



SPIRE OF DAWN™



SACRIFICE AND SLAUGHTER IN THE WARTORN REALMS OF THE AGE OF SIGMAR



WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



The Dawnspire stands at the edge of the Transient Isles. A frontier outpost of aelven civilisation within the Realm of Light, these colossal, lazily drifting islands of black stone hang in the air high above an endless azure sea. Many years ago a powerful Chaos sorcerer sought to bring these island havens crashing down into the ocean. He employed foul sorceries to warp and corrupt a shard of pure realmstone, creating the cursed artefact known as the Stone of Falling Skies. This profane creation radiated gravity-twisting power great enough to disrupt the primordial magic that held the Transient Isles aloft.

Two great island sanctuaries were lost to the depths before the mages of the Eldritch Council managed to slay the sorcerer and disrupt the energy of the cursed lodestone. Yet for all the power of the aelven mages, they could not destroy it. With the fate of their homeland in the balance, three great Archmages made the ultimate sacrifice. Together they entered a spell-trance, combining their potent magics in order to suppress the waves of gravitational force emitted by the Stone of Falling Skies. None of them would ever wake from this reverie. The Dawnspire was built to house the artefact and the three honoured mages, and a guard made up of the Transient Isles' most elite warriors was created to protect it.

Yet despite this formidable obstacle, cruel, avaricious eyes in the dark corners of the realms remain fixed on the stone, planning for the day they will harness its fell power for themselves.



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THE TOWER OF DAWN

Ilnarion closed his eyes as he felt the wind rush across his face and send his long, dark hair whipping out behind him. Beneath him, Haladra dipped her wings; the High Warden leaned into the roll, feeling the pull of gravity in his gut and smiling for what seemed like the first time in weeks. The griffon spiralled elegantly before spreading her wings to ride a zephyr upwards in a shallow climb. She let out a shrill screech of satisfaction.

'Aye, my friend,' Ilnarion nodded, smiling and ruffling Haladra's feathers affectionately. 'A finer day you'll rarely see.'

The blazing sun above them shone down across the Transient Isles. Great pillars of black rock dusted with evergreen fauna, the landmasses hung impossibly in the sky above an endless azure sea. The water was so clear that even from his lofty vantage point Ilnarion could see shoals of glimmerfish dancing and leaping through the air, their iridescent scales sparkling in the sun.

Haladra gave another trill, and the High Warden smiled. 'I see them too,' he said. 'Perhaps we'll make another circuit at day's end, catch a few for supper.'

The air was split by the blaring of horns. Ilnarion's eyes snapped across to where the sun, sat high in the sky, silhouetted a tower far in the distance.

The Dawnsfire. It rose from the tip of a wide fist of rock, one of the smaller isles in this floating archipelago. A sleek and elegant spear of white marble tipped with rippling banners of crimson and cerulean, the tower bore the sea dragon sigil of the Spireguard of the Transient Isles.

The war horns had been sounded. They were under attack, but where in the name of Tyrion had the enemy come from? The Dawnsfire's position within these floating isles meant that a conventional army would find it almost impossible to launch an assault here. Haladra was already looping around to fly towards the cacophony, eyes glinting with predatory anticipation.

As they drew close, they saw that the rocky foothills of the island were hidden beneath a seething tide of brackish brown that encircled the Dawnsfire. It rippled and swirled, and within its depths there were flickers of sickening green light.

Haladra hissed and tossed her head in disgust, and the smell hit Ilnarion's nostrils just a moment later. It was the reek of rotten meat and week-old filth – a sour, acrid stench that made his gorge rise.

'Skaven,' he spat. Only the devious ratmen could have appeared so quickly, and with no warning from the tower's sharp-eyed sentries.

He did not need to urge Haladra on. She dropped into a steep dive, angling her wings like an arrowhead, her avian eyes fixed upon the roiling, grey-brown mass of rodents below. Ilnarion bent low, tucking his lance firmly into his shoulder. The ground rushed up to meet them. He could





see the gleaming pinpricks of armour that marked the locations of his men grow in size, until he was close enough to recognise their faces. Haladra cut her dive short with dizzying perfection, spreading her wings out wide to swoop low over the heads of the skaven swarm. Her talons reached out, scything through mottled brown fur and deep into flesh before snatching squealing figures up and dropping their broken and bloodied bodies onto their fellows. Ilnarion, carried by the furious power of the griffon's flight, simply held his lance firm as it speared through the mass of skaven. The heavy steel tore through bodies and skewered flesh, threatening to tear from the aelf's grasp with the sheer power of impact.

Haladra landed in front of the Spireguard's shield wall, and the grace of her flight was replaced by a frenzied animal fury as she bucked and clawed at terrified ratmen who shrieked as they scrambled desperately to get out of the enraged beast's way.

'My Lord Ilnarion,' gasped Aedarys. The Spireguard Watch Master's face was slick with blood, which seeped from a deep cut that ran from nose to jaw. 'There was no warning. They came from nowhere.'

'Hold the line, Aedarys,' roared Ilnarion, sweeping his lance out to send several skaven tumbling to the floor. 'They must not reach the stone.'

Looking at the sheer numbers of the enemy that were pouring from the cluster of rocks at the far end of the island, Ilnarion felt his stomach tighten. The numbers favoured the ratmen. They were an endless tide, crawling forth from every dank hole on the island, befouling this hallowed ground with their verminous presence. Even now he could see the creatures haul forwards their foul war machines, islands of rusted steel and crackling, baleful energy within the surge of grey-brown fur.

As he watched, one of the hateful arcane engines spat a globe of vile green liquid into the air. He watched the arc of it, helpless as it flew over the heads of the skaven and smashed into the ranks of the Spireguard. There was a splintering sound as the globe smashed into pieces, then a sizzling hiss as a cloud of foul vapours burst forth, enveloping a half-dozen aelves. Their choking death rattles were awful to hear, agonised, half-crazed howls as the corrosive gas burned out their lungs. More globes smashed into the Spireguard's line and more loyal warriors fell

grasping at their throats.

