



# 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](mailto:bignob@weirdnobz.com) You can download additional game aids from our website at:

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-V (aka "The Harrower")

## CHANGE LOG

### Version 3.1

- Added chanting value for Sacred Rites.
- Fixed typos.

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## DEPLOYMENT PHASE

### Once Per Battle, Deployment Phase

#### RAISING THE HEAT

**Effect:** If you are the attacker, set your **fury level** to 1. If you are the defender, set your **fury level** to 2.

## 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 BATTLE ROUND

### Once Per Turn (Army), Start of Any Turn

#### SIMMERING RAGE

**Declare:** You must use this ability.

**Effect:** Gain a number of rage dice equal to your **fury level**. At the end of the battle round, any unspent rage dice are lost.

## 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 any **Places of Power** to use this ability.

**Effect:** Roll a die. On a 1, inflict D3 mortal damage on that **HERO**. On a 2+, pick 1 of the following effects:

- **Ignite Fury:** Gain 2 rage dice, then increase your **fury level** by 2, to a maximum of 7.
- **Channel Wrath:** If that **HERO** is a **WIZARD** or **PRIEST**, add 1 to casting rolls or chanting rolls for that **HERO** for the rest of the turn.
- **Dizzying Rage:** 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 they 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 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 to ritual points to the **PRIEST** equal to the unmodified chanting roll and do not reset the **PRIEST**'s ritual points to 0.

**KEYWORDS** PRAYER, UNLIMITED

### ALL MANIFESTATIONS

Can use **CORE** abilities as if they were units, and they can use abilities on their warscroll. They do not count as units for the purposes of battle tactics or friendly abilities.

### WITH A MOVE OF '1'

- Cannot move.
- 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.

### WITH A MOVE GREATER THAN '1'

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

#### 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. You cannot pick **MANIFESTATIONS** or faction terrain features as the target of this ability.

**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.

#### Passive

### FIGHT THROUGH THE PAIN

**Effect:** Before allocating damage to a friendly unit, you can spend any number of rage dice. For each rage dice spent, reduce your fury level by 1, to a minimum of 0, then roll a dice. On a 3+, remove 1 damage point from that unit's damage pool.

## CHARGE PHASE

➤ **Reaction:** You declared a **CHARGE** ability

### FORWARD TO VICTORY

**Used By:** The unit using that **CHARGE** ability.

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

➤ **Enemy Charge Phase**

### 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 the All-out Attack, All-out Defense, and the Fight Through the Pain abilities. See **Shooting Phase** above.

## END OF TURN

⚙ **Once Per Turn (Army), End of Any Turn**

### ERUPTION OF FURY

**Declare:** Pick a friendly unit to use this ability, then pick an enemy unit in combat with that friendly unit to be the target.

**Effect:** Pick 1 of the melee weapons that the unit using this ability is armed with. Then, spend up to 3 **rage dice**.

Resolve a number of combat attacks against the target using the melee weapon you picked equal to the number of **rage dice** you spent.

Those attacks cannot score critical hits. Instead, for each unmodified hit roll of 6 for those attacks:

- Inflict an additional D3 mortal damage on each enemy unit in combat with the unit using this ability.
- Your opponent must increase their **fury level** by 1, to a maximum of 7.

For each unmodified hit roll of 1 for those attacks, allocate D3 mortal damage to this unit after the damage sequence has been resolved (ward rolls cannot be made for those damage points).

**KEYWORDS** ATTACK, FIGHT

⚙ **End of Any 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:** 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

### BLAZING ONSLAUGHT

At the start of the battle, after using all abilities but before determining which player will take the first turn, your opponent must pick 1 non-**FACTION TERRAIN** feature within their territory to be their **hideout**. The **hideout** cannot be removed from the battlefield at any point during the battle.

**Master of Arms (Affray):** You complete this battle tactic at the end of your turn if the same enemy unit had at least 1 damage point allocated to it in 3 different phases this turn.

**Break Their Defenses (Strike):** You complete this battle tactic at the end of your turn if you control the enemy **hideout**.

**Purification Rites (Domination):** You complete this battle tactic at the end of your turn if 2 or more enemy units were destroyed this turn and you control the enemy **hideout**.

### SIEGE OF ASHES

**Form a Wall (Affray):** You complete this battle tactic at the end of your turn if 2 or more friendly units are wholly outside friendly territory, wholly within 6" of friendly territory and within 3" of each other.

**Outpost Resupply (Strike):** You complete this battle tactic at the end of your turn if you control an objective within enemy territory and that objective is contested by:

- At least 1 friendly unit that did not use a **MOVE** ability this turn.
- At least 1 other friendly unit that charged this turn.

**Repel the Attackers (Domination):** You complete this battle tactic at the end of your turn if there are 3 or more friendly units within 3" of the centre of the battlefield that are not in combat.

