

WARHAMMER AGE OF SIGMAR



GAMING BOOK

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Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

games-workshop.com

INTRODUCTION

The *Warhammer Age of Sigmar Gaming Book* is your gateway to the fantastical battlefields of the Mortal Realms. Within these pages can be found a complete guide to matched play gaming in the Age of Sigmar, allowing you to test your mettle against rival generals and master the art of war.

There are many ways to enjoy Warhammer Age of Sigmar, but for a lot of players the most satisfying is the competitive experience – matching their strategic savvy against fellow generals in as evenly weighted a scenario as possible. We call this style of gaming matched play.

While narrative play games allow you to assemble your army based on a theme or a story you have read in a Warhammer Age of Sigmar book, and open play games enable you to include any models you like, matched play games give you the option to fight battles with forces that are balanced against one another. If the thought of games like this appeals to you, then look no further – this book is the ultimate introduction to matched play.

On the following pages you will find the streamlined and easy-to-follow core rules for Warhammer Age of Sigmar, along with the rules for Pitched Battles and a collection of battleplans specially designed to be balanced for both players. Breach your opponent's fortress and put its defenders to the sword, or race to secure blazing fonts of arcane power – whatever battleplan you choose to fight, you can expect a thrilling and tactical encounter between two skilled commanders on a level playing field.

Also included in this book are the rules for using endless spells in your games, as well as the rules for fighting battles in the different Mortal Realms, from the fiery landscapes of Aqshy to the forbidding underworlds of Shyish.

Each realm has its own unique spells and artefacts, not to mention a host of hostile environments to add yet another layer of depth to your games. Finally you will find allegiance abilities, in the form of battle traits, command traits and artefacts of power, for each of the four Grand Alliances battling for dominance of the Mortal Realms: Chaos, Order, Death and Destruction.

OFFICIAL ERRATA

This book includes the Official Errata at the time of going to print for the *Warhammer Age of Sigmar Core Book*, *General's Handbook 2018*, *General's Handbook 2019* and *Warhammer Age of Sigmar: Malign Sorcery*.



THE CORE RULES

Prepare to enter a world of war and death, of violence, nobility and madness. You will take command of a force of mighty warriors, monsters and siege engines and do battle in strange and sorcerous realms, unleashing powerful magic, darkening the skies with arrows, and crushing your enemies in bloody combat.

The following rules explain how to play a game of Warhammer Age of Sigmar. First, you must prepare the battlefield and muster an army of Citadel Miniatures. The battle is then fought in a series of battle rounds, where each player takes a turn to move and fight with their army.

BATTLEPLANS

Before fighting a battle, you must pick a battleplan to use. The battleplan will tell you how to set up the battlefield, where each army will be set up, any special rules that apply to the battle, and (most importantly!) what you need to do in order to win. You can find more about battleplans on page 12.

WARSCROLLS

The Citadel Miniatures in Warhammer Age of Sigmar are referred to as 'models'. Each model has a warscroll, which provides all of the information needed for using the model in a game. You can find more about how to use warscrolls on pages 14-15. Some models can be included in formations known as warscroll battalions, which provide additional rules. You can find more about warscroll battalions on page 16.

THE ARMIES

Each player in a game of Warhammer Age of Sigmar commands an army. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more models 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.

Models from your army are referred to as friendly models, and models from the opposing army are referred to as enemy models. If a rule states that it affects 'models' or 'units'

without specifying that they are friendly or enemy, then it affects all models, friend or foe.

UNITS

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, with all models within 1" horizontally, and 6" vertically, of at least one other model from their unit.

If a unit is split up at the end of a turn, models must be removed from the unit until only a single group of models remains in play (see Split Units on page 6).

Sometimes there will not be enough room to set up all of the models from a unit. When this is the case, any models that cannot be set up are considered to have been slain.



TOOLS OF WAR

In order to fight a battle you will require a ruler or tape measure (to measure distances) and some dice. Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many dice and add the results together. If a rule requires you to roll a D3, roll a dice and halve the total, rounding up. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (e.g. 2D6, 3D6 etc.) then, unless otherwise stated, you must roll all of those 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. Rules that refer to the result of an 'unmodified' dice roll are referring to the result after any re-rolls but before any modifiers are applied.

ROLL-OFFS

Sometimes a rule may require the players to make a roll-off. When this is the case, each of the players rolls a dice, and whoever rolls highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again. Neither player is allowed to re-roll or modify any of the dice when making a roll-off.

MEASURING DISTANCES

Distances in Warhammer Age of Sigmar are measured in inches ("), between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, measure to and from the closest point of that model instead.

When measuring the distance between units, always use the closest model from each unit to measure how far apart the units are. So, for example, a unit is within 12" of another unit as long as any model from one unit is 12" or less from any model from the other unit. You can measure distances whenever you wish.

THE BATTLEFIELD

All games of Warhammer Age of Sigmar are fought upon a battlefield. This 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 at least 2-foot square.

The scenery found on a battlefield is represented by models from the Warhammer Age of Sigmar range. These models are called terrain features to differentiate them from the models that make up an army. Terrain features are set up on the battlefield before the battle begins and the armies deploy.

It doesn't really matter how many terrain features you use in your battles. A good guide is to have at least one terrain feature for every 2-foot square area of the battlefield. The more terrain features your armies have to navigate around, the more interesting and dynamic your battles will be.

THE BATTLE BEGINS

With the battleplan chosen and the battlefield prepared, you are now ready to deploy your armies ready for the coming conflict. Before the battle begins you must set up your army, choose your general, and use any pre-battle abilities.

SET UP ARMIES

Details of how the armies should be set up can be found in the battleplan you are using.

Sometimes an ability will allow a unit to be set up in a location other than the battlefield; when this is the case, tell your opponent where the unit is set up and keep it to one side rather than placing it directly on the battlefield. It will arrive later as a reserve unit as described on the right.



RESERVES

Reserves are units that are part of your army, but which have an ability that allows you to set them up in a location other than on the battlefield and deploy them later once the battle has begun. Setting up a reserve unit is not considered a move for the unit, but it may restrict a unit's ability to move in the same turn. Any reserves that have not been set up when the battle ends are treated as if they had been slain when you are working out which side won the battle.

KEYWORDS

Every warscroll includes a list of keywords that apply to the model the warscroll describes. Keywords appear in **KEYWORD BOLD** in the rules.

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

CHOOSE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up to be your general. If your general is slain, pick another model from your army to become your new general.



All models from the same unit must be within 1" of at least one other model from their unit. The leader of this unit of Stormcast Eternals could not be placed in the position shown above, as he would be more than 1" away from any other model from his unit.

BATTLE ROUNDS

The maelstrom of battle begins! Units of bellowing warriors charge and counter-charge, hacking at the foe with axe and sword. The ground trembles under the hooves of galloping cavalry. Archers unleash barrages of bolts at the foe, and monstrous creatures crush their enemies with mighty blows from their taloned fists.

A Warhammer Age of Sigmar battle is fought in a series of battle rounds, each of which is split into two turns – one for each player. 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.

At the start of each battle round, the players must roll off, and the winner decides who takes the first turn. If the roll-off is a tie, then the player who went first in the last battle round can choose who goes first in this one, but if it is the first battle round, the player that finished setting up their army first chooses who has the first turn.

1 HERO PHASE

Many of the abilities found on warscrolls are used in your hero phase. In addition, **WIZARDS** in your army can cast spells in this phase (pg 9).

COMMAND ABILITIES

If you have any **HEROES** in your army, you can use command abilities. Some command abilities are available to all armies, like the three on the right, while others are specific to certain models and appear on their warscroll. Some of these command abilities can only be used if that model is your general; when this is the case, it will be noted in the rules for the command ability.

points you do not use can be used in a future turn. A command ability will usually specify when it is used; if it does not, it is used in your hero phase.

At the Double: You can use this command ability after you make a run roll for a friendly unit that is within 6" of a friendly **HERO**, or 12" of a friendly **HERO** that is a general. If you do so, the run roll is treated as being a 6.

Forward to Victory: You can use this command ability after you make a charge roll for a friendly unit that is within 6" of a friendly **HERO**, or 12" of a friendly **HERO** that is a general. If you do so, re-roll the charge roll.

Inspiring Presence: You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly unit that is within 6" of friendly **HERO**, or 12" of a friendly **HERO** that is a general. That unit does not have to take battleshock tests in that phase.

TURN SEQUENCE

- 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 resolve of depleted units.

In order to use any command ability you must spend 1 command point. You start the battle with 1 command point for each warscroll battalion you have in your army. In addition, you receive 1 command point at the start of each of your hero phases. You can use the same command ability several times in the same phase as long as you have enough command points to do so. Any command



2 MOVEMENT PHASE

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 unit can be moved more than once in each movement phase.

MOVEMENT

You can change the position of a model on the battlefield by making a move with the model. Models can be moved in the movement phase, the charge phase and the combat phase, and some abilities may allow a model to make a move in other phases too.

Whenever you move a model, it can be moved in any direction or combination of directions, but cannot be moved across other models or their bases, nor can it cross the edge of the battlefield. You can pivot the model at the end of the move so that it is facing in any direction. The distance a model moves is measured using the part of the model's base that moves furthest from its starting position (including pivoting). If the model has no base, measure the move using whichever part of the model moves furthest from its starting position.

Remember that a unit must finish any type of move as a single group, with all models within 1" horizontally, and 6" vertically, of at least one other model from their unit. If this is impossible, then the move cannot be made.

MOVING OVER TERRAIN

Unless stated otherwise, a model can be moved over a terrain feature but not through it (so models can't move through a wall, or pass through a tree, but can climb up or over them).

A model can be moved vertically in order to climb or cross a terrain feature, counting the vertical distance up and/or down as part of its move.

NORMAL MOVES

Moves made in the movement phase are referred to as normal moves, to differentiate them from charge moves (made in the charge phase) and pile-in moves (made in the combat phase). A model making a normal move can move a distance in inches equal to or less than the Move characteristic shown on its warscroll.

ENEMY UNITS AND RETREATS

When you make a normal move for a model, no part of the move can be within 3" of an enemy unit.

Units starting a normal move within 3" of an enemy unit can either remain stationary or retreat. If a unit retreats, it can move within 3" of an enemy, but must end the move more than 3" from all enemy units. Models in a unit that retreats can't shoot or charge later in the same turn.

RUNNING

When you pick a unit to make a normal move, you can declare that it will run. Make a run roll for the unit by rolling a dice. Add the result of the run roll to the Move characteristic of all models in the unit for that movement phase. The unit can then move up to that distance in inches. Models in a unit that runs can't shoot or charge later in the same turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and terrain features as if they were not there when it makes any type of move. Any vertical distance up and/or down is ignored when measuring a flying model's move. It cannot finish the move on top of another model.



The Lord-Arcanum has a Move characteristic of 12". It moves 4" to reach a low wall that is 2" high. It will need 4" of movement to cross the wall (2" up and 2" down), leaving it with a maximum of 4" of movement on the other side.

3 SHOOTING PHASE

In your shooting phase, you can shoot with models armed with missile weapons. Pick one of your units. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking, opposite). Remember that models that have run or retreated cannot shoot in the same turn. After all models in the unit have shot, you can choose another unit to shoot with, until all units that you want to shoot with have done so.

ENEMY UNITS

A unit can shoot when it is within 3" of the enemy, but if it does so it can only target enemy units that are within 3" of it with its shooting attacks. A unit can shoot at an enemy unit that is within 3" of another friendly unit without penalty.

LOOK OUT, SIR!

You must subtract 1 from hit rolls made for missile weapons if the target of the attack is an enemy **HERO** that is within 3" of an enemy unit that has 3 or more models. The Look Out, Sir! rule does not apply if the target **HERO** is a **MONSTER**.

4 CHARGE PHASE

Any of your units within 12" of the enemy in your charge phase can attempt to make a charge move. Pick an eligible unit and make a charge roll for it by rolling 2D6. Each model in the unit can move a number of inches equal to the charge roll. You cannot make a charge move with a unit that has run or retreated earlier in the turn, or with a unit that is within 3" of an enemy unit.

The first model you move from a unit making a charge move must finish the move within ½" of an enemy model (you do not have to pick the target for the charge before making the charge roll). If that's impossible, or you decide not to make the charge move, the charge fails and no models in the unit can move in this phase.

Once all models in one unit have made their charge moves, you can pick another eligible unit to make a charge attempt, until all units that you want to make charge attempts have done so.

5 COMBAT PHASE

In the combat phase, the players take it in turn to pick units to fight with, starting with the player whose turn is taking place.

When it is your turn, you must either pick an eligible unit to fight with, or pass (note that you cannot pass if there is an eligible unit from your army that can fight). A unit is eligible to fight if it is within 3" of an enemy unit, or if it made a charge move in the same turn. No unit can fight more than once in each combat phase.

If you pick a unit to fight, it first piles in, and then the models in the unit must attack.

If you pass, you do nothing, and the option to fight or pass goes back to your opponent. If both players pass in succession, the combat phase ends.

PILING IN

A unit can make a pile-in move if it is within 3" of an enemy unit or has made a charge move in the same turn. If this is the case, you can move each model in the unit up to 3". Each model must finish its pile-in move at least as close to the nearest enemy model as it was at the start of the move.

FIGHTING

Each model in the unit must attack with all of the melee weapons it is armed with (see Attacking).

6 BATTLESOCK PHASE

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.

You must make a battleshock roll for each unit that has to take a battleshock test. To make a battleshock roll, roll a dice. Add the number of models from the unit that have been slain this turn to the dice roll, and add 1 to the unit's Bravery characteristic for every 10 models that are in the unit when the test is taken.

If the modified battleshock roll is greater than the unit's modified Bravery characteristic, the battleshock test has been failed. If the test is failed, for each point by which the modified roll exceeds the unit's modified Bravery characteristic, one model in that unit must flee. You decide which of the models from your units flee – remove them from play and count them as having been slain.

SPLIT UNITS

At the end of each turn, you must remove models from any of the units in your army that are split up into two or more groups, until only one group of models from the unit remains in play. The models you remove count as having been slain.



A unit of Castigators prepares to open fire on a Chainrasp Horde.

ATTACKING

Battles are decided by the spilling of blood. Arrows fall like rain, war machines hurl their deadly payloads at the foe, and warriors cut and stab at each other with blade and claw. Soldiers fall from grievous wounds and fortifications burn as carnage engulfs the battlefield.

When a unit shoots or fights, it makes attacks with the weapons it is armed with. A unit attacks with all the weapons it is armed with, including any used by its mount.

The weapon options a model has are listed on its warscroll. Missile weapons can only be used in the shooting phase, and melee weapons can only be used in the combat phase.

PICKING TARGETS

When a unit shoots or fights, you must first pick the target unit(s) for all of the weapons it is using, before any of the attacks with the weapons are resolved. Only enemy units can be chosen as the target for an attack.

If a unit can use two or more different weapons in the same phase, the unit can use the weapons in any order you wish after targets have been picked, but you must resolve all of the attacks for one type of weapon before using the next type of weapon.

MISSILE WEAPONS

In order to attack with a missile weapon, the model using the weapon must be in range of the target unit (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and the target unit must be visible to the model with the weapon (if unsure, stoop down and look from behind the shooting model to see if a model from the target unit is visible). For the purposes of determining visibility, a model can see through other models in its unit.

Some missile weapons have a Range characteristic with a minimum range, for example 6"-48". Such weapons cannot attack units that are wholly within the shorter range.

MELEE WEAPONS

In order to make an attack with a melee weapon, a model must be in range of the target unit.

ATTACKS CHARACTERISTIC

The maximum number of attacks that can be made by a weapon is equal to its Attacks characteristic. Make the attacks one at a time, unless you are using the rules for Multiple Attacks (pg 8).

If a weapon has an Attacks characteristic of more than one, you can split the attacks between any eligible target units you wish. When you split the attacks made by a weapon between two or more enemy units, you must resolve all of the attacks against one unit before moving on to the next one.

Some models are armed with two identical weapons. When attacking with these weapons, do not double the number of attacks that the weapons make; either the Attacks characteristic for the weapon will already take the extra weapon into account, or the model will get an ability on its warscroll that represents the effect of the additional weapon.



A Chainrasp Horde charges in to attack a unit of Sequitors.

MAKING ATTACKS

Attacks are resolved one at a time using the following attack sequence. In some cases, you can resolve all of the attacks made by the same type of weapon at the same time (see Multiple Attacks, below).

- 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. A hit roll of 1 before modification always fails to hit the target, and a hit roll of 6 before modification always hits the target.
- 2. Wound Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it is successful and the opposing player must make a save roll. If not, then the attack fails and the attack sequence ends. A wound roll of 1 before modification always fails, and a wound roll of 6 before modification is always successful.
- 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 save succeeds and the attack sequence ends without causing any damage. If not, the save fails and the attack is successful, and you must determine damage on the target unit. A save roll of 1 before modification always fails.
- 4. Determine Damage:** Each successful attack inflicts damage on the target unit equal to the Damage characteristic of the weapon making the attack. Most weapons have a Damage characteristic of 1, but some have a Damage characteristic of 2 or more.

MULTIPLE ATTACKS

In order to resolve several attacks at once, all of the attacks must be made by models from the same unit, with the same type of weapon, and against the same target 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.

MULTIPLE HITS

Sometimes a single successful hit roll will score 2 or more hits. If this is the case, make all of the wound rolls for those hits at the same time, and then all of the save rolls.

ALLOCATING WOUNDS

Once all of a unit's attacks have been resolved, add up the damage that was inflicted. The player commanding the target unit must then allocate a number of wounds to the target unit equal to the damage that was inflicted.

Wounds are allocated one at a time to models in the target unit. You can allocate the wounds inflicted on your units as you see fit (the models do not have to be within range or visible to the attacking unit). However, if you allocate a wound to a model, you must keep on allocating wounds to that model until it is slain – a unit can never have more than one wounded model.



Some abilities allow you to make a roll to negate a wound or mortal wound allocated to a model; in this case the roll is made for each individual wound or mortal wound as it is allocated to the model in question. If the wound or mortal wound is negated it has no effect on the model.

COVER

Add 1 to save rolls for a unit if all of its models are wholly on or within a terrain feature when the rolls are made. This modifier does not apply in the combat phase if the unit you are making save rolls for made a charge move in the same turn, and never applies to units containing models with the **MONSTER** or **WAR MACHINE** keyword that have a Wounds characteristic of 8 or more.

MORTAL WOUNDS

Some attacks, spells and abilities inflict mortal wounds. Do not make hit, wound or save rolls for mortal wounds. Instead, the damage inflicted on the target is equal to the number of mortal wounds that were suffered. Allocate any mortal wounds that are caused while a unit is attacking at the same time as any other wounds caused by the unit's attacks, after all of the unit's attacks have been completed. Mortal wounds caused at other times are allocated to models in the target unit as soon as they occur, in the same manner as wounds caused by damage from an attack.

After they have been allocated, a mortal wound is treated in the same manner as any other wound for all rules purposes.

SLAIN MODELS

Once the number of wounds allocated to a model during the battle equals its Wounds characteristic, the model is slain. Place a slain model to one side – it is removed from play.

HEALING WOUNDS

Some abilities allow wounds that have been allocated to a model to be healed. For each wound that is healed, remove one of the wounds that have been allocated to the model. You can't heal wounds on a model that has been slain.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it. In battle, magic is a force as real and potent as a sword blade. It can be used to infuse allies with strength and valour, and enemies with frailty and dread. More commonly, wizards unshackle the raw power of magic to smite their foes with bolts of eldritch power.

Some units have the **WIZARD** keyword on their warscroll. You can use a wizard to cast spells in your hero phase, or to unbind spells in your opponent's hero phase.

Sometimes an ability will allow a model that is not a wizard to attempt to cast or unbind spells. They do so using the rules below and are affected by abilities that modify casting or unbinding rolls, but they are not a wizard for any other rules purposes.

CASTING SPELLS

A **WIZARD** can attempt to cast spells in its own hero phase. You cannot attempt to cast the same spell more than once in the same turn (even with a different wizard).

In order to cast a spell, first say which spell the wizard is going to attempt to use (it must be one they know). To cast the spell, roll 2D6. 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 one of their **WIZARDS** that is within 30" of the caster to attempt to unbind the spell before its effects are applied. To unbind a spell, roll 2D6. If the roll beats the roll used to cast the spell, then the spell is not successfully cast. Only one attempt can be made to unbind a spell.

LORES OF MAGIC

The spells a **WIZARD** knows, and the number of spells it can attempt to cast or unbind in a hero phase, are detailed on the wizard's warscroll. Most wizards know the following Arcane Bolt and Mystic Shield spells.

Arcane Bolt: Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers 1 mortal

wound. If the casting roll was 10 or more, the unit suffers D3 mortal wounds instead.

Mystic Shield: Mystic Shield has a casting value of 6. If successfully cast, pick a friendly unit within 18" of the caster that is visible to them. Re-roll save rolls of 1 for that unit until your next hero phase.

UNITS OF WIZARDS

Wizards are usually fielded as a unit consisting of just one model. If a unit with the **WIZARD** keyword has more than one model, it counts as a single wizard for all rules purposes, and you must pick a model from the unit to cast or unbind a spell before you attempt to cast or unbind it; measure the distance and check visibility using the model you picked.

TRIUMPHS

Victory in battle can inspire warriors to even greater feats of valour when they fight again. Confident in their ability to defeat the foe, they may be inspired to redouble their efforts when they attack, or hack at the foe with bloodthirsty fury, or to carry on fighting with an indomitable spirit even if they have grievous wounds.



TRIUMPHS

If your army won a **major victory** in its previous battle, roll a dice when you pick your general and look up the result on the table below.

D6 Triumph

- 1-2 Inspired:** Once per battle, when a friendly unit is selected to shoot or fight, you can say that it is inspired. If you do so, re-roll failed hit rolls for that unit until the end of the phase.
- 3-4 Bloodthirsty:** Once per battle, when a friendly unit is selected to shoot or fight, you can say that it is bloodthirsty. If you do so, re-roll failed wound rolls for that unit until the end of the phase.
- 5-6 Indomitable:** Once per battle, when a friendly unit has to make a save roll, you can say that it is indomitable. If you do so, re-roll failed save rolls for that unit until the end of the phase.



A Knight-Incantor casts Arcane Bolt at a unit of Grimghast Reapers, mortally wounding two of them.



A host of Nighthaunt units led by a Guardian of Souls advances towards a Celestar Ballista.

TERRAIN

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles. Mighty skull-studded fortresses rise from plains littered with bones, while other, older ruins mark the scarred and smoking landscapes of the Mortal Realms. These are the sites of battlefields and massacres, ruled over by power-hungry warlords.

The rules for movement and cover explain how models can cross or take cover on terrain features. Terrain features are considered to be friendly to both sides and cannot be chosen as the target of an attack.



When you set up the terrain for a battle, you and your opponent can agree to give each terrain feature one of the scenery rules from the Scenery table on the right if you wish. Either pick a scenery rule for each terrain feature, or roll a dice for each terrain feature to randomly determine a rule. If a warscroll is available for a terrain feature, you can use the rules on the warscroll instead of using a rule from the Scenery table.

SCENERY TABLE

D6 Scenery Rule

- 1 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.
- 2 **Arcane:** Add 1 to casting or unbinding rolls for **WIZARDS** while they are within 1" of any Arcane terrain features.
- 3 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.
- 4 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.
- 5 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.
- 6 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.

OBSTACLES

Some terrain features are obstacles that block attacks to targets that lie beyond them. When this is the case, it will be noted on the warscroll for the terrain feature.

When a missile weapon targets an enemy unit that has all of its models within 1" of an obstacle, then the target unit receives the benefit of cover if the attacking model is closer to the obstacle than it is to the target unit.

GARRISONS

Some terrain features can be garrisoned by units. When this is the case, it will be noted on the warscroll for the terrain feature.

A unit can be set up as a garrison at the start of a battle if the terrain

feature is wholly within the unit's territory. Alternatively, a unit can garrison a terrain feature instead of making a normal move if all of its models are within 6" of the terrain feature, and there are no enemy models within 3" of the terrain feature or already garrisoning it.

Units that garrison a terrain feature are removed from the battlefield and are assumed to be 'inside' the terrain feature. Units must treat a terrain feature garrisoned by the enemy as if it were an enemy model.

The range and visibility to or from the garrisoning unit is determined to or from the terrain feature instead. A garrisoning model can attack and be attacked, cast or unbind spells, and use abilities, but cannot move. A garrisoning unit counts as being in cover if it is attacked.

In addition, subtract 1 from the hit rolls of attacks made against a garrisoning unit.

A garrisoning unit can leave in your movement phase. When it does, set it up so that all models from the unit are within 6" of the terrain feature and more than 3" from any enemy units. This counts as their move for that movement phase.

Many terrain features that can be garrisoned include flat areas upon which models can stand. Only garrisoning models can be placed or moved onto the flat areas (other models that can fly can move over flat areas but cannot finish a move or be placed on that area unless they are part of the garrison). Doing so is purely decorative; these models are still treated as garrisoning the terrain feature for rules purposes.

BATTLEPLANS

Before you can wage war in a game of Warhammer Age of Sigmar, you must select a battleplan.

We have included a battleplan here – First Blood – which is ideal to get the action started quickly. Other battleplans can be found in the books we publish for Warhammer Age of Sigmar, or you can use a battleplan of your own creation. If you and your opponent can't agree on which battleplan to use, roll off, and the winner decides which battleplan is used.

BATTLEPLAN INSTRUCTIONS

All battleplans include a set of instructions that describe how a battle is fought.

1 TITLE

The name of the battleplan and a short description of the circumstances of the battle, to give you an understanding of what it is about and what you will need to do in order to be victorious.

2 SET-UP

Each battleplan includes a map that shows where each side can set up the models in their army (called the army's territory), and will list any restrictions that apply to setting up.

The maps we include with our battleplans assume that the battlefield is a 6' by 4' rectangle. If you are using a battlefield that is a different size or shape, you will need to adjust distances, and the location of territories, objectives and terrain features, in a way that is appropriate for the size and shape of the battlefield you are using.

3 SPECIAL RULES

Many battleplans include one or more special rules. These cover unique situations, tactics or abilities which can be used during the battle, or which affect how you pick your army or set up terrain on the battlefield. The 'First Blood' rule in the First Blood battleplan, opposite, is an example of a special rule.

4 GLORIOUS VICTORY

Most battleplans will tell you when the battle ends and what you need to do in order to win the game. If neither player manages to achieve a victory then the game is considered to be a draw.

If the battleplan does not explain how to win the battle, you must slay all of the models in the opposing army to win a **major victory**. If neither player has done this by the end of the fifth battle round, the player that has slain a higher percentage of models in the opposing army than they have lost from their own army wins a **minor victory**.

OBJECTIVES

Battles are sometimes fought to gain control of one or more vitally important locations. In Warhammer Age of Sigmar, these locations are called objectives, and use the following rules.