They could not hold. His men paid for every fallen soldier with the lives of a score of ratmen, but that was a ratio they could ill afford.

So be it. They knew their task. They would fight until the last to protect the tower and its blessed occupants, gladly giving their lives to prevent the cursed artefact within from falling into the claws of the wretched skaven.

The air before Ilnarion twisted and split apart in a flash of light. Haladra shrieked in alarm, rearing on her leonine back legs and bringing her talons up to defend against this new threat, whatever it might be.

Through the portal of shimmering energy leapt armoured warriors. Ilnarion's heart lifted to see them. They were aelves, tall and powerful with sweeping, open-faced helms topped with plumes of royal blue. Each carried a wondrous greatsword in steady hands, and as they leapt from the portal into the enemy swarm, they whirled and spun as gracefully as dancers, bringing those great weapons around in scything arcs that cut dozens of skaven warriors into bloody chunks.

Behind the Swordmasters came another figure, slighter and dressed in robes the colour of a clear summer sky. He stepped forth, sceptre-staff in one hand and a leather-bound tome in the other, and bowed at Ilnarion.

'Greetings, High Warden,' he spoke in a sing-song voice. 'I am Archmage Eldorel, of the White Tower of Synarsis. I came to warn you of the vile skaven's presence here.'

Ilnarion raised an eyebrow.

'Well, yes,' admitted the Archmage apologetically. 'It appears I have arrived somewhat later than I had hoped. Nevertheless, I believe I can assist you in the defence of the Dawnspire. The ratmen must not set a single foot inside its walls.'

Eldorel turned, working his elegant fingers in a complex pattern, and muttered an arcane phrase. A bolt of searing light spat forth from his palm, and several skaven dropped to the ground with agonised shrieks, wrapped in flames. The air reeked of burned hair.

'The three seers must not be interrupted,' said the Archmage. 'Should the ratfolk get their claws on the Stone of Falling Skies—'

'They will not,' said Ilnarion, and there was steel in his words. 'Warriors of the Dawnspire, to me! Let us take the fight to the enemy.'





LORD OF THE SWARM

Warlord Ripsnikk clambered onto the rock, scampering over two prostrate slave-rats who groaned audibly as his claws dug into their exposed backs. Normally he would have opened their throats for daring to voice such displeasure, but he was somewhat distracted for the moment.

His warriors were being slaughtered. They swarmed the enemy spearmen, scrabbling and biting and hissing as they tried to get past the aelves' guard and sink their blades into an exposed neck or an unwary back.

The aelves were too well drilled for such an approach. Using two clusters of rock outside the tower to funnel the skaven assault, they kept shoulder to shoulder, shields raised and locked tight together. Their long spears flashed out, gleaming in the sunlight, and opened throats or drove deep into vital organs. Every shining warrior that fell claimed several skaven lives in return.

'Good-good,' muttered Ripsnikk, nodding in satisfaction. Those were odds he could accept. He turned and hopped off his perch, landing heavily on his unfortunate slaves.

'Send in the rat ogors,' he shrieked. 'Quick-fast. Smash and tear them. Push them from the tower.'

He could accept a few hundred dead pack rats – they were easy enough to replace – but the longer he waited, the longer the aelves had to reorganise and counter-attack. He ground his fangs impatiently. He must take the stone quickly, or more stinking long-ears would come.



Deep, guttural bellows came from behind. He turned to see the Rat Ogors barrel forwards, rippling muscles twitching beneath scarred and patched fur. Clanrats scattered with squeaks of terror as the monsters lumbered towards the aelves, swatting aside anything in their way. One of the ogors picked up an unfortunate black-furred wretch and squeezed.

Ripsnikk snickered at the sound of cracking bones, and watched the ogor hurl the broken corpse at the line of aelven spearmen, knocking two warriors to the floor. The aelves reacted to the new threat with impressive speed. The front ranks pushed forwards and held their spears low, while those behind raised their own weapons, presenting the enemy with a wall of gleaming spear-tips.

That was not nearly enough to hold back the mindless rage of the mutated abominations. They battered aside the spears and smashed into the ranks of the aelves, swiping and punching with those mighty fists, crushing breastplates and skulls with every swing. One lifted a struggling aelf into the air, and its muscles bunched and rippled as it tore him in two. Blood splattered across the creature's snout and dribbled down its chest.

The aelf line rippled, faltered just a step. It was time to join the fray.

'Forward, wretches,' he shrieked, brandishing his trusty cleaver and spear. 'We kill the long-ears and we take the aelfstone for ourselves. Glory for the skaven, glory for Warlord Ripsnikk!'

The engineer Enkril ambled past, bent-backed and sour-whiskered as usual. His gun crews followed, scorch-furred rats in thick leather coats, wearing brass goggles and long-nosed gas masks that made them look like some strange species of beetle. Behind them they hauled strange contraptions – warpfire cannons and poison globe mortars. Ripsnikk sneered in disgust, and hacked up a wet clump of something unrecognisable which he spat disdainfully on the floor.

How he hated the arrogant Clans Skryre, with their stinking engines of war and their wizened, weakling little metal-shapers. He longed to open Enkril's scorch-marked throat, but sadly he needed the engineer alive a while longer.

'Don't get throat-cut, Enkril,' he snarled. 'Don't let long-ears cut your ugly head off. Ripsnikk needs you alive, needs you to steal-hide that aelfy stone they keep up there.'

He jabbed a filthy claw at the marble tower looming overhead. According to his spies, that was where the long-ears kept their greatest treasure – a magic stone that could bring mountains tumbling down and tear great cities from



the sky. That was an artefact that should belong to the Clans Verminus. An artefact that should belong to mighty Ripsnikk. Unfortunately, he needed the warp-magic of the Clans Skryre to secure it. Enkril's engineers dragged the negastone cage along behind them. The magic-dampening material radiated an unpleasant, dry-metallic hint of static. It made Ripsnikk's fur stand on end.

'Worry for you, Ripsnikk,' spat Enkril, with a vicious smirk. 'Worry for you.'