### FLANKING FIRESTORM

**Ambuscade (Affray):** You complete this battle tactic at the end of your turn if 2 or more objectives or terrain features that you control, in any combination, are each contested by a different friendly unit that is more than 6" from friendly territory and was not set up this turn.

**Surround the Enemy (Strike):** You complete this battle tactic at the end of your turn if 2 or more friendly units that were not set up this turn are each within 9" of a different corner of the battlefield and wholly outside friendly territory.

**Claim What's Yours (Domination):** You complete this battle tactic at the end of your turn if there are more friendly units within enemy territory than enemy units and there is at least 1 friendly **HERO** wholly within enemy territory.

### SMOKESCREEN

**Keep The Enemy Close (Affray):** You complete this battle tactic at the end of your turn if you control an objective that is contested by at least 1 enemy unit.

**Feign Weakness (Strike):** You complete this battle tactic at the end of your turn if more friendly units were destroyed this turn than enemy units.

**Execute The Plan (Domination):** You complete this battle tactic at the end of your turn if you control each objective within enemy territory.

### BURNING FOR VENGEANCE

At the start of the battle, after using all Deployment Phase abilities but before determining which player will take the first turn, pick an enemy **HERO** on the battlefield or in reserve to be the **fugitive** for the rest of the battle.

**Search Every Inch (Affray):** 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, those friendly units are more than 9" from the centre of the battlefield, and no more than 1 of those friendly units was set up this turn.

**Quick Pursuit (Strike):** You complete this battle tactic at the end of your turn if 1 of the following is true:

- There are 3 or more friendly units that are not in combat and are within 12" of the enemy **fugitive**.
- There is no enemy **fugitive** on the battlefield.

**Bring Them In (Domination):** You complete this battle tactic at the end of your turn if 1 of the following is true:

- There are 3 or more friendly units in combat with the enemy **fugitive**.
- There is no enemy **fugitive** on the battlefield and 3 or more friendly units are contesting the same objective that is wholly outside friendly territory.

### LEGEND OF THE PARCH

**Daring Rescue (Affray):** You complete this battle tactic at the end of your turn if an enemy unit that was in combat at the start of the turn was destroyed by a combat attack made by a friendly unit that charged this turn.

**Command From the Front (Strike):** You complete this battle tactic at the end of your turn if there are 2 or more friendly **HEROES** on the battlefield, all friendly **HEROES** are within 9" of a visible enemy unit and no friendly **HEROES** were slain this turn.

**Hero of Legend (Domination):** You complete this battle tactic at the end of your turn if you control an objective wholly outside your territory that you did not control at the start of the turn and a friendly **HERO** is contesting that objective.



## DEPLOYMENT PHASE

### Once Per Battle, Deployment Phase

#### RAISING THE HEAT

**Effect:** If you are the attacker, set your **fury level** to 1. If you are the defender, set your **fury level** to 2.

## 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 BATTLE ROUND

### Once Per Turn (Army), Start of Any Turn

#### SIMMERING RAGE

**Declare:** You must use this ability.

**Effect:** Gain a number of rage dice equal to your **fury level**. At the end of the battle round, any unspent rage dice are lost.

## 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 any **Places of Power** to use this ability.

**Effect:** Roll a die. On a 1, inflict D3 mortal damage on that **HERO**. On a 2+, pick 1 of the following effects:

- **Ignite Fury:** Gain 2 rage dice, then increase your **fury level** by 2, to a maximum of 7.
- **Channel Wrath:** If that **HERO** is a **WIZARD** or **PRIEST**, add 1 to casting rolls or chanting rolls for that **HERO** for the rest of the turn.
- **Dizzying Rage:** 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 they 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 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 to ritual points to the **PRIEST** equal to the unmodified chanting roll and do not reset the **PRIEST**'s ritual points to 0.

**KEYWORDS** PRAYER, UNLIMITED

### ALL MANIFESTATIONS

Can use **CORE** abilities as if they were units, and they can use abilities on their warscroll. They do not count as units for the purposes of battle tactics or friendly abilities.

### WITH A MOVE OF ' '

- Cannot move.
- 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.

### WITH A MOVE GREATER THAN ' '

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

#### 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. You cannot pick **MANIFESTATIONS** or faction terrain features as the target of this ability.

**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.

#### Passive

#### FIGHT THROUGH THE PAIN

**Effect:** Before allocating damage to a friendly unit, you can spend any number of rage dice. For each rage dice spent, reduce your fury level by 1, to a minimum of 0, then roll a dice. On a 3+, remove 1 damage point from that unit's damage pool.

## CHARGE PHASE

Reaction: You declared a **CHARGE** ability

#### FORWARD TO VICTORY

**Used By:** The unit using that **CHARGE** ability.

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

Enemy Charge Phase

#### 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 the All-out Attack, All-out Defense, and the Fight Through the Pain abilities. See **Shooting Phase** above.

