



TIME OF WAR
THE BLASTED
WASTES II

CALL
OF
CHAOS



TIME OF WAR

Within the Mortal Realms are places so corrupted by the taint of Chaos that the landscape itself rebels against nature, twisting into something resembling the Realm of Chaos itself. Two such places are the sickeningly fragrant slopes of Mount Hedon – the domain of Slaanesh-worshipping Hedonites – and the Crystalline Shores, where drifts of crystal are deposited by waves of ethereal blue fire, and the warriors of Tzeentch rule with an iron fist.

THE BLASTED WASTES

Time of War: The Blasted Wastes II provides rules for playing battles of *Warhammer Age of Sigmar* in areas so steeped with the touch of Chaos that the environment itself is as much of a danger to your warriors as the the enemy. They can be used by anyone brave enough to battle upon a hostile battlefield, but they are particularly fun when incorporated into a Path to Glory campaign where a Chaos warband may gain an advantage for fighting in their own domain, but risk the ire of their patron god should they suffer defeat.

When deciding which realm your battle will take place in, you can choose (if you dare) to fight on either Mount Hedon or on the Crystalline Shores instead.

RULES

MOUNT HEDON

If you decide a game is taking place on Mount Hedon, the following rules apply:

OVERWHELMING FRAGRANCE

At the start of each battle round, after you have rolled to see who will take the

first turn, mists of warm, perfumed air seep from hidden orifices around the slopes, bringing with them madness and ecstasy alike.

Starting with the player who will take the first turn, the players take it in turns to nominate a unit, marking it with a dice showing a number from 1 to 6.

Each number can only be used once – stop when all six have been used. A unit can be marked more than once if you wish. Once six dice have been placed, roll a dice. The marked unit with the matching number is enveloped in sweet-smelling mist. Roll two dice and add the unit's Bravery, then consult the chart below to find out what happens:

Total Effect

8 or less Ecstatic Catatonia: The unit is overcome with a state of pure bliss, more intense than anything they have ever known. Warriors cast their weapons aside and fall to the ground, heedless of anything but the ecstasy of the moment as they roll back and forth. Remove the entire unit from the battlefield; even if they are not slain by the enemy, it will take several hours for them to recover enough to be of any use. **SLAANESH** units suffer D6 mortal wounds instead, as they are accustomed to such pleasures.

9-11 Sadistic Glee: With a sudden, passionate ferocity, the unit turns on itself. Warriors who have stood side by side for years swing enthusiastically at each other, laughing joyously as their entrails spill and their limbs are crushed. Roll a dice for each model in the unit. For each result of 4, 5 or 6 the unit suffers a mortal wound. **SLAANESH** units only suffer mortal wounds on results of a 6.

12-14 Pavane of Slaanesh: The unit slows to a halt, warriors cocking their heads to one side as they hear the first notes of a disturbingly compelling song. They lower their weapons, unable to keep themselves from swaying side to side, eventually breaking into a lewd pavane. For the duration of the battle round the unit can do nothing; it cannot move, make attacks, cast spells, or use any of its abilities. You do not need to take battleshock tests for the unit, and each time it suffers a wound or mortal wound, roll a dice. On a result of 5 or more (4 or more, if it is a **SLAANESH** unit), the wound or mortal wound is ignored.

15+ Excess of Violence: After a moment's hesitation, the unit springs wide-eyed towards their foe, the raging desire to spill their blood and feel its warmth overruling any sense of self-preservation. The player whose unit it is rolls two dice, and moves the unit that many inches towards the nearest enemy.



THE CALL TO CHAOS: PATH TO GLORY CAMPAIGN

If you are playing a Path to Glory campaign and a Slaanesh warband fights a battle on the slopes of Mount Hedon, their decadent revelries will plumb terrible new depths should they be triumphant. However, should they fail, their lamentations at their god's mysterious absence will become dangerously self-destructive. They gain one additional Favour Point if they claim a victory here, but lose D3 Favour Points (to a minimum of 0) if they lose a battle here.