If a battle has any objectives, then the battleplan will say where they are located upon the battlefield. Objectives need to be represented by a suitable marker, such as a coin. Even better, if you have components available, you can model your own objective markers using parts from Citadel Miniatures kits.

When measuring distances to and from objectives, always measure to and from the centre of the marker.

At the end of each player's turn, you must check to see if either player has gained control of any objectives. To do so, you and your opponent must count up the number of models you have within 6" of the centre of each objective; you gain control of an objective where your count is higher than your opponent's count. Once you gain control of an objective, it remains under your control until the enemy is able to gain control of it.



A model can only be counted towards gaining control of one objective per turn. If one of your models could be counted towards gaining more than one objective, you must pick which one they are counted towards that turn.



BATTLEPLAN

FIRST BLOOD

Two armies meet upon an open battlefield. Each must strive to destroy as many of the enemy as possible – whoever first spills the blood of their foe will be inspired to fight all the harder!

Designer's Note: *In the Mortal Realms, battles are brutal and uncompromising. They are often fought to the bitter end, the victorious side having destroyed its foe entirely.*

However, as all wise generals know, wiping out the opposing army does not in and of itself guarantee success. If one side slaughters the other but suffers massive casualties in doing so, then their victory is pyrrhic indeed.

In this battle, the annihilation of the foe must be achieved without allowing the enemy to inflict more damage on the conquering army than was suffered in return. The victor will therefore be the side that causes the most bloodshed, rather than the side that is simply left standing once the battle is over.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off to determine territories. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



FIRST BLOOD

The player in command of the army that first slays an enemy model receives 1 extra command point.

GLORIOUS VICTORY

The battle continues until one player has no units left on the battlefield, or at the end of the fifth battle round should this occur sooner.

When the battle ends, each player calculates a victory score by adding up the Wounds characteristics of all the models from the opposing army that were slain during the battle. If one player beats their opponent's score by 50% or more, they win a **major victory**. Otherwise the player with the higher score wins a **minor victory**.



WARSCROLLS

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. The key below explains what you will find on a warscroll.

WARSCROLL RULES

All warscrolls include rules that tell you how the model described by the warscroll is used in a battle.

1 CHARACTERISTICS

Warscrolls include a set of characteristics that are referred to in the core game rules and which determine how the model can be used in the game. For example, a model's Save characteristic determines what you must roll in order to make a save roll, a weapon's Attacks characteristic determines how many hit rolls are made for it, and so on.

Save of '-'

Some models have a Save of '-'. A Save of '-' means that you must roll a 7 or more. In most cases this will be impossible, so no roll need be made, but sometimes modifiers will allow you to modify a save roll so that a result of 7 or higher is possible, in which case you can attempt to make the save roll.

Random Values

Sometimes, one or more characteristics on a warscroll will have random values. For example, a Move characteristic might be 2D6, or an Attacks characteristic 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 (apart from Damage) each time it is used by a model.

The result applies to that model's weapon for the rest of that phase. When determining random damage in step four of the attack sequence, make a separate roll to generate the value for each successful attack the weapon makes.

2 DESCRIPTION

All warscrolls include a description. This will tell you how to organise the models into a unit, and what weapons the models in the unit can use.

Unit Size

If a model is fielded as part of a unit of two or more models, 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 field one unit of that type with as many models as you have available. This is known as an understrength unit.

Command Models

Some units can include uniquely named champions, standard bearers and/or musicians. These are known collectively as 'command models', and will have abilities that apply only to them. Command models must be represented by appropriate Citadel Miniatures if they are included in a unit. Command models are assumed to carry the same weapons as any other model in the unit unless noted otherwise, even if they are not shown on the model itself.

Mounts

Sometimes the description for a model will include information about the model having a mount, such as a battle steed, a powerful monster that they can ride, or a massive war machine that they can stand upon. Note that when the model is slain both the rider and their mount are removed.

3 ABILITIES

Most warscrolls include one or more abilities that can be used by the warscroll's models during a game of Warhammer Age of Sigmar. Abilities take precedence over the core rules.

Many abilities are triggered by something that happens during the phase. For example, an ability may allow you to re-roll a failed hit roll. In this case the ability is used immediately after the event that triggered it.



Other abilities can be used during a phase if a player wants to use them. For example, you can use most command abilities in the hero phase. Abilities that must be used at the start of a phase are 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 have been completed. Other abilities can be used over the course of the phase, in any order and whenever you desire. If both players want to use abilities at the same time, the player whose turn is taking place uses their abilities first, followed by their opponent.

Note that abilities can only be used in the phase specified in their rules; for example, an ability that says it can be used in 'the movement phase' cannot be used to affect a unit making a move in the hero phase, while an ability that says it can be used in 'your movement phase' cannot be used in the opponent's movement phase.

If a unit has an ability that affects friendly units that are within a certain distance of it, then the ability will also affect the unit itself.

Lastly, any extra attacks, hit rolls or wound rolls gained by the use of an ability cannot themselves generate extra attacks, hit rolls or wound rolls. For example, if a hit roll of 6 or more allows you to make 1 extra attack, this extra attack could not generate further attacks should you roll another 6+.

Modifiers

Sometimes modifiers apply to characteristics or abilities. For example, a rule might add 1 to a hit roll or the Move characteristic of a model. Modifiers are cumulative. Modifiers can never reduce a dice roll to less than 1.

If a modifier applies to a random value, work out the random value first and then apply the modifier(s) to it. For example, if an ability adds 1 to a Damage characteristic of

D3, the result would be worked out by rolling the D3 and adding 1 to the roll.

4 DAMAGE TABLES

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 (i.e. that are currently allocated to the model and have not been healed) to find the value in question.

5 KEYWORDS

Every warscroll includes a list of keywords that apply to the model the warscroll describes. Keywords appear in **KEYWORD BOLD** when they appear in the rules.

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

Sometimes you will be allowed to assign or add a keyword to a unit for a battle. If you do so, treat the unit as having the assigned keyword on its warscroll for the duration of the battle.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete' or 'before the battle begins'. These abilities are used before the first battle round. If both armies have abilities like this, roll off, and the winner can choose which player must use all of their pre-battle abilities first.

After any pre-battle abilities have been used, the battle begins with the first battle round.



WARSCROLL BATTALIONS

If you wish, you can organise the units in your army into a special type of formation by using a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion.

The following rules apply to a warscroll battalion, in addition to the rules that apply to a warscroll.

1 BATTALION ORGANISATION

A warscroll battalion is made up of two or more units. You must decide which warscroll battalions you want to use and which units are in each one when you pick your army. Reinforcements cannot be part of a warscroll battalion.

The organisation section of a battalion lists the titles or keywords for the units it can or must include. If an entry is the title of a unit, any unit with that title can be used (you can ignore sub-headers under the title unless they are included in the entry for the unit). Understrength units (pg 14) cannot be used as part of a warscroll battalion.

If the entry for a unit is a **KEYWORD**, then any unit with that keyword can be used (including any units that you assign a keyword to).

During set-up, you can set up some or all of the units from a warscroll battalion at the same time rather than setting up each unit individually.

2 BATTALION ABILITIES

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), and they are in addition to the abilities listed on the units' warscrolls.

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.

BATTALION BONUSES

Including a warscroll battalion in an army confers two additional bonuses:

- You receive 1 command point at the start of the battle for each warscroll battalion included in your army.
- If you are using the rules for allegiance abilities (pg 18), you can take 1 extra artefact of power for each warscroll battalion included in your army.



REALM OF BATTLE

After picking a battleplan to use, you can pick a Mortal Realm for the battle to take place in. If you do so, the Mortal Realm that you pick will determine which Realm of Battle rules you can use for your game. If you can't agree on the Mortal Realm to use, roll off and the winner decides.

REALM OF BATTLE RULES

The Mortal Realm you have chosen determines which (if any) of the Realm of Battle rules apply to the battle that is taking place there.

Sets of Realm of Battle rules are included in many of the books published for Warhammer Age of Sigmar, and new ones are being added all the time. On pages 60-73 you will find Realm of Battle rules for each of the Mortal Realms.

1 REALMSPHERE MAGIC

WIZARDS can know additional spells that are aligned with the energies of the Mortal Realm in which they are located.

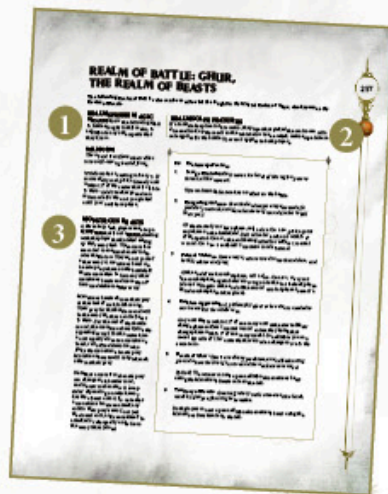
Any such spells are in addition to the spells that the wizard already knows.

2 REALMSCAPE FEATURES

The geography of each realm, its climate, and the flora and fauna that inhabit it are hugely varied and diverse, and can have a major impact on battles that are fought there.

3 REALM COMMANDS

Each realm has a set of unique command abilities that can be used by the **HEROES** that are fighting there.



REGIONS OF WAR

Each Mortal Realm is truly vast, and contains myriad incredible regions. Sometimes, a Realm of Battle will include details of one or more of these regions. If this is the case, the player that picked the realm can also say that the battle is taking place in one of the regions, allowing the Realm of Battle rules that are specific to the region to be used.

THE MORTAL REALMS

The Mortal Realms you can choose from are:

- Aqshy, Realm of Fire
- Shyish, Realm of Death
- Ghyran, Realm of Life
- Hysh, Realm of Light
- Ghur, Realm of Beasts
- Chamon, Realm of Metal
- Ulgu, Realm of Shadow

This game is set in arid, Chaos-tainted Aqshy. Introducing Realm of Battle rules to your game adds a new and characterful angle.



ALLEGIANCE ABILITIES

If your army has an allegiance, you can use a set of allegiance abilities for it in your games. Allegiance abilities allow your army to use additional abilities and spells. The rules in this section explain how to use allegiance abilities in your games.

ARMY ALLEGIANCE

When you choose your army, you can also choose an allegiance for it. If you do so, you can use the allegiance abilities that correspond to the allegiance you have chosen. If an army can have more than one allegiance, you must pick one to apply to it during the game.

GRAND ALLIANCES

Units in Warhammer Age of Sigmar owe allegiance to one of the Grand Alliances – either Order, Chaos, Death or Destruction. The Grand Alliance a unit belongs to is determined by the keywords on its warscroll. For example, a unit with the **DEATH** keyword is part of the Death Grand Alliance.

An army has allegiance to a Grand Alliance if all the units in the army are part of that Grand Alliance (including any units that you assign a keyword to during set-up). For example, if all of the units in an army have the **ORDER** keyword, then the army can have allegiance to the Order Grand Alliance, and would be referred to as an Order army.

FACTIONS

Many units also owe allegiance to a faction that is part of one of the Grand Alliances. For example, Stormcast Eternals are a faction of the Order Grand Alliance.

An army can have allegiance to a faction instead of a Grand Alliance if all the units in the army have the keyword for that faction, including any units that you assign a keyword to during set-up. For example, if all of the units in an army have the **KHORNE** keyword, then the army can have allegiance to the Khorne faction, and would be referred to as a Khorne army.

ALLIES

One out of every four units included in an army can be an allied unit.

Allied units are treated as part of your army, except that they are not included when working out your army's allegiance, and can therefore be part of a different Grand Alliance or faction. In addition, an allied model cannot be the army's general, and cannot use or benefit from your army's allegiance abilities.

The factions that an army can ally with can be found in its battletome, or with its Pitched Battle Profiles in the current edition of the *General's Handbook*. For example, a Stormcast Eternal army can have allies from any other **ORDER** faction.

REINFORCEMENTS

Units that are added to your army once a battle is under way can be allies. They do not count against the limit on the number of allied units you can include in the army.

WARSCROLL BATTALIONS

A warscroll battalion can include allies. They do not count against the limit on the number of allied units you can include in the army.



TYPES OF ABILITY

Most allegiance abilities include sets of battle traits, command traits, artefacts of power and spell lores. These are sometimes presented on a table – you can either roll on that table to randomly generate an ability or you can choose one. Remember that allegiance abilities cannot be used by allied units in your army.

NAMED CHARACTERS

Named characters such as Nagash, Archaon and Alarielle are singular and mighty warriors, with their own personalities and artefacts of power. As such, these models cannot have a command trait or artefact of power.

BATTLE TRAITS

An army that shares common goals and ideals is much deadlier than a ragtag force of unlikely allies. To represent this, armies that share the same allegiance often benefit from powerful additional abilities called battle traits.

COMMAND TRAITS

Whether cunning strategist or berserk butcher, every general has a unique style of command. If your general is a **HERO** and the allegiance abilities for your army include any command traits, you can choose or roll for one for your general. If, for any reason, you must select a new general during a battle, immediately choose or roll for a trait for them. Command traits have no effect on attacks made by a general's mount unless noted otherwise.

ARTEFACTS OF POWER

These treasures are borne to war by mighty heroes. If the allegiance abilities for your army include any artefacts of power, you can choose or roll for one to be carried by a **HERO** from your army. You may choose one additional **HERO** to have an artefact for each warscroll battalion you include in your army. A **HERO** cannot have more than one artefact of power, and an army may not include duplicates of the same artefact of power. Artefacts of power have no effect on attacks made by a hero's mount unless noted otherwise.

SPELL LORES

WIZARDS may know additional spells drawn from lores of magic that are only used by the faction or Grand Alliance they are part of. If the allegiance abilities for your army include any spell lores, each **WIZARD** in your army knows one of the spells from the lore, in addition to any other spells they know.

UNIQUE ABILITIES

Some sets of allegiance abilities will include other types of unique ability. When this is the case, the set of allegiance abilities will explain how and when they are used.

ENDLESS SPELLS

Endless spells are a special type of spell that wizards can use. Casting an endless spell creates a magical construct, represented by an endless spell model, that remains in play until it leaves the battlefield or is unbound. The rules in this section explain how to use endless spells in your games.

ENDLESS SPELLS

If you have an endless spell model and its warscroll, all **WIZARDS** in your army know that spell in addition to any other spells they know.

ENDLESS SPELL MODELS

Endless spell models are not set up on the battlefield at the start of a game. Instead, when an endless spell is successfully cast and not unbound, the model for the spell is set up on the battlefield. Where and how the endless spell model is set up will be described on its warscroll. If any restrictions make it impossible to set up the endless spell model, the attempt to cast it is unsuccessful. Endless spells have no effect on an army's allegiance.

Unless noted otherwise, an endless spell model cannot be attacked or affected by spells or abilities; it is treated as a friendly model by all armies for any other rules purposes. An endless spell model cannot be moved unless it is a predatory endless spell (see opposite).

In order to attempt to cast an endless spell, you must have a model for the spell available that is not already on the battlefield. For example, if you have two Balewind Vortex models in your collection, and both are on the battlefield, you cannot attempt to cast Summon Balewind Vortex again until at least one of them has been removed from the battlefield. A **WIZARD** cannot attempt to cast more than one endless spell in the same turn (even if they are different endless spells).

PREDATORY ENDLESS SPELLS

Many endless spells are immobile, and once cast remain in the same location. However, some can move across the battlefield in search of living prey: these are noted as being predatory endless spells. The following rules apply to predatory endless spells.



Predatory endless spells are moved at the start of each battle round, after the players determine who will have the first turn, but before the first turn begins. The players alternate picking a predatory endless spell to move, starting with the player who has the second turn. A player must pick a predatory endless spell to move if any are available, but only predatory endless spells that have not yet been moved can be chosen. Once all predatory endless spells have been moved, start the first turn of the battle round.

The distance a predatory endless spell can move will be noted on its warscroll. Some predatory endless spells can fly – this too will be noted on the warscroll.

Unlike other models, a predatory endless spell can cross the edge of the battlefield when it is moved. However, if it does so the spell is immediately dispelled (see Removing Endless Spells, opposite).

The effects and abilities of predatory endless spells are resolved by the player who moved that model for that battle round.

REMOVING ENDLESS SPELLS

An endless spell remains in play until it is removed from the battlefield. An endless spell can only be removed from play if:

- A **WIZARD** dispels the endless spell as described below.
- The endless spell crosses the edge of the battlefield when it is moved (see Predatory Endless Spells, opposite).
- A method described on the model's warscroll is used to remove the spell from play.

UNBINDING AND DISPELLING


A **WIZARD** can attempt to unbind an endless spell when it is initially cast as normal. In addition, a **WIZARD** can attempt to dispel one endless spell at the start of each of their hero phases. If a wizard attempts to dispel an endless spell, they can attempt to cast one less spell than normal that phase.

In order to dispel an endless spell, first pick an endless spell model within 30" of the wizard and visible to them, and then roll 2D6. If the roll is greater than the casting value of the spell, the endless spell is dispelled. An endless spell model cannot be subjected to more than one dispel attempt per hero phase.

When an endless spell is dispelled its model is removed from play; the model can then be used again if the same endless spell is successfully cast later in the battle.



MATCHED PLAY GAMES



People play Warhammer Age of Sigmar for all kinds of reasons. Many want to play games that test their skill as the commander of an army, in as evenly balanced a competition as possible. If the thought of games like this appeals to you, then read through the matched play rules detailed on the following pages to learn more.

There are countless benefits to matched play games. While narrative play games allow you to assemble your army based on a theme or story, and open play games enable you to include any models you like, matched play games give you the option to fight battles with forces that are intentionally balanced against one another.

A battle between armies that are equally balanced makes for a decisive test of your skill as a player, and the outcome of such a clash will always be hard to predict. Once you have settled on an army to use, you essentially have a pick-up-and-play force that you can bring to any table, against any opponent, and there's no need to agree on the setting and story of a battle as you would in an open or narrative play game. Matched play is ideal for tournaments and school leagues, as it provides clear guidelines on the size and strength of the armies taking part, as well as ensuring that all battles are as fair as they can be. Also, putting limits on both sides makes it easier to control how long a game will last, and as such, matched play is perfect for a quick battle in your local club or games store.

The following section has rules for a type of matched play game known as a Pitched Battle. It also includes 31 battleplans for use with the Pitched Battle rules (pg 22-23). The Pitched Battle rules and battleplans are intended to provide as even a playing field as possible, ensuring that armies are equally matched, battlefield terrain is chosen and set up by both players, and victory conditions give neither side the advantage. A Pitched Battle is the ideal place to start when playing matched play games, and these rules are the most commonly used in competitive tournaments the world over. Matched play beckons – and glory awaits you!

PITCHED BATTLES (2019)

The following rules allow you to play a Pitched Battle, either as a one-off game, or as part of a tournament. They replace the Pitched Battle rules in the *General's Handbook 2018* and the *Warhammer Age of Sigmar Core Book*.

To play a Pitched Battle, you and your opponent will first need to decide what type of Pitched Battle game you want to fight, and then pick your armies. The type of game you pick will determine how big the battle will be – the larger the battle, the more points you will have to spend on units for your army, but the longer the game will take.

There are three different types of Pitched Battle to choose from:

Game Type	Game Length
Vanguard	Up to 1 ½ hours
Battlehost	2 to 2 ½ hours
Warhost	3 or more hours

After you have agreed what type of game you want to play, look it up on the chart to the right. The chart lists the number of points each player has to spend on the units for their army, and what limitations apply to the types of unit you can bring. Each player must pick the units they will use for their army as described next.



PICKING YOUR ARMY

Each unit in a Pitched Battle is assigned a points value and a minimum and maximum unit size in its Pitched Battle profile. These profiles can be found in the *Pitched Battle Profiles 2019* book, or in the battletome where the warscroll for the unit appears. The game type you have chosen for your battle determines how many points you can spend on the units in your army. The combined points of the units in your army must not exceed the number of points shown on the chart. For example, in a Battlehost game, you can each field up to 2,000 points' worth of units.

PITCHED BATTLE CHART

	Vanguard	Battlehost	Warhost
Points	1,000	2,000	2,500
Leaders	1-4	1-6	1-8
Battleline	2+	3+	4+
Artillery	0-2	0-4	0-5
Behemoths	0-2	0-4	0-5
Other Units	Any number	Any number	Any number
Allied Units (pts)	≤ 200	≤ 400	≤ 500

ALLEGIANCE

In a Pitched Battle game you must pick an allegiance for your army as described in the core rules. All of the units in the army must either have that allegiance, or be allied to that allegiance (see Allied Units, right).

ENDLESS SPELLS

Endless spells have Pitched Battle profiles and a points cost. By paying the spell's points cost, all **WIZARDS** in the player's army know that endless spell, and the player can use (and re-use) one endless spell model of the appropriate type in the battle. A player cannot take the same endless spell model more than once for their army, but can take any number of different endless spell models (for example, you could not take two Balewind Vortex models).

BATTLEFIELD ROLES

Some units are assigned a battlefield role in their Pitched Battle profile. A unit's battlefield role is based on how it is used in a battle.

The Pitched Battle chart above lists the minimum number of Leaders and Battleline units you must include in a Pitched Battle army, and the maximum number of Leaders, Artillery, and Behemoth units it can include. A model that is a Leader and a Behemoth counts as one Leader and one Behemoth in your army.

ALLIED UNITS

In a Pitched Battle, the number of points that can be spent on allies from the player's total points allowance is shown on the Pitched Battle chart above. For example, a player playing a Battlehost game can spend up to 400 of their 2,000 points on allied units. This is in addition to the restrictions that normally apply to taking allied units.

Allied units are not included when working out the number of Battleline units in the army. They do count towards the maximum number of Leader, Behemoth and Artillery units that can be included in the army.

WARSCROLL BATTALIONS

If a player's army includes the units needed to field a warscroll battalion, then the player can include the battalion as part of their army by paying the points cost for it as shown on its Pitched Battle profile. You must pay the cost of the units in the battalion normally – the points value listed for each battalion is an extra cost that allows you to use it.

COMMAND POINTS

You can purchase up to 1 extra command point for 50 points. Add the extra command point to the command points you receive at the start of the battle.

ARMY ROSTER

Once you have picked your army, record the details on a piece of paper (your army roster), and show it to your opponent before setting up your army at the start of the battle.

The roster must include a list of the units, warscroll battalions and endless spells included in your army, what size the units are, the army's allegiance, which units are allies, if you have purchased an extra command point, and which model is the army's general.

Use the notes column for each unit to record the command models you have chosen for it, the spells that are known by the **WIZARDS** in your army, any artefacts or other items wielded by **HEROES** in your army, and what command trait you have chosen for your general.

In a Pitched Battle, your general must be a Leader, and cannot be an ally. If your general is slain in a Pitched Battle, do not pick a new one.

If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, then these must be written down when the unit is added to the roster.

An example Pitched Battle roster can be found in the *Pitched Battle Profiles 2019* book.

PITCHED BATTLE BATTLEPLANS

We have provided 31 battleplans designed for use in Pitched Battles. Each offers a unique set of tactical challenges, and will provide each player with a chance to show their skill. Before setting up the battlefield, pick a battleplan: first roll a D3 to determine which of the three tables below you will use; then roll a dice and consult the relevant table.

D6 Battleplan Table 1

- 1 Blood and Glory (pg 38)
- 2 Escalation (pg 39)
- 3 Border War (pg 40)
- 4 Three Places of Power (pg 41)
- 5 Gifts from the Heavens (pg 42)
- 6 Take and Hold (pg 43)

D6 Battleplan Table 2

- 1 Knife to the Heart (pg 26/44)
- 2 Total Conquest (pg 27/45)
- 3 Duality of Death (pg 28/46)
- 4 Battle for the Pass (pg 29/47)
- 5 Starstrike (pg 30/48)
- 6 Scorched Earth (pg 31/49)

D6 Battleplan Table 3

- 1 Total Commitment (pg 32/50)
- 2 Focal Points (pg 33/51)
- 3 The Better Part of Valour (pg 34/52)
- 4 Shifting Objectives (pg 35/53)
- 5 Places of Arcane Power (pg 36)
- 6 The Relocation Orb (pg 37/54)

2018 BATTLEPLANS

Many of the battleplans on the tables above have two page references separated by a slash. The first number is the page reference for the 2019 version of the battleplan; the second number is the page reference for the 2018 version of the battleplan.

If a battleplan has a 2019 and a 2018 version, one player rolls a dice to determine which version is used. On a 1-3 the 2018 version is used; on a 4-6 the 2019 version is used.

MALIGN SORCERY BATTLEPLANS

If both players' armies have any endless spells, roll a dice before randomly generating the battleplan to be used for the battle. On a 6, roll the dice again and use the table below to determine which battleplan is used.

D6 Malign Sorcery Battleplan

- 1-3 Magical Supremacy (pg 56)
- 4-6 Chained Colossus (pg 57)



BATTLEFIELDS

A Pitched Battle is fought on a battlefield that measures 48" by 72". After deciding which battleplan is to be used, the players must first set up the objective markers and then the terrain features for the battle on the battlefield. The players can then proceed to set up their armies.

The location of any objectives can be found on the battleplan that is being used. After the objectives have been set up, each player must pick 5 terrain features from the lists on the right – 3 from the primary list and 2 from the secondary list.

The players then roll off and alternate setting up their terrain features, one at a time, starting with the player that won the roll-off. Terrain features must be set up more than 6" from the edge of the battlefield, more than 6" from any other terrain features and more than 3" from any objectives.

After the players have set up the terrain features for the battle, they can proceed to set up their armies, as described in the battleplan they are using.

FACTION TERRAIN

Sometimes the allegiance abilities for an army will allow it to include one or more terrain features. These are set up in addition to the Pitched Battle terrain features the player must set up as described above.

In a Pitched Battle, faction terrain must be set up more than 6" from the edge of the battlefield, more than 6" from any other terrain features and more than 3" from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.

SCENERY RULES

In a Pitched Battle, you must use the Scenery table opposite to randomly generate a scenery rule for each unique terrain feature and each terrain feature that does not have a warscroll (if a warscroll is available for a terrain feature, you must use the rules on the warscroll instead of rolling on the Scenery table).

TERRAIN: PRIMARY LIST

Azyrite Ruins	Arcane Ruin
Citadel Wood	Dragonfate Dais
Magewrath Throne	Numinous Occulum
Ophidian Archway	Sigmarite Mausoleum (consisting of the minimum number of models)
Unique: Any other terrain feature that is no more than 10" across at its widest point, and no more than 10" tall at its tallest point.	

TERRAIN: SECONDARY LIST

Walls and Fences (consisting of 2 models)	Unique: Any other terrain feature that is no more than 6" across at its widest point, and no more than 4" tall at its tallest point.
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To use the table, roll a dice to determine which table is used (1-3 = Table A; 4-6 = Table B), and then roll again to determine which scenery rule from that table is used.

TRIUMPHS

In a Pitched Battle, you must use the following Triumph table instead of the one in the core rules. In addition, do not roll on this Triumph table if you won your last battle. Instead, the player that spent fewer points when selecting their army can roll on this Triumph table.

