HERO PHASE

Any 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.

Passive

MUSICIAN:

Effect: While this unit contains any musicians, if it uses the 'Rally' command, you can make one additional **rally roll** of D6.

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**, or **PRAYER** abilities they can use per 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.

UNBINDING SPELLS

Each **WIZARD** can use the 'Unbind' reaction a number of times per phase equal to their **power level**. This is an exception to The Rules of One.

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

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. Otherwise, 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.

All Priests know the following prayer:

Your Hero Phase

SACRED RITES

Declare: Pick a friendly **PRIEST** to use this ability, then make a **chanting roll** of D6. On an unmodified chanting roll of 1, remove 1 ritual point from that **PRIEST** instead of D3.

Effect: Give a number of ritual points to the **PRIEST** equal to the chanting roll.

KEYWORDS PRAYER, UNLIMITED

ALL MANIFESTATIONS

- Models can move through them but cannot end a move on them.
- Units can finish a charge move within ½" of an enemy manifestation instead of within ½" of an enemy unit.
- They can be damaged and destroyed as if they were units but do not count as destroyed units for the purposes of battle tactics and abilities.
- They are affected by all enemy abilities as if they were units.
- They can use **CORE** abilities as if they were units, and they can use abilities on their warscroll. Unless specified otherwise, they cannot use and are not affected by any other friendly abilities, and they do not count as units for the purposes of battle tactics or friendly abilities.
- They can only use 'Shoot' or 'Fight' abilities if they have weapons of the appropriate type.

MANIFESTATIONS WITH A MOVE OF 'GREATER THAN'

- They cannot move.
- They only count as being in combat in the combat phase, and enemy units only count as being in combat with them in the combat phase.

MANIFESTATIONS WITH A MOVE GREATER THAN 'GREATER THAN'

- They are treated as if they were units for the purposes of movement, combat range, being in combat and setting up terrain features, other manifestations and other units.

Severed Connection: If the **WIZARD** or **PRIEST** that summoned a manifestation is destroyed, that manifestation is removed from the battlefield.

Banishing Manifestations: Instead of using a **SPELL** of **PRAYER** ability (including when using the 'Magical Intervention' ability), each **WIZARD** and **PRIEST** can use the below ability:

Your Hero Phase

BANISH MANIFESTATION

Declare: Pick a friendly **WIZARD** or **PRIEST** to use this ability, pick a **MANIFESTATION** within 30" of them that was not summoned this turn 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** listed on the **MANIFESTATION**'s warscroll, it is banished and removed from play.

KEYWORDS BANISH

Enemy Hero Phase

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.

MOVEMENT PHASE

Reaction: You declared a RUN ability

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

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 the combat range of an enemy unit.

KEYWORDS MOVE, RUN

SHOOTING PHASE

You can use the following command abilities:

Reaction: You declared an ATTACK ability

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. For the rest of the turn, subtract 1 from save rolls for the unit using this ability.

Reaction: Opponent declared an ATTACK ability

ALL-OUT DEFENSE

Used by: A unit targeted by that **ATTACK** ability.

Effect: Add 1 to **save rolls** for that unit until that **ATTACK** ability has been resolved.

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 the unit using this ability against the target. You must subtract 1 from the hit rolls for those attacks.

KEYWORDS ATTACK, SHOOT

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 models 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: That 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: While every model in a non-**MONSTER** unit that does not have the **FLY** keyword is within 1" of this terrain feature, the following apply:

- That unit is only visible to enemy units that are within its combat range.
- The Range characteristic of that unit's ranged weapons is halved (round down to the nearest inch).

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.

BATTLE TACTICS

ATTUNED TO GHYRAN

Sacred Centrality (Affray): You complete this battle tactic at the end of your turn if there are at least 2 friendly units within 3" of the centre of the battlefield that are not in combat.

Fey Strikes (Strike): You complete this battle tactic at the end of your turn if all of the following are true:

- At least 2 friendly units used a **RETREAT** ability this turn. Those units are the lure units.
- At least 2 other friendly units used a **CHARGE** ability this turn and at least 1 of those units ended the charge move in combat with an enemy unit from which any of the lure units retreated.