MOUNT HEDON TRIUMPHS

If you win a **major victory** in a battle in Mount Hedon, you can roll on the following table instead of the Triumph table on the *Warhammer Age of Sigmar* rules sheet.

D6 Reward

- 1 **Hedonic Flacon:** Choose a **HERO** in your army to carry the flacon. Once during the battle, in your hero phase, they can break its waxen seal and waft its enrapturing fragrance about them. Roll two dice for each enemy unit within 6". If the result is higher than their Bravery, they suffer D3 mortal wounds as warriors fall writhing to the ground.
- 2 **Obfuscatrix:** Choose a **HERO** in your army to bear the Obfuscatrix. At the start of your hero phase, you can pick one enemy unit within 12" and roll two dice. If the result is higher than the unit's Bravery, it will immediately attack the closest friendly unit to itself – it will either shoot it with all its missile weapons or attack with all its melee weapons (note that the unit does not pile in). Your opponent still rolls all dice as he attacks his own units, but you can decide who each model will target with their attacks. Their attacks cannot target models within their own unit however! Once you have successfully used the Obfuscatrix, its power diminishes and it cannot be used again.
- 3 **The Blissful Host:** Once during the battle, at the start of your hero phase, you can summon aid from the Blissful Host, whose daemonic power first brought the sweet mists to Mount Hedon. Roll three dice; add a unit of Daemonettes with that many models to your army. Set up the unit within 6" of any **HERO** in your army, and not within 3" of any enemy model.
- 4 **Witstealer:** Choose a **HERO** in your army to bear the Witstealer. At the end of the combat phase, roll a dice for each enemy **HERO** that was wounded by the bearer in that phase, but was not slain. On a roll of 4 or more the enemy **HERO** suffers a mortal wound as their thoughts are rendered feeble and useless.
- 5 **Enrapturing Gaze:** Choose a **HERO** in your army to have this gift temporarily bestowed upon them. At the start of each close combat phase, pick an enemy unit within 6" of the **HERO** and roll two dice. If the result is higher than their Bravery, they cannot be chosen to pile in or make attacks in this phase.
- 6 **The Silken Standard:** Choose a **TOTEM**, or a unit standard, banner or icon bearer in your army to bear the Silken Standard. If your opponent takes the first turn in a battle round, the unit can rend the standard and unleash its power before your opponent's turn begins. The unit can effectively complete a free turn – taking a hero phase, movement phase, shooting phase, charge phase, combat phase and battleshock phase – before your opponent starts theirs. In the combat phase, only that unit can attack, and as such the battleshock phase will likely only affect enemy units. This does not prevent your unit from acting in your turn as normal.





THE CRYSTALLINE SHORES

If you decide a game is taking place on the Crystalline Shores, the following rules apply:

SPARKLING SHARDS

The ground here is littered with splinters of crystal that hum with power in the presence of magic. If the result of a casting roll for a **WIZARD** in your force is a double, you can roll a third dice and add it to the total. If this increases the result of a casting roll to 15 or more, your **WIZARD** unleashes a supreme amount of power and each enemy unit within 18" suffers D3 mortal wounds.

FIRETIDE

After rolling to see who will take the first turn in a battle round, add the results of the two dice together. If the total is exactly 3, 6 or 9, the firetide begins to roll in. See the following table for its effects:

Total Effect

- 3 Tide of Pinkfire:** The firetide rises rapidly, engulfing all in its path in agonising flame before receding as swiftly as it arrived. Each unit on the battlefield that cannot fly suffers D3 mortal wounds. **TZEENTCH** units only suffer a single mortal wound instead.
- 6 Tide of Bluefire:** One side of the battlefield is wreathed in azure flame. The player taking the second turn in this battle round picks an edge of the battlefield, then rolls a dice. On a 1, the tide comes in from that edge. On a 2 or 3, the tide comes in from the edge to the left; on a 4 or 5, it comes in from the edge to the right; and on a 6 it comes in from the opposite edge. Any unit within 18" of the flaming edge suffers D3 mortal wounds unless it can fly.