D6 Triumph

- Inspired:** Once per battle, when a friendly unit is picked to shoot or fight, you can say it is inspired. If you do so, you can re-roll hit rolls for attacks made by that unit until the end of that phase.
- Bloodthirsty:** Once per battle, when a friendly unit is picked to shoot or fight, you can say it is bloodthirsty. If you do so, you can re-roll wound rolls for attacks made by that unit until the end of that phase.
- Indomitable:** Once per battle, before you make a save roll for a friendly unit, you can say it is indomitable.

If you do so, you can re-roll save rolls for attacks that target that unit until the end of that phase.

- Unbowed:** Once per battle, before you take a battleshock test for a friendly unit, you can say it is unbowed. If you do so, you do not have to take a battleshock test for that unit in that phase.
- Eager:** Once per battle, before you make a run or charge roll for a friendly unit, you can say it is eager. If you do so, you can re-roll that run or charge roll.
- Cunning:** Once per battle, when you use a command ability, you can say you are being cunning. If you do so, you do not have to spend a command point to use that command ability this time.



COMMAND ABILITIES

In a Pitched Battle, you can use the following command abilities in addition to any others you can use.

All-out Attack: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly **HERO**, or wholly within 18" of a friendly **HERO** that is a general. You can re-roll hit rolls of 1 for attacks made by that unit until the end of that phase.

All-out Defence: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit that is wholly within 12" of a friendly **HERO**, or wholly within 18" of a friendly **HERO** that is a general. You can re-roll save rolls of 1 for attacks that target that unit until the end of that phase.

Volley Fire: You can use this command ability at the start of your shooting phase. If you do so, pick 1 friendly unit that is wholly within

12" of a friendly **HERO**, or wholly within 18" of a friendly **HERO** that is a general. You can re-roll hit rolls of 1 for attacks made by that unit until the end of that phase.



SCENERY TABLE

Table A (1-3)		Table B (4-6)	
D6	Scenery Rule	D6	Scenery Rule
1	 Damned: At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.	1	 Overgrown: Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over more than 1" of any Overgrown terrain features. This scenery rule does not apply if either model can fly.
2	 Arcane: Add 1 to casting, unbinding and dispelling rolls for WIZARDS while they are within 1" of any Arcane terrain features.	2	 Entangling: Subtract 2 from run and charge rolls (to a minimum of 0) for units that are within 1" of any Entangling terrain features.
3	 Inspiring: Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.	3	 Volcanic: At the start of each hero phase, roll a dice for each Volcanic terrain feature. On a 6, each unit within 1" of that terrain feature suffers D3 mortal wounds.
4	 Deadly: Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.	4	 Commanding: At the start of your hero phase, if your general and no enemy general is within 1" of any Commanding terrain features, add 1 to the number of command points you receive that hero phase.
5	 Mystical: Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.	5	 Healing: At the start of your hero phase, roll a dice for each friendly unit that is within 1" of any Healing terrain features. On a 6, you can heal D3 wounds allocated to that unit.
6	 Sinister: Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.	6	 Nullification: In the enemy hero phase, if any HEROES from your army are within 1" of any Nullification terrain features, 1 of them can attempt to unbind 1 spell in the same manner as a WIZARD . If they can already unbind spells, they can attempt to unbind 1 additional spell. In addition, an endless spell that is set up or finishes a move within 1" of any Nullification terrain features is dispelled.

KNIFE TO THE HEART

Two warlords are each struggling to gain control of a vital objective that lies deep in their opponent's territory. Both must strive to capture their objective first, ruthlessly wiping out any enemy incursions into their own territory while pushing their own forces deep into the enemy's heartland.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 2 objectives. 1 objective is located in each half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

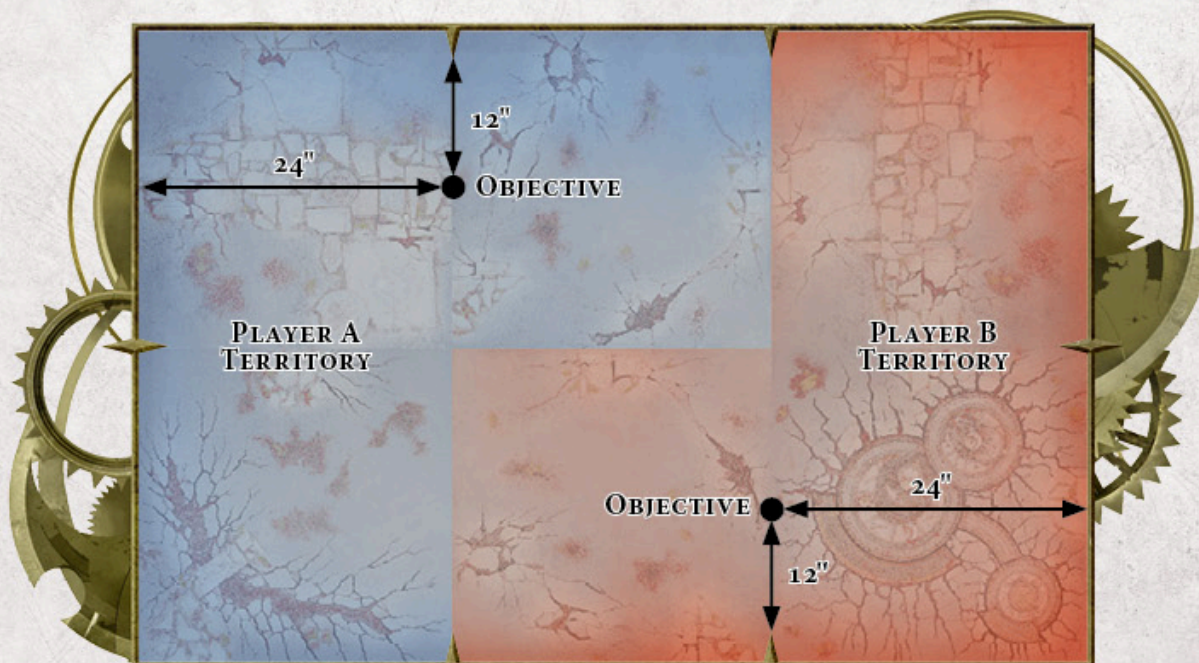
The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

Starting from the third battle round, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



BATTLEPLAN TOTAL CONQUEST

2019

27

A blood-soaked battlefield is located at a vitally strategic location. Two armies stand upon this field of death, determined to drive their enemies from it and achieve total domination.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. The objectives are located at the centre of each quarter of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**.

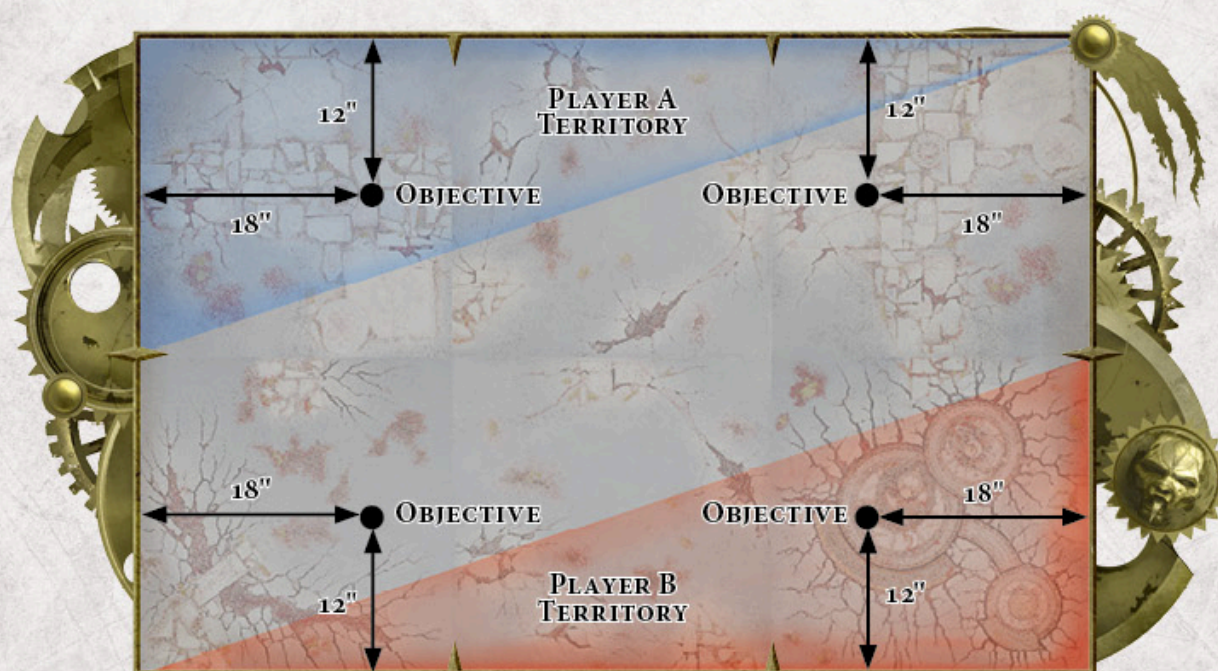
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

For each objective the player controls, they score 1 victory point.

For each objective the player gained control of that turn that was previously controlled by their opponent, they score 1 additional victory point.



DUALITY OF DEATH

2019

Two focal points of incredible power lie close to each other. Either place can be captured by a hero or regiment of troops – but only if they can defeat the jealous enemies that wish to steal the source of power for themselves!

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 2 objectives. Each is located on the centre line, 1 in the middle of the left-hand half of the battlefield, and the other in the middle of the right-hand half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within either of their own territories.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

CONTEST OF STRENGTH

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a **HERO** or Battleline unit from their army is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the **HERO** or Battleline unit finishes a subsequent move more than 3" from the objective or is destroyed.

Only one **HERO** or Battleline unit can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a **HERO** or Battleline unit slays an enemy **HERO** that is controlling an objective, or destroys an enemy Battleline unit that is controlling an objective, then they immediately gain control of that objective if they are within 3" of it.

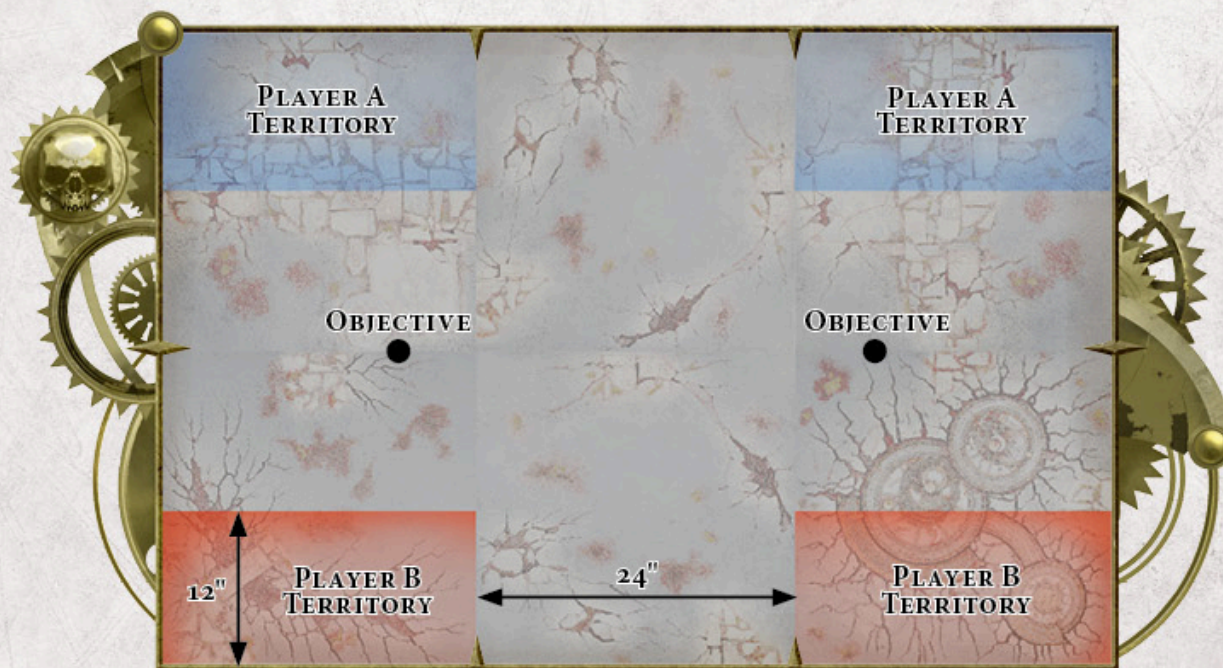
GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of consecutive turns the player has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.



BATTLEPLAN

BATTLE FOR THE PASS

2019

Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and many blood battles are fought over their control.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. Each objective is located halfway between the centre of the battlefield and the edge of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

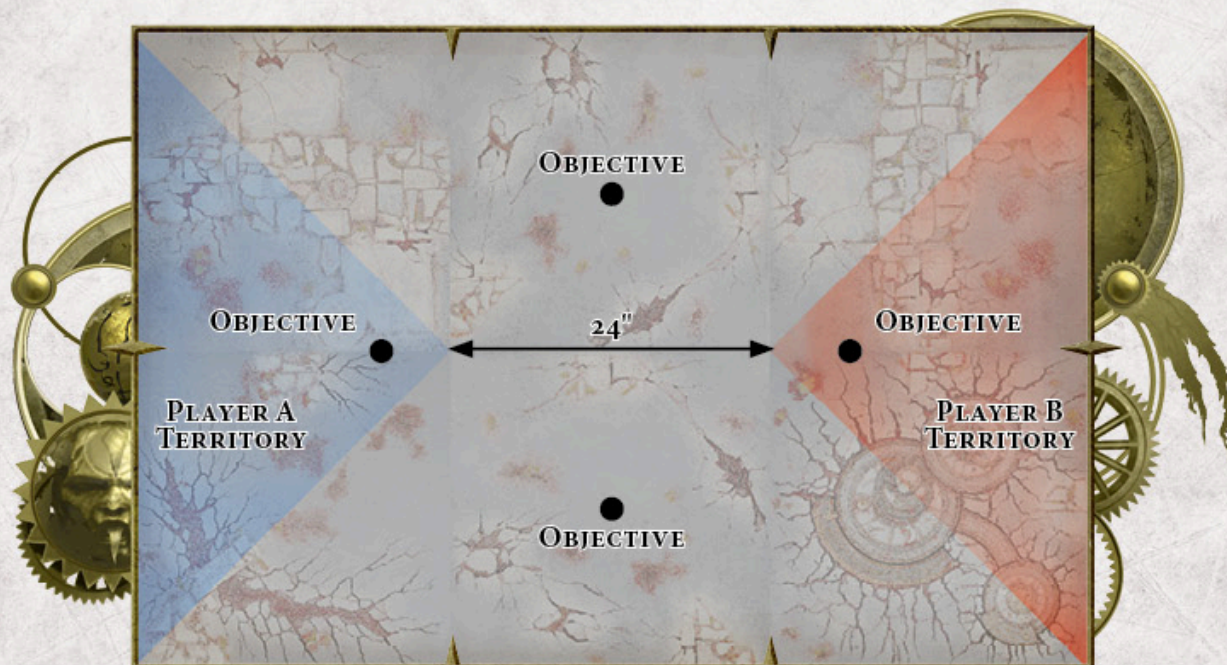
VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls the objective in their own territory, they score 1 victory point.

For each objective the player controls that is not in either player's territory, they score 2 victory points.

If a player controls the objective in their opponent's territory, they score 4 victory points.



BATTLEPLAN STARSTRIKE

In certain places in the Mortal Realms, the land is bombarded by fragments of magical ore that fall burning from the skies. These remnants of stars are coveted by ambitious warlords, as they can be used to forge deadly blades that will cut through any armour.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 3 objectives, which are set up during the battle (see Starstrike).

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

STARSTRIKE

1 objective is set up on the border between the two players' territories at the start of the second battle round, before determining who has the first turn. 2 more objectives are set up at the start of the third battle round before determining who has the first turn, 1 in each player's territory. Roll 2D6 and refer to the map below to determine where each objective is set up.



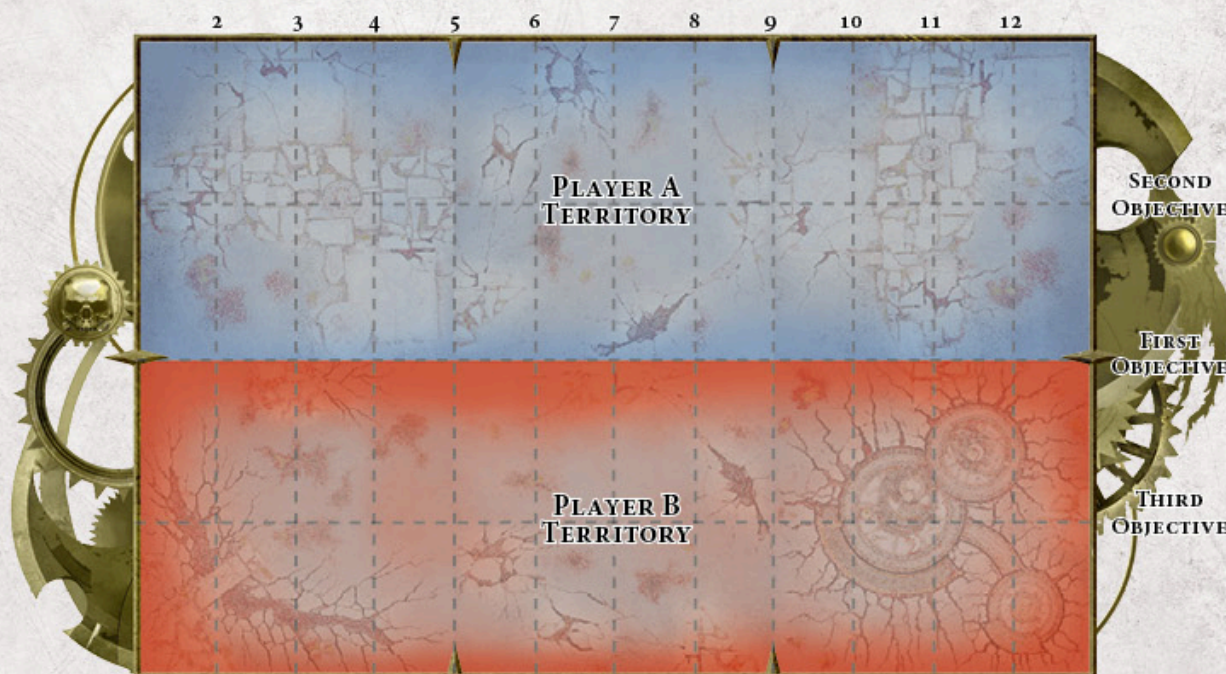
GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of the current battle round. For example, a player that controls 1 objective at the end of their turn in the third battle round scores 3 victory points.



BATTLEPLAN SCORCHED EARTH

2019

31

Sometimes battles are fought not to destroy the enemy, but to seize their resources and carry them off. Raiding parties will strike into enemy territory, capturing an objective and searching for any hidden treasures, before razing what remains to the ground to deny its use to the enemy.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control or raze 8 objectives. 4 objectives are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

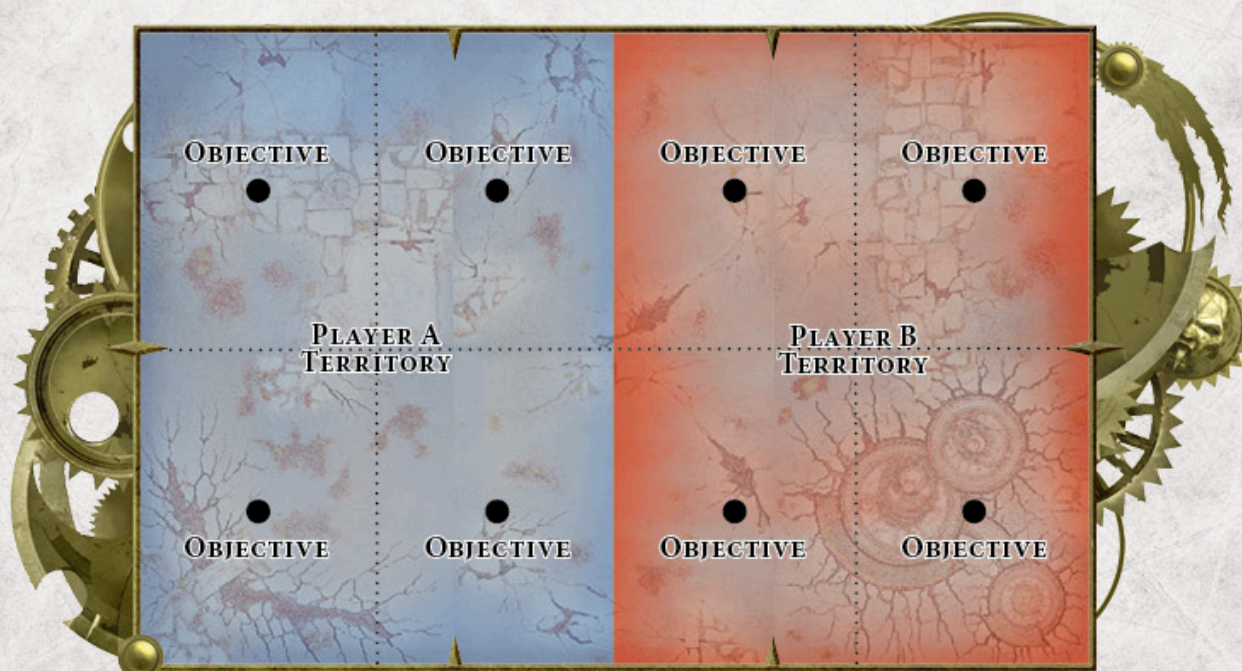
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores 1 victory point at the end of each of their turns for each objective they control.

Starting from the second battle round, a player can raze an objective they control in enemy territory, scoring D3 victory points instead of 1 but removing the objective from play.



TOTAL COMMITMENT

2019

A battle has been raging for days between two equally matched opponents. Both armies are committed to the fight, and neither side has any reserves left to draw upon.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. 2 objectives are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

NO RESERVES

In this battle, all units must be set up on the battlefield before the battle begins. Any unit that is set up as a reserve is destroyed and all of the models in the unit are slain.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

For each objective the player controls in their own territory, they score 1 victory point.

For each objective the player controls in their opponent's territory, they score 3 victory points.



BATTLEPLAN FOCAL POINTS

2019

In this region, five focal points of geomantic energy are arranged in a square formation. Energy surges between these focal points, and it can be harnessed for use in rituals of awesome power.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 5 objectives. 1 is located at the centre of the battlefield and 2 in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

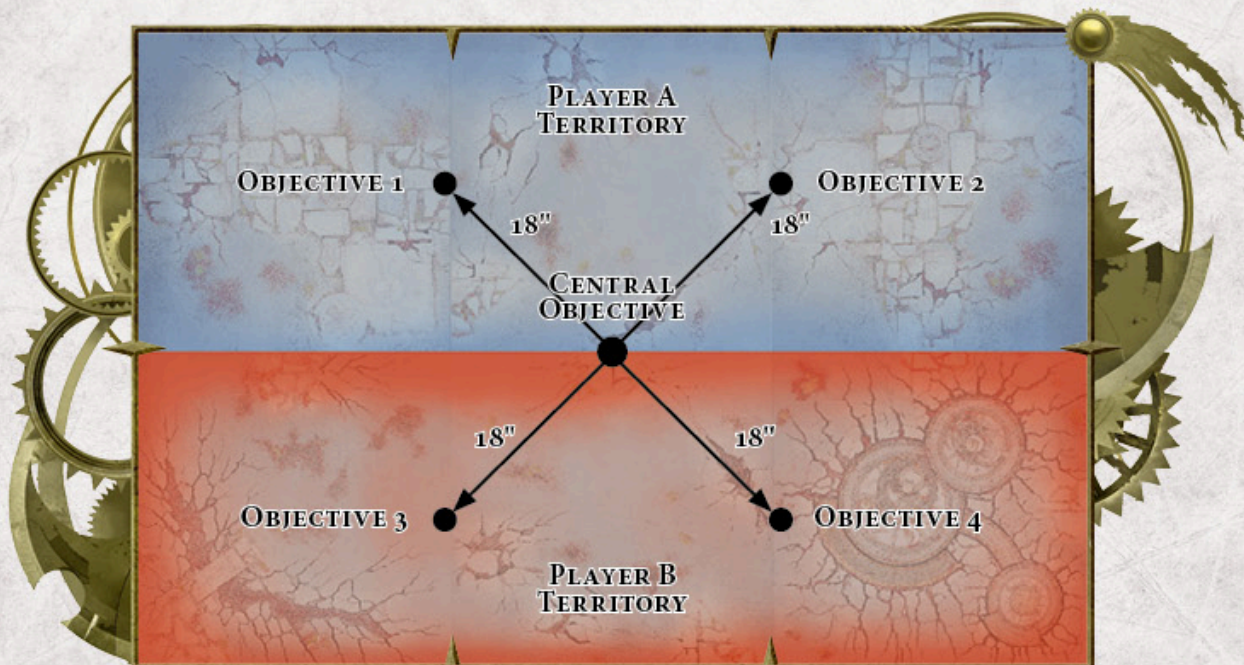
Each player scores victory points for the objectives they control at the end of each of their turns, as follows:

If a player controls objectives 1 and 3, they score 3 victory points.

If a player controls objectives 2 and 4, they score 3 victory points.

If a player controls the central objective, they score 2 victory points.

If a player controls any other objective, they score 1 victory point for each objective.



THE BETTER PART OF VALOUR

It is important to learn when to hold on in order to ensure victory, and when to fall back in the face of unbeatable odds. A battle can be decided by the general most capable of resolving this difficult dilemma.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 6 objectives. 3 are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



VICTORY POINTS

At the end of each of their turns, starting from the second battle round, a player can choose to destroy one or more of the objectives they control in order to score the following victory points:

If the player gained control of the objective in this turn, they score 1 victory point.

If the player controlled the objective at the end of their last turn, and has not lost control of it since, they score 2 victory points.

If the player controlled the objective at the end of their turn before last, and has not lost control of it since, they score 4 victory points.

If the player gained control of the objective in the first battle round, and has not lost control of it by the end of their turn in the fifth battle round, they score 8 victory points.

If more than one of these criteria applies, use the one that scores the most victory points. Once destroyed, an objective is removed from play.



BATTLEPLAN

SHIFTING OBJECTIVES

2019

In order to be successful, a general must learn to react with lightning swiftness to the changing conditions of battle, striking with all their might first in one direction and then in another in order to ensure victory.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 3 objectives. They are located in the area between each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

PRIMARY AND SECONDARY OBJECTIVES

At the start of each battle round, before determining who has the first turn, roll a D3. The objective with the corresponding number is the primary objective for that battle round, and the other two objectives are the secondary objectives for that battle round.