## END OF TURN

Once Per Turn (Army), End of Any Turn

#### ERUPTION OF FURY

**Declare:** Pick a friendly unit to use this ability, then pick an enemy unit in combat with that friendly unit to be the target.

**Effect:** Pick 1 of the melee weapons that the unit using this ability is armed with. Then, spend up to 3 **rage dice**.

Resolve a number of combat attacks against the target using the melee weapon you picked equal to the number of **rage dice** you spent.

Those attacks cannot score critical hits. Instead, for each unmodified hit roll of 6 for those attacks:

- Inflict an additional D3 mortal damage on each enemy unit in combat with the unit using this ability.
- Your opponent must increase their **fury level** by 1, to a maximum of 7.

For each unmodified hit roll of 1 for those attacks, allocate D3 mortal damage to this unit after the damage sequence has been resolved (ward rolls cannot be made for those damage points).

**KEYWORDS** ATTACK, FIGHT

End of Any 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:** 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

#### BLAZING ONSLAUGHT

At the start of the battle, after using all abilities but before determining which player will take the first turn, your opponent must pick 1 non-**FACTION TERRAIN** feature within their territory to be their **hideout**. The **hideout** cannot be removed from the battlefield at any point during the battle.

**Master of Arms (Affray):** You complete this battle tactic at the end of your turn if the same enemy unit had at least 1 damage point allocated to it in 3 different phases this turn.

**Break Their Defenses (Strike):** You complete this battle tactic at the end of your turn if you control the enemy **hideout**.

**Purification Rites (Domination):** You complete this battle tactic at the end of your turn if 2 or more enemy units were destroyed this turn and you control the enemy **hideout**.

#### SIEGE OF ASHES

**Form a Wall (Affray):** You complete this battle tactic at the end of your turn if 2 or more friendly units are wholly outside friendly territory, wholly within 6" of friendly territory and within 3" of each other.

**Outpost Resupply (Strike):** You complete this battle tactic at the end of your turn if you control an objective within enemy territory and that objective is contested by:

- At least 1 friendly unit that did not use a **MOVE** ability this turn.
- At least 1 other friendly unit that charged this turn.

**Repel the Attackers (Domination):** You complete this battle tactic at the end of your turn if there are 3 or more friendly units within 3" of the centre of the battlefield that are not in combat.

#### FLANKING FIRESTORM

**Ambuscade (Affray):** You complete this battle tactic at the end of your turn if 2 or more objectives or terrain features that you control, in any combination, are each contested by a different friendly unit that is more than 6" from friendly territory and was not set up this turn.

**Surround the Enemy (Strike):** You complete this battle tactic at the end of your turn if 2 or more friendly units that were not set up this turn are each within 9" of a different corner of the battlefield and wholly outside friendly territory.

**Claim What's Yours (Domination):** You complete this battle tactic at the end of your turn if there are more friendly units within enemy territory than enemy units and there is at least 1 friendly **HERO** wholly within enemy territory.

#### SMOKESCREEN

**Keep The Enemy Close (Affray):** You complete this battle tactic at the end of your turn if you control an objective that is contested by at least 1 enemy unit.

**Feign Weakness (Strike):** You complete this battle tactic at the end of your turn if more friendly units were destroyed this turn than enemy units.

**Execute The Plan (Domination):** You complete this battle tactic at the end of your turn if you control each objective within enemy territory.

#### BURNING FOR VENGEANCE

At the start of the battle, after using all Deployment Phase abilities but before determining which player will take the first turn, pick an enemy **HERO** on the battlefield or in reserve to be the **fugitive** for the rest of the battle.

**Search Every Inch (Affray):** 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, those friendly units are more than 9" from the centre of the battlefield, and no more than 1 of those friendly units was set up this turn.

**Quick Pursuit (Strike):** You complete this battle tactic at the end of your turn if 1 of the following is true:

- There are 3 or more friendly units that are not in combat and are within 12" of the enemy **fugitive**.
- There is no enemy **fugitive** on the battlefield.

**Bring Them In (Domination):** You complete this battle tactic at the end of your turn if 1 of the following is true:

- There are 3 or more friendly units in combat with the enemy **fugitive**.
- There is no enemy **fugitive** on the battlefield and 3 or more friendly units are contesting the same objective that is wholly outside friendly territory.

#### LEGEND OF THE PARCH

**Daring Rescue (Affray):** You complete this battle tactic at the end of your turn if an enemy unit that was in combat at the start of the turn was destroyed by a combat attack made by a friendly unit that charged this turn.

**Command From the Front (Strike):** You complete this battle tactic at the end of your turn if there are 2 or more friendly **HEROES** on the battlefield, all friendly **HEROES** are within 9" of a visible enemy unit and no friendly **HEROES** were slain this turn.

**Hero of Legend (Domination):** You complete this battle tactic at the end of your turn if you control an objective wholly outside your territory that you did not control at the start of the turn and a friendly **HERO** is contesting that objective.