Ripsnikk almost regretted blackmailing the wretch into taking part in this raiding party. He consoled himself by imagining the infinite agonies he would inflict on the stunted engineer once he had outlived his usefulness.

A chorus of high-pitched squeals of panic distracted him from his reverie. A griffon dropped screeching from the sky, a long-ear rider in white upon its back. The creature cut through the ranks of Ripsnikk's verminous horde, and he cursed as he saw torn and bloodied skaven tossed like rag dolls into the air.

'Forward!' he shrieked. 'Forward!'

His warriors scampered towards the enemy, and he followed along at a safe distance, his mewling slave-rats providing a shield of flesh about him.

The ground shook. Ripsnikk's ears flattened, and he felt the tingle of warning-sense in his limbs. The sour smell of fear-spoor rose above the blood and terror of battle, and the rabble to his left began to squeal and clamber over each other in an attempt to flee.

The aelven cavalry struck with the force of a falling star. Clad in blinding silver mail, lances tipped with fluttering banners of blue, the horse riders smashed through the disorganised skaven flank, leaving chaos and carnage in their wake.

Ripsnikk cursed. The momentum of the initial charge played out, the riders were hacking and slashing their way through the milling vermin. They were close now, too close for his liking. And his cursed slave-rats were fleeing! He would skin them alive for such treachery. An aelven rider came at him, lance lowered and murder in his eyes. Ripsnikk kicked the legs from under the skaven next to him, sending the unfortunate creature tumbling under the

rider's mount. There was a shriek, abruptly cut off, and the aelf in the saddle struggled to readjust his horse.

Ripsnikk darted forward, viper-quick, and sank his cleaver into the horse's neck. It reared, gurgling blood and whinnying pitifully, and the rider lost his grip on the lance as he struggled to stay in the saddle. Ripsnikk aimed his rusted halberd at the long-ear's neck, and he felt it slide past bone and slice through meat with a satisfying crunch. The lifeless body toppled from the saddle, and a moment later the dying horse collapsed upon its fallen rider. The skaven lord stepped up to the dead aelf and swung his polearm down.

'Kill the long-ears,' he cried, holding aloft the rider's severed head to the cheers of his raiders. 'Take their heads for Ripsnikk, and take their aelfstone too!'









Warlord Ripsnikk's chittering skaven horde spills from their gnawhole, swarming over the verdant isle of the Dawnspire.



Archmage Eldorel and his Swordmasters join the defence as the tower's protectors prepare a furious counter-attack.



High Warden



Reaver Harbinger with starsteel blade



Archmage



Warlock Engineer

Warpfire Thrower Weapon Team

Skaven Warlord

Rat Ogor with tearing blade

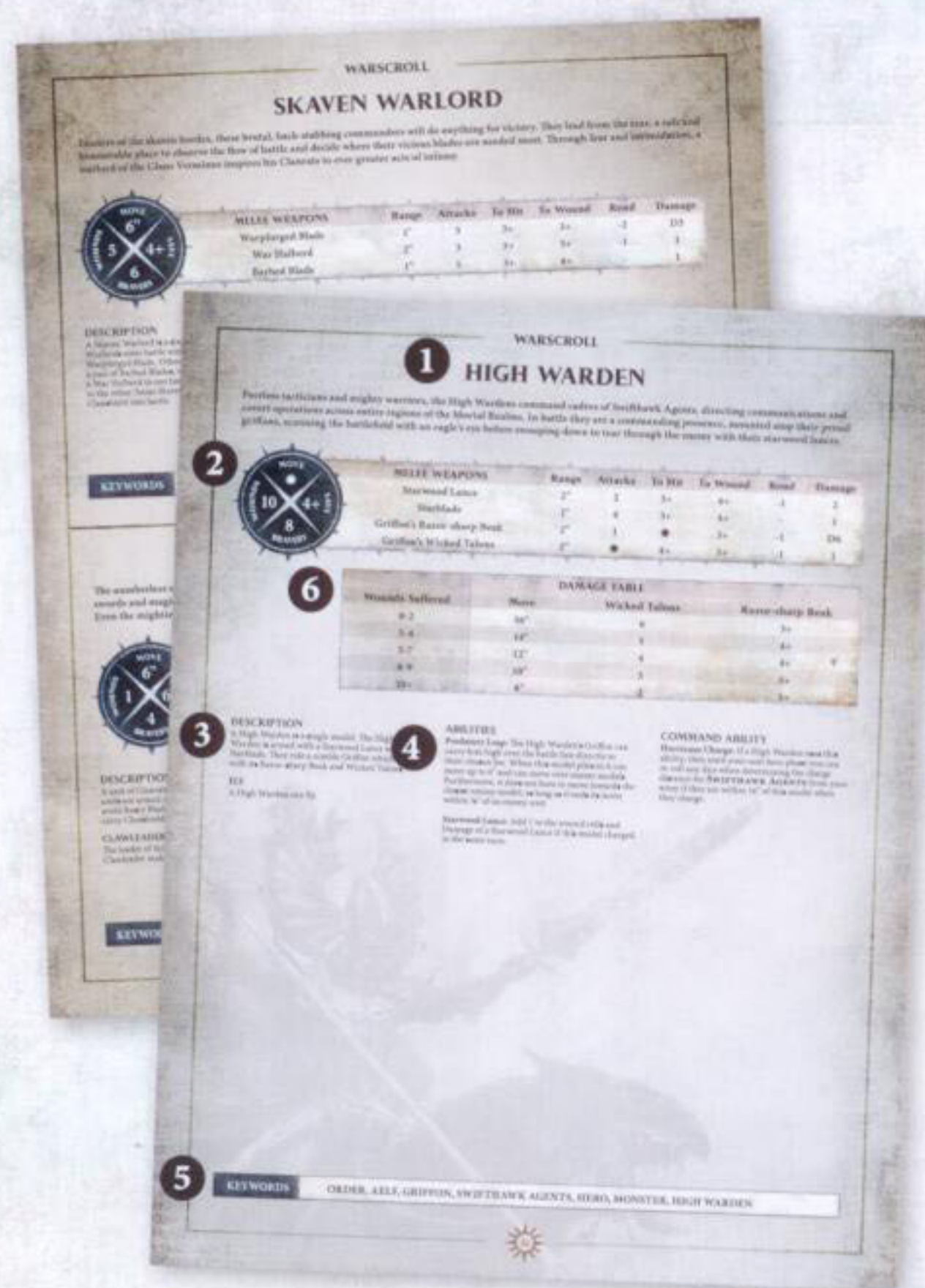
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game.



- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



HINTS & TIPS

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack.

Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all **SKAVEN** models'. This means that it would apply to models that have the Skaven keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Skaven army, just use models that have the Skaven keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.



HIGH WARDEN

Peerless tacticians and mighty warriors, the High Wardens command cadres of Swifthawk Agents, directing communications and covert operations across entire regions of the Mortal Realms. In battle they are a commanding presence, mounted atop their proud griffons, scanning the battlefield with an eagle's eye before swooping down to tear through the enemy with their starwood lances.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starwood Lance	2"	2	3+	4+	-1	2
Starblade	1"	4	3+	4+	-	1
Griffon's Razor-sharp Beak	2"	1	☀	3+	-1	D6
Griffon's Wicked Talons	2"	☀	4+	3+	-1	1

Wounds Suffered	DAMAGE TABLE		
	Move	Wicked Talons	Razor-sharp Beak
0-2	16"	6	3+
3-4	14"	5	4+
5-7	12"	4	4+
8-9	10"	3	5+
10+	8"	2	5+

DESCRIPTION

A High Warden is a single model. The High Warden is armed with a Starwood Lance and a Starblade. They ride a nimble Griffon which attacks with its Razor-sharp Beak and Wicked Talons.

FLY

A High Warden can fly.

ABILITIES

Predatory Leap: The High Warden's Griffon can carry him high over the battle line directly to their chosen foe. When this model piles in it can move up to 6" and can move over enemy models. Furthermore, it does not have to move towards the closest enemy model, as long as it ends its move within ½" of an enemy unit.

Starwood Lance: Add 1 to the wound rolls and Damage of a Starwood Lance if this model charged in the same turn.

COMMAND ABILITY

Hurricane Charge: If a High Warden uses this ability, then until your next hero phase you can re-roll any dice when determining the charge distance for **SWIFTHAWK AGENTS** from your army if they are within 16" of this model when they charge.

KEYWORDS

ORDER, AELE, GRIFFON, SWIFTHAWK AGENTS, HERO, MONSTER, HIGH WARDEN

ARCHMAGE

Masters of flame, frost and gale, the Archmage's power is that of the elements, be it black ice from the depths of Shyish or the flickering soulfire of Aqshy. They are resolute foes to those who seek only to corrupt and destroy, and a terrifying force to be reckoned with on the battlefield.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Seerstaff	2"	1	4+	3+	-1	1
Aelven Steed's Swift Hooves	1"	2	4+	5+	-	1

DESCRIPTION

An Archmage is a single model. They wield a mystical Seerstaff that channels their arcane abilities. Almost every Archmage also carries a Talisman of Arcane Power, be it a tome of spells or a magical amulet, to aid them in dispelling the fell sorceries of their foes.

AELVEN STEED

An Archmage can ride an Aelven Steed. If they do so, their Move is increased to 14" and they gain the Swift Hooves attack.

ABILITIES

Talisman of Arcane Power: You can add 1 to any unbinding rolls for an Archmage with a Talisman of Arcane Power.

MAGIC

An Archmage is a wizard. They can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Elemental Shield spells.

ELEMENTAL SHIELD

The Archmage weaves a dome of magical energy around themselves and their allies. Elemental Shield has a casting value of 6. If successfully cast, until your next hero phase, you can roll a dice each time the Archmage, or a model in your army within 18" of the Archmage, suffers a wound or a mortal wound. On the roll of a 6 that hit is deflected by the magical barrier surrounding the Archmage and is ignored.

KEYWORDS

ORDER, AELF, ELDRITCH COUNCIL, HERO, WIZARD, ARCHMAGE

SWORDMASTERS

Masters of a thousand weapon-arts, warriors of peerless grace and skill, the Swordmasters are the epitome of aelven martial expertise. They wield their greatswords with such speed and finesse that the whirling storm of blades seems little more than a flickering blur. The torn bodies of enemies left in their wake reveal the truth of their lethal dance.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greatsword	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Swordmasters has 5 or more models. They wield mighty Greatswords.

BLADELORD

The leader of this unit is a Bladelord. A Bladelord makes 3 attacks rather than 2.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Hornblowers.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **ELDRITCH COUNCIL** unit from your army that includes a Standard Bearer.

ABILITIES

A Blur of Blades: Swordmasters wield and spin their blades so deftly that they can almost always land a fatal blow. You can re-roll hit rolls of 1 when attacking with a Swordmaster.

Deflect Shots: Such is their skill that Swordmasters can deflect arrows in mid-air. You can re-roll failed save rolls for this unit in the shooting phase.

KEYWORDS

ORDER, AELF, ELDRITCH COUNCIL, SWORDMASTERS

SPIREGUARD

Dotted throughout the Mortal Realms are the soaring White Towers and wondrous monument-cities of the aelves. It is the Spireguard's task to protect these beacons of civilisation, and they do so with fierce determination and breathtaking martial skill. The Spireguard can be formed by aelves of many different origins, but nonetheless they all serve with the same stalwart dedication.



MISSILE WEAPONS

Spireguard Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	1	4+	4+	-	1

MELEE WEAPONS

Silverwood Spear

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	4+	-	1

DESCRIPTION

A unit of Spireguard has 10 or more models. They are armed with Silverwood Spears and Spireguard Bows, and carry Aelven Shields.

WATCH MASTER

The leader of this unit is a Watch Master. A Watch Master makes 2 attacks rather than 1 with a Silverwood Spear.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **SWIFTHAWK AGENTS** unit from your army that includes a Standard Bearer.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Hornblowers.