**GLORIOUS VICTORY**

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points for each objective they control at the end of each of their turns, as follows:

If the player controls the primary objective, they score 3 victory points.

For each secondary objective the player controls, they score 1 victory point.



PLACES OF ARCANES POWER

The leaders of two rival armies have learned the location of three places of arcane power. If a mighty warrior stands upon such a location, they can leech some of the arcane energy stored within.

PITCHED BATTLE

Use the Pitched Battle rules from pages 22-25.

OBJECTIVES

This battle is fought to control 3 objectives. The objectives are located on the border between the players' territories, 1 in the middle of the battlefield and the others 18" from each corner, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

HEROIC CONQUEST

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a friendly **HERO** is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of that objective if that **HERO** is not within 3" of it.

Only 1 model can control each objective – if more than 1 model is eligible, then the first to arrive controls it. If an attack made with a melee weapon by a **HERO** slays an enemy model that is controlling an objective, then the attacking model immediately gains control of that objective if they are within 3" of it.

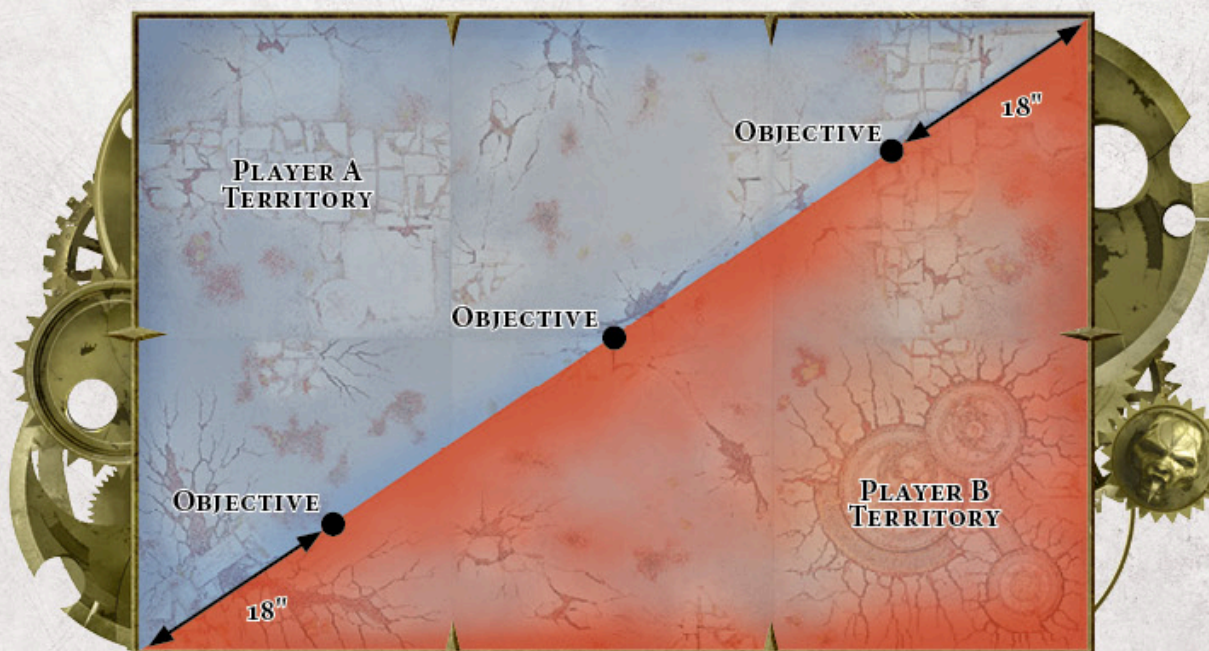
GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of consecutive turns the player has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.



BATTLEPLAN

THE RELOCATION ORB

2019

37

Relocation orbs are rare magical phenomena that can materialise anywhere in the Mortal Realms. They are highly prized for the potent energies they emit, which can be siphoned for use in numerous types of arcane ritual.

PITCHED BATTLE

Use the Pitched Battle rules from pages 22-25.

OBJECTIVES

This battle is fought to control 1 objective. It starts the battle located at the centre of the battlefield, and changes location at the end of each battle round (see The Orb).

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

THE ORB

This battle is fought to control 1 objective. It starts the battle located at the centre of the battlefield, and changes location at the end of each battle round as described below.

When determining control of an objective, each **HERO** with an artefact of power, and each **WIZARD**, that is within 3" of the objective counts as 20 models instead of 1.

RELOCATING THE ORB

The objective relocates to a new position on the battlefield at the end of each battle round. Control of the objective is lost when it relocates.

To determine the objective's new location, roll a dice. The objective relocates to the position indicated by the arrow on the map that corresponds to the dice roll.

The objective remains at the new location until the end of the following battle round.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

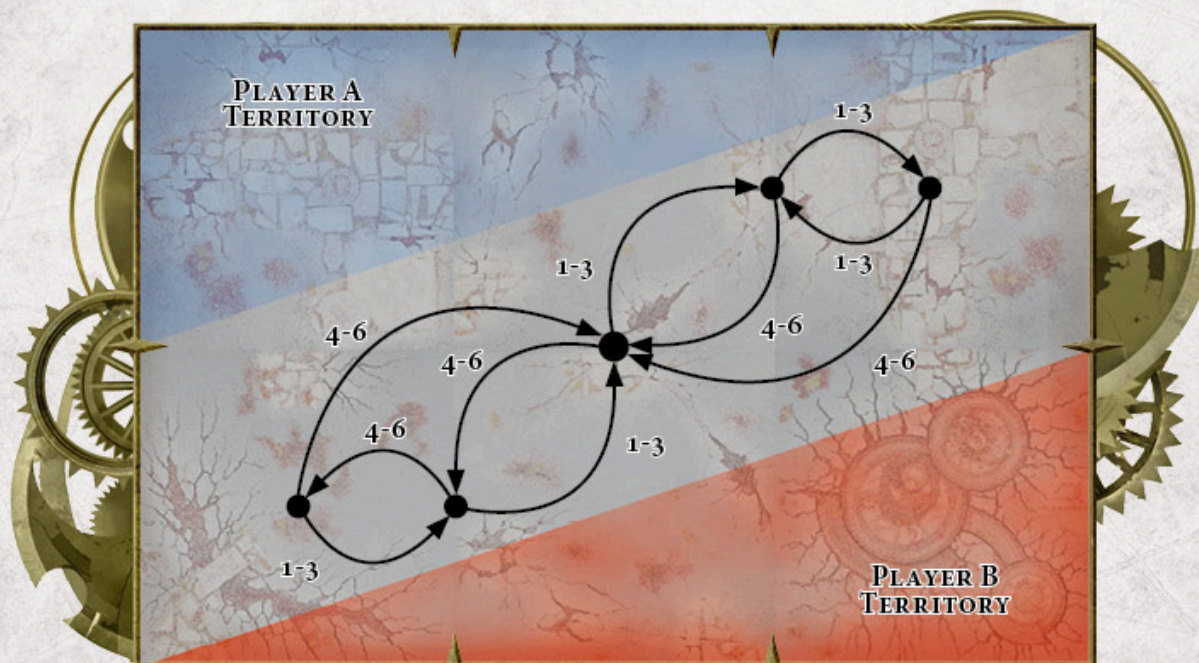
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points if they control the objective at the end of each of their turns, as follows:

If the player controls the objective and had the first turn in the current battle round, they score 1 victory point.

If the player controls the objective and had the second turn in the current battle round, they score 3 victory points.



BATTLEPLAN

BLOOD AND GLORY

CORE
BOOK

Two armies meet upon a battlefield, each ready to deal death and destruction upon their hated foe. The conflict will be settled in blood between the two rivals, with spoils going to the victor, and death and dishonour to the loser.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. The objectives are located at the centre of each quarter of the field of battle, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If

one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

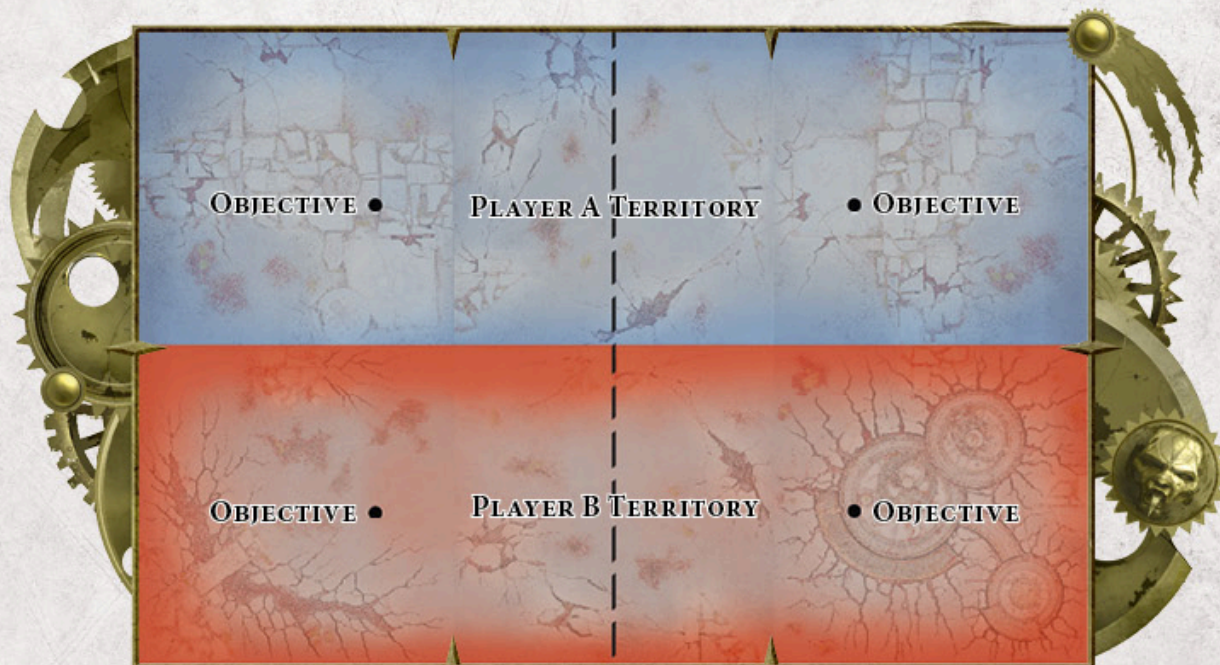
Starting from the third battle round, one player immediately wins a **major victory** if they have control of all four objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then the player that controls the most objectives wins a **minor victory**. If both players control the same number of objectives, each must add up the points value of any enemy units that have been destroyed during

the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

'Too long has this sacred ground been sullied by Chaos filth. The land itself keens in anguish. Can you hear it? Even the sky bleeds, wounded by the presence of creatures that do not belong here. We shall give our blades, our arrows, our hatred and our outrage – even our very souls – to free this paradise from the clutches of the Cursed Ones. Whatever happens this day, the sun will set on the fallen corpses of these blasphemers.'

- The Lady of Vines,
at the Shimmerfalls of Gloriphus



BATTLEPLAN ESCALATION

Sometimes, two deadly foes will stumble across each other, and a bloody engagement will start.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 3 objectives. The objectives are located on the border between the player's territories, one in the middle of the battlefield and the others 12" from each corner, as shown on the map below.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up their units, starting with the player that determined territories. Units must be set up wholly within their own territory. Battleline units must be set up more than 9" from enemy territory. Behemoths and Artillery must be set up more than 24" from enemy territory. Units that are both Battleline and Behemoth can be set

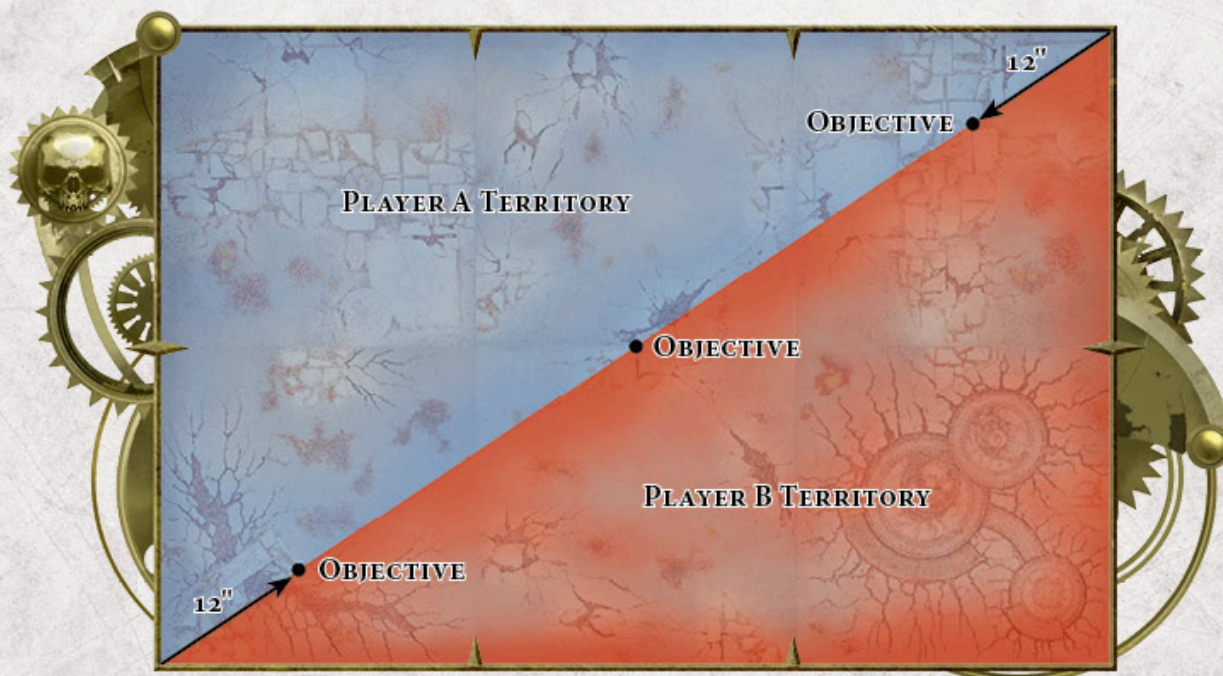
up within 24" of enemy territory, but they must still be more than 9" from it, as above. All other units must be set up more than 18" from enemy territory.

Continue to set up units until both players have set up their units. If one player finishes first, the opposing player sets up the rest of their units, one after another.



GLORIOUS VICTORY

Starting from the second battle round, at the end of each of their turns a player scores 1 victory point for each objective they control. The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



BATTLEPLAN BORDER WAR

Two armies approach the same battlefield, determined to capture the vital ground that separates their territories and, if possible, strike deep into enemy territory.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. 2 are located at the centre of each player's territory. The other 2 are located on the border between the players' territories, one at the centre of the left half of the battlefield, and one at the centre of the right half as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

You score victory points for each objective you control at the end of each of your turns. The number of points you receive varies depending on the objective's location, as follows.

Objective is in your own territory:
1 victory point

Objective is on the border between the territories: 2 victory points

Objective is in enemy territory:
4 victory points

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



THREE PLACES OF POWER

The leaders of two rival armies have learned the location of three places of great power. If a mighty warrior stands upon such a location, they can leech some of the energy and siphon it away. The longer they can remain upon the place of power, the more energy they can steal!

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

THE PLACES OF POWER

The three places of power are located upon the border between the two territories. One lies at the centre of the battlefield, and the others lie halfway between the central place of power and each narrow edge of the battlefield, as shown on the map.



A player controls a place of power if a friendly **HERO** finishes a move within 3" of it. The player loses control of the place of power if the hero finishes a subsequent move more than 3" from the place of power or is slain. Only one hero can control each place of power at a time – if more than one hero is eligible, then the first to arrive controls it. If a hero slays an enemy hero that is controlling a place of power, then they immediately gain control of the place of power if they are within 3" of it.

GLORIOUS VICTORY

At the end of each of your turns, you score victory points for each place of power controlled by one of your **HEROES**. The number of victory points is equal to the number of your turns that the hero has controlled the place of power for: 1 on the turn they gained control, 2 if they controlled it in your last turn as well as this one, and so on.

For example, a **HERO** controls the same place of power for 3 turns without losing control of it. They score 1 victory point at the end of their first turn, 2 victory points at the end of their second turn and 3 victory points at the end of their third turn, making 6 victory points in total.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



BATTLEPLAN

GIFTS FROM THE HEAVENS

CORE
BOOK

The battlefield is frequently **bombarded by meteors of sigmarite and warpstone that fall from the skies. Ambitious warlords are willing to sacrifice any number of their followers to gain control of such a valuable substance. As time goes on, the prize only becomes more coveted.**

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

THE METEOR STRIKE

Two meteors strike the battlefield in the second battle round, one landing in each player's territory. Each player rolls a dice in their second hero phase, and a meteor lands at the centre of the board section in their territory that has the corresponding number. The locations of the meteors are treated as objectives for the rest of the battle.

**GLORIOUS VICTORY**

At the end of each of your turns you score a number of victory points equal to the number of the current battle round for each objective you control. For example, if you control 1 objective at the end of your turn in the third battle round, you score 3 victory points.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



BATTLEPLAN

TAKE AND HOLD

Battles are often fought over territory. In such a battle neither side can afford to give an inch of ground, and must ruthlessly wipe out any enemy incursion while at the same time thrusting deep into the enemy heartland.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 2 objectives. The objectives are located at the centre of each player's territory, 9" from the edge of the battlefield, as shown on the map below.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

Starting from the third battle round, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

HOLDING FORCE

In this battle, a player only controls an objective if they have 5 or more friendly models within 6" of the centre of the objective, in addition to needing to have more models within 6" than their opponent. The 5 models can belong to different units.



BATTLEPLAN

KNIFE TO THE HEART

2018

Two warlords are each struggling to gain control of a vital objective that lies deep in their opponent's territory. Both must strive to capture their objective first, ruthlessly wiping out any enemy incursions into their own territory while pushing their own forces deep into the enemy's heartland.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 2 objectives. 1 objective is located in each territory 20" from the corner of the battlefield, as shown on the map below.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

**GLORIOUS VICTORY**

Starting from the third battle round, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



BATTLEPLAN TOTAL CONQUEST

2018

A blood-soaked battlefield is located at a vitally strategic location. Two armies stand upon this field of death, determined to drive their enemies from it and achieve total domination.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. The objectives are located at the centre of each quarter of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**.

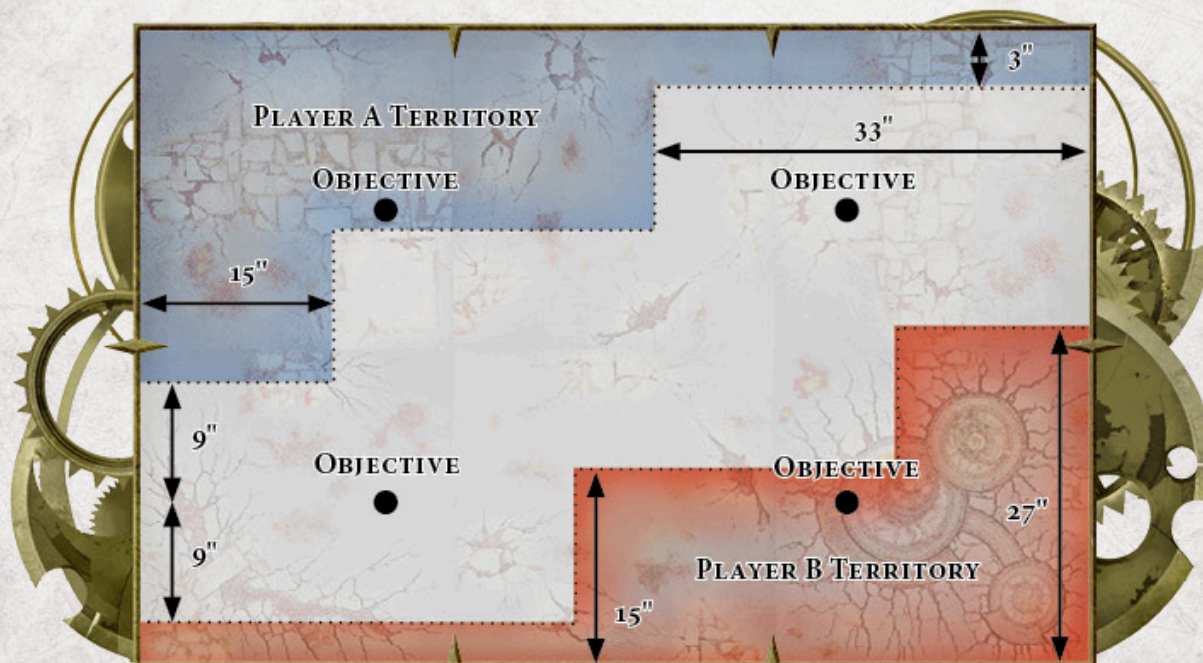
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

For each objective the player controls, they score 1 victory point.

For each objective the player gained control of that turn that was previously controlled by their opponent, they score 1 additional victory point.



DUALITY OF DEATH

2018

Two focal points of incredible power lie close to each other. Either place will grant a hero or monstrous beast that stands upon it incredible power and everlasting life – but only if they can defeat the jealous enemies that wish to steal the location for themselves!

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 2 objectives. Each is located on the centre line, 1 in the middle of the left-hand half of the battlefield, and the other in the middle of the right-hand half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

CONTEST OF STRENGTH

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a **HERO** or Behemoth from their army is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the **HERO** or Behemoth finishes a subsequent move more than 3" from the objective.

Only one **HERO** or Behemoth can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a **HERO** or Behemoth slays an enemy **HERO** or Behemoth controlling an objective, then they immediately gain control of it if they are within 3" of it.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of consecutive turns the player has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.



BATTLEPLAN BATTLE FOR THE PASS

2018

47

Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and many blood battles are fought over their control.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. 2 are located at the centre of each player's territory. The other 2 are located on the border between the players' territories, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls the objective in their own territory, they score 1 victory point.

For each objective the player controls on the border between the territories, they score 2 victory points.

If a player controls the objective in their opponent's territory, they score 4 victory points.



BATTLEPLAN STARSTRIKE

2018

In certain places in the Mortal Realms, the land is bombarded by fragments of magical ore that fall burning from the skies. These remnants of stars are coveted by ambitious warlords, as they can be used to forge deadly blades that will cut through any armour.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 3 objectives, which are set up during the battle (see Starstrike).

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

STARSTRIKE

1 objective is set up on the border between the players' territories in the second battle round, and 2 more are set up in the third round, 1 in each player's territory. Set up the objectives at the start of the battle round, before the roll to determine who has the first turn is made. Roll a dice and refer to the map below to determine where each objective is set up.



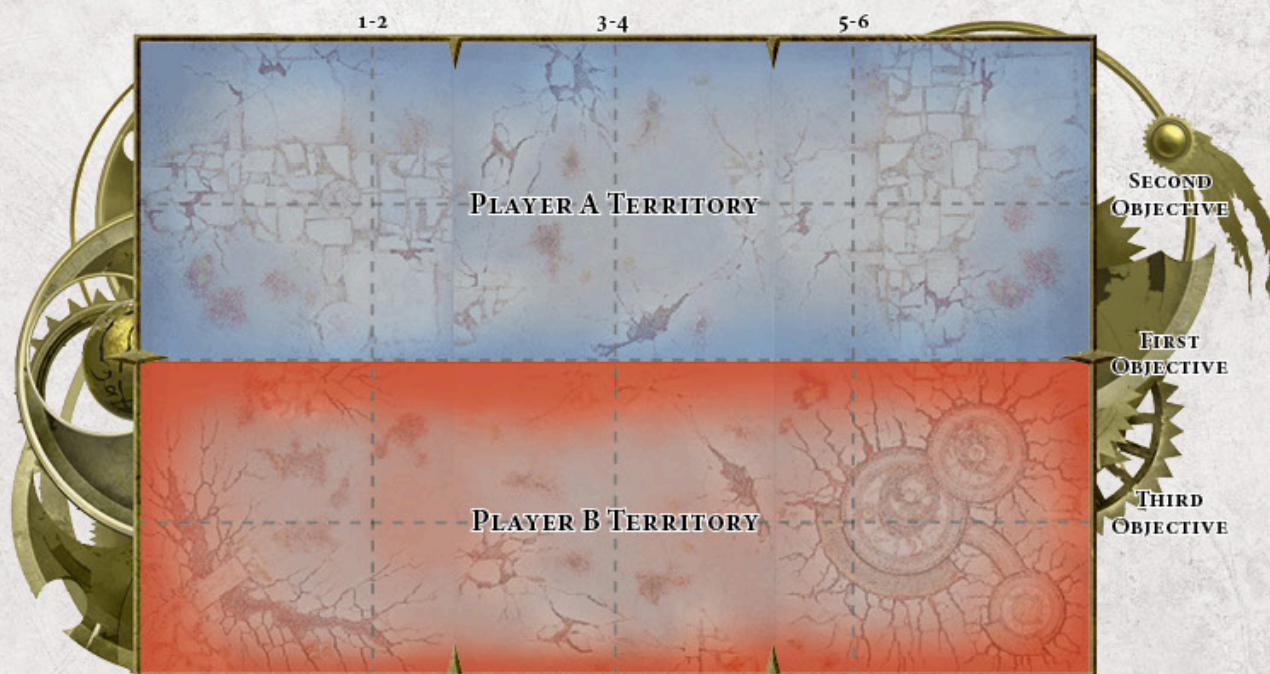
GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of the current battle round. For example, a player that controls 1 objective at the end of their turn in the third battle round scores 3 victory points.



