





## • AQSHY TWIST •

**RING OF FIRE:** *A raging inferno encircles the dais of this ancient place of power.*

The **underdog** picks 1 objective on the battlefield. If there is no **underdog**, the players roll off and the winner picks the objective.

That objective is no longer controlled by either player and **cannot be contested or controlled** in this battle round.

In addition, at the end of each turn in this battle round, after victory points have been scored, inflict D3 mortal damage on each unit that has any models on it (roll for each unit).



## • AQSHY TWIST •

**LET THE BLOOD FLOW:** *Khorne's presence is felt in this battle, and he demands blood be spilled in his name!*

Each player scores **1 extra victory point** at the end of their turn for each enemy unit destroyed in that turn.

In addition, if one of the players is the **underdog**, that player picks 1 friendly unit on the battlefield to be **frenzied**. Add 1 to hit rolls for combat attacks made by that unit this battle round.



## • AQSHY TWIST •

**BLOODMARKED:** *These warriors have been marked for death, a curse that cannot be lifted.*

The **underdog** picks 1 unit in **each player's** army that is on the battlefield to be **bloodmarked**.

If there is no **underdog**, each player picks 1 enemy unit on the battlefield to be **bloodmarked**, starting with the active player.

Each player scores **1 extra victory point** at the end of the battle round if the enemy **bloodmarked** unit is destroyed this battle round.



• AQSHY TWIST •

**RECLAIM AQSHY:** *Blood is spilled relentlessly in the pursuit of conquering this battle-scarred realm.*

The **underdog** picks **2 objectives** on the battlefield.

If there is no **underdog**, each player picks 1 objective on the battlefield, starting with the active player.

Each player scores **1 extra victory point** at the end of their turn for each of those objectives that they control.



## • AQSHY TWIST •

**MOUNT THE ATTACK:** *A fire is stoked in the hearts of the embattled warriors, giving them the courage to push deep into enemy lines.*

Each player scores **1 extra victory point** at the end of their turn for each objective they control that was controlled by their opponent at the start of their turn.

In addition, the **underdog** picks 1 friendly unit to be the **spearhead**. That unit's melee weapons have **Charge (+1 Damage)** this battle round.



## • AQSHY TWIST •

**WREATHED IN SMOKE:** *Plumes of thick black smoke erupt from the scarred land, obscuring the warriors in battle.*

The **underdog** picks 1 objective on the battlefield. If there is no **underdog**, the players roll off and the winner picks the objective.

That objective is **wreathed in smoke**. Until the end of the battle round, only unmodified hit rolls of 6 successfully hit for attacks that target a unit contesting that objective.





## • GHYRAN TWIST •

**RECLAIM GHYRAN:** *To gain a foothold in the Realm of Life, one must plant the seeds of victory for future generations.*

The **underdog** picks **2 objectives** on the battlefield.

If there is no **underdog**, each player picks 1 objective on the battlefield, starting with the active player.

Each player scores **1 extra victory point** at the end of their turn for each of those objectives that they control.



## • GHYRAN TWIST •

**ALARIELLE'S BLESSING:** *The goddess of life commands the seasons and cycles of Ghyran.*

The **underdog** can pick one of the effects below. If there is no underdog, the players roll off and the winner can pick the effect.

***Shield of Thorns:*** Pick a friendly unit on the battlefield. That unit has **WARD (6+)** this battle round. If that unit already has a ward save, add 1 to ward rolls for that unit this battle round instead.

***Rain of Jade:*** Pick up to 3 different friendly units on the battlefield. **Heal (D3)** each of those units (roll for each).



## • GHYRAN TWIST •

**TAKE THE LAND:** *The verdant land of Ghyran is rich in natural resources waiting to be claimed.*

Each player scores **1 extra victory point** at the end of their turn if there are more friendly models contesting the **large terrain feature in enemy territory** than there are enemy models contesting it.

In addition, the **underdog** adds 1 to wound rolls for attacks made by friendly units that target a unit contesting a **large terrain feature**.



