WARHAMMER
AGE OF SIGMAR

CORE RULES

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 11.

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 13-14. Some models can be included in formations known as warscroll battalions, which provide additional rules. You can find more about warscroll battalions on page 15.

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 5).

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.

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.

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.

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.

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.

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 8).

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.

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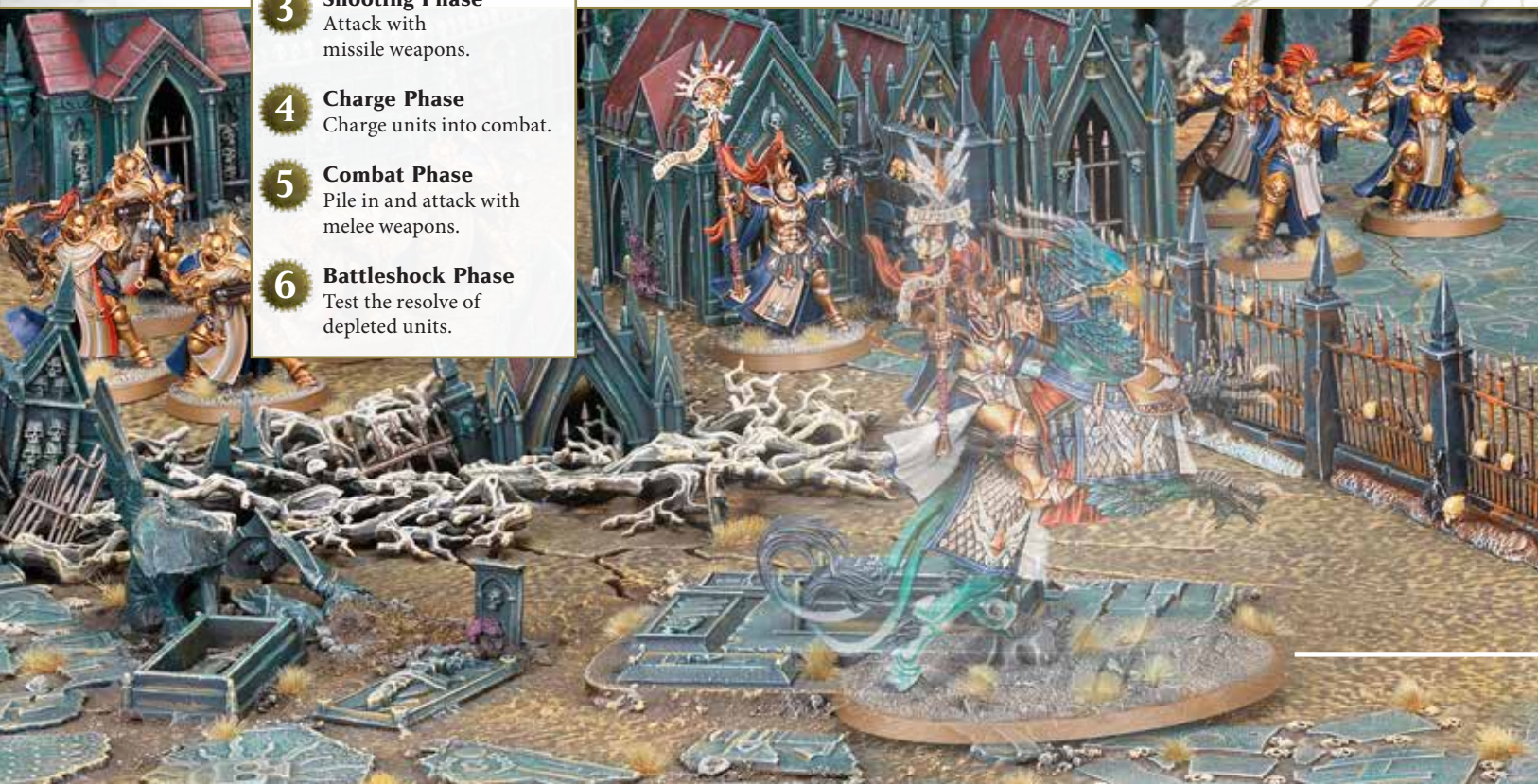
Forward to Victory: You can use this command ability after you make a charge roll for a friendly unit that is within 6" of a friendly **HERO**, or 12" of a friendly **HERO** that is a general. If you do so, re-roll the charge roll.

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.

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 BATTLESHOCK 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 7).

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 a 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**.

Enemy Territory

Your Territory

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 13) 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 17-18), you can take 1 extra artefact of power for each warscroll battalion included in your army.

WARSCROLL BATTALION

STORMCAST ETERNALS
EXEMPLAR CHAMBER

The Exemplar Chamber strikes with sudden fury, smiting their foes and wreaking a terrible vengeance. None may stay their wrath, any losses only spurring them to yet greater violence.

ORGANISATION
An Exemplar Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm
- 3 Devastation Brotherhoods

ABILITIES
Lightning Strike: This battalion has the Scions of the Storm ability (pg 95). If your army has the STORMCAST ETERNALS allegiance, you can choose to add 2 to, or subtract 2 from, your rolls for the Scions of the Storm ability for units from this battalion.

Martial Bond: If a unit from an Exemplar Chamber is slain in the combat phase, pick another unit from the chamber within 10" of it. That unit harnesses the celestial energy of their slain brethren to enact swift vengeance upon the foe. Add 1 to the Attacks characteristic of all the unit's melee weapons for the remainder of the battle.

WARSCROLL BATTALION

STORMCAST ETERNALS
HARBINGER CHAMBER

The Harbinger Chamber uses the might of Sigmar's Tempest to strike deep into the heart of their enemies. Super-charged with celestial energies, the Stormcast Eternals glow with a nimbus of power.

1 ORGANISATION
A Harbinger Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm
- 3 Vanguard Wings

2 ABILITIES
Lightning Strike: This battalion has the Scions of the Storm ability (pg 95). If your army has the STORMCAST ETERNALS allegiance, you can choose to add 2 to, or subtract 2 from, your rolls for the Scions of the Storm ability for units from this battalion.

Celestial Nimbus: The warriors that form a Harbinger Chamber are charged with a nimbus of celestial energy that lets them anticipate their opponents' actions with preternatural speed. Add 1 to the result of any hit rolls for models from a Harbinger Chamber.

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.

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.
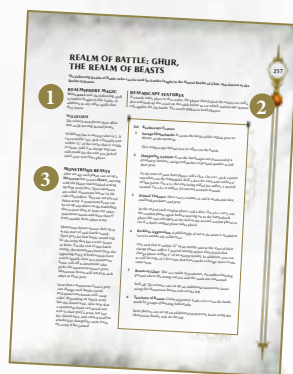
REGIONS OF WAR

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 of Warhammer Age of Sigmar. Allegiance abilities allow your army to use additional abilities and spells.

Sets of allegiance abilities are included in many of the books published for Warhammer Age of Sigmar, and new ones are being added all the time. 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 **STORMCAST ETERNAL** keyword, then the army can have allegiance to the Stormcast Eternals faction, and would be referred to as a Stormcast Eternal 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.

*This Nurgle army is comprised not only of Rotbringers from the Maggotkin of Nurgle battletome, but also skaven from the Skaven Pestilens battletome. All of its units have the **Nurgle** keyword, and hence it uses Nurgle allegiance abilities.*

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.