BATTLEPLAN SCORCHED EARTH

2018

Sometimes battles are fought not to destroy the enemy, but to seize their resources and carry them off. Raiding parties will strike into enemy territory, capturing an objective and searching for any hidden treasures, before razing what remains to the ground to deny its use to the enemy.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control or raze 6 objectives. 3 objectives are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

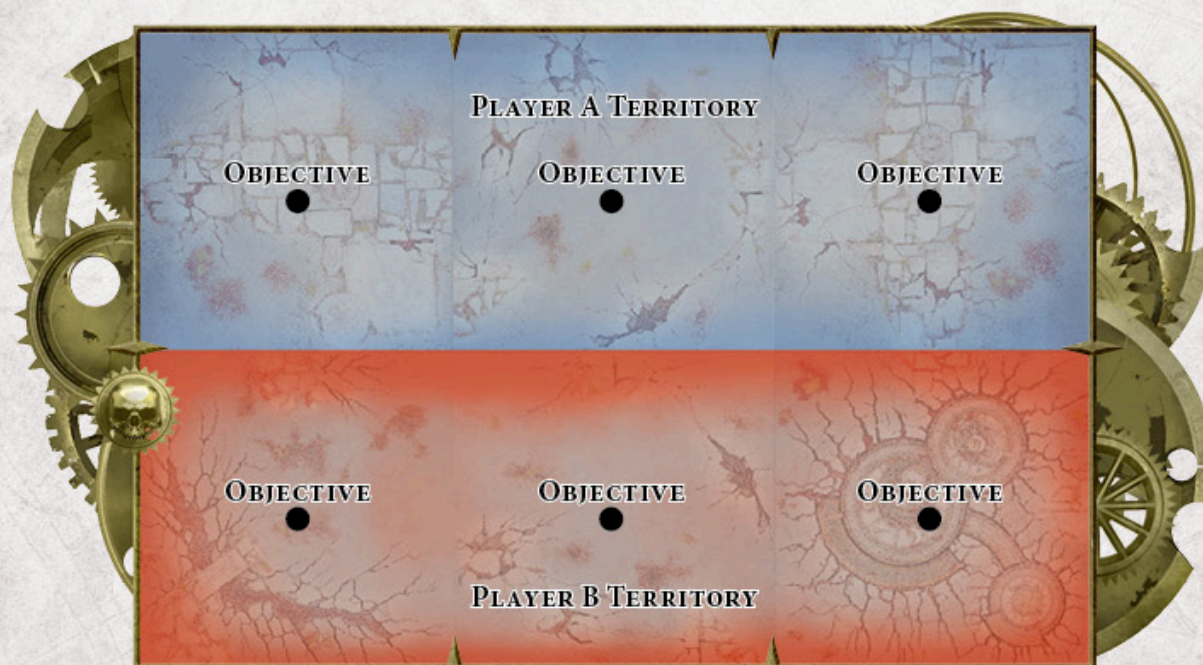
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores 1 victory point at the end of each of their turns for each objective they control.

Starting from the second battle round, a player can raze an objective they control in enemy territory, scoring D3 victory points instead of 1 but removing the objective from play.



TOTAL COMMITMENT

2018

A battle has been raging for days between two equally matched opponents. Both armies are committed to the fight, and neither side has any reserves left to draw upon.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. 2 objectives are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If

one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

NO RESERVES

In this battle, all units must be set up on the battlefield before the battle begins. Any unit that is set up as a reserve is destroyed and all of the models in the unit are slain.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

For each objective the player controls in their own territory, they score 1 victory point.

For each objective the player controls in their opponent's territory, they score 3 victory points.



BATTLEPLAN FOCAL POINTS

2018

51

In this region, five focal points of geomantic energy are arranged in a square formation. Energy surges between these focal points, and it can be harnessed for use in rituals of awesome power.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 5 objectives. 1 is located at the centre of the battlefield and 2 in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If

one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

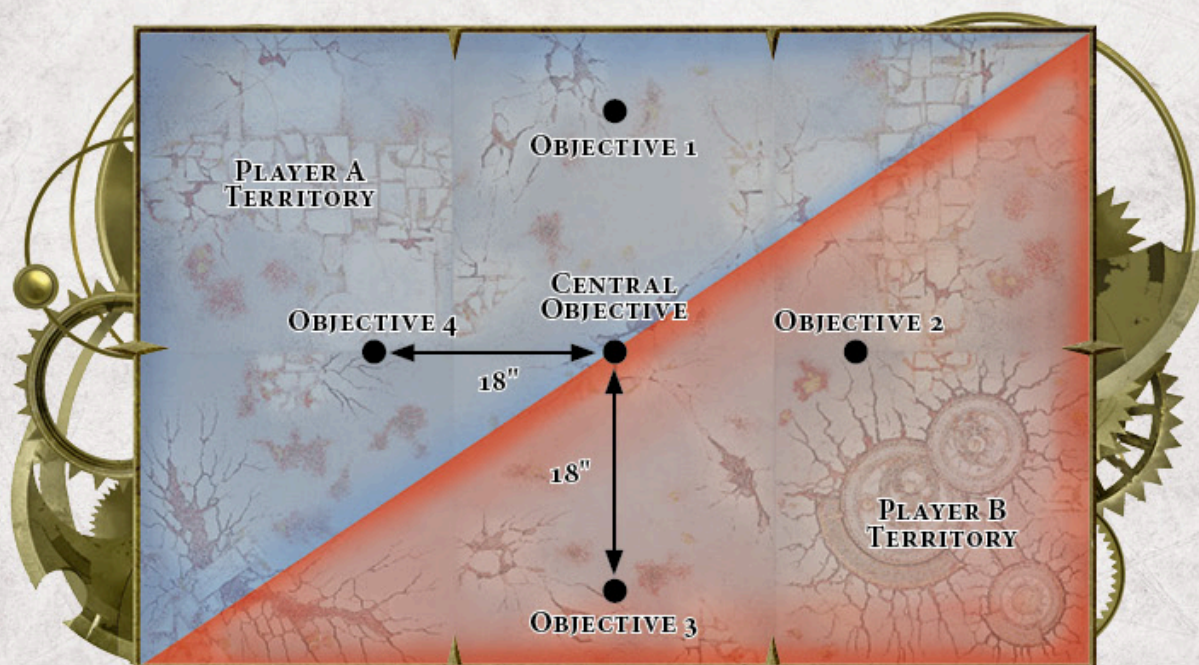
Each player scores victory points for the objectives they control at the end of each of their turns, as follows:

If a player controls objectives one and three, they score 3 victory points.

If a player controls objectives two and four, they score 3 victory points.

If a player controls the central objective, they score 2 victory points.

If a player controls any other objective, they score 1 victory point for each objective.



THE BETTER PART OF VALOUR

It is important to learn when to hold on in order to ensure victory, and when to fall back in the face of unbeatable odds. A battle can be decided by the general most capable of resolving this difficult dilemma.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 6 objectives. 3 are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If

one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

At the end of each of their turns, a player can choose to destroy one or more of the objectives they control in order to score the following victory points:

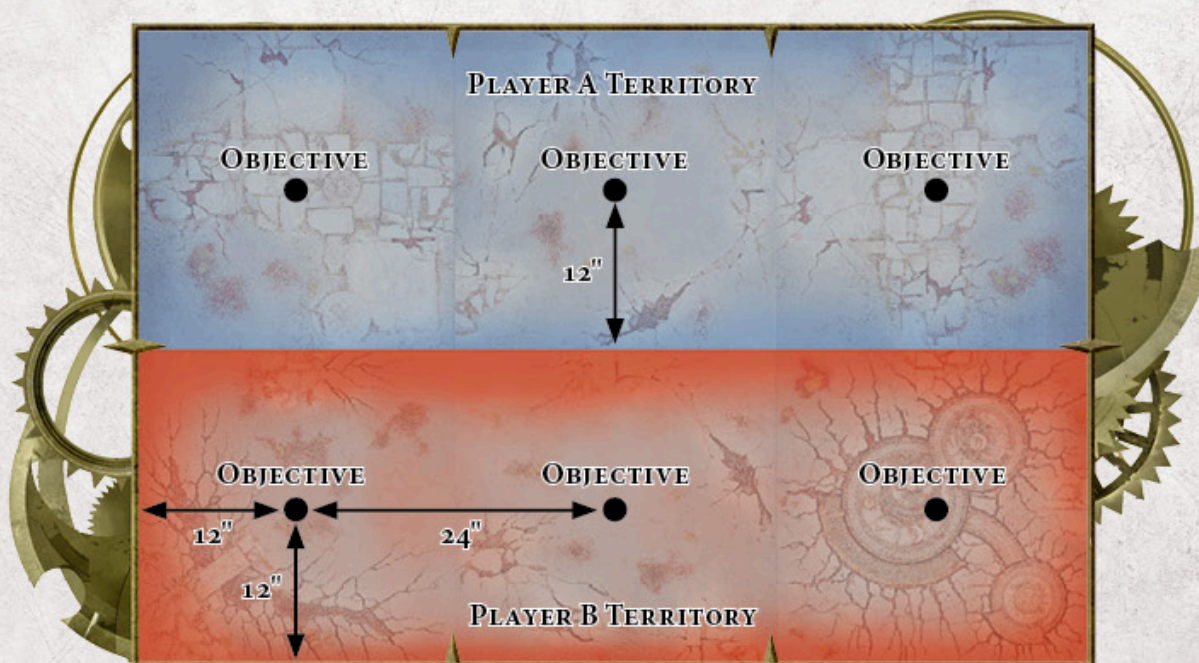
If the player gained control of the objective in this turn, they score 1 victory point.

If the player controlled the objective at the end of their last turn, and has not lost control of it since, they score 2 victory points.

If the player controlled the objective at the end of their turn before last, and has not lost control of it since, they score 4 victory points.

If the player gained control of the objective in the first battle round, and has not lost control of it by the end of their turn in the fifth battle round, they score 8 victory points.

If more than one of these criteria applies, use the one that scores the most victory points. Once destroyed, an objective is removed from play.



BATTLEPLAN

SHIFTING OBJECTIVES

2018

53

In order to be successful, a general must learn to react with lightning swiftness to the changing conditions of battle, striking with all their might first in one direction and then in another in order to ensure victory.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 3 objectives. They are located in the area between each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

PRIMARY AND SECONDARY OBJECTIVES

At the start of each battle round, before determining who has the first turn, roll a D3. The objective with the corresponding number is the primary objective for that battle round, and the other two objectives are the secondary objectives for that battle round.



GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

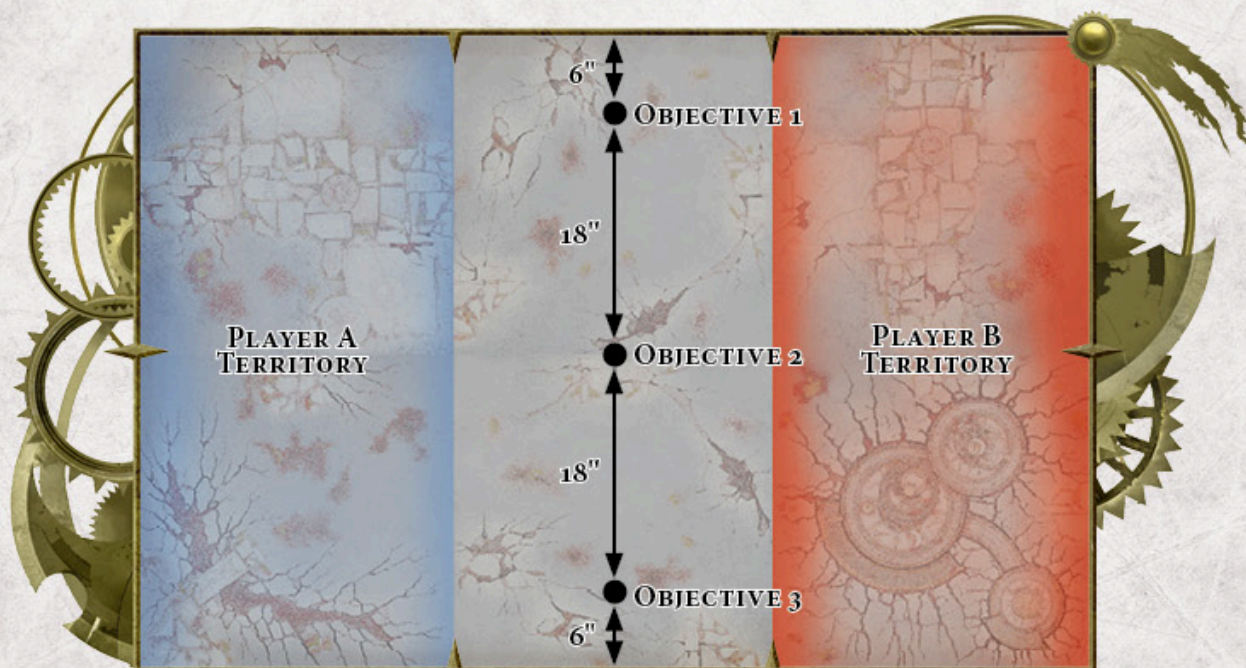
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points for each objective they control at the end of each of their turns, as follows:

If the player controls the primary objective, they score 3 victory points.

For each secondary objective the player controls, they score 1 victory point.



THE RELOCATION ORB

Relocation orbs are rare magical phenomena that can materialise anywhere in the Mortal Realms. They are highly prized for the potent energies they emit, which can be siphoned for use in numerous types of arcane ritual.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control one objective. It starts the battle located at the centre of the battlefield, and changes location at the end of each battle round as described below.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If

one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

FORCE OF WILL

When determining control of an objective, each **HERO** with an artefact of power, and each **WIZARD**, that is within 3" of the objective counts as 20 models instead of only 1.

RELOCATING THE OBJECTIVE

The objective relocates to a new position on the battlefield at the end of each battle round. Control of the objective is lost when it relocates.

To determine the objective's new location, roll a dice. The objective relocates to the position indicated by the arrow on the map that corresponds to the dice roll.

If the relocation roll is 2-5, the objective remains at the new location until the end of the following battle round. If the relocation roll was a 1 or 6, then the objective relocates again immediately. Make a new relocation roll and move the objective to the position indicated by the new roll. It is possible for the

objective to relocate several times in a row if the relocation roll is a 1 or a 6 each time.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

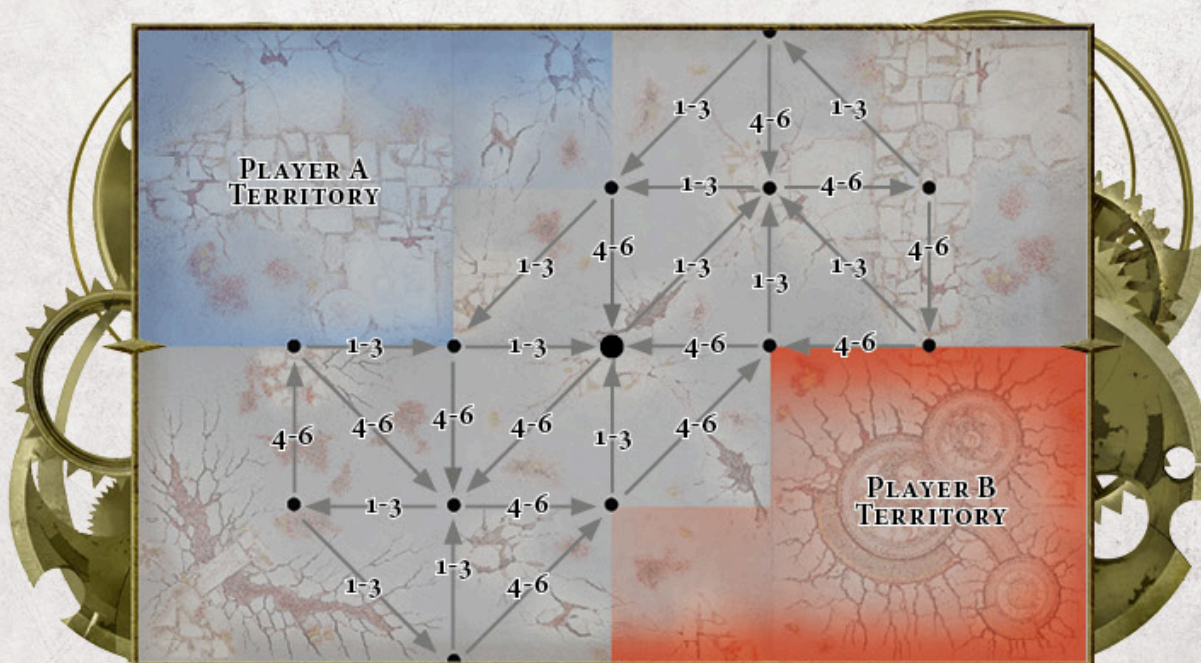
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points if they control the objective at the end of each of their turns, as follows:

If the player controls the objective and had the first turn in the current battle round, they score 1 victory point.

If the player controls the objective and had the second turn in the current battle round, they score 3 victory points.





BATTLEPLAN

MAGICAL SUPREMACY

MALIGN
SORCERY

Rival wizards face each other at a place of great power. Ancient obelisks channel aetheric energies, allowing the sorcerers to cast devastating spells. Control of these will almost certainly bring victory, but if your spellcasters are slain, death and dishonour are certain.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 2 objectives. Each is located on the centre line, 12" from the edge of the battlefield as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another.

SUPREMACY

Add 2 to casting rolls for **WIZARDS** within 6" of any of the objective markers.

GLORIOUS VICTORY

Players score victory points for the following:

- 1 victory point each time a **WIZARD** from their army successfully casts a spell within 6" of an objective marker
- 1 victory point for unbinding or dispelling an endless spell
- 2 victory points for slaying an enemy **WIZARD** that is within 6" of an objective marker
- 1 victory point for each objective they control at the end of the battle

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. Any other result is a draw.





BATTLEPLAN

CHAINED COLOSSUS

MALIGN
SORCERY

57

Two armies meet on a battlefield of great arcane significance. It was here, in the early days of the Arcanum Optimar, that wizards of unrivalled power trapped one of the first and most dangerous of the endless spells to have emerged in the wake of the Shyish cataclysm – Moloxor, the Bale Sphere. Should an unscrupulous general gain control over the containment site, Moloxor will become a convenient tool to destroy their foes.

PITCHED BATTLE

Use the Pitched Battle rules on pages 22-25.

OBJECTIVES

This battle is fought to control 4 objectives. Each is located 12" from the nearest long edge of the battlefield and 24" from the nearest short edge of the battlefield, as shown on the map.

BATTLEFIELD

Place a spare Purple Sun of Shyish model at the centre of the battlefield to represent Moloxor. If there is

not one available, use the Magical Supremacy battleplan instead.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another.

THE CHAINED

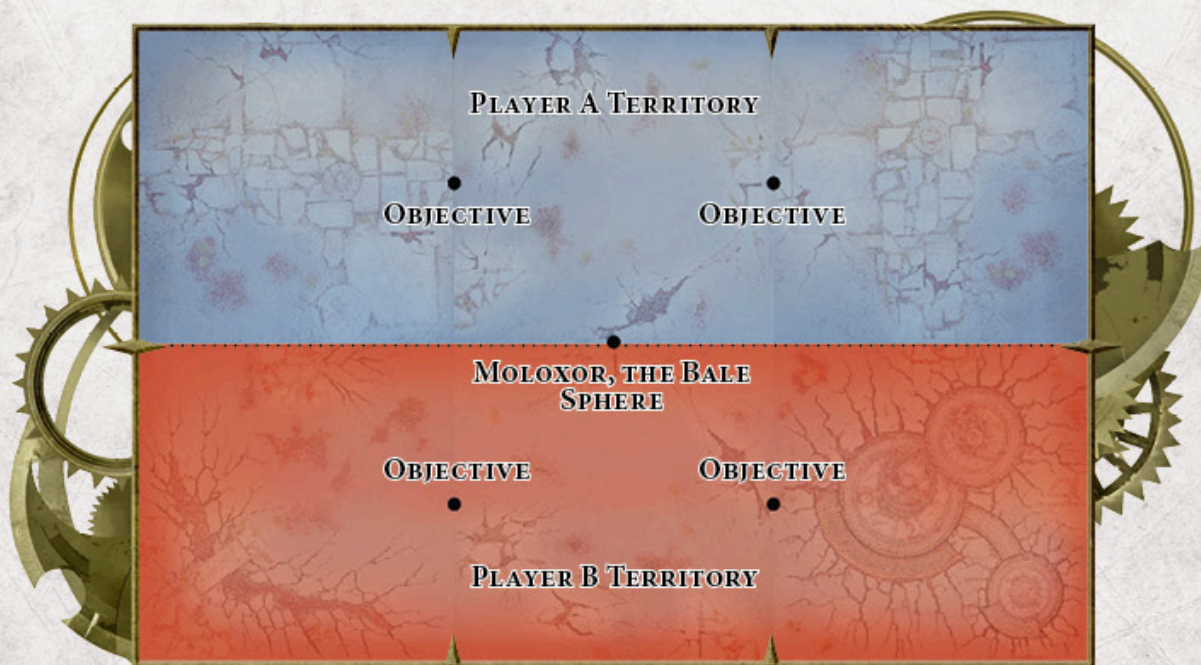
Moloxor is a Purple Sun of Shyish that starts the battle in the centre of the battlefield. Moloxor cannot be dispelled. Instead of the usual method for deciding who can move this predatory endless spell, at the beginning of each battle round the player who controls more objectives may move this model. If both players

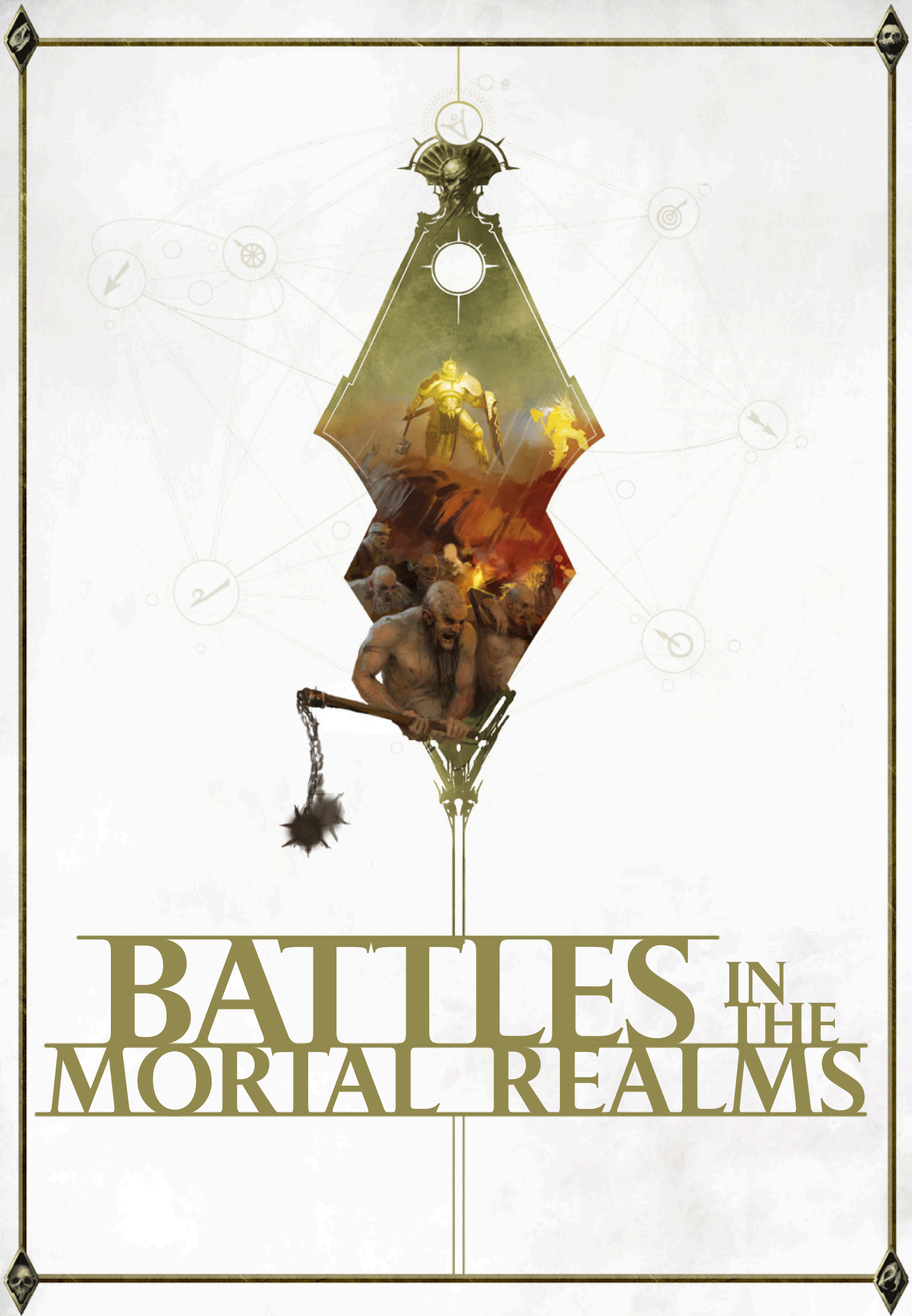
control the same number of objectives, Moloxor does not move. In this battle, only **HEROES** may be used to gain control of an objective.

GLORIOUS VICTORY


The battle is fought for control of four objectives as shown on the map below. At the end of each battle round, players score 1 victory point for each objective they control. If Moloxor is wholly within one player's territory at the end of the battle, their opponent scores 3 victory points.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. Any other result is a draw.





BATTLES IN THE MORTAL REALMS



All across the Mortal Realms, mighty armies of warriors from the four Grand Alliances fight endless wars of conquest and destruction. In this section you will find sets of allegiance abilities for each of the four Grand Alliances – Order, Chaos, Death and Destruction – and sets of Realm of Battle rules for seven of the Mortal Realms – Aqshy, Chamon, Ghur, Ghylan, Hysh, Shyish and Ulgu.

Using the rules in this section will help bring your battles to life. The Grand Alliance allegiance abilities allow you to field armies that act and fight in the way they are described in the history and background you have read about the Age of Sigmar. For example, armies from the Grand Alliance of Order will stand bravely and carry on fighting in the face of adversity, while Chaos armies will unpredictably lash out with zealous fury. In addition, each Grand Alliance has a set of command traits that reflect the distinctive characteristics of the generals that lead these armies into battle, and a set of rules for the unique magical artefacts that are used by the Grand Alliance's heroes.

The Realm of Battle rules reflect the ways that the different Mortal Realms affect battles that are fought in them. The magic found in each Mortal Realm allows wizards to cast certain spells that can only be used in that realm, while different regions of each realm can have a profound effect on the battles that are fought there. For example, some regions in Aqshy are filled with smoke and steam, making it hard to see targets unless they are close by, while there are areas of Shyish that are buffeted by deathly winds that can snuff out the life of those that breathe them in.

Finally, the Endless Spells rules allow you to recreate the effects of Nagash's necroquake on the magical energies of the realms, representing the new permanent and predatory nature of spells cast by all manner of mage and sorcerer in your games.

All these things and more can be included in your games of Warhammer Age of Sigmar. The rules for using allegiance abilities can be found on page 18, and those for Realm of Battle rules can be found on page 17. So long as you and your opponent agree, you can include any of these enriching rules sets in any of your games.

REALMS OF BATTLE

REALM OF BATTLE: SHYISH, THE REALM OF DEATH

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Shyish, also known as the Realm of Death.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

PALL OF DOOM

A cloud of terrifying darkness pours forth and engulfs the wizard's foes.

Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.



REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

HONOUR THE DEAD

The dead are honoured by the living ending the lives of their remaining foes.

You can use this command ability at the start of any combat phase. If you do so, pick a friendly unit that is within 3" of a friendly **HERO** or 12" of your general, and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, you can add 1 to the Attacks characteristic of weapons used by that unit in that combat phase.

SOUL-FORCE SACRIFICE

Your general can siphon soul-force from their minions to extend their life.

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly unit other than your general that is within 3" of your general. Allocate any number of

wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 Barren Moorland:** *Wastelands of bone and dust stretch as far as the eye can see.*

This realmscape feature has no effect on the battle.