## • GHYRAN TWIST •

**GRASPING VINES:** *Twisting vines burst from the undergrowth to ensnare hapless warriors.*

The **underdog** picks an enemy unit on the battlefield. If there is no **underdog**, the players roll off and the winner picks an enemy unit on the battlefield.

That unit is **ensnared**. Until the end of the battle round, halve its Move characteristic and roll 1 fewer dice when making a charge roll for that unit.



## • GHYRAN TWIST •

**THE GRANDFATHER'S BLESSING:** *The Realm of Life is tainted by the touch of Nurgle, whose virulent 'gifts' are transmitted by sputum, slime and spore.*

The **underdog** can pick one of the effects below. If there is no **underdog**, the players roll off and the winner can pick the effect.

**Nurgle's Rot:** Pick an enemy unit on the battlefield. Subtract 1 from save rolls for that unit this battle round.

**Eroding Miasma:** Pick an enemy unit on the battlefield. **Ward rolls** cannot be made for that unit this battle round.



## • GHYRAN TWIST •

**LIFESPRING:** *It is said that bathing in the lifespings of Ghyran can cure disease and increase one's vitality.*

The **underdog** picks 1 objective on the battlefield. If there is no underdog, the players roll off and the winner picks the objective.

That objective becomes a **lifespring** this battle round. Each player scores **1 extra victory point** at the end of their turn if they control that objective.

In addition, at the end of each turn in this battle round, after victory points have been scored, **Heal (1)** each unit that is contesting that objective.







## • BATTLE TACTIC •

**WAR OF ATTRITION:** *Grind down the enemy to shatter their resolve.*

You complete this battle tactic at the end of your turn if any enemy units were destroyed this turn

**AND**

more enemy units than friendly units were destroyed this turn.

## • COMMAND •

### ✂ Enemy Hero Phase

**STAND GUARD:** *These warriors stand fast and ready themselves for an oncoming attack.*

**Declare:** Pick a friendly unit to use this ability.

**Effect:** That unit has **STRIKE-FIRST** this turn.



## • BATTLE TACTIC •

**RAID:** *Drive deep into enemy territory and wreak havoc!*

You complete this battle tactic at the end of your turn if any friendly units are **wholly within enemy territory** and not in combat.

## • COMMAND •

**U** Reaction: Opponent declared an **ATTACK** ability

**STEEL DEFENCE:** *These warriors assume a defensive formation that blunts the blows of the enemy.*

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

**Effect:** Ignore the Rend characteristic of attacks that target that unit this phase.



## • BATTLE TACTIC •

**TAKE THE FLANKS:** *Surround the enemy before you close in for the kill.*

You complete this battle tactic at the end of your turn if there are any friendly units within 3" of each **short battlefield edge**.

## • COMMAND •

### ➤ Enemy Movement Phase

**REDEPLOY:** *Taking initiative, the warriors hastily reposition to respond to enemy movements.*

**Declare:** Pick a friendly unit that is not in combat to use this ability.

**Effect:** That unit can move up to D6". That unit cannot move into combat during any part of that move.

**KEYWORDS**

**MOVE, RUN**



## • BATTLE TACTIC •

**TAKE WITHOUT WARNING:** *The enemy leaves a critical position unguarded. Claim it!*

You complete this battle tactic at the end of your turn if you gain control of an objective that was controlled by your opponent at the start of the turn

AND

none of the units contesting that objective used a **FIGHT** ability this turn.

## • COMMAND •

**U** Reaction: Opponent declared an **ATTACK** ability

**FIGHT TO THE LAST:** *With grit and zeal, these warriors fight till the bitter end.*

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

**Effect:** That unit has **WARD (5+)** this phase.



## • BATTLE TACTIC •

**HOLD GROUND:** *Give the enemy no quarter.*

You complete this battle tactic at the end of your turn if there are more friendly models contesting the **large terrain feature** in your territory than there are enemy models contesting it.

## • COMMAND •

### Any Combat Phase

**RISE TO THE CHALLENGE:** *This champion is not one to shy away from battle.*

**Declare:** Pick a friendly **HERO** to use this ability.

**Effect:** Heal (D6) that **HERO**.



## • BATTLE TACTIC •

**CUT OFF THE HEAD:** *Claim the head of the enemy's general to shatter their morale.*

You complete this battle tactic at the end of your turn if the enemy general was slain this turn

OR

the enemy general was slain in an earlier turn **and** any enemy units were destroyed this turn.