Purification Rites (Domination): You complete this battle tactic at the end of your turn if there are no enemy units within friendly territory and no enemy units within neutral territory.

INTERCEPT AND RECOVER

- At the start of the battle, your opponent must pick 3 of their units on the battlefield to be carrying a Ghyranite Treasure. They cannot pick faction terrain features or **MANIFESTATIONS**. A unit can only carry 1 Ghyranite Treasure. If your opponent has fewer than 3 units on the battlefield, you automatically complete a number of these battle tactics, starting with the **Domination** battle tactic (followed by the **Strike** and then the **Affray**) until the number of remaining uncompleted battle tactics equals the number of enemy units on the battlefield.
- If you went second in the previous battle round and choose to go first in the current battle round, your opponent can remove 1 Ghyranite Treasure from one of their units at the start of the battle round.

Stolen Seedpod (Affray): You complete this battle tactic at the end of your turn if at least 1 enemy unit carrying a Ghyranite Treasure has been destroyed.

Contraband Aqua Ghyranis (Strike): You complete this battle tactic at the end of your turn if at least 2 enemy units carrying a Ghyranite Treasure have been destroyed this battle.

Leyline Taproot (Domination): You complete this battle tactic at the end of your turn if at least 3 enemy units carrying a Ghyranite Treasure have been destroyed this battle.

MASTER THE PATHS

Cut Off the Head (Affray): You complete this battle tactic at the end of your turn if an enemy **HERO** has been destroyed this battle.

Seize the Paths (Strike): You complete this battle tactic at the end of your turn if there are more friendly units in neutral territory than enemy units.

If there is no neutral territory in the battleplan you are playing, you complete this tactic at the end of your turn if there are no enemy units within friendly territory.

Envelope and Strangle (Domination): You complete this battle tactic at the end of your turn if at least 3 different friendly units are each wholly within 9" of a different corner of the battlefield and only 1 of those corners is wholly within friendly territory. No more than 1 of those units can have been set up this turn.

RESTLESS ENERGY

Water with Blood (Affray): You complete this battle tactic at the end of your turn if you control an objective that was controlled by your opponent at the start of your turn.

Invasive Species (Strike): You complete this battle tactic at the end of your turn if you control every objective within enemy territory. If there are no objectives within enemy territory, you complete this battle tactic at the end of your turn if you control every objective that was controlled by your opponent at the start of your turn.

All Roots Entwined (Domination): You complete this battle tactic at the end of your turn if you control every objective on the battlefield.

SCOUTING FORCE

At the start of the battle, every friendly non-**HERO INFANTRY** and non-**HERO CAVALRY** unit wholly within friendly territory becomes a scout unit. You cannot complete these battle tactics with scout units that are in combat Replacement units that replace scout units are also scout units.

Raiding Party (Affray): You complete this battle tactic at the end of your turn if there are 3 or more friendly scout units wholly outside friendly territory.

Bold Explorers (Strike): You complete this battle tactic at the end of your turn if 3 or more objectives or terrain features that you control, in any combination, are being contested by any friendly scout units. Those objectives and terrain features must be within enemy territory.

Courageous Adventurers (Domination): You complete this battle tactic at the end of your turn if a friendly scout unit that was not set up this turn is contesting a terrain feature that you control, that is wholly within enemy territory, and that is more than 6" from friendly territory.

WRATHFUL CYCLES

Defiant Surge (Affray): You complete this battle tactic at the end of your turn if you control more objectives than your opponent.

Daring Resurgence (Strike): You complete this battle tactic at the end of your turn if you are the underdog this battle round, there is at least 1 friendly unit on the battlefield and at least half of the friendly units on the battlefield (rounding up) used a **FIGHT** ability this turn.

Master of Strategy (Domination): You complete this battle tactic at the end of your turn if there is a different friendly unit wholly within each large quarter of the battlefield, you control more objectives than your opponent, and there are no enemy units contesting any objectives that you control.