- 2 Life Leeching:** *The land here can drain the life force from a living being, causing them to suddenly drop dead in their tracks.*

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit. That unit suffers D3 mortal wounds.

- 3 The Winds of Death:** *Swirling zephyrs of deathly energy skitter across this realm, snuffing out the life-force of those whose path it crosses.*

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit, and then roll a dice for each model in it. For each 5+, that unit suffers 1 mortal wound.

- 4 Haunted Realm:** *The buildings and features of these lands are haunted by the restless spirits of those that have died here.*

Terrain features have the Sinister scenery rule (pg 11), in addition to any other scenery rules that they have.

- 5 Eternal War:** *Those that fight and die in these lands will be reborn at the next day's dawn if they acquit themselves with valour.*

Add 1 to the Bravery characteristic of all units.

- 6 Aetherquake Aftershock:** *As the battle begins, a thunderous aftershock of aetheric energy rolls across this land, filling sorcerers with deathly magical energy.*

Add 1 to casting rolls.

SPELLS OF SHYISH

In Shyish, where the magical cataclysm began, the air became heavy with the stuff of death. Those with the arcane wherewithal to manipulate the amethyst magic that surrounded them – whether for noble aims or nefarious ends – did so with terrifying creativity.

WORD OF ENDING

Uttering a secret word, the wizard brings his foe closer to their end.

Word of Ending has a casting value of 6. If successfully cast, pick an enemy **HERO** within 12" of the caster that is visible to them and roll a dice. If the result is more than the number of wounds allocated to that model, it suffers D3 mortal wounds.

NIGHT'S TOUCH

The wizard makes the bodies of his allies insubstantial. Enemy blades pass harmlessly through them, while their own remain as deadly as ever.

Night's Touch has a casting value of 8. If successfully cast, pick a friendly unit within 6" of the caster that is visible to them. Ignore modifiers (positive and negative) when making save rolls for that unit until your next hero phase.

SOULSHROUD

The wizard shields his allies from the touch of harmful magics.

Soulshroud has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. That unit is not affected by other spells until your next hero phase.

UNNATURAL DARKNESS

The wizard blankets his allies in an engulfing shroud of blackness.

Unnatural Darkness has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls for attacks that target that unit until your next hero phase.

SOULFLAY

The wizard reaches into the soul of their enemy, inflicting spiritual wounds that manifest upon their victim's corporeal form.

Soulflay has a casting value of 7. If successfully cast, pick an enemy **HERO** within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, if the unit suffers 3 mortal wounds from this spell, subtract 2 from its Bravery characteristic until your next hero phase.

ETHEREAL GUIDE

The wizard briefly binds one of the many spirits drawn to Shyish to direct their blows.

Ethereal Guide has a casting value of 6. If successfully cast, add 1 to hit rolls for attacks made by the caster until your next hero phase.



REALM OF BATTLE: AQSHY, THE REALM OF FIRE

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Aqshy, also known as the Realm of Fire.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

FIREBALL

The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe. As the flame travels through the air it grows in size until it becomes a blazing ball of fire that explodes amongst the ranks of the enemy.

Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, and if it has ten or more models it suffers D6 mortal wounds.

REALM COMMANDS

You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

FIRESTARTER

The parched kindling surrounding a piece of terrain is set alight. In moments, the area is engulfed in flames.

You can use this command ability at the start of your movement phase. If you do so, pick a terrain feature that is within 12" of a friendly **HERO** and within 3" of another friendly unit, and roll a dice. On a 4+ the terrain feature is set alight. If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their movement phase suffers D3 mortal wounds. In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across this terrain feature.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 **Scorched Landscape:** *The region is parched and arid, but there are no obvious hazards in view.*

This realmscape feature has no effect on the battle.

- 2 **Flaming Missiles:** *As missiles hurtle through the air they suddenly ignite, burning with magical flames which inflict terrible searing wounds.*

Improve the Rend characteristic of missile weapons by 1 while the range from the attacking unit to the target unit is more than 12".

- 3 **Clouds of Smoke and Steam:** *The battlefield in this region is wreathed in smoke and steam.*

A model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across a terrain feature other than open ground and/or hills.

- 4 **Every Step a League:** *The very moisture in one's body seems to drain away, and every step taken feels like a league marched in full battle-gear.*

If a run roll is 6+, or a charge roll is 10+, then you can either say that the unit will not run or charge after all, or you can move the unit but it suffers D3 mortal wounds immediately after the move is completed.

- 5 **Burning Skies:** *The skies are wreathed in flames that will burn those that approach too closely.*

In the movement phase, if an enemy unit can fly and moves more than 6", roll a dice. On a 4+ the enemy unit suffers 1 mortal wound. On a 6+ it suffers D3 mortal wounds instead.

- 6 **Geysers of Boiling Blood:** *Scattered across the battlefield are bubbling pools of boiling blood that can erupt into geysers of sanguinary death.*

At the start of each of your hero phases, roll a dice. On a 6+, a geyser explodes. If it does so, pick a point on the battlefield and roll a dice for each unit within 6" of that point; on a 4+ that unit suffers D3 mortal wounds. On a 6+ the unit suffers D6 mortal wounds instead.

SPELLS OF AQSHY

The flames of bright magic in Aqshy have been stoked to a roaring inferno by what Nagash has wrought in Shyish, and on smoke-filled battlefields across the Realm of Fire, wizards draw upon this immense power around them to burn their enemies to cinders.

STOKE RAGE

Reaching into the minds of nearby warriors, the wizard amplifies their aggressive tendencies.

Stoke Rage has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Add 1 to wound rolls and charge rolls for that unit until your next hero phase.

INFERNO BLADES

The wizard imbues his allies' weapons with flame, burning everything they touch.

Inferno Blades has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster. Add 1 to the Damage characteristic of melee weapons used by that unit until your next hero phase.

FIERY BLAST

Gathering fiery energies, the wizard projects them forwards to explode among the foe.

Fiery Blast has a casting value of 7. If successfully cast, pick a point on the battlefield within 18" of the caster that is visible to them. Roll a dice for each unit (friend or foe) within 3" of this point. On a 4+ that unit suffers D3 mortal wounds.

GLARE OF VULCATRIX

Their eyes turned to burning coals, the wizard's gaze falls upon an enemy warrior, reducing them to ash.

Glare of Vulcatrix has a casting value of 8. If successfully cast, pick an enemy unit within 9" of the caster that is visible to them. Roll a dice; if the result is higher than the unit's Wounds characteristic, a model from that unit is slain.

PARCH

The wizard superheats the air around the enemy until they are so dehydrated they can barely lift their weapons.

Parch has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster. That unit must halve its Move characteristic until your next hero phase. In addition, roll a dice each time that unit completes a charge move until your next hero phase. On a 5+ the unit suffers D3 mortal wounds.

INCANDESCENT FORM

Speaking words of power, the wizard's body turns into incandescent liquid rock, blinding their enemies with their radiance.

Incandescent Form has a casting value of 6. If successfully cast, subtract 1 from hit rolls for attacks that target the caster until your next hero phase.



REALM OF BATTLE: CHAMON, THE REALM OF METAL

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Chamon, also known as the Realm of Metal.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

TRANSMUTATION OF LEAD

As the wizard gestures at his foes, their weapons and armour become significantly heavier and more cumbersome – twice the burden they were but moments before – making them an easy target for an attack.

Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

REALM COMMANDS

You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

ADAPT OR DIE

Warriors in the Realm of Metal quickly learn to adapt and evolve as the lands shift and meld. A wise general knows to harness this resilience and use it to ensure victory.

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 **Metallic Hinterlands:** *The land ahead is as smooth and featureless as brushed steel.*

This realmscape feature has no effect on the battle.

- 2 **Iron Trees:** *The bark on the trees in this region is made of metal rather than wood.*

Worsen the Rend characteristic of a weapon by 1 (to a minimum of '-') if the target has cover from a Citadel Wood or Sylvaneth Wyldwood.

- 3 **Rust Plague:** *The terrain of this land has been infected with a plague that can cause armour to turn to rust in mere moments.*

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is in cover. Subtract 1 from save rolls made for that unit for the rest of the battle.

- 4 **Steel Rain:** *The cold-grey clouds in the skies above the battlefield can suddenly unleash a hail of steel rain.*

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is not in cover. Roll a dice for each model in that unit. Inflict 1 mortal wound for each roll that is less than the unit's Save characteristic. A Save characteristic of '-' counts as a 6 for the purposes of this rule.

- 5 **Brittle Isles:** *This region is so cold that weapons may shatter when they strike a target's armour, making well-protected opponents much more difficult to harm.*

Ignore the Rend characteristic of all weapons for the duration of the battle.

- 6 **Irresistible Force:** *Tzeentch covets the Realm of Metal, and his interference sometimes makes spellcasting more effective, but also more dangerous.*

If a casting roll is a double, after re-rolls but before modifiers are applied, it is successful (even if the roll is less than the casting value of the spell being attempted) and the spell cannot be unbound. After the effects of the spell have been carried out, each unit within 3" of the caster suffers 1 mortal wound.

SPELLS OF CHAMON

In the ever-mutable realm of Chamon, the dawning of the Arcanum Optimar was marked by an explosion of transmutative aetheric energies, and wizards began to experiment with formulas for spells that were previously thought impossible.

RAIN OF LEAD

The wizard summons a rain of molten lead that burns the foe before solidifying to become dead weight.

Rain of Lead has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1" from that unit's Move characteristic until your next hero phase.

CURSE OF RUST

The wizard causes the equipment of the enemy to age at an exponential rate, flaking away to nothing.

Curse of Rust has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls and save rolls for that unit until your next hero phase.

MOLTEN GAZE

The wizard's eyes glow bright before projecting a stream of white-hot metal over the enemy.

Molten Gaze has a casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers 1 mortal wound.

RULE OF BURNING IRON

The wizard causes the foes' armour to heat up, roasting them inside their own wargear.

Rule of Burning Iron has a casting value of 8. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Roll a dice for each model in that unit. For each 6+ that unit suffers 1 mortal wound.

GLITTERING ROBE

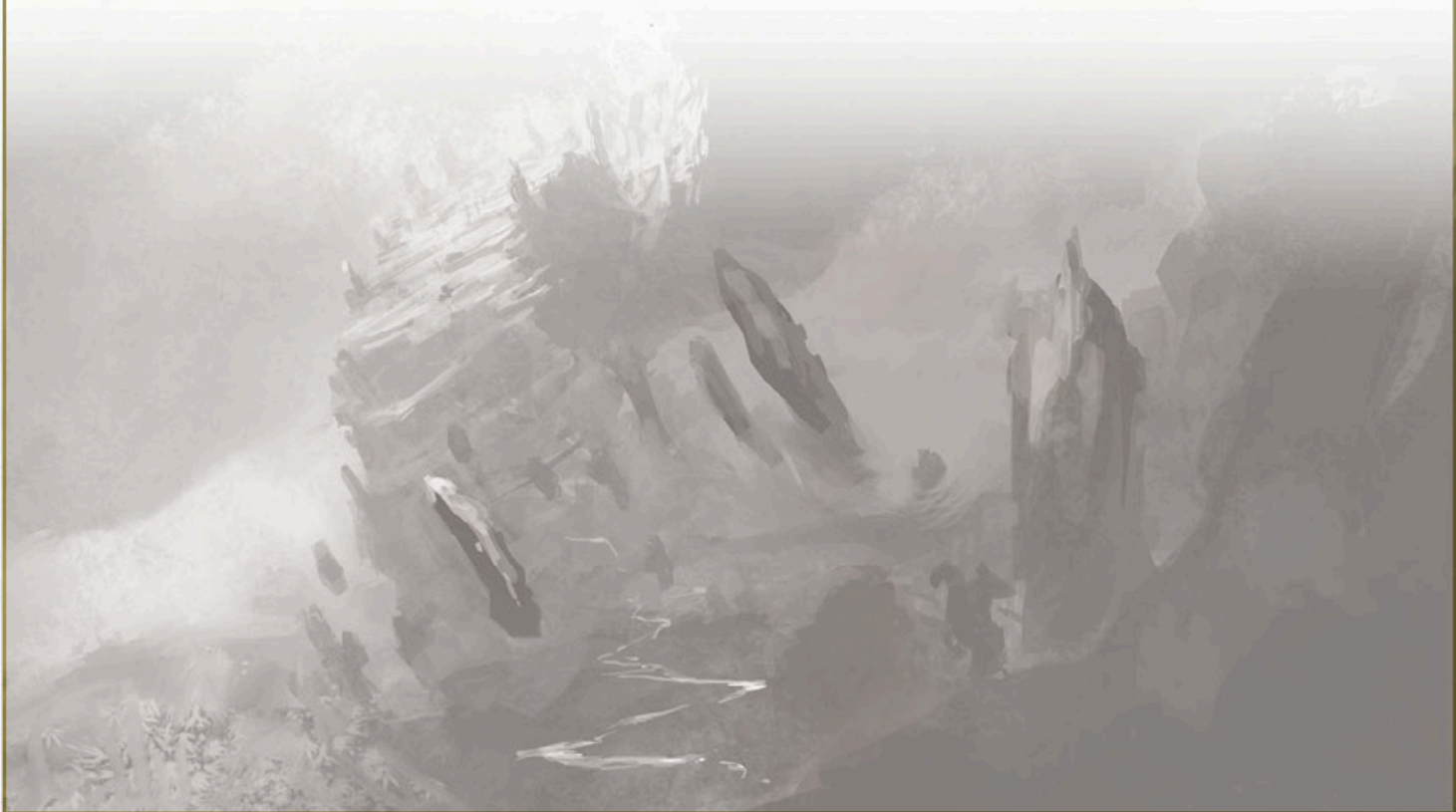
The wizard summons a coat of shifting liquid metal to encase their form.

Glittering Robe has a casting value of 6. If successfully cast, re-roll save rolls of 1 for the caster until your next hero phase.

TRANSMUTATION

With a wave of their arm, the wizard transforms foes into immobile golden statues.

Transmutation has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll 3 dice. For each roll that is greater than that unit's Wounds characteristic, 1 model from that unit is slain.



REALM OF BATTLE: GHUR, THE REALM OF BEASTS

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Ghur, also known as the Realm of Beasts.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

WILDFORM

The wizard transforms their allies into swift-moving bestial forms.

Wildform has a casting value of 5. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Add 2 to charge and run rolls made for the unit you picked until your next hero phase.

MONSTROUS BEASTS

After set-up, each player can set up a **MONSTER** that is not a **HERO**, starting with the player that finished setting up their army first. These monsters are called 'monstrous beasts' in the rules that follow. They are not part of either army. A monstrous beast can be set up anywhere on the battlefield that is more than 9" from any other monstrous beasts and more than 9" from models from either army.

Monstrous beasts choose their prey at the start of each battle round. Their prey for that battle round will be the army that has a unit closest to them. For the rest of that battle round, the monstrous beast joins the opposing army. If both armies have a unit equally close to a monstrous beast, roll off to determine who picks the monstrous beast's prey. Monstrous beasts will not pick each other as their prey.

Note that a monstrous beast's prey can change each battle round, and monstrous beasts will 'swap sides' depending on which army has the closest unit. Also note that a monstrous beast can attack any unit in their prey's army, not just the closest unit, and cannot itself be attacked or charged by units from the army it has joined.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 **Savage Hinterlands:** *It seems the lands of this region pose no threat, at the moment.*

This realmscape feature has no effect on the battle.

- 2 **Hungering Animus:** *Even the landscapes are possessed of a predatory instinct, using avalanches or ground-quakes to kill their prey.*

At the start of your hero phase, roll a dice. On a 6+, pick a point anywhere on the battlefield. Roll a dice for each unit within 6" of that point. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6+ it suffers D3 mortal wounds instead.

- 3 **Primal Violence:** *Here every creature is red in tooth and claw, and both predator and prey.*

At the end of each combat phase, roll a dice. On a 6+, carry out the combat phase again before moving on to the battleshock phase (do not roll again at the end of the second combat phase to see if a third combat phase takes place).

- 4 **Reckless Aggression:** *A philosophy of eat or be eaten is needed to survive amidst the wilderness.*

Any unit that is within 12" of an enemy unit at the start of their charge phase suffers 1 mortal wound unless they finish that charge phase within 3" of an enemy model. In addition, you can re-roll hit rolls of 1 for units that have made a charge move in the same turn.

- 5 **Beasts of Ghur:** *This is a realm of predators, an endless hunting ground where the strong survive and the weak are consumed.*

Roll off. The winner can set up an additional monstrous beast using the Monstrous Beasts rule on the left.

- 6 **Territory of Beasts:** *Great migratory trails criss-cross the lands, made by groups of hunting behemoths.*

Both players can set up an additional monstrous beast using the Monstrous Beasts rule on the left.

SPELLS OF GHUR

The wild amber magic of Ghur was driven to new heights of ferocity by the necroquake's waves. Without knowing or questioning how, bestial shamans unleashed the primal energies of the Realm of Beasts in ways they never had before, while learned wizards marvelled at the things they could now achieve.

THE AMBER SPEAR

The wizard conjures a lance of pure amber and hurls it towards the foe.

The Amber Spear has a casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers 1 mortal wound.

BESTIAL SPIRIT

A feral spirit of a great beast is summoned into existence by the wizard to rampage through the enemy lines.

Bestial Spirit has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, if the unit suffers 3 mortal wounds from this spell, subtract 1 from its Bravery characteristic until your next hero phase.

FLOCK OF DOOM

Reaching to the skies, the wizard brings down a swarm of vicious birds to peck and claw at the enemy.

Flock of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll 12 dice. For each 6+ that enemy unit suffers 1 mortal wound.

IMPENETRABLE HIDE

The wizard's skin hardens and grows thick fur, protecting against even the strongest of blows.

Impenetrable Hide has a casting value of 6. If successfully cast, you can re-roll failed save rolls for the caster until the start of your next hero phase.

COWER

Transfixing a beast with a steely glare, the wizard briefly binds the creature to their will.

Cower has a casting value of 6. If successfully cast, pick an enemy **MONSTER** within 12" of the caster that is visible to them and roll 2D6. If the result is higher than that **MONSTER**'s Bravery characteristic, it cannot make a charge move in your opponent's next turn.

PRIMAL HUNTER

Summoning the spirits of legendary beastslayers, the wizard bestows the speed and skill of these peerless hunters on an ally.

Primal Hunter has a casting value of 8. If successfully cast, pick a friendly **HERO** within 12" of the caster that is visible to them. Re-roll failed charge rolls and hit rolls for that **HERO** until your next hero phase.



REALM OF BATTLE: GHYRAN, THE REALM OF LIFE

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Ghyran, also known as the Realm of Life.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

SHIELD OF THORNS

At the wizard's command, crawling brambles burst from the ground, forming a living barrier around his allies.

Shield of Thorns has a casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster that is visible to them. Until your next hero phase, any enemy unit that finishes a charge move within 3" of the unit you picked suffers D3 mortal wounds.

REALM COMMANDS

You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

COMMAND THE LAND

In the Realm of Life even the landscape can be bent to your will.

You can use this command ability at the end of your hero phase. If you do so, a friendly **HERO** can attempt to cast the Shield of Thorns spell (above), even if they are not a **WIZARD**, and even if the spell has already been attempted in the same hero phase.

If the **HERO** is a **WIZARD**, using this command ability allows them to attempt to cast the Shield of Thorns spell in addition to any other spells they have already attempted to cast, and even if the spell has been attempted by either themselves or another **WIZARD** in the same hero phase.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 **Verdant Landscape:** *The region is lush and vibrant, and appears to conceal no lurking dangers.*

This realmscape feature has no effect on the battle.

- 2 **Spontaneous Growth:** *The lands of Ghyran burgeon with all forms of life, waiting below the surface to suddenly bloom forth.*

At the start of your hero phase, roll a dice. On a 6+, you can set up a Sylvaneth Wyldwood terrain feature anywhere on the battlefield that is more than 1" from any other models or terrain features.

- 3 **Lifesprings:** *It is said that bathing in the lifesprings of Ghyran can cure disease and increase vitality.*

Before the battle begins, each player picks a **HERO** from their army. Add 1 to the Wounds characteristic of the heroes that are picked.

- 4 **Hidden Festering Corruption:** *Once, the varied kingdoms of Ghyran were beautiful to look upon, but Nurgle's invading legions have turned many into twisted, blighted places.*

At the start of your hero phase, roll a dice. Add 1 to the dice roll if your army has allegiance to **NURGLE**. On a 5+ pick an enemy unit that is within 1" of a terrain feature. The unit you picked suffers 1 mortal wound.

- 5 **Fecund Quagmire:** *Hasty progress is all but impossible for those attempting to cross the cloying battlefield of this region.*

Models cannot run unless they are able to fly.

- 6 **Seeds of Hope:** *Even though much of the Realm of Life has been overrun by Nurgle's legions, new hope and new life is always ready to emerge.*

If a battleshock roll is an unmodified 1, then no models from the unit will flee. In addition, heal all wounds that are currently allocated to that unit.

SPELLS OF GHYRAN

In Ghyran, where magic had always waxed and waned in cycles, jade energies unseasonably flooded the arboreal lands. Those able to recognise and take advantage of this profusion of power did so with startling rapidity, crafting new spells of rampant growth and healing.

WHIPVINES

The wizard summons forth sentient vines to burst from the ground and assault the foe.

Whipvines has a casting value of 5. If successfully cast, pick a point on the battlefield within 18" of the caster that is visible to them. Roll a dice for each enemy unit within 3" of this point. On a 4+ the unit being rolled for suffers 1 mortal wound.

MIRRORPOOL

Stepping lightly into a small puddle, the wizard disappears and emerges from another pool of water some distance away.

Mirrorpool has a casting value of 6. If successfully cast, remove the caster from the battlefield and set them up again anywhere within 18" of their previous position, more than 9" from any enemy models. It may not move in the subsequent movement phase.

REALMBLOOD

The wizard summons the healing energies of Ghyran to empower them.

Realmblood has a casting value of 7. If successfully cast, heal D3 wounds allocated to the caster.

BRIARSTORM

The wizard summons a hail of sharpened thorns from above to saturate an area.

Briarstorm has a casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster. Until your next hero phase, any unit that finishes a move within 3" of that point suffers D3 mortal wounds.

FLESH TO STONE

The wizard transforms their flesh to impervious stone, protecting themselves from the blows of the enemy.

Flesh to Stone has a casting value of 7. If successfully cast, re-roll successful wound rolls for attacks that target the caster until your next hero phase.

SICKLEWIND

The wizard launches a spectral jade sickle that scythes bloodily through the enemy's ranks.

Sicklewind has a casting value of 7. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers D3 mortal wounds.



REALM OF BATTLE: HYSH, THE REALM OF LIGHT

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Hysh, also known as the Realm of Light.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

PHA'S PROTECTION

The wizard calls upon the beneficent Guardians of Light to protect his allies from harm.

Pha's Protection has a casting value of 5. If successfully cast, select a friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls made for attacks that target the unit you picked until your next hero phase.



REALM COMMANDS

You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

STRIKE QUICKLY

The aetheric particles in this realm enhance the speed and reactions of those that live here. It is possible to harness this power and strike before an opponent is ready to strike back.

You can use this command ability at the start of the combat phase. If you do so, pick a friendly unit within 3" of a friendly **HERO** or 12" of your general, and within 3" of the enemy. That unit fights immediately, instead of fighting later in that combat phase.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that picked the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 Gleaming Vista:** *The plain ahead is clear and illuminated by a radiant light.*

This realmscape feature has no effect on the battle.

- 2 Dazzling Glow:** *The structures and plant-life of this realm often pulsate with glowing light.*

Subtract 1 from hit rolls made for attacks that target units that are in cover.

- 3 Speed of Light:** *The light in this land knows no burden of flesh, and nor do those that receive its blessing.*

At the start of your movement phase, roll a dice. On a 6+, you can pick a friendly unit. Remove that unit from the battlefield, and then set up it anywhere on the battlefield that is more than 9" from any enemy models. This counts as that unit's move for that movement phase.

- 4 Domain of Symmetry and Purity:** *This region is suffused with the purest light, unsettling anything created from the raw stuff of Chaos, darkness and disorder.*

Subtract 1 from the Bravery characteristic of **CHAOS**, **DESTRUCTION** and **DEATH** units.

- 5 Wilderness of Broken Dreams:** *Some regions in Hysh have been cast down by the subtle curse of Chaos or broken by the violence of open war.*

Subtract 1 from the Bravery characteristic of **ORDER** units.

- 6 Aetheric Beams of Light:** *The magical energy of Hysh travels the lands and skies as beams of pure yellow-white illumination. Wizards can tap into this energy to create aetherquartz prisms, which will enhance their powers.*

In your hero phase, one friendly **WIZARD** can craft an aetherquartz prism instead of attempting to cast any spells in that phase. If they do so, they can attempt to cast one extra spell in each of their future hero phases, and attempt to unbind one extra spell in each future enemy hero phase. A **WIZARD** cannot craft more than one aetherquartz prism per battle (though your other wizards can do so in future hero phases).

SPELLS OF HYSH

At the dawn of the Arcanum Optimar, the learned wizards of Hysh watched with an uncomfortable mixture of terror and scholarly curiosity as the very nature of magic changed around them. New volumes were soon written on the lore of light and its use, and battlefields across the realm were bathed in radiance.

EXORCISING BEAM

The wizard unleashes a ray of pure incinerating light.

Exorcising Beam has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. If the enemy unit is a **DAEMON** or **DEATH** unit, it suffers D6 mortal wounds instead.

LIGHT OF BATTLE

The clouds part at the wizard's command, illuminating the battlefield and filling his allies with hope.

Light of Battle has a casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster. Do not take battleshock tests for that unit until your next hero phase.

VENGEFUL ILLUMINATION

The wizard bathes the foe in radiating light, directing the arrows and bolts of his allies to their target.

Vengeful Illumination has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Add 1 to hit rolls for attacks made with missile weapons that target that unit until your next hero phase.

AETHERIC NET

A net composed of pure light drifts down upon the battlefield, encasing all those caught beneath it in unbreakable energies.

Aetheric Net has a casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster. Roll a dice for each unit (friend or foe) within 3" of that point. On a 4+ that unit suffers 1 mortal wound, and its Move characteristic is halved until your next hero phase.

HEALING GLOW

The wizard channels the pure power of Hysh, repairing even the most grievous wounds.

Healing Glow has a casting value of 7. If successfully cast, pick a friendly unit within 6" of the caster that is visible to them. Heal D3 wounds allocated to that unit.

BANISHMENT

The wizard seals the enemy inside an impenetrable crystal prison that carries them away across the battlefield.

Banishment has a casting value of 8. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Your opponent must remove that unit from the battlefield and then set it up again, anywhere on the battlefield more than 24" from the caster and more than 9" from any other models from the caster's army.

REALM OF BATTLE: ULGU, THE REALM OF SHADOW

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Ulgu, also known as the Realm of Shadow.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

MYSTIFYING MIASMA

The wizard creates a numbing fog that causes their foolish foes to listlessly stagger and stumble.