ABILITIES

Aelven Shield: You can re-roll save rolls of 1 for this unit. You can instead re-roll save rolls of 1 or 2 for this unit in the shooting phase.

Strength of the Spireguard: You can re-roll hit rolls of 1 for a Spireguard if its unit has 20 or more models.

Swifthawk Discipline: If you fail a battleshock test for this unit whilst a **SWIFTHAWK AGENTS HERO** from your army is within 16", halve the number of models that flee (rounding fractions up).

KEYWORDS

ORDER, AELF, SWIFTHAWK AGENTS, SPIREGUARD

REAVERS

As swift as a hawk in flight upon their purebred steeds, Reavers are scouts and skirmishers without peer. With a speed that seems unnatural, these master horse riders flank and strike at the rear of the enemy formation, wreaking terrible carnage with spear and blade, or bringing enemy champions down with well-placed arrows.



MISSILE WEAPONS

Reaver Cavalry Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	2	4+	4+	-	1

MELEE WEAPONS

Starwood Spear

Starsteel Blade

Aelven Purebreed's Swift Hooves

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	4+	-	1
1"	2	4+	4+	-	1
1"	2	4+	5+	-	1

DESCRIPTION

A unit of Reavers has 5 or more models. They wield supple Reaver Cavalry Bows and deadly Starwood Spears, and ride Aelven Purebreeds that attack with their Swift Hooves.

HARBINGER

The leader of this unit is a Harbinger. A Harbinger wields a Starsteel Blade in place of a Starwood Spear.

ABILITIES

Aelven Purebreeds: In the shooting phase, before or after making attacks with this unit, you can roll two dice and move all of the models in this unit up to that many inches. Models cannot start or end this move within 3" of an enemy unit.

Swift Volleys: Models in this unit make 3 attacks with their Reaver Cavalry Bows if the unit is not within 3" of an enemy unit.

KEYWORDS

ORDER, AELF, SWIFTHAWK AGENTS, REAVERS

SKAVEN WARLORD

Leaders of the skaven hordes, these brutal, back-stabbing commanders will do anything for victory. They lead from the rear, a safe and honourable place to observe the flow of battle and decide where their vicious blades are needed most. Through fear and intimidation, a warlord of the Clans Verminus inspires his Clanrats to ever greater acts of infamy.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpforged Blade	1"	3	3+	3+	-2	D3
War Halberd	2"	3	3+	3+	-1	1
Barbed Blade	1"	5	3+	4+	-	1

DESCRIPTION

A Skaven Warlord is a single model. Some Skaven Warlords enter battle wielding only a dreaded Warpforged Blade. Others prefer to fight with a pair of Barbed Blades, whilst yet others wield a War Halberd in one hand and a Barbed Blade in the other. Some Skaven Warlords also carry a Clanshield into battle.

ABILITIES

Strike and Scurry Away: After a Skaven Warlord has attacked in the combat phase, he can attempt to scurry away from any retaliation. If he does so, roll a dice; on a 4 or more the Skaven Warlord can immediately retreat as if it were the movement phase.

Clanshield: You can add 1 to save rolls for a Skaven Warlord with a Clanshield against attacks that have Damage 1.

Flurry of Rusted Steel: You can re-roll failed hit rolls of 1 for a Skaven Warlord carrying a pair of Barbed Blades.

COMMAND ABILITY

Gnash-gnaw on their Bones!: If a Skaven Warlord uses this ability, pick one **VERMINUS** unit within 13". Until your next hero phase, all models in that unit make one extra attack with each of their melee weapons.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD

CLANRATS

The numberless swarm of the skaven is a terrifying sight to behold. Though hundreds, even thousands of Clanrats may be slain by the swords and magic of the enemy, thousands more surge forward, beady eyes shining with malice, rusted blades clutched in eager claws. Even the mightiest warriors can be swept up and torn apart by this tide of living flesh.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Spear	2"	1	5+	4+	-	1
Rusty Blade	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Clanrats has 10 or more models. Some units are armed with Rusty Spears, while others wield Rusty Blades. In either case, they also carry Clanshields.

CLAWLEADER

The leader of this unit is the Clawleader. A Clawleader makes 2 attacks rather than 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it can retreat and still charge in the same turn.

BELL CHIMERS

Models in this unit may be Bell Chimers. If the unit includes any Bell Chimers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Clanshields: You can add 1 to the save rolls for a unit with Clanshields against attacks that have Damage 1.

Strength in Numbers: You can add 1 to the wound rolls for Clanrats if their unit has 20 or more models. If the unit has 30 or more models, you can add 1 to their hit and wound rolls.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, CLANRATS

RAT OGORS

These hulking, flesh-warped abominations are the pride of the Clans Moulder. In battle they smash and claw their way into the enemy ranks, tearing foes apart with appalling strength or blasting them into chunks of scorched flesh with their warpfire weapons. Few enemies can stand in the face of such mindless savagery.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gun		16"	1	5+	3+	-1	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Tearing Claws, Blades and Fangs		1"	4	4+	3+	-1	2

DESCRIPTION

A unit of Rat Ogors has 2 or more models. Rat Ogors fight with Tearing Claws, Blades and Fangs. Any Rat Ogor can be equipped with a Warpfire Gun, which is grafted onto one of their limbs.

ABILITIES

Rabid Fury: On a turn in which a unit of Rat Ogors charges, they are in such a frenzied state that each time you roll a 6 or more to wound for their Tearing Claws, Blades and Fangs, that model can immediately make one extra attack.

KEYWORDS

CHAOS, SKAVEN, MOULDER, RAT OGORS

PACKMASTER

Packmasters have the unenviable task of corralling and controlling the hideous beasts spawned from the flesh-pits and charnel factories of the Clans Moulder. They goad these abominations into battle with lashing whip and crackling shock-prod, stoking their charges' anger into a blazing inferno of maddened rage before unleashing them upon the unfortunate foe.



MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Herding Whip and Blade		2"	3	3+	4+	-	1
Herding Whip and Things-catcher		2"	2	4+	4+	-	D3
Shock-Prod		2"	1	4+	3+	-1	3

DESCRIPTION

A Packmaster is a single model. Many wield a Herding Whip and Blade to keep the Moulder clans' monsters under control, whilst others carry an aptly named Things-catcher alongside their trusty whip. A few Packmasters instead prefer the zapping power of a Shock-Prod, which packs a punch powerful enough to get the attention of any rampaging Rat Ogor. It is also quite common for a Packmaster to enter battle accompanied by a prized and vicious Wolf Rat.

ABILITIES

Herded into the Fray: In your hero phase, pick one **MOULDER** unit within 6". Until your next hero phase, you can add 1" to all run and charge rolls for that unit, and add 1 to all hit rolls made by that unit in the combat phase.

Wolf Rat: If a Packmaster is accompanied by a Wolf Rat, roll a dice in each of your hero phases if there are enemy models within 3". On a 5 or 6, the Wolf Rat inflicts a mortal wound on the nearest enemy unit.

Packmaster: MOULDER units from your army that are within 6" of a Packmaster in the battleshock phase double their Bravery.

KEYWORDS

CHAOS, SKAVEN, MOULDER, HERO, PACKMASTER

WARLOCK ENGINEER

Warlock Engineers are the artificers and siege-masters of the Clans Skryre, ceaselessly bending their devious minds to the creation of ever more elaborate and horrific weapons of war. They enter battle armed with warlock pistols and vicious claw-blades of bespoke design, powered by vile, crackling warpstone.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warlock Pistol	9"	1	3+	4+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warlock-augmented Blade	1"	1	4+	3+	-1	2

DESCRIPTION

A Warlock Engineer is a single model. They wield a Warlock-augmented Blade and carry Warlock Pistols. They are also equipped with backpacks used to accumulate Warp-power.

ABILITIES

Warp-power Accumulator: When a Warlock Engineer attempts to cast Warp Lightning, he can super-charge his Warp-power accumulator. If he does so, and the casting attempt is successful, the spell inflicts D6 mortal wounds instead of D3. However, if the casting attempt fails, the Warlock Engineer is struck by the lightning he was attempting to control and he suffers D6 mortal wounds.

MAGIC

A Warlock Engineer is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warp Lightning spells.

WARP LIGHTNING

The skaven points his claw and bolts of greenish-black lightning arc outwards. Warp Lightning has a casting value of 5. If successfully cast, select one visible unit within 18". That unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, HERO, WIZARD, WARLOCK ENGINEER

WARPFIRE THROWER WEAPON TEAM

One of the most feared weapons employed by the skaven, the warpfire thrower spits a stream of warpstone-imbued flame that sticks stubbornly to any surface upon which it lands. This unnatural warpfire melts the unfortunate victim into a pool of scorched and ruptured flesh in but a few brief, agonising moments.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warfire Thrower	8"	—	—	See below	—	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Warfire Thrower Weapon Team is single model consisting of two skaven carrying a large vat of pressurised fuel and a nozzle that spews bursts of unnatural flame. The crew can also lash out with their Rusty Knives.

ABILITIES

Warfire Thrower: When firing a Warfire Thrower, pick a unit within range; it suffers D3 mortal wounds.

More-more Flaming Death: Before firing a Warfire Thrower, the skaven crew can attempt to pump through even more warp-laced fuel. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as the fuel ignites prematurely, knocking the crew off their feet. On a 2 or more, the Warfire Thrower inflicts D6 mortal wounds instead of D3.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WARPFIRE THROWER WEAPON TEAM

POISONED WIND MORTAR WEAPON TEAM

Poisoned wind mortar crews use their crude but effective contraptions to hurl globes of corrosive warpstone gases and skin-melting chemicals into the enemy battle line, snickering in delight as their foes fall to the floor, clutching at ruined, swollen throats with welt-covered fingers.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Mortar	6-22"	1	4+	4+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Rusty Knives	1"	2	5+	4+	-	1

DESCRIPTION

A Poisoned Wind Mortar Team is a single model consisting of two skaven carrying a Poisoned Wind Mortar that fires deadly, warpstone gas-filled orbs. The crew can also lash out with their Rusty Knives.

ABILITIES

High-arcing Shot: A Poisoned Wind Mortar Team can shoot at enemy units that are not visible to them.

More-more Range: Before firing a Poisoned Wind Mortar, the crew can attempt to lob their payload further. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as, in their excitement, they drop an orb. On a 2 or more the maximum range of the attack is increased to 30".

Wind Mortar Gas Cloud: You can add 1 to any hit rolls for a Poisoned Wind Mortar attack if the target unit has 10 or more models. In addition, if the target unit has 20 or more models, increase the damage of the attack from D6 to 6.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, POISONED WIND MORTAR WEAPON TEAM

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes, and battlefield roles for the warscrolls and warscroll battalions in this book for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field the armies of *Spire of Dawn* in Pitched Battles against any opponent.

AELVES UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Archmage	1	1	120	Leader	
High Warden	1	1	220	Leader, Behemoth	
Reavers	5	20	160	Battleline	
Spireguard	10	30	120		Battleline if army has SWIFTHAWK AGENTS allegiance
Swordmasters	10	30	200		Battleline if army has ELDRITCH COUNCIL allegiance
<i>Guardians of the Dawnspire</i>	-	-	40	Warscroll Battalion	

SKAVEN UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Clanrats	10	40	60	Battleline	
Packmaster	1	1	60	Leader	
Poisoned Wind Mortar Weapon Team	1	1	60		
Rat Ogors	2	8	120		
Skaven Warlord	1	1	100	Leader	
Warlock Engineer	1	1	100	Leader	
Warpfire Thrower Weapon Team	1	1	60		
<i>Ripsnikk's Raiders</i>	-	-	80	Warscroll Battalion	