TZEENTCH units only suffer a single mortal wound instead.

- 9 Tide of Change:** The tide comes in swiftly, but its flames are cold and do not seem to do harm. Phantasms of slain warriors swim amid the waves, stepping forth to rejoin their kin. Roll a dice for each unit on the battlefield. On a 5 or 6, return D3 slain models to the unit. Return D6 slain models to **TZEENTCH** units instead.

THE CALL TO CHAOS: PATH TO GLORY CAMPAIGN

If you are playing a Path to Glory campaign and a Tzeentch warband fights a battle on the Crystalline Shores, the eye of their patron is upon them. They gain one additional Favour Point if they claim a victory here, but lose D3 Favour Points (to a minimum of 0) if they lose a battle here.



THE CRYSTALLINE SHORES TRIUMPHS

If you win a **major victory** in a battle on the Crystalline Shores, you can roll on the following table instead of the Triumph table on the *Warhammer Age of Sigmar* rules sheet.

D6 Reward

- 1 Globe of Swirling Flame:** Choose a **HERO** in your army to carry the globe. They can throw it once during the battle, in your shooting phase, at an enemy unit that is visible and within 9". Roll nine dice. For each one that scores a 6, the unit suffers a mortal wound.
- 2 The Flickering Boatmen:** Once during the battle, at the start of your hero phase, you can summon aid from the Flickering Boatmen, whose insane chanting echoes around the Crystalline

Shores. Roll three dice, and add a unit of Horrors with that many models to your army. Set up the unit within 9" of any **HERO** in your army, and not within 3" of any enemy model.

- 3 Arcanovore:** Choose one **WIZARD** in your army to be followed into battle by the mysterious arcanovore. Once during the battle, immediately after another **WIZARD** within 18" successfully casts a spell, your **WIZARD** can immediately cast the same spell. They do not make a casting roll, and your opponent cannot unbind it.
- 4 Sigil of Flight:** Choose a **TOTEM**, unit standard, banner or icon bearer in your army to carry the Sigil of Flight. As long as that model is alive, its unit has a Move of 12" and can fly.

- 5 Gift of Sorcery:** Choose a **HERO** in your army. That **HERO** becomes a **WIZARD** for the duration of this battle. They can cast up to one spell in each of your hero phases, but cannot unbind spells. They know the Arcane Bolt and Mystic Shield spells. If all your **HEROES** are already **WIZARDS**, re-roll this result.
- 6 Enchantment of Animation:** Choose a unit in your army. Their weapons have been enchanted, and at a spoken command they can fly forth to attack of their own accord. Once during the battle, in your shooting phase, pick one of the unit's melee weapons. They can immediately attack with it as though it were a missile weapon with a range of 18".

THE RULES

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

THE ARMIES

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

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

WARSCROLLS & UNITS

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

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

TOOLS OF WAR

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

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

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

THE BATTLEFIELD

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

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

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

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

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

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

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

MYSTERIOUS LANDSCAPES

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

THE SCENERY TABLE

Roll Scenery

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

RULES

THE BATTLE BEGINS

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

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

SET-UP

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



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

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

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

THE GENERAL

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

GLORIOUS VICTORY

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

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

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

SUDDEN DEATH VICTORIES

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

TRIUMPHS

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

THE SUDDEN DEATH TABLE

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

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

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

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

THE TRIUMPH TABLE

Roll Triumph

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

BATTLE ROUNDS

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

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

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

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

RULES

PRE-BATTLE ABILITIES

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

HERO PHASE

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

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

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

COMMAND ABILITY

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

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

MOVEMENT PHASE

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

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

MOVING

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

ENEMY MODELS

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

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

RUNNING

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

FLYING

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

SHOOTING PHASE

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

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

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

CHARGE PHASE

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

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

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

COMBAT PHASE

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

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

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

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

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

BATTLESHOCK PHASE

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

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

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

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

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

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

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

PICKING TARGETS

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

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

MAKING ATTACKS

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

- 1. Hit Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.
- 2. Wound Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.
- 3. Save Roll:** The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon

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

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

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

INFLECTING DAMAGE

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

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

MORTAL WOUNDS

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

COVER

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

WIZARDS

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

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

CASTING SPELLS

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

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

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

ARCANE BOLT

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

MYSTIC SHIELD

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

THE MOST IMPORTANT RULE

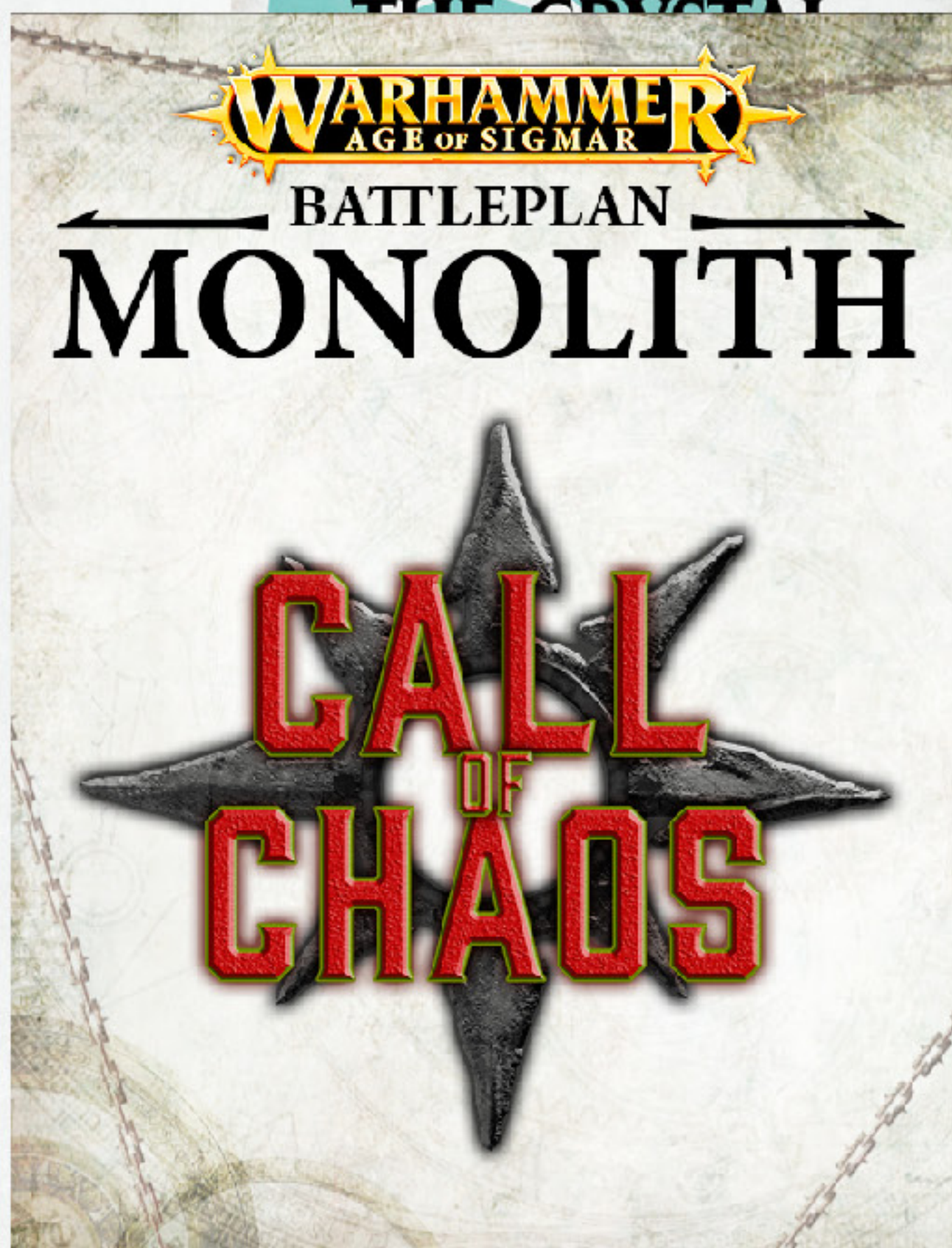
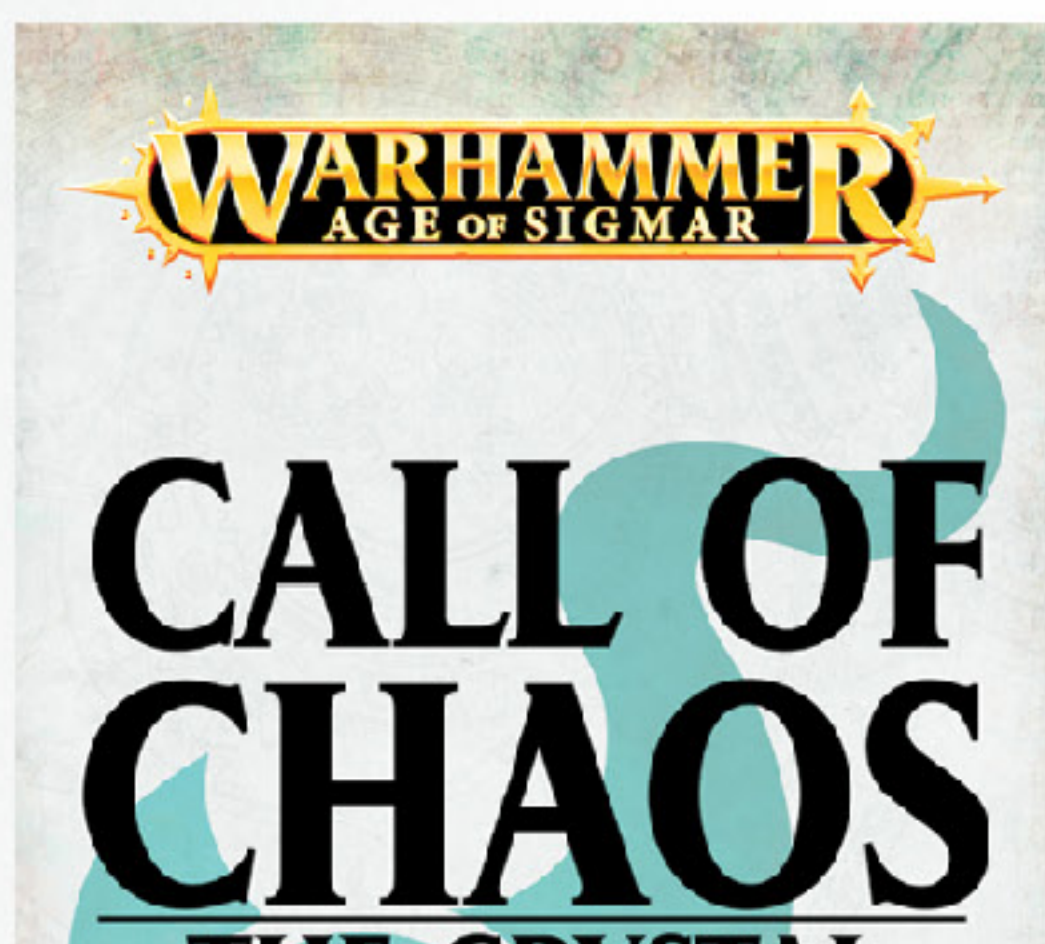
In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems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

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