Mystifying Miasma has a casting value of 4. If successfully cast, select a enemy unit within 18" of the caster that is visible to them. That unit cannot run until your next hero phase. In addition, subtract 2 from charge rolls for that unit until your next hero phase.

REALM COMMANDS

You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

LORD OF THE SHADOW REALM

The hidden pathways of this realm offer great strategic opportunities to those who can master them.

You can use this command ability at the start of your hero phase. If you do so, you can use either the Shadowed Mansions or Shadow Realm realmscape feature on the right. In addition, after transferring or setting up the unit in its new location, you do not have to roll to see if any models from the unit become lost in the shadow realms.

Note that if the Shadowed Mansions or Shadow Realm realmscape features apply in your battle, you can use them normally as well as using them with this command ability.

REALMSCAPE FEATURES

If a battle takes place in this realm, the player that chose the realm can roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 **Shrouded Lands:** *A veil of gloom hangs over this region, but no dangers are apparent.*

This realmscape feature has no effect on the battle.

- 2 **Impenetrable Gloom:** *The lands of Ulgu have neither night nor day, but range from gloom to pitch black depending on region rather than time.*

The maximum range of attacks or spells is 6".

- 3 **Perpetual Dusk:** *Many regions in this realm are places where half-light and half-truth are the best a traveller can wish for.*

The maximum range of attacks or spells is 12".

- 4 **Darkly Shaded:** *In this place shadows stretch preternaturally across the landscape, covering all in shade.*

The maximum range of attacks or spells is 18".

- 5 **Shadowed Mansions:** *This is the domain of secrets and lies, of twisted reason and mind-bending magic.*

At the start of your hero phase, pick one friendly unit that is part of a garrison. You can immediately transfer that unit to a different terrain feature that can have a garrison. The unit cannot be transferred to a terrain feature that is garrisoned by an enemy unit, or if doing so would result in the number of models that can garrison the terrain feature being exceeded. Then roll a dice for each model you transfer; on a 1 the model being rolled for becomes lost in the shadows and is slain.

- 6 **Shadow Realm:** *The edges of the battlefield are shrouded in shadow and lead to a strange nether-world.*

At the start of your hero phase, pick one friendly unit that has all of its models within 6" of any edge of the battlefield. You can remove that unit from the battlefield, and then set it up more than 9" from any enemy units, and with all models within 6" of a different edge of the battlefield. Then roll a dice for each model you moved; on a 1 the model being rolled for becomes lost in the shadows and is slain. The unit may not move in the subsequent movement phase.

SPELLS OF ULGU

In the darkness of Ulgu, the tendrils of grey magic floated upon the currents of the necroquake's after-shocks with terrible sentence. They weaved their way across the shadowy lands to dance upon the fingers of conjurers, who gave them dread new shapes and purpose.

LABYRINTH OF SORROWS

The wizard traps the enemy in a prison of their own despair.

Labyrinth of Sorrows has a casting value of 5. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Halve the Move characteristic of that unit until your next hero phase.

CROWN OF ASPHYXIATION

Noxious fog surrounds the wizard, causing nearby foes to stumble and choke.

Crown of Asphyxiation has a casting value of 6. If successfully cast, roll a dice for each enemy unit within 3" of the caster. On a 4+ that unit suffers 1 mortal wound.

THE ENFEEBLING

The wizard saps the energy from his enemies, draining them of their will to fight.

The Enfeebling has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster. Re-roll failed wound rolls for attacks that target this unit until your next hero phase.

PHANTASMAL GUARDIAN

The wizard summons a creature of pure shadow to protect himself from harm.

Phantasmal Guardian has a casting value of 6. If successfully cast, roll a dice each time you allocate a wound or mortal wound to the caster until your next hero phase. On a 5+ the wound is negated.

BRIDGE OF SHADOWS

The wizard summons a portal of pure shadow. Allies that march into this gateway emerge from a shadow elsewhere on the battlefield.

Bridge of Shadows has a casting value of 6. If successfully cast, pick a friendly unit wholly within 12" of the caster and remove it from the battlefield. Set it up anywhere on the battlefield that is wholly within 24" of the caster and more than 9" from any enemy models. It may not move in the subsequent movement phase.

AETHERIC TENDRILS

Insubstantial tentacles unfurl from the shadows to grasp and drag the enemy towards their doom.

Aetheric Tendrils has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. If that unit is a **HERO** or **MONSTER**, you can make a normal move with that unit as if it had a Move characteristic of 4".

ARTEFACTS OF THE REALMS

The raw magic that flooded the lands in the wake of the necroquake suffused ancient blades, crept into the cracks of storied suits of armour and enchanted even seemingly mundane trinkets.

After choosing the allegiance for your army, you can decide that it is from a specific Mortal Realm. If you do so, you can select any of your artefacts of power from either or both of the lists in this section for the realm that you chose. For example, if you decide your **ORDER** army

is from Ghyran, the Realm of Life, you could choose one artefact of power for your army from the Weapons of Ghyran or Relics of Ghyran tables instead of the Artefacts of Order table. Alternatively, you can randomly generate this by rolling a D6 on the relevant table.

ARTEFACTS OF POWER: WEAPONS OF GHYRAN

- 1 **Entangling Blade:** *As this blade strikes the foe, vines burst from the earth to bind the target.*

Pick one of the bearer's melee weapons to be an Entangling Blade. If the bearer scores 1 or more hits on an enemy **HERO** or **MONSTER** with that weapon, subtract 1 from hit rolls for that enemy **HERO** or **MONSTER** until the end of the phase in which the hits were scored.

- 2 **Jadewound Thorn:** *The slightest nick from this envenomed blade can be fatal.*

Pick one of the bearer's melee weapons to be the Jadewound Thorn. If the hit roll for that weapon is 6+ that attack inflicts 1 mortal wound in addition to its normal damage.

- 3 **Blade of Hammerhal Ghyra:** *This blade was forged to defend the city of Hammerhal Ghyra.*

Pick one of the bearer's melee weapons to be a Blade of Hammerhal Ghyra. Add 1 to the Attacks characteristic of this weapon.

- 4 **The Sunderblade:** *Striking the ground with this weapon sends out devastating shock waves.*

In your shooting phase, roll a dice for each enemy unit within 9" of the bearer. On a 6+ that unit suffers D3 mortal wounds.

- 5 **Ghyrstrike:** *This blade glows with a green light.*

Pick one of the bearer's melee weapons to be Ghyrstrike. Add 1 to hit and wound rolls for this weapon.

- 6 **Arboreal Stave:** *Lashing vines extend from this evergreen branch to ensnare the foe.*

At the start of the combat phase, you can pick an enemy **HERO** within 3" of the bearer that is visible to them and roll a dice. On a 5+ that **HERO** cannot make a pile-in move this combat phase.

ARTEFACTS OF POWER: RELICS OF GHYRAN

- 1 **Hypersnare Seeds:** *These seeds can be thrown at the ground beneath the foe to cause an entangling carpet of vines to burst forth.*

At the end of your opponent's shooting phase, pick an enemy unit within 8" of the bearer that is visible to them and roll a dice. On a 5+ that unit may not charge in the subsequent charge phase.

- 2 **Verdant Mantle:** *This leafy garment feeds on nearby aetheric energies.*

In your hero phase, the bearer may attempt to dispel one endless spell in the same manner as a **WIZARD**. If the bearer is a **WIZARD**, this does not prevent them from casting any spells during this phase.

- 3 **Jade Diadem:** *This diadem vitalises its wearer, allowing them to survive even the direst blows.*

If the unmodified save roll for an attack that targets the bearer is 6, heal 1 wound allocated to the bearer.

- 4 **Greenglade Flask:** *Greenglade sap is a potent source of healing energy.*

Once per battle, in your hero phase, the bearer can drink from the Greenglade Flask. If they do, heal D6 wounds allocated to them.

- 5 **Ghyrropian Gauntlets:** *These leather gloves compel their wearer to surge towards the foe.*

The bearer can move an extra 3" when making a pile-in move.

- 6 **Wand of Restoration:** *This wand can manipulate the regenerative magic of Ghyran.*

In your hero phase, pick a friendly model within 6" of the bearer that is visible to them. Heal 1 wound allocated to that model.

ARTEFACTS OF POWER: WEAPONS OF GHUR

- 1 **Stonehorn Blade:** *Carved from the horns of a mythical beast, this blade strikes with the force of an avalanche.*

Pick one of the bearer's melee weapons to be a Stonehorn Blade. Roll a dice at the end of any phase in which any wounds were inflicted by that weapon. On a 5+ you can pick an enemy unit within 3" of the bearer. That unit suffers D3 mortal wounds.

- 2 **Anraheirs's Claw:** *This blade strikes with the incredible power of its namesake.*

Pick one of the bearer's melee weapons to be Anraheirs's Claw. If the wound roll for that weapon is 6+ add 2 to the Damage characteristic of that weapon for that attack.

- 3 **Amberglaive:** *The ancient weapons known as amberglaives will reshape themselves in a moment so as to reach the foe.*

Pick one of the bearer's melee weapons to be an Amberglaive. Add 1" to the Range characteristic of that weapon (to a maximum of 3"). In addition, add 1 to hit rolls for that weapon.

- 4 **Blade of Carving:** *This blade seeks the perfect spot to separate meat from bone.*

Pick one of the bearer's melee weapons to be a Blade of Carving. If a hit roll for an attack with this weapon is 6+ the wound roll for that attack is automatically successful.

- 5 **Rageblade:** *All the bestial anger of Ghur was poured into the forging of this blade.*

Pick one of the bearer's melee weapons to be a Rageblade. Add 1 to the attacks characteristic of that weapon.

- 6 **Rockjaws:** *When thrown at the foe, this steel-sprung trap will clamp down tightly enough to penetrate metal, flesh and bone.*

In your shooting phase, you can pick an enemy unit within 8" of the bearer that is visible to them and roll a dice. On a 3+ that unit suffers D3 mortal wounds.

ARTEFACTS OF POWER: RELICS OF GHUR

- 1 **Beastcaller's Bones:** *These jangling charms mesmerise the beasts of the realms.*

At the start of the combat phase, roll a dice for each **MONSTER** within 3" of the bearer. On a 5+ the monster being rolled for cannot attack this phase. If the monster is a mount, the rider may still attack with their own weapons as normal.

- 2 **Drakeforged Plate:** *Forged in the fire of dragons and quenched in their blood, this plate is proof against the great beasts that roam the realms.*

Re-roll save rolls of 1 for the bearer against attacks that have a random Damage characteristic.

- 3 **Gryph-feather Charm:** *Rarely do these feathers fall, and those who manage to acquire one are lucky indeed.*

Subtract 1 from hit rolls for attacks that target the bearer. In addition, add 1" to the bearer's Move characteristic.

- 4 **Gargant-bone Dice:** *When rolled, these dice shake the ground with the force of a falling giant.*

Once per battle, in your hero phase, you can declare that the bearer will roll their Gargant-bone Dice. If you do so, roll three dice. For each roll of a 5+ each enemy unit within 6" of the bearer suffers D3 mortal wounds.

- 5 **Shardfist Pelt:** *This jagged cloak tears at any foe who comes too close.*

Each time you make a save roll of 6+ for the bearer in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

- 6 **Tuskhelm:** *The wearer crashes into the foe with the force of the mightiest of charging beasts.*

Roll a dice for each enemy unit within 1" of the bearer after the bearer completes a charge move. On a 4+ the unit being rolled for suffers 1 mortal wound.

ARTEFACTS OF POWER: WEAPONS OF CHAMON

- 1 **Aiban's Hidden Blade:** *Within this mundane looking blade hides the spirit of an ancient and powerful weapon of old.*

Pick one of the bearer's melee weapons to be Aiban's Hidden Blade. If the hit roll for that weapon is 6+ add 1 to the Damage characteristic of that attack.

- 2 **Flowstone Blade:** *This weapon reforms as it is wielded, evading the foe's attempted parries.*

Pick one of the bearer's melee weapons to be a Flowstone Blade. Each time you roll a hit roll of 6+ for this weapon, add 1 to the wound roll for that attack.

- 3 **Rune Blade:** *Inscribed with ancient duardin runes, no armour can stop this blade.*

Pick one of the bearer's melee weapons to be a Rune Blade. That weapon has a Rend characteristic of -3.

- 4 **Crucible of Molten Silver:** *When thrown into the air, this crucible streams burning hot metal on those below.*

Once per battle, in your shooting phase, pick a point on the battlefield within 9" of the bearer that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the bearer. Each unit other than the bearer that has models passed across by this line suffers D3 mortal wounds.

- 5 **Chamonite Darts:** *With a mere thought, these shards can be projected at the foe, where they penetrate even the toughest armour.*

In your shooting phase, you can pick an enemy unit within 8" of the bearer and roll six dice. For each 6+ that enemy unit suffers 1 mortal wound.

- 6 **Argentine's Tooth:** *This bright blade is as deadly as the legendary silver wyrm itself.*

Pick one of the bearer's melee weapons to be Argentine's Tooth. Re-roll hit rolls of 1 for this weapon.

ARTEFACTS OF POWER: RELICS OF CHAMON

- 1 **Gildenbane:** *This armour negates the properties of magical artefacts nearby.*

If an enemy model is the bearer of an artefact of power, they cannot use the rules for their artefact of power while they are within 3" of the bearer of Gildenbane.

- 2 **Argent Armour:** *This gleaming plate blinds those that would strike the wearer.*

Subtract 1 from hit rolls for attacks for melee weapons that target the bearer.

- 3 **Hydroxskin Cloak:** *The enchanted barbed skin of a hydrox allows its wearer to soar through the air, slashing down at the foe all the while.*

The bearer can fly. After the bearer has made a normal move, you can pick 1 unit that has any models that the bearer has passed across and roll a dice. On a 3+ that unit suffers D3 mortal wounds.

- 4 **Godwrought Helm:** *This large crested helm is said to have been forged by Grungni himself.*

Roll a dice each time you allocate a wound to the bearer. On a 6+ the wound is negated.

- 5 **Bejewelled Gauntlet:** *This gemstone-cruled glove allows the wearer to deliver a powerful punch as they fight.*

At the end of the combat phase, pick an enemy unit within 1" of the bearer and roll a dice. On a 3+ that unit suffers 1 mortal wound.

- 6 **Alchemical Chain:** *The shifting metal of this chain gains new links as it absorbs hostile magic.*

The bearer can attempt to unbind a single spell in each enemy hero phase in the same manner as a **WIZARD**. If the bearer is already a **WIZARD**, they can attempt to unbind 1 additional spell instead.

ARTEFACTS OF POWER: WEAPONS OF AQSHY

- 1 **Ruby Ring:** *In times of need, this richly ornamented piece of jewellery becomes a dangerous weapon.*

In your hero phase, you can pick the closest enemy unit within 18" of the bearer and roll a dice. On a 5+ that unit suffers D3 mortal wounds. If two or more enemy units are equally close to the bearer, you can pick any of them.

- 2 **Magmaforged Blade:** *Quenched in magma, this blade never truly cools.*

Pick one of the bearer's melee weapons to be a Magmaforged Blade. If the wound roll for that weapon is 6+ that attack inflicts 1 mortal wound in addition to its normal damage.

- 3 **Magmadroth Blood Vials:** *If properly contained, magmadroth blood retains its deadly properties long after the beast it belonged to is killed.*

In your shooting phase, you can pick an enemy unit within 8" of the bearer and roll a dice. On a 4+ that unit suffers 1 mortal wound.

- 4 **Purefire Brazier:** *These captured flames can leap forth at the bearer's command to engulf the foe.*

In your shooting phase, roll a dice for each enemy unit within 9" of the bearer. On a 5+ that unit suffers 1 mortal wound.

- 5 **Onyx Blade:** *This dark blade strikes with the impact of a weapon several times its weight.*

Pick one of the bearer's melee weapons to be an Onyx Blade. Add 1 to wound rolls for that weapon.

- 6 **Exile Torch:** *This simple wand projects an unbreakable circle of flame around its victim.*

At the start of the combat phase, pick an enemy **HERO** within 3" of the bearer and roll a dice. On a 6+ that **HERO** suffers 1 mortal wound and may not fight or be chosen as the target of an attack until the end of the turn.

ARTEFACTS OF POWER: RELICS OF AQSHY

- 1 **Essence of Vulcatrrix:** *Said to be distilled from Vulcatrrix's last breath, this potent potion can empower the strong or destroy the weak.*

Once per battle, at the start of your hero phase, the bearer may drink the Essence of Vulcatrrix. If they do so, roll a dice. On a 1, the bearer suffers D3 mortal wounds. On a 2+ add 1 to hit and wound rolls for the bearer until your next hero phase.

- 2 **Thermalrider Cloak:** *By spreading this cloak, its wearer can soar on the boiling winds of Aqshy.*

Add 4 to the bearer's Movement characteristic. In addition, the bearer may fly.

- 3 **Smouldering Helm:** *Inset with burning coals, enemies striking this helm are swarmed by malevolent embers.*

Each time you make a successful save roll of 6+ for the bearer in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

- 4 **Ignax's Scales:** *These rune-inscribed plates are as hardy as their ancient namesake.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 4+ the wound is negated.

- 5 **Crown of Flames:** *Burning upon the brow of the worthy, this crown inspires loyalty.*

Add 1 to the Bravery characteristic of friendly units while they are wholly within 9" of the bearer.

- 6 **Cleansing Brooch:** *The lightest touch upon this amulet sends a raging fire through the bearer's blood, sealing closed their wounds.*

Once per battle, at the start of your hero phase, you may declare that the bearer will activate the brooch. If you do so, heal D3 wounds allocated to them.

ARTEFACTS OF POWER: WEAPONS OF SHYISH

- 1 **Blade of Endings:** *This blade is anathema to everything it touches.*

Pick one of the bearer's melee weapons to be a Blade of Endings. If the hit roll for that weapon is 6+ add 2 to the Damage characteristic of that attack.

- 2 **Banshee Blade:** *This screaming blade can kill its victim even before they feel its keen edge.*

Pick one of the bearer's melee weapons to be a Banshee Blade. Each time you roll a hit roll of 6+ for this weapon, roll 2D6. If the roll is equal to or more than the target's Bravery characteristic, that attack inflicts D3 mortal wounds in addition to its normal damage.

- 3 **Lifebane:** *Even the slightest cut from this dread weapon can be fatal.*

Pick one of the bearer's melee weapons to be Lifebane. Add 1 to wound rolls for this weapon.

- 4 **Sliver of Decrepitude:** *Those touched by this blade find themselves aging unnaturally fast.*

Pick one of the bearer's melee weapons to be a Sliver of Decrepitude. Allocate wounds inflicted by that weapon before allocating wounds inflicted by any other attacks made by the bearer. If 1 or more wounds by that weapon are inflicted on an enemy **HERO** or **MONSTER**, subtract 2" from that **HERO** or **MONSTER**'s Move characteristic for the rest of the battle.

- 5 **Wraithbow:** *This spectral bow fires screaming spirits in place of arrows.*

In your shooting phase, pick an enemy unit within 18" of the bearer and roll six dice. For each 6+ that enemy unit suffers 1 mortal wound.

- 6 **Splintertooth:** *This large fang can be sent forth to tear its way through the foe with a ravenous sentience.*

In your shooting phase, pick an enemy unit within 8" of the bearer and roll three dice. If two dice have the same roll, that enemy unit suffers D3 mortal wounds. If all three dice have the same roll, that enemy unit suffers D6 mortal wounds instead.

ARTEFACTS OF POWER: RELICS OF SHYISH

- 1 **Cronehair Fetish:** *This odd trinket helps the bearer navigate this treacherous realm.*

You can add or subtract 1 from the result of any roll on the Shyish Realmscape Features table.

- 2 **Ethereal Amulet:** *When clutched tightly, this amulet makes the wearer's form as insubstantial as mist.*

Ignore modifiers (positive or negative) when making save rolls for this model.

- 3 **Sepulchral Plate:** *These black plates absorb deathly energies, protecting the wearer.*

Roll a dice each time you allocate a wound to the bearer. On a 6+ the wound is negated.

- 4 **Amethyst Blindmask:** *This ornate mortuary mask explodes outwards in jagged shards should the wearer come to harm.*

If the bearer is slain, before removing the model, roll a dice for each enemy unit within 6" of the bearer. On a 3+ that unit suffers 1 mortal wound.

- 5 **The Ragged Cloak:** *This shabby garment protects the wearer from death's touch.*

Once per battle, at the start of your opponent's shooting phase, you can declare that bearer will shroud themselves with the Ragged Cloak. If you do so, the bearer may not be chosen as the target of an attack until the end of the phase.

- 6 **Goblet of Draining:** *This chalice does not hold any mundane liquid, but rather the very life essence of the foe.*

If 1 or more wounds are inflicted on an enemy **HERO** by the bearer, roll a dice. On a 5+ that **HERO** suffers D3 mortal wounds.

ARTEFACTS OF POWER: WEAPONS OF ULGU

- 1 **Miasmatic Blade:** *Smoke trails from this blade as it is wielded, obscuring its wielder.*

Pick one of the bearer's melee weapons to be a Miasmatic Blade. Subtract 1 from hit rolls for attacks that target the bearer.

- 2 **Blade of the Thirteen Dominions:** *The trickster-spirit of this sword seeks to confound the greatest minds of the foe.*

Pick one of the bearer's melee weapons to be a Blade of the Thirteen Dominions. Allocate wounds inflicted by that weapon before allocating wounds inflicted by any other attacks made by the bearer. If 1 or more wounds are inflicted on an enemy unit by that weapon, subtract 1 from hit rolls for attacks made by that unit until the end of the phase.

- 3 **Blade of Folded Shadows:** *This blade is forged from weightless darkness.*

Pick one of the bearer's melee weapons to be a Blade of Folded Shadows. Add 1 to hit rolls for this weapon.

- 4 **Blade of Secrets:** *Those struck by this blade find their arcane knowledge stolen.*

Pick one of the bearer's melee weapons to be a Blade of Secrets. Allocate wounds inflicted by that weapon before allocating wounds inflicted by any other attacks made by the bearer. If 1 or more wounds are inflicted on an enemy WIZARD by that weapon, pick one spell that WIZARD knows. That WIZARD may not attempt to cast that spell again during that battle.

- 5 **Dimensional Blade:** *This blade slips through armour as if it were mist.*

Pick one of the bearer's melee weapons to be a Dimensional Blade. Change the Rend characteristic of this weapon to -3.

- 6 **Sword of Judgement:** *This sword judges those struck, destroying the unworthy.*

Pick one of the bearer's melee weapons to be a Sword of Judgement. If the hit roll for an attack with that weapon against a HERO or MONSTER is 6+, that attack inflicts D6 mortal wounds and the attack sequence ends (do not make a wound or save roll).

ARTEFACTS OF POWER: RELICS OF ULGU

- 1 **Spellmirror:** *This small trinket reflects arcane energies away from the holder and those allies near him.*

If a friendly unit within 6" of the bearer is affected by a spell, you can roll a dice. On a 5+ that unit is not affected by the spell. On a 1 the Spellmirror may not be used for the rest of the battle.

- 2 **Trickster's Helm:** *This helm whispers contradictory thoughts into the minds of nearby wizards.*

Re-roll successful casting rolls for enemy WIZARDS while they are within 8" of the bearer.

- 3 **Wristbands of Illusion:** *These vambraces create illusory replicas of the wearer, confusing attackers.*

Roll a dice each time you allocate a wound to the bearer. On a 6+ the wound is negated.

- 4 **Doppelganger Cloak:** *This cloak replicates the appearance of nearby foes.*

Once per battle, at the start of the combat phase, you can say that the bearer will put on the cloak. If you do so, the bearer cannot be chosen as the target of attacks made with melee weapons unless the bearer has made any attacks earlier in that phase.

- 5 **Betrayer's Crown:** *This crown plants treacherous ambitions into the enemies' minds.*

Once per battle, at the start of the combat phase, pick an enemy unit within 3" of the bearer that has two or more models. Roll a dice for each model in that enemy unit. For each 5+ that enemy unit suffers 1 mortal wound.

- 6 **Talisman of the Watcher:** *Shadowy figures intercept blows aimed at the wearer of this trinket.*

If the bearer is not within 3" of an enemy unit at the start of the combat phase, pick a friendly unit within 9" of the bearer. You can re-roll save rolls of 1 for attacks that target that unit until the end of that phase.

ARTEFACTS OF POWER: WEAPONS OF HYSH

- 1 **Blade of Symmetry:** *This blade cuts through both body and soul.*

Pick one of the bearer's melee weapons to be a Blade of Symmetry. Add 1 to the Damage characteristic of that weapon.

- 2 **Gleaming Blade:** *This blade invigorates the wielder whenever a blow is struck.*

Pick one of the bearer's melee weapons to be a Gleaming Blade. Allocate wounds inflicted by that weapon before allocating wounds inflicted by any other attacks made by the bearer. If 1 or more wounds are inflicted on an enemy unit by that weapon, heal 1 wound allocated to the bearer.

- 3 **Luminary Rod:** *This simple staff channels the aether into a devastating beam.*

Once per battle, pick a point on the battlefield within 9" of the bearer that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the bearer. Each unit other than the bearer that has models passed across by this line suffers D3 mortal wounds.

- 4 **Sunblade:** *Those struck by this blade are blinded by bursts of prismatic light.*

Pick one of the bearer's melee weapons to be a Sunblade. Allocate wounds inflicted by that weapon before allocating wounds inflicted by any other attacks made by the bearer. If 1 or more wounds are inflicted on an enemy **HERO** or **MONSTER** by that weapon, subtract 1 from hit rolls for that enemy **HERO** or **MONSTER** until the end of the phase.

- 5 **Crystalline Blade:** *This fragile looking blade strikes harder than its form suggests.*

Pick one of the bearer's melee weapons to be a Crystalline Blade. Add 1 to wound rolls for this weapon.

- 6 **Prism Amyntok:** *This prism can focus the light of Hysh into a devastating beam.*

In your shooting phase, you can pick an enemy unit within 8" of the bearer and roll four dice. For each 6+ that unit suffers 1 mortal wound.

ARTEFACTS OF POWER: RELICS OF HYSH

- 1 **Aetherquartz Brooch:** *This fragment of Hyshian realmstone contains small glimpses of the future.*

Each time you spend a command point, roll a dice. On a 5+ you receive 1 command point.

- 2 **Lens of Refraction:** *This lens channels malicious spells away from the bearer and their allies.*

Once per battle round, the first time a friendly unit within 6" of the bearer suffers any mortal wounds inflicted by a spell or endless spell, roll a D3 and reduce the number of mortal wounds suffered by the roll.

- 3 **Mirrored Cuirass:** *This polished armour is capable of deflecting aetheric energy.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 5+ the wound is negated. On a 6+ you can also pick an enemy unit within 6" of the bearer. That unit suffers 1 mortal wound.