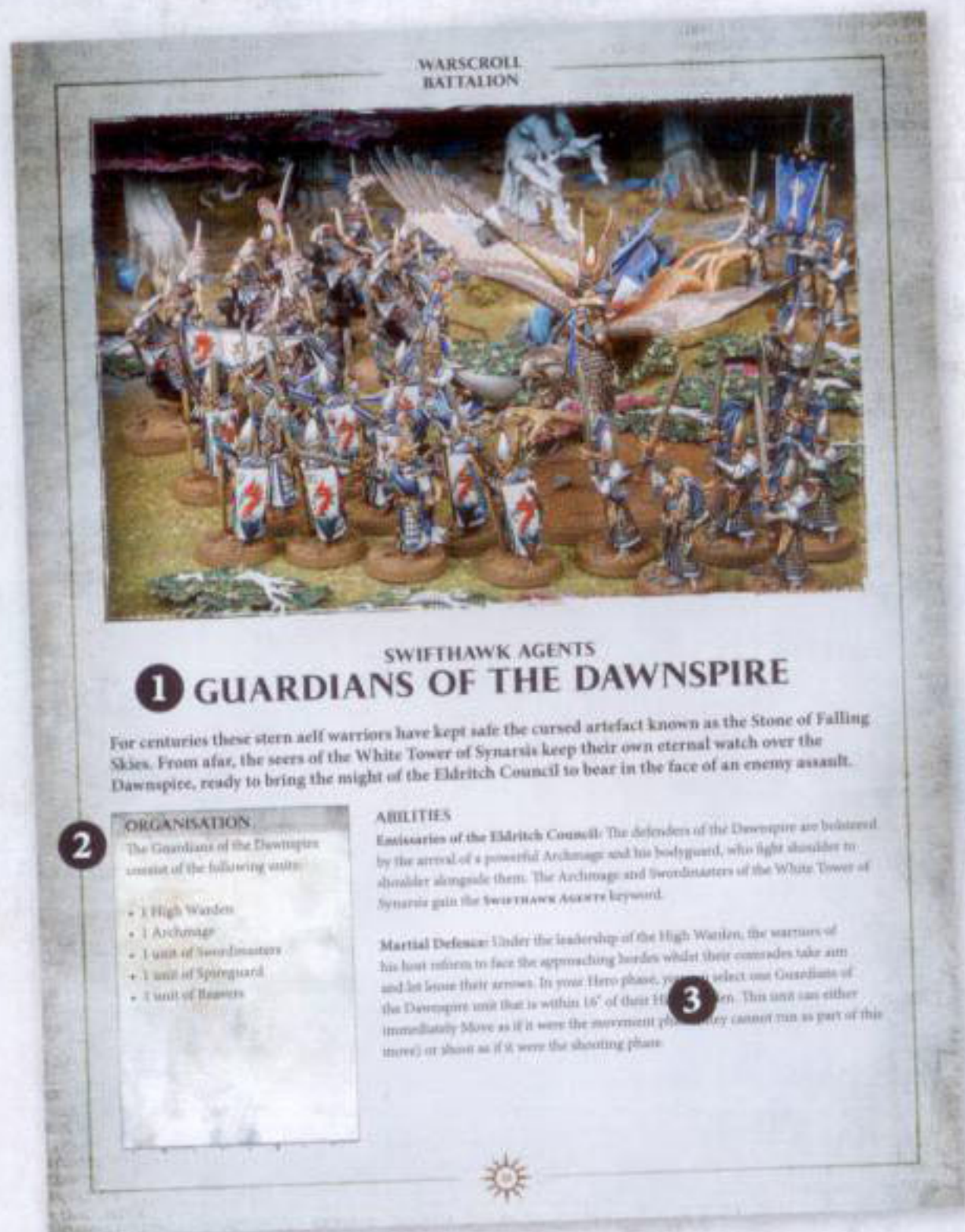
WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find two warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.



SWIFTHAWK AGENTS GUARDIANS OF THE DAWNSPIRE

For centuries these stern aelf warriors have kept safe the cursed artefact known as the Stone of Falling Skies. From afar, the seers of the White Tower of Synarsis keep their own eternal watch over the Dawnspire, ready to bring the might of the Eldritch Council to bear in the face of an enemy assault.

ORGANISATION

The Guardians of the Dawnspire consist of the following units:

- 1 High Warden
- 1 Archmage
- 1 unit of Swordmasters
- 1 unit of Spireguard
- 1 unit of Reavers

ABILITIES

Emissaries of the Eldritch Council: The defenders of the Dawnspire are bolstered by the arrival of a powerful Archmage and his bodyguard, who fight shoulder to shoulder alongside them. The Archmage and Swordmasters of the White Tower of Synarsis gain the **SWIFTHAWK AGENTS** keyword.

Martial Defence: Under the leadership of the High Warden, the warriors of his host reform to face the approaching hordes whilst their comrades take aim and let loose their arrows. In your Hero phase, you can select one Guardians of the Dawnspire unit that is within 16" of their High Warden. This unit can either immediately Move as if it were the movement phase (they cannot run as part of this move) or shoot as if it were the shooting phase.

WARSCROLL BATTALION



SKAVEN RIPSNIKK'S RAIDERS

Warlord Ripsnikk's cut-throat warriors are masterful ambushers. Their favourite tactic is to swarm out of a concealed gnawhole in the midst of an unprepared foe, smashing their battle lines apart with flesh-warped monstrosities and searing the flesh from their bones with vile warpfire war engines.

ORGANISATION

Ripsnikk's Raiders consist of the following units:

- 1 Skaven Warlord
- 2 units of Clanrats
- 1 unit of Rat Ogors
- 1 Packmaster
- 1 Warlock Engineer
- 1 Warpfire Thrower
Weapon Team
- 1 Poisoned Wind Mortar
Weapon Team

ABILITIES

Kill-kill, Quick-quick: Warlord Ripsnikk desires the deaths of his enemies, and his underlings know better than to disappoint. In your Hero phase you can select one Ripsnikk's Raider's unit within 13" of their Warlord. If this unit is within 3" of any enemy units, it can immediately pile-in and Attack as if it were the combat phase.