## • COMMAND •

### ➤ Enemy Charge Phase

**COUNTER-CHARGE:** *These warriors charge forth to stall the enemy's advance or enact a bold interception.*

**Declare:** Pick a friendly unit that is not in combat to use this ability.

**Effect:** That unit can use a **CHARGE** ability as if it were your charge phase.



## • BATTLE TACTIC •

**THE IGNAX DAIS:** *Take the dais of Ignax so that we are filled with her fury and wrath.*

You complete this battle tactic if you control the **Ignax** objective at the end of your turn.



## • COMMAND •

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

**FORWARD TO VICTORY:** *A rousing command gives the unit renewed energy to reach their foes.*

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

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



## • BATTLE TACTIC •

**THE BEHEMAT DAIS:** *Claim the sigil of Behemat so that we might be blessed with his strength.*

You complete this battle tactic if you control the **Behemat** objective at the end of your turn.



## • COMMAND •

✂ Any Hero Phase

**SCROLL OF ARCANE BOLT:** *Upon this parchment is an eldritch incantation that can loose a blast of destructive magic.*

**Declare:** Pick a friendly **HERO** to use this ability, pick a visible enemy unit within 12" of them, then roll a dice.

**Effect:** On a 2+, inflict D3 mortal damage on that enemy unit.



## • BATTLE TACTIC •

### **THE DRACOTHION DAIS:**

*Noble Dracothion is marked upon this hallowed ground. his strength.*

You complete this battle tactic if you control the **Dracothion** objective at the end of your turn.



## • COMMAND •

**U** Reaction: Opponent declared a **SHOOT** ability

**GO TO GROUND:** *These warriors take his cover to avoid a volley directed at them. at can*

**Used By:** A friendly unit targeted by that **SHOOT** ability. a friendly **HERO** to use this

**Effect:** Until the end of the phase, only unmodified hit rolls of 6 successfully hit for attacks that target that unit. However, that unit has **STRIKE-LAST** this turn.



## • BATTLE TACTIC •

**RAZE:** *Break through enemy lines and lay waste to the lands beyond.*

You complete this battle tactic at the end of your turn if there are any friendly units within 3" of the **long battlefield edge** in enemy territory.

## • COMMAND •

### ● Any Hero Phase

**INSPIRING PRESENCE:** *With heroic conviction, this mighty warrior stands firm in the face of the enemy.*

**Declare:** Pick a friendly **HERO** to use this ability.

**Effect:** Roll a dice. For the rest of the turn, add the number rolled to the control score of that **HERO**.



## • BATTLE TACTIC •

**ATTACK ON TWO FRONTS:** *Divide and conquer by approaching the foe from two directions.*

You complete this battle tactic at the end of your turn if you control 2 objectives that were controlled by your opponent at the start of the turn.

## • COMMAND •

### Any Movement Phase

**CALL REINFORCEMENTS:** *The rallying blare of war horns calls fresh warriors to battle.*

**Declare:** Pick a friendly **INFANTRY** or **CAVALRY** unit with 5 or more models that has been destroyed and has not already been replaced.

**Effect:** Set up a replacement unit consisting of D3 models from that unit anywhere on the battlefield more than 6" from all enemy units.



## • BATTLE TACTIC •

**DO NOT WAVER:** *We must not falter on any front. Stand fast, and keep the enemy at bay.*

You complete this battle tactic at the end of your turn if any friendly units used a **FIGHT** ability this turn

**AND**

no friendly units were destroyed this turn.

## • COMMAND •

**Reaction:** You declared a **RETREAT** ability

**FALL BACK AND RALLY:** *A unit breaks away from the enemy in order to rally scattered and wounded warriors.*

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

**Effect:** No mortal damage is inflicted on that unit by the **RETREAT** ability. In addition, after the ability is resolved, roll 1 dice for each slain model from that unit. For each 5+, you can return 1 slain model to that unit.