- 4 **Lightshard:** *When its carrier is struck down, this gem projects coruscating beams to punish the attacker.*

If the bearer is slain, before removing the model, roll a dice for each enemy unit within 6" of them. On a 3+ that unit suffers 1 mortal wound.

- 5 **Guardian's Coronet:** *Swirling light surrounds the wearer, instantly solidifying to drive away enemy blows.*

Once per battle, at the start of your hero phase, the bearer can call upon the guardian spirits. If they do so, until your next hero phase, roll a dice each time you allocate a wound to the bearer. On a 4+ the wound is negated.

- 6 **Sash of the Ten Paradises:** *Composed of pure radiance, this sash provides the wearer with a measure of the speed of light itself.*

Add 2" to the bearer's Move characteristic.



Upon battlefields across the Mortal Realms, magic is manifesting in unprecedented and terrifyingly sentient forms, the arcane heralds of a new era of rampant and uncontrollable sorcery.

ALLEGIANCE ABILITIES

ALLEGIANCE ABILITIES: CHAOS

This section describes the allegiance abilities available to a Chaos army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAIT

Unbridled Malice: *The servants of the Chaos Gods are bloody defilers that corrupt anything in their path. Occasionally, their devotion to the Ruinous Powers will drive them to even greater acts of wanton murder.*

When a friendly CHAOS unit is picked to fight, roll a dice if it is within 12" of your general or 3" of a friendly HERO. On a 6+, add 1 to hit rolls for the unit for that fight.



Nurgle Rotbringers
Lord of Blights

COMMAND TRAITS

D6 Command Trait

- 1 **Dark Avenger:** *This mighty Chaos battle leader loathes the followers of Order and has vowed to destroy any foolish enough to meet him in battle.*

Add 1 to hit rolls for this general's melee weapons if the target unit has the **ORDER** keyword.

- 2 **Spiteful Duellist:** *The enemy's defences mean nothing to this unrelenting leader, each of his vicious attacks fuelled by the hatred that drives him.*

Each time this general is picked to fight, you can re-roll one wound roll for one of their attacks in that fight.

- 3 **Cunning Deceiver:** *Myriad are the stratagems and ruses known by this corrupt trickster, who weaves the threads of fate to better his own chances of victory.*

Roll a dice at the start of each of your hero phases as long as this general has not been slain. On a 5+ you receive 1 extra command point.

- 4 **Lord of War:** *This warlord is so feared by those under his command that he can incite them to ever greater acts of barbarism with but a glance.*

In your hero phase, pick a friendly CHAOS unit within 3" of this general and roll a dice. On a 4+ you can add 1 to hit rolls for the unit you picked until your next hero phase.

- 5 **Terrifying Presence:** *Warped and corrupted by Chaos, this foul warrior is horrible to behold, his presence casting a pall of terror over any who venture near.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of this general.

- 6 **Malicious Conqueror:** *This grim warlord inspires his followers to perform acts of terrible mayhem – woe betide the brave and foolish who stand before him in battle.*

Add 1 to Unbridled Malice dice rolls (see battle trait) for units while they are within 12" of this general.

ARTEFACTS OF CHAOS

D6 Artefact

- 1 **Daemon Weapon:** *This weapon is possessed by the spirit of a bound daemon. Furious at its imprisonment, the daemon lashes out with magical fury.*

Pick one of the bearer's melee weapons. Each time you roll a wound roll of 6+ for that weapon, that attack inflicts 1 mortal wound in addition to its normal damage.

- 2 **Chaos Runeblade:** *The blade of this weapon is marked with Chaos runes of damnation that allow the bearer to strike again and again.*

Pick one of the bearer's melee weapons. Increase the Attacks characteristic of that weapon by 1.

- 3 **Beguiling Gem:** *This rough-hewn gemstone glows with an unnatural light, drawing the attention of those nearby, dulling their wits and mesmerizing them into immobility.*

Once per battle, at the start of the combat phase, you can pick one enemy model within 3" of the bearer. Subtract 1 from hit rolls made for that model in that phase.

- 4 **Chaos Talisman:** *Every Chaos Talisman is marked with the icon of the bearer's patron god, and carries some of their dark power. Depending on the whim of the gods, the talisman may occasionally protect its wearer from harm.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+, the wound is negated. Add 1 to the roll if the wound was inflicted by a model with the **ORDER** keyword.

- 5 **Favour of the Gods:** *The Chaos Gods bestow their blessings upon favoured followers, gifting them with some mark or mutation, and strengthening them with the raw energy of Chaos.*

Add 1 to the Wounds characteristic of the bearer.

- 6 **Crown of Conquest:** *This eight-pointed crown is a mark of the wearer's total devotion to the Dark Gods. The mere sight of a champion wearing this crown fills the followers of Chaos with frenzied bravado.*

Friendly **CHAOS** units do not have to take battleshock tests while they are within 6" of the bearer.



ALLEGIANCE ABILITIES: ORDER

This section describes the allegiance abilities available to an Order army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAIT

Defiant Avengers: *The forces of Order are confident of their abilities and are determined to drive the minions of Chaos from the Mortal Realms.*

In the battleshock phase, you can re-roll battleshock tests for friendly ORDER units.



Stormcast Eternals
Lord-Castellant

COMMAND TRAITS

D6 Command Trait

- 1 **Strategic Genius:** *This mighty battle leader is a master of the art of war, a keen strategist capable of turning the tide of battle with a single action.*

At the start of the first battle round, you receive 1 extra command point.

- 2 **Inspiring:** *This renowned hero is so celebrated in legend that his mere presence on the battlefield inspires his followers to feats of incredible valour.*

Friendly ORDER units do not have to take battleshock tests while they are within 6" of this general.

- 3 **Dauntless:** *With a mighty bellow the general hurls himself at his enemies, heedless of any obstacle or peril that might come before him.*

You can re-roll charge rolls for this general.

- 4 **Tenacious:** *Tough and robust, this warrior is incredibly hard to kill, fighting on long past injuries which would have felled a normal man.*

Add 1 to this general's Wounds characteristic.

- 5 **Legendary Fighter:** *The general moves in a blur of speed, his weapon an extension of his arm. With a flurry of blows he forces his foe into submission.*

When this general is selected to fight, add 1 to the Attacks characteristic of one of their melee weapons for that fight.

- 6 **Master of Defence:** *This wise warrior has studied the art of defensive warfare and is almost impossible to hit, parrying and feinting to evade his foe's attacks.*

Each time you allocate a wound or mortal wound to this general, roll a dice. On a 6+ the wound is negated.

ARTEFACTS OF ORDER

D6 Artefact

- 1 **Quicksilver Potion:** *This potion is brewed from the liquid metal found in the lakes of Viscid Flux. When drunk before battle commences, it imbues the user with lightning-fast reflexes.*

Once per battle, at the start of the combat phase, you can use this potion. If you do so, in that combat phase, the bearer (and its mount, if it has one) fights immediately, instead of fighting later in that combat phase.

- 2 **Obstinate Blade:** *This enchanted blade is a symbol of supremacy that cleaves through even daemonsteel as if it were gossamer.*

Pick one of the bearer's melee weapons. Improve the Rend characteristic of the weapon by 1.

- 3 **Relic Blade:** *Some say the Relic Blade is a remnant of the World Before Time. Whether this is true or not, it can part heads from necks with a single swing.*

Pick one of the bearer's melee weapons. Increase the Damage characteristic of that weapon by 1.

- 4 **Hoarfrost:** *Hoarfrost is all that remains of the enchanted glacier Fjoerdos. Those struck by it find their blood freezing solid in their veins.*

Pick one of the bearer's melee weapons. If an enemy model is allocated any wounds from this weapon and is not slain, subtract 1 from that model's hit rolls for the rest of the battle.

- 5 **Talisman of Blinding Light:** *The runes on this amulet's multifaceted surfaces blaze with the light of Hysh. It emits dazzling arcs of white light that blind those who look upon it.*

Once per battle, at the start of the combat phase, you can use this amulet. If you do so, in that combat phase, subtract 1 from hit rolls made for attacks that target the bearer.

- 6 **Phoenix Stone:** *Phoenix Stones are incredibly rare gems that can be found buried within the blackened granite rock formations of the Brimstone Peninsula. Wearing such a stone against the skin can heal injuries and ward off any disease.*

In each hero phase, you can heal 1 wound that has been allocated to the bearer.



ALLEGIANCE ABILITIES: DEATH

This section describes the allegiance abilities available to a Death army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Deathless Minions: *The servants of the rulers of the dead are all but immune to pain, shrugging off wounds that would slay a living creature. This unnatural resilience is bolstered if their lord and master is nearby, making them even more difficult to kill.*

Each time you allocate a wound or mortal wound to a friendly DEATH model within 6" of your general or a friendly DEATH HERO, roll a dice. On a 6+ the wound is negated.



Nighthaunt
Lord Executioner

COMMAND TRAITS

D6 Command Trait

- 1 **Ruler of the Night:** *The presence of this dark lord invigorates any minions of Nagash that are nearby, ghostly forms allowing blades to pass right through them and necrotic flesh reknitting in seconds.*

Friendly DEATH units are affected by the Deathless Minions battle trait if they are within 12" of this general rather than only 6".

- 2 **Predator of the Shadows:** *This creature of darkness summons the shadows to conceal him, vanishing into a pool of gloom on even the brightest day.*

Add 1 to hit and wound rolls for this general if they are in cover.

- 3 **Death Incarnate:** *An avatar of death made flesh, this blighted creature is so terrifying to look upon that it drains the life force from its foes.*

In your hero phase, pick an enemy unit within 3" of this general and roll 2D6. If the roll equals or exceeds the enemy unit's Bravery characteristic, inflict D3 mortal wounds on the unit.

- 4 **Master of the Black Arts:** *This dark-souled necromancer has studied the arcane arts for millennia and wields the magical energies of the realms with ease.*

This general is a WIZARD who knows the Arcane Bolt and Mystic Shield spells. If this general is already a wizard, add 1 to all of their casting and unbinding rolls instead.

- 5 **Red Fury:** *After this general gets a taste of blood, he is overcome with the thirst for more, pursuing his prey relentlessly until the fatal blow is struck.*

The first time this general is picked to fight in each combat phase, roll a dice at the end of that fight. On a 5+ they can immediately fight again.

- 6 **Supernatural Horror:** *It is almost impossible to remain in the presence of this scalp-tingling creature of horror, even the most stalwart warriors dropping their weapons and running in abject fear when it draws close.*

In the battleshock phase, double the number of models that flee from enemy units while they are within 12" of this general.

ARTEFACTS OF DEATH

D6 Artefact

- 1 **Cursed Book:** *Every Cursed Book is filled with the writings of depraved practitioners of the necromantic arts. They radiate an aura of pure evil, which has an enervating effect on living creatures that are nearby.*

You and your opponent must subtract 1 from hit rolls made for units within 3" of the bearer, unless the unit has the **DEATH** keyword.

- 2 **Cloak of Mists and Shadows:** *At a word of command, the wearer of this cloak can transform their body into a cloud of dark mist that swirls swiftly across the battlefield.*

At the start of any combat phase, the bearer can use this cloak. If it does so, remove the bearer from the battlefield, and then set it up anywhere on the battlefield within 12" of its original location and more than 3" from any enemy models. If this is impossible, this model remains in its current location.

- 3 **Blade of Dark Summons:** *This blade pulses and glows with sinister magic. Its wielder can draw upon this power to summon the minions of Death to the battlefield to fight at their side.*

Once per battle, in your hero phase, you can set up a **SUMMONABLE DEATH** unit wholly within 12" of the bearer and more than 3" from any enemy models, and add it to your army. The models in the unit must have a combined Wounds characteristic of no more than a 2D6 roll.

- 4 **Black Amulet:** *This maleficent ebony jewel can store necromantic magic and then unleash it on the foe.*

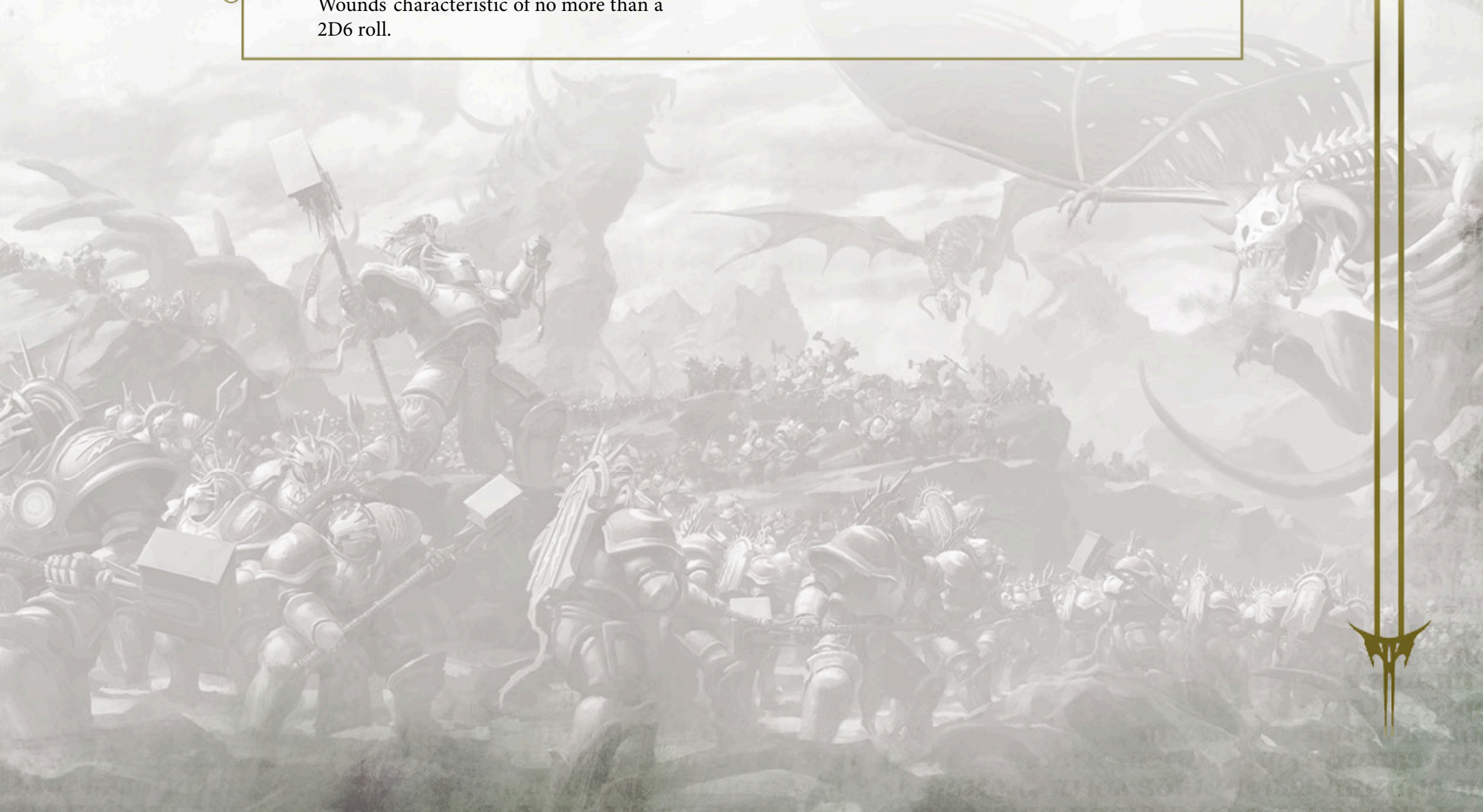
Once per battle, in your hero phase, the bearer can use this amulet. If it does so, pick an enemy unit within 12" of the bearer. Inflict a number of mortal wounds equal to the number of the current battle round on the unit you picked.

- 5 **Tomb Blade:** *This evil weapon steals the life energy of those it slays and uses it to vitalise the undead.*

Pick one of the bearer's melee weapons. For each wound roll of 6+ you make for this weapon, you can heal 1 wound that has been allocated to a friendly **DEATH** model within 6" of the bearer.

- 6 **Ring of Immortality:** *If the bearer of this ring is struck down, the ring transports them from danger and restores some of their vitality – but after its power has been spent it becomes little more than a decorative trinket.*

The first time the bearer is slain, before removing them from the battlefield, roll a dice. On a 3+ the bearer is not slain and D3 wounds allocated to them are healed (any excess damage is negated). Then, remove the bearer from the battlefield and set them up again within 18" of their original location and more than 3" from any enemy models.



ALLEGIANCE ABILITIES: DESTRUCTION

This section describes the allegiance abilities available to a Destruction army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAIT

Rampaging Destroyers: *Those that owe allegiance to Destruction are always eager to get to grips with their enemies.*

In your hero phase, roll a dice for your general and each friendly **DESTRUCTION HERO** on the battlefield. Add 2 to the roll for the general. On a 6+, pick a friendly **DESTRUCTION** unit within 6" of the general or **HERO** being rolled for. That unit can immediately move 6" if it is more than 12" from the enemy, can immediately pile in if it is within 3" of the enemy, or can immediately declare a charge in any other circumstances. It cannot run when it makes the move, but can move, charge or pile in again later in the same turn.



Ironjawz
Orruk Megaboss

COMMAND TRAITS

D6 Command Trait

- 1 **Nothing Left Standing:** *This tyrant tears down walls and turns forests to splinters in his endless rage. Only ruins and ashes are left in the wake of his rampages.*

In your hero phase, pick a terrain feature that is within 6" of this general and at least 5 other friendly **DESTRUCTION** models. For the rest of the battle, that terrain feature no longer gives cover to models that are in or on it.

- 2 **Might is Right:** *This commander is renowned for the contemptuous ease with which he cuts down his foes, and will not allow any opponent to damage that reputation.*

Add 1 to wound rolls made for this general's melee weapons.

- 3 **Wild Fury:** *Attacking this berserk warrior only increases the fury with which he responds, like a baited animal lashing out with unbridled ferocity.*

When this general is picked to fight, pick one of their melee weapons. Add 1 to the Attacks characteristic of that melee weapon for that fight. While 3 or more wounds are allocated to this general, instead add 2 to the Attacks characteristic of that melee weapon for that fight.

- 4 **Bellowing Tyrant:** *Disobeying the orders of this murderous psychopath is simply not an option. His warriors will overcome any fear they have of the foe to ensure his will is carried out.*

In your hero phase, pick a friendly **DESTRUCTION** unit within 6" of this general. Until your next hero phase, add 1 to charge and run rolls for the unit you picked, and use this general's Bravery characteristic for the unit instead of its own.

- 5 **Big and Brutish:** *By any standard, this warlord is a muscle-bound brute, his skin thick like animal hide and his nature so stubborn that any blade capable of piercing it slows him not an iota.*

Add 1 to this general's Wounds characteristic.

- 6 **Ravager:** *The followers of this maniacal overlord are always eager to attack the foe, needing little or no provocation to charge into battle with weapons brandished.*

Add 3 to the Rampaging Destroyers dice roll (see battle trait) for this general instead of 2.

ARTEFACTS OF DESTRUCTION

D6 Artefact

- 1 **Hammerblade:** *The Hammerblade is moulded from a massive lump of compressed meteoric iron. When swung down to smash into the ground, devastating energies explode outwards from the point of impact.*

Pick one of the bearer's melee weapons. Instead of attacking normally with that weapon, you can roll a dice for each model within 3" of the bearer (apart from the bearer). On a 5 or 6, 1 mortal wound is inflicted on that model's unit.

- 2 **Battered Talisman:** *This once finely wrought jewel is now a dirt-encrusted, chipped remnant of its former glory, but its defensive powers still ward against powerful attacks.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 5+, the mortal wound is negated.

- 3 **Rockeye:** *The bearer of a Rockeye has plucked out one of their own eyes and replaced it with this rough gemstone, which gives them the power of second sight.*

In your hero phase, pick an enemy unit within 12" of the bearer. Until your next hero phase, add 1 to hit rolls made for the bearer when they target the unit you picked.

- 4 **Bellowing Blade:** *This blade seems to empower the wielder in proportion to the volume of insults he shouts at the leaders of the opposing army.*

When the bearer is picked to fight, you can re-roll one wound roll for the bearer's attacks in that fight for each enemy **HERO** that was within 12" of the bearer when they were picked to fight.

- 5 **Collar of Domination:** *This studded collar is inscribed with ancient glyphs that have the power to subdue the fiercest monstrous creatures.*

At the start of your opponent's movement phase, pick an enemy **MONSTER** within 3" of the bearer and roll 2D6. If the roll is equal to or greater than the enemy monster's Bravery characteristic, it must retreat in that movement phase.

- 6 **Battle Brew:** *This pungent liquid can rouse the drinker to prodigious feats. If too much is drunk, though, it will quickly rot his innards.*

Once per battle, in your hero phase, you can declare that the bearer will take either one or two swigs of Battle Brew. If the bearer takes one swig, add 1 to hit and wound rolls made for the bearer until your next hero phase. If the bearer takes two swigs, add 2 to hit and wound rolls made for the bearer until your next hero phase, but you must allocate D6 mortal wounds to the bearer at the end of the turn in which they drank the brew.



EXPLORE THE DIGITAL RANGE

RULES AND BATTLETOMES

The Age of Sigmar is an epic setting populated by myriad armies, powerful heroes and magnificent monsters. It plays host to vast, realm-spanning wars between the forces of Order and Chaos, Destruction and Death. Read on to explore these battle-torn landscapes and learn of the many peoples and creatures of the realms.



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The Mortal Realms have been ground beneath the iron heel of the Dark Gods. These monstrous deities once believed their final victory to be near, yet they have underestimated the forces of Order that stand against them. Across the realms, bolts of energy deliver Sigmar's heroic Stormcast Eternals into battle as the Pantheon of Order gathers its strength. With new cities and fortresses raised in the wake of each conquest, civilisation takes root once more. Yet from the shadow of progress, new and deathly evils come into the light...

This book tells the epic story of the Age of Sigmar, from mythic beginnings to an arcane apocalypse, and provides you with exciting ways to forge your own legends. Inside you will find showcases of Citadel Miniatures, epic stories, and detailed maps of the Mortal Realms – as well as rules that bring your Warhammer Age of Sigmar battles to life on the tabletop.



ORDER BATTLETOME: STORMCAST ETERNALS

By Sigmar's will they are reforged, heroes locked in a hellish war without respite.

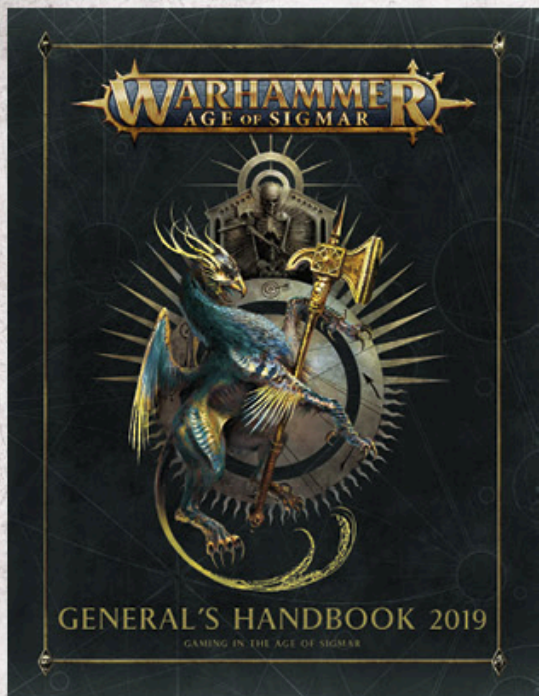
Each Stormcast Eternal was once a mortal who sought to defy the dominion of Chaos. Taken to Azyr by Sigmar and reforged in the fires of the God-King, these warriors have become living weapons that wield the power of the storm. Thundering down to the Mortal Realms in blasts of lightning, the Stormhosts take their bloody revenge on the hordes of Chaos over and over again. But of late, there are those brave enough to ask – at what cost?



DESTRUCTION BATTLETOME: ORRUK WARCLANS

With a mighty cry of ‘Waaagh!’, the warclans of the orruks shake the Mortal Realms to their core.

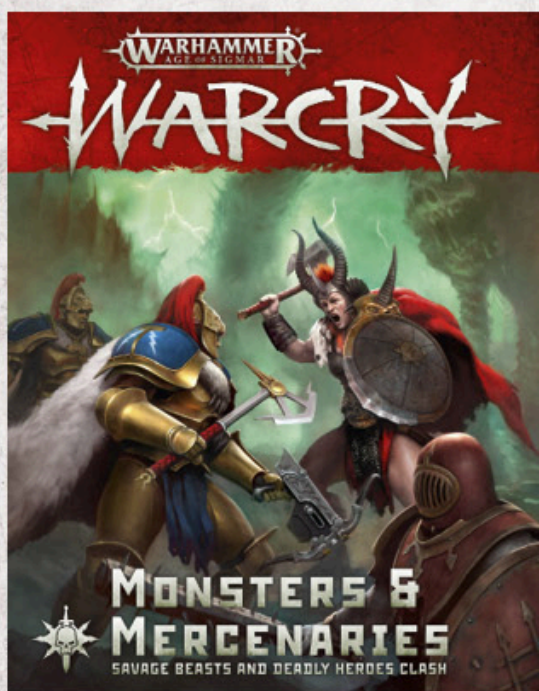
Since the earliest days of the Age of Myth, the orruks have been bashing up anyone and anything they can get their hands on. Brutal Ironjawz clad in thick armour smash through the enemy with bellicose joy, while the insane Bonesplitterz tirelessly hunt down the mightiest of monsters. When these greenskins fight together under a powerful boss, the resulting Big Waaagh! can unleash an unstoppable tide of destruction.



GENERAL'S HANDBOOK 2019

A guide to playing games in the Mortal Realms. Packed with inspiration and brimming with battles, this volume explores all kinds of new and interesting ways for you to enjoy Warhammer Age of Sigmar.

This book expands on the Warhammer Age of Sigmar core rules to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.



WARHAMMER AGE OF SIGMAR: WARCRY MONSTERS & MERCENARIES

Dangers abound throughout the Eightpoints. Dark forests and shadowy caves conceal monstrous horrors, while across the land all manner of deadly champions seek out new challengers to test their blades against. Each day is a battle for survival, and in this realm of endless carnage only the mightiest warbands can hope to prosper. Those who achieve glory in battle may even be able to compel such monsters and heroes to fight by their side, providing them with a deadly edge in the brutal conflicts that rage across the land.

In pursuit of these allies, warbands of all kinds – be they depraved worshippers of Chaos, cursed heralds of Death, brutish followers of Destruction or noble champions of Order – cross the lands on all manner of deadly quests. They pass into the darkest places of the Eightpoints in search of greater power, and hunt down the most fearsome of monsters to bind to their cause. Many fail, and find nothing more than a grisly demise in a beast's stomach or at the tip of a rival's blade. Yet those who succeed become legends in their own right, champions of battle and bloodshed whose deeds will be spoken of for evermore!