Fiendish Ambush: Skaven are masters of every underhanded tactic employed in war, and Ripsnikk's Raiders pride themselves on their devilish traps. Rather than setting up a unit from this battalion, you can say that it is set up in ambush. You can do this with a maximum of three units. During any of your hero phases, you can set up a unit from ambush on the battlefield within 9" of a **HERO** from this battalion and more than 9" from the enemy. A unit that sets-up from ambush in this way cannot move in their next movement phase. If all of the **HEROES** from this battalion are slain before the units arrive from ambush, these units are considered to be slain.

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- 1 Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- 2 Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- 3 Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- 4 Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- 5 Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- 6 Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

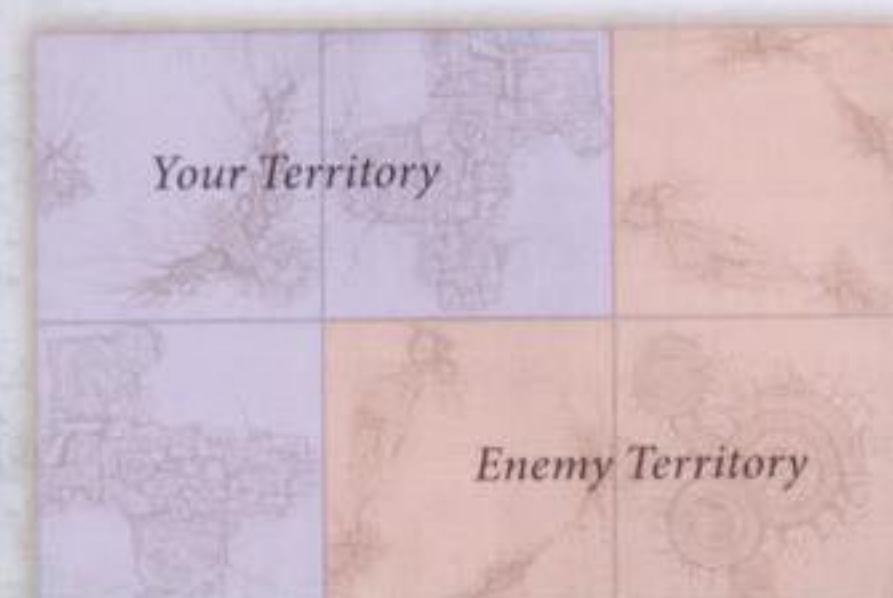
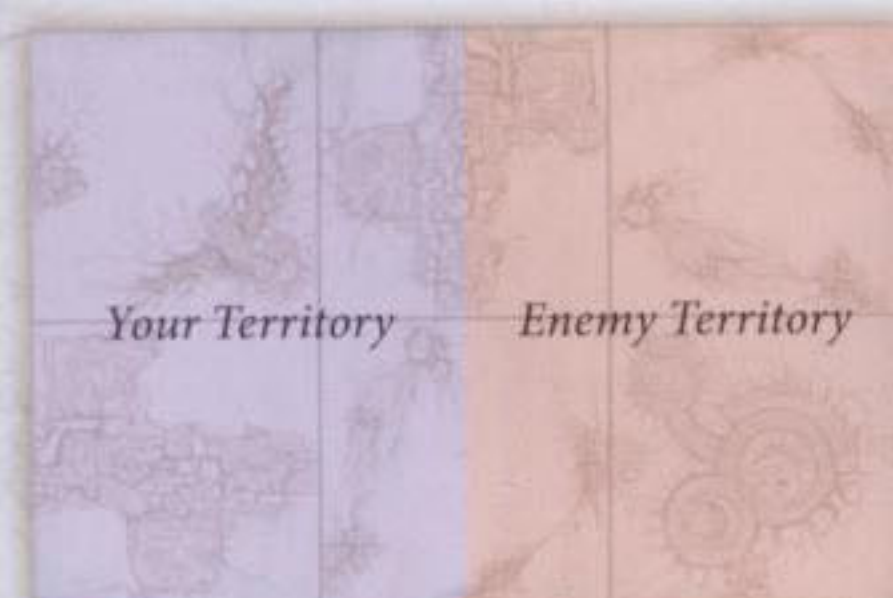
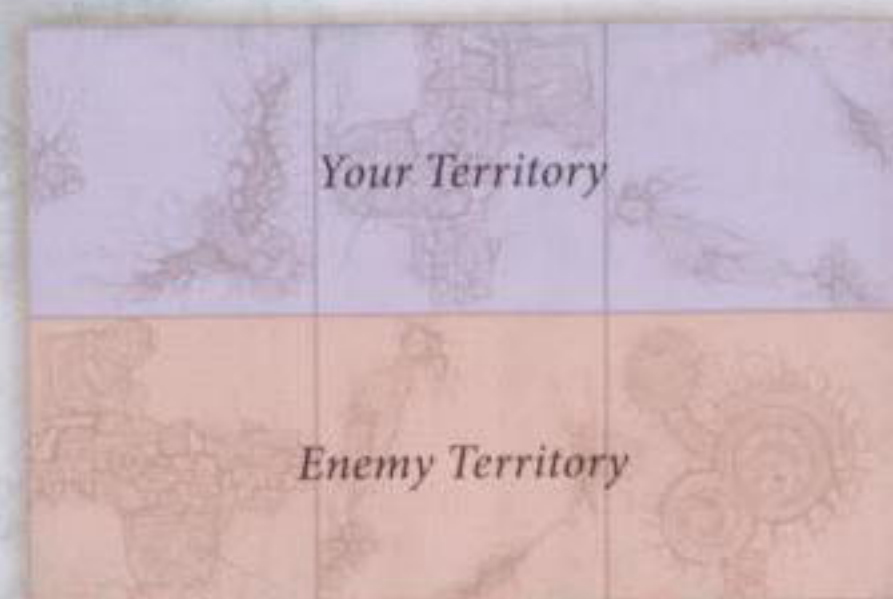
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO, WIZARD, PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

- 1-2 Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

RULES

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example,

if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!



Reality twists and reforms,
gnawed open by ancient,
cunning magic.

From the darkness comes
the skittering of paws and
the gleam of cruel eyes.

The skaven march to war,
and only the aelves of
the Dawnspire stand